

## **Yam\_Blitz List**

**COLLABORATORS**

	<i>TITLE :</i> Yam_Blitz List		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1 Yam_Blitz List</b>	<b>1</b>
1.1 INFORMATION	1
1.2 Yam_Blitz List.guide	1
1.3 #blitz	23
1.4 Re: ** YEAH! BFB Done!. Check this out ;) **	23
1.5 **FOR ONE DAY ONLY** (Thats Tuesday BTW!) HAVE I GONE MAD?	24
1.6 Re: 3rd parameter bug	25
1.7 Re: 3rd parameter problem	31
1.8 Re: 3rd parameter problem, READ ME NOW! (was Auto CyberGraphX Finder	32
1.9 64bit integer in Blitz	33
1.10 64bit numbers	34
1.11 Re: 64bit numbers	35
1.12 Re: 64bit numbers	36
1.13 Re: 64bit numbers	37
1.14 Re: 64bit numbers	37
1.15 Re: 68030 Accelerators	38
1.16 68030 Accelerators	38
1.17 Re: 68030 Accelerators	56
1.18 Re: 68030 Accelerators & chickens	58
1.19 Re: 68030 Accelerators & chickens	58
1.20 Re: A BB2 -> Ascii converter, any ?	59
1.21 A BB2 -> Ascii converter, any ?	61
1.22 Re: A BB2 -> Ascii converter, any ?	62
1.23 A Project	63
1.24 Re: About that complicated question.....	63
1.25 Re: About that complicated question.....	64
1.26 Re: About that complicated question.....	65
1.27 About that complicated question.....	67
1.28 About that complicated question.....	70
1.29 Re: About that simple answer.....	71

---

---

1.30 Re: AmFTP was - GTSetString active? . . . . .	73
1.31 Amiga buying . . . . .	73
1.32 Re: Aminet . . . . .	74
1.33 Re: Aminet . . . . .	75
1.34 Re: Aminet . . . . .	76
1.35 Aminet . . . . .	76
1.36 Re: Aminet . . . . .	77
1.37 Re: Aminet . . . . .	77
1.38 Re: Aminet . . . . .	79
1.39 Re: Aminet . . . . .	79
1.40 Re: Aminet . . . . .	80
1.41 Re: Aminet . . . . .	81
1.42 Re: Aminet . . . . .	81
1.43 Re: Aminet . . . . .	82
1.44 Re: Aminet . . . . .	83
1.45 Re: Aminet . . . . .	83
1.46 Re: Aminet . . . . .	83
1.47 Re: Aminet . . . . .	84
1.48 Re: Aminet . . . . .	85
1.49 Re: animation formats . . . . .	86
1.50 ANNOUNCEMENT: Amigactive Online . . . . .	86
1.51 ANNOUNCEMENT: Amigactive Online . . . . .	87
1.52 Another MUI question..... . . . .	88
1.53 Re: Apptthings :) . . . . .	89
1.54 arexx and ImageFX . . . . .	90
1.55 Re: arexx and ImageFX . . . . .	90
1.56 Assem Woes :( . . . . .	91
1.57 Assembler headaches :( . . . . .	92
1.58 Assembler troubles almost got there thought :) . . . . .	98
1.59 Re: Assembler troubles almost got there thought :) . . . . .	105
1.60 Re: Assembler troubles almost got there thought :) . . . . .	105
1.61 Re: Assembler woes and consequential Gurus . . . . .	107
1.62 Assembler woes and consequential Gurus . . . . .	108
1.63 Re: Assembler woes and consequential gurus . . . . .	108
1.64 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE . . . . .	114
1.65 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE . . . . .	115
1.66 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE . . . . .	115
1.67 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE . . . . .	116
1.68 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE . . . . .	117

---

---

1.69 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE . . . . .	117
1.70 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE . . . . .	118
1.71 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE . . . . .	119
1.72 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE . . . . .	120
1.73 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE . . . . .	120
1.74 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE . . . . .	121
1.75 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE . . . . .	122
1.76 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE . . . . .	123
1.77 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE . . . . .	123
1.78 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE . . . . .	124
1.79 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE . . . . .	125
1.80 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE . . . . .	126
1.81 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE . . . . .	127
1.82 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE . . . . .	127
1.83 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE . . . . .	128
1.84 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE . . . . .	129
1.85 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE . . . . .	129
1.86 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE . . . . .	130
1.87 ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE . . . . .	131
1.88 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE . . . . .	131
1.89 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE . . . . .	132
1.90 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE . . . . .	133
1.91 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE . . . . .	134
1.92 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE . . . . .	135
1.93 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE . . . . .	135
1.94 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE . . . . .	136
1.95 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE . . . . .	137
1.96 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE . . . . .	137
1.97 ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE . . . . .	138
1.98 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE . . . . .	139
1.99 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE . . . . .	139
1.100Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE . . . . .	140
1.101Re: Audio Control . . . . .	141
1.102Re: Audio Control . . . . .	141
1.103Re: Audio Control . . . . .	142
1.104Re: Audio Control . . . . .	143
1.105Auto CyberGraphX Finder . . . . .	144
1.106Re: Auto CyberGraphX Finder . . . . .	146
1.107Re: Autorouting . . . . .	148

---

---

1.108	Autorouting . . . . .	148
1.109	Re: Autorouting . . . . .	149
1.110	Bars&Pipes H-E-L-P!!! . . . . .	150
1.111	Re: Blankers . . . . .	151
1.112	Blankers . . . . .	151
1.113	Re: blitz irc . . . . .	151
1.114	Re: blitz irc . . . . .	152
1.115	blitz meeting . . . . .	153
1.116	Blitz-2000 site . . . . .	154
1.117	Re: Blitz-2000 site . . . . .	154
1.118	Re: Blitz-2000 site . . . . .	155
1.119	Re: Blitz-2000 site . . . . .	155
1.120	Re: Blitz-2000 site . . . . .	156
1.121	Re: Blitz-2000 site . . . . .	156
1.122	Blitz-Developer-List (Update 05/22/99) . . . . .	157
1.123	Re: Blitz-Developer-List (Update 05/22/99) . . . . .	158
1.124	Button group . . . . .	159
1.125	Re: Button group . . . . .	159
1.126	Button group . . . . .	161
1.127	Re: Button group . . . . .	161
1.128	Buying blitz . . . . .	162
1.129	Re: Buying blitz . . . . .	163
1.130	Re: Buying blitz . . . . .	164
1.131	Re: Buying blitz . . . . .	165
1.132	Re: Buying blitz . . . . .	165
1.133	Re: Buying blitz . . . . .	166
1.134	Re: Buying blitz . . . . .	167
1.135	Re: Buying blitz . . . . .	168
1.136	Re: Buying blitz . . . . .	169
1.137	Re: Buying blitz . . . . .	170
1.138	Re: bye . . . . .	171
1.139	Re: bye . . . . .	171
1.140	Re: bye . . . . .	172
1.141	Re: bye . . . . .	173
1.142	Re: bye . . . . .	174
1.143	Re: bye . . . . .	175
1.144	Re: bye . . . . .	176
1.145	bye . . . . .	177
1.146	Re: bye . . . . .	178

---

---

1.147Re: bye . . . . .	179
1.148Bye everyone... . . . .	179
1.149Re: Bye everyone... . . . .	180
1.150CacheClearU_ . . . . .	181
1.151Re: CacheClearU_ . . . . .	181
1.152Re: CacheClearU_ . . . . .	182
1.153Re: Change colors for GTButton . . . . .	182
1.154Re: Change colors for GTButton . . . . .	184
1.155Re: Change colors for GTButton . . . . .	185
1.156Re: Change colors for GTButton . . . . .	185
1.157Re: Change colors for GTButton . . . . .	186
1.158Re: Change colors for GTButton . . . . .	186
1.159Re: Change colors for GTButton . . . . .	189
1.160Re: Change colors for GTButton . . . . .	189
1.161Change colors for GTButton . . . . .	191
1.162Re: Change colors for GTButton . . . . .	191
1.163Re: Change colors for GTButton . . . . .	193
1.164CIA Interrupts are Go!!!! . . . . .	197
1.165Re: CIA Interrupts are Go!!!! . . . . .	197
1.166Re: CIA Interrupts are Go!!!! . . . . .	200
1.167Re: CIA Interrupts are Go!!!! . . . . .	201
1.168Re: CIA Interrupts are Go!!!! . . . . .	201
1.169Cia Interrupts in Blitz . . . . .	202
1.170Re: Cia Interrupts in Blitz . . . . .	203
1.171Re: Cia Interrupts in Blitz . . . . .	204
1.172Re: Cia Interrupts in Blitz . . . . .	205
1.173Re: Cia Interrupts in Blitz . . . . .	206
1.174Re: Cia Interrupts in Blitz . . . . .	208
1.175Re: Cia Interrupts in Blitz . . . . .	211
1.176Re: Cia Interrupts in Blitz . . . . .	212
1.177Re: Cia Interrupts in Blitz . . . . .	213
1.178Re: Cia Interrupts in Blitz . . . . .	214
1.179Re: Cia Interrupts in Blitz . . . . .	215
1.180Re: Cia Interrupts in Blitz . . . . .	216
1.181Re: Cia Interrupts in Blitz . . . . .	217
1.182Re: Cia Interrupts in Blitz . . . . .	218
1.183CIA update . . . . .	218
1.184CIA Update 2 . . . . .	219
1.185Re: Cli Compiler ? . . . . .	220

---

---

1.186Cli Compiler ? . . . . .	221
1.187Re: Clipping graphics . . . . .	221
1.188Clipping graphics . . . . .	222
1.189Re: Clipping graphics . . . . .	223
1.190Re: Colour Test (was: Re: Oh, no, it's ObtainBestPen again...!) . . . . .	224
1.191Colour Test (was: Re: Oh, no, it's ObtainBestPen again...!) . . . . .	224
1.192Re: Colourwheel . . . . .	226
1.193Colourwheel . . . . .	229
1.194Commodities . . . . .	230
1.195Re: Commodities . . . . .	230
1.196Re: Commodity problems! . . . . .	231
1.197Commodity problems! . . . . .	253
1.198Re: [WORMS] Cop Lists... Is it possible? . . . . .	254
1.199Re: [WORMS] Cop Lists... Is it possible? . . . . .	255
1.200[WORMS] Cop Lists... Is it possible? . . . . .	257
1.201CP In Amos? . . . . .	258
1.202Re: CP In Amos? . . . . .	258
1.203Re: CP In Amos? . . . . .	259
1.204Re: CP In Amos? . . . . .	260
1.205Re: Crap Fighter . . . . .	260
1.206Re: Crap Fighter . . . . .	261
1.207Re: Crap Fighter . . . . .	262
1.208Re: Crap Fighter . . . . .	263
1.209Re: Crap Fighter . . . . .	264
1.210Re: Crap Fighter . . . . .	265
1.211Re: Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?) . . . . .	265
1.212Re: Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?) . . . . .	266
1.213Re: Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?) . . . . .	267
1.214Re: Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?) . . . . .	267
1.215Re: Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?) . . . . .	268
1.216Re: Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?) . . . . .	271
1.217Vs: Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?) . . . . .	272
1.218Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?) . . . . .	272
1.219Re: Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?) . . . . .	301
1.220Re: Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?) . . . . .	301
1.221Crap Fighters GFX . . . . .	302
1.222Re: Crash! . . . . .	303
1.223Re: CX hotkeys . . . . .	303
1.224Re: CX hotkeys . . . . .	305

---



---

1.225Re: CX hotkeys . . . . .	305
1.226Re: CX hotkeys . . . . .	306
1.227Re: CX hotkeys . . . . .	307
1.228Re: CX hotkeys . . . . .	307
1.229CX hotkeys . . . . .	308
1.230Re: CX hotkeys . . . . .	308
1.231Re: CX hotkeys . . . . .	309
1.232Cybergfx problems :( . . . . .	310
1.233SV: CyberGraphX Screenmodes . . . . .	313
1.234CyberGraphX Screenmodes . . . . .	313
1.235Re: CyberGraphX Screenmodes . . . . .	314
1.236Re: CyberGraphX sync . . . . .	315
1.237CyberGraphX sync . . . . .	316
1.238DAMN MUI! Was: MUI Question... Oh god not another :) . . . . .	316
1.239dbplay v0.7a FINAL VERSION (promise!) . . . . .	318
1.240Re: Device checking . . . . .	323
1.241Re: Device checking . . . . .	324
1.242Device checking . . . . .	324
1.243Re: Device checking . . . . .	325
1.244Re: DLL is here!! . . . . .	326
1.245Double press release . . . . .	326
1.246Re: Fast scrolling (George 2) . . . . .	327
1.247Re: Fast scrolling (George 2) . . . . .	328
1.248Fast scrolling (George 2) . . . . .	329
1.249Re: Fast scrolling (George 2) . . . . .	382
1.250Re: Fast scrolling (George 2) . . . . .	382
1.251Re: Fast scrolling (George 2) . . . . .	382
1.252Re: Font Sensitivity . . . . .	383
1.253Re: Font Sensitivity . . . . .	384
1.254Re: Font Sensitivity . . . . .	385
1.255Re: Font Sensitivity . . . . .	387
1.256Font Sensitivity . . . . .	388
1.257Re: Found pointer on/off routines :) . . . . .	388
1.258Found pointer on/off routines :) . . . . .	389
1.259Re: FREE 0800 ISP! . . . . .	391
1.260RE: FREE 0800 ISP! . . . . .	392
1.261FREE 0800 ISP! . . . . .	393
1.262Re: Freeserve . . . . .	394
1.263Freeserve . . . . .	395

---

---

1.264Re: Function offsets . . . . .	396
1.265Re: Function offsets . . . . .	396
1.266Re: Function offsets . . . . .	397
1.267Re: Function offsets . . . . .	398
1.268Function offsets . . . . .	399
1.269Re: Function offsets . . . . .	399
1.270Re: Gadget sensibility . . . . .	400
1.271Re: Gadget sensibility . . . . .	400
1.272Re: Gadget sensibility . . . . .	401
1.273Re: Gadget sensibility . . . . .	402
1.274Re: Gadget sensibility . . . . .	405
1.275Gadget sensibility . . . . .	405
1.276Re: Gadget sensibility . . . . .	406
1.277Re: Gadtools gadgets again . . . . .	406
1.278Gadtools gadgets again . . . . .	407
1.279Re: Game Publishing questions... . . . .	407
1.280Re: Game Publishing questions... . . . .	408
1.281Re: Game Publishing questions... . . . .	409
1.282Re: Game Publishing questions... . . . .	410
1.283Re: Game Publishing questions... . . . .	411
1.284Game Publishing questions... . . . .	412
1.285Get RGB info . . . . .	412
1.286Re: Get RGB info . . . . .	421
1.287getashape probs for 030 . . . . .	422
1.288Good Bye . . . . .	429
1.289Goodbye to Mr Xcretion :) . . . . .	429
1.290goodbye to the Amiga as we knew it! (fwd) . . . . .	431
1.291goodbye to the Amiga as we knew it! (fwd) . . . . .	434
1.292Re: goodbye to the Amiga as we knew it! (fwd) . . . . .	439
1.293Re: goodbye to the Amiga as we knew it! (fwd) . . . . .	439
1.294Re: goodbye to the Amiga as we knew it! (fwd) . . . . .	440
1.295Re: goodbye to the Amiga as we knew it! (fwd) . . . . .	441
1.296Re: goodbye to the Amiga as we knew it! (fwd) . . . . .	441
1.297Re: goodbye to the Amiga as we knew it! (fwd) . . . . .	443
1.298Re: goodbye to the Amiga as we knew it! (fwd) . . . . .	443
1.299Re: goodbye to the Amiga as we knew it! (fwd) . . . . .	444
1.300Re: goodbye to the Amiga as we knew it! (fwd) . . . . .	445
1.301Re: goodbye to the Amiga as we knew it! (fwd) . . . . .	446
1.302Re: goodbye to the Amiga as we knew it! (fwd) . . . . .	447

---

---

1.303Re: goodbye to the Amiga as we knew it! (fwd) . . . . .	448
1.304Re: goodbye to the Amiga as we knew it! (fwd) . . . . .	449
1.305Re: goodbye to the Amiga as we knew it! (fwd) . . . . .	450
1.306Re: goodbye to the Amiga as we knew it! (fwd) . . . . .	451
1.307Re: goodbye to the Amiga as we knew it! (fwd) . . . . .	452
1.308Re: goodbye to the Amiga as we knew it! (fwd) . . . . .	453
1.309Re: goodbye to the Amiga as we knew it! (fwd) . . . . .	454
1.310GT-Palette Requestor . . . . .	455
1.311Re: GT-Palette Requestor . . . . .	456
1.312Re: GT-Palette Requestor . . . . .	458
1.313Re: GT-Palette Requestor . . . . .	461
1.314Re: GT-Palette Requestor . . . . .	462
1.315Re: GT-Palette Requestor . . . . .	463
1.316Re: GT-Palette Requestor . . . . .	465
1.317Re: GT-Palette Requestor . . . . .	466
1.318Re: GT-Palette Requestor . . . . .	466
1.319Re: GT-Palette Requestor . . . . .	467
1.320Re: GT-Palette Requestor . . . . .	490
1.321GTCalc . . . . .	490
1.322Re: GTCalc + O.T. PC bashing . . . . .	492
1.323Re: GtList . . . . .	494
1.324Re: GtList . . . . .	495
1.325Re: GtList . . . . .	495
1.326Re: GtList . . . . .	496
1.327Re: GtList . . . . .	497
1.328GtList . . . . .	498
1.329Re: GtList . . . . .	498
1.330GTMenus . . . . .	500
1.331Re: GTMenus . . . . .	500
1.332GTScroller . . . . .	501
1.333Re: GTSetString active? . . . . .	501
1.334Re: GTSetString active? . . . . .	503
1.335Re: GTSetString active? . . . . .	504
1.336Re: GTSetString active? . . . . .	505
1.337Re: GTSetString active? . . . . .	507
1.338Re: GTSetString active? . . . . .	508
1.339Re: GTSetString active? . . . . .	508
1.340Re: GTSetString active? . . . . .	509
1.341Re: GTSetString active? . . . . .	510

---

---

1.342Re: GTSetString active? . . . . .	511
1.343Re: GTSetString active? . . . . .	513
1.344Re: GTSetString active? . . . . .	514
1.345Re: GTSetString active? . . . . .	514
1.346Re: GTSetString active? . . . . .	515
1.347Re: GTSetString active? . . . . .	517
1.348Re: GTShape released? . . . . .	519
1.349GTShape released? . . . . .	519
1.350Re: GTShape released? . . . . .	520
1.351GTstring length limiting . . . . .	520
1.352Re: GTstring length limiting . . . . .	521
1.353Re: GTstring length limiting . . . . .	522
1.354Re: GTstring length limiting . . . . .	522
1.355Re: help to unsubscribe . . . . .	523
1.356Re: help to unsubscribe . . . . .	524
1.357Re: help to unsubscribe . . . . .	525
1.358Re: help to unsubscribe . . . . .	526
1.359Re: help to unsubscribe . . . . .	526
1.360Re: help to unsubscribe . . . . .	527
1.361help to unsubscribe . . . . .	528
1.362Re: help to unsubscribe . . . . .	529
1.363Re: help to unsubscribe . . . . .	530
1.364Re: Help with timing . . . . .	531
1.365Re: Help with timing . . . . .	532
1.366Help with timing . . . . .	533
1.367Re: Help, Help, Help, Help . . . . .	534
1.368Re: Help, Help, Help, Help . . . . .	535
1.369Re: Help, Help, Help, Help . . . . .	535
1.370Re: Help, Help, Help, Help . . . . .	536
1.371Re: Help, Help, Help, Help . . . . .	537
1.372Help, Help, Help, Help . . . . .	538
1.373Re: Help, Help, Help, Help . . . . .	539
1.374Re: Help, Help, Help, Help . . . . .	540
1.375Re: HEX Problem (qagain) . . . . .	540
1.376HEX Problem (qagain) . . . . .	541
1.377Re: Hiding the mouse on a screen question again :(( . . . . .	542
1.378Re: Hiding the mouse on a screen question again :(( . . . . .	543
1.379Re: Hiding the mouse on a screen question again :(( . . . . .	545
1.380Hiding the mouse on a screen question again :(( . . . . .	546

---

---

1.381Re: I forgot to ask... ;)	546
1.382Re: I forgot to ask... ;)	547
1.383I forgot to ask... ;)	547
1.384Re: I forgot to ask... ;)	548
1.385Re: I forgot to ask... ;)	549
1.386Re: I forgot to ask... ;)	550
1.387Re: I forgot to ask... ;)	550
1.388Re: I forgot to ask... ;)	551
1.389Re: I forgot to ask... ;)	552
1.390Re: I forgot to ask... ;)	554
1.391I sorted the MUI stuff..	555
1.392Re: I'VE GOT REPLIES	555
1.393Re: Icons and stuff	556
1.394Re: Icons and stuff	557
1.395Re: Icons and stuff	558
1.396Re: Icons and stuff	558
1.397Icons and stuff	559
1.398Re: Icons and stuff	560
1.399Re: Icons and stuff	560
1.400Re: IRC	562
1.401Re: IRC	563
1.402IRC	563
1.403Re: IRC	563
1.404Re: It's English, not a programming language (was : AmFTP was - GTSetString active?)	564
1.405Re: It's English, not a programming language (was : AmFTP was - GTSetString active?)	565
1.406Re: It's English, not a programming language (was : AmFTP was - GTSetString active?)	565
1.407JokerD List	566
1.408Re: JokerD List	567
1.409Re: Just thought you might like to know???	568
1.410Just thought you might like to know???	569
1.411Large Screens	570
1.412Re: Last sat's meet, and a potential prob with the IRC room	570
1.413Last sat's meet, and a potential prob with the IRC room	571
1.414Re: Last sat's meet, and a potential prob with the IRC room	572
1.415Re: Locale suxx?	572
1.416Re: Locale suxx?	573
1.417Locale suxx?	574
1.418Re: Locale suxx?	575
1.419Re: Lowlevel.library	576

---

---

1.420Re: Lowlevel.library . . . . .	577
1.421Re: Lowlevel.library . . . . .	578
1.422Lowlevel.library . . . . .	579
1.423Re: Lowlevel.library . . . . .	581
1.424Re: Lowlevel.library . . . . .	581
1.425Re: Lowlevel.library . . . . .	583
1.426Re: Lowlevel.library . . . . .	583
1.427Re: Me and my Blitz Programming Language . . . . .	584
1.428Re: Me and my Blitz Programming Language . . . . .	585
1.429Re: Me and my Blitz Programming Language . . . . .	585
1.430Memory . . . . .	586
1.431Re: Memory . . . . .	587
1.432Re: Memory . . . . .	588
1.433Re: Memory . . . . .	589
1.434Re: Memory . . . . .	589
1.435Re: Memory . . . . .	590
1.436Re: Memory Chunks... . . . .	591
1.437Re: Memory Chunks... . . . .	593
1.438Memory Chunks... . . . .	594
1.439Re: Midrizery . . . . .	594
1.440Midrizery . . . . .	595
1.441Re: Mildred . . . . .	597
1.442Re: Mildred . . . . .	598
1.443Mildrid . . . . .	599
1.444Mods . . . . .	600
1.445Re: More sound.device -> dbplay v0.7 . . . . .	600
1.446More sound.device -> dbplay v0.7 . . . . .	601
1.447Re: More sound.device -> dbplay v0.7 . . . . .	607
1.448Re: MP3 length . . . . .	608
1.449MP3 length . . . . .	609
1.450RE: MP3 length . . . . .	609
1.451Re: Mp3 Stuff in Blitz!? . . . . .	610
1.452Mp3 Stuff in Blitz!? . . . . .	611
1.453Re: Mp3 Stuff in Blitz!? . . . . .	612
1.454MUI Crashes with MultiLists . . . . .	617
1.455Re: MUI Crashes with MultiLists . . . . .	617
1.456Re: MUI Crashes with MultiLists . . . . .	618
1.457Re: MUI Crashes with MultiLists . . . . .	619
1.458MUI Ghosting . . . . .	620

---

---

1.459Re: MUI Ghosting . . . . .	620
1.460MUI Lamp Example... . . . .	621
1.461Re: MUI Question... Oh god not another :) . . . . .	625
1.462Re: MUI Question... Oh god not another :) . . . . .	626
1.463Re: MUI Question... Oh god not another :) . . . . .	627
1.464MUI Question... Oh god not another :) . . . . .	628
1.465Re: MUI Question... Oh god not another :) . . . . .	629
1.466MUI questions . . . . .	631
1.467Re: MUI questions . . . . .	631
1.468Re: MUI questions..... . . . .	632
1.469Re: MUI questions..... . . . .	633
1.470MUI questions..... . . . .	634
1.471Re: MUI questions..... . . . .	635
1.472Re: MUI Stack Problems FIXED! + LOADS of other MUI stuff! . . . . .	636
1.473Re: MUI Stack Problems FIXED! + LOADS of other MUI stuff! . . . . .	637
1.474Re: MUI Stack Problems FIXED! + LOADS of other MUI stuff! . . . . .	638
1.475Re: MUI Stack Problems FIXED! + LOADS of other MUI stuff! . . . . .	639
1.476MUI Stack Problems FIXED! + LOADS of other MUI stuff! . . . . .	640
1.477Re: MUI Stack Problems FIXED! + LOADS of other MUI stuff! . . . . .	642
1.478MUI Still Crashes . . . . .	644
1.479Re: MUI Still Crashes !! FIXED !! . . . . .	645
1.480Re: MultiView (OFF TOPIC) . . . . .	646
1.481Re: MultiView (OFF TOPIC) . . . . .	648
1.482Re: MultiView (OFF TOPIC) . . . . .	648
1.483MultiView (OFF TOPIC) . . . . .	649
1.484Re: MultiView (OFF TOPIC) . . . . .	650
1.485Re: MultiView (OFF TOPIC) . . . . .	651
1.486Re: MultiView (OFF TOPIC) . . . . .	652
1.487MultiView (OFF TOPIC) - Last mail . . . . .	652
1.488Re: My new sig (1) . . . . .	653
1.489Re: My new sig (1) . . . . .	654
1.490My new sig (1) . . . . .	654
1.491Re: My new sig (1) . . . . .	655
1.492Re: My new sig (1) . . . . .	656
1.493My new sig (1) . . . . .	657
1.494My new sig (2) . . . . .	657
1.495Re: My new tower . . . . .	658
1.496My new tower . . . . .	659
1.497Re: My new tower . . . . .	659

---

---

1.498Re: My new tower . . . . .	660
1.499Re: My towered Amiga . . . . .	661
1.500Re: My towered Amiga . . . . .	662
1.501Re: My towered Amiga . . . . .	662
1.502Re: My towered Amiga . . . . .	663
1.503Re: My towered Amiga . . . . .	664
1.504Re: My towered Amiga . . . . .	665
1.505My towered Amiga . . . . .	667
1.506Re: My towered Amiga . . . . .	669
1.507Re: My towered Amiga . . . . .	669
1.508Re: NCS 1.80 is released . . . . .	670
1.509Re: NCS 1.80 is released . . . . .	671
1.510NetDOCK-2 Download Now! . . . . .	672
1.511New Address . . . . .	673
1.512New Email Address . . . . .	673
1.513Re: New Problem (Was: Icons and stuff) . . . . .	674
1.514New Problem (Was: Icons and stuff) . . . . .	676
1.515Re: New Problem (Was: Icons and stuff) . . . . .	677
1.516new user, mui problems . . . . .	677
1.517Re: new user, mui problems . . . . .	678
1.518Re: NewType problem (causing many headaches, please help!) . . . . .	679
1.519NewType problem (causing many headaches, please help!) . . . . .	680
1.520Re: NewType problem (still causing many headaches, please help!) . . . . .	681
1.521Re: NewType problem (still causing many headaches, please help!) . . . . .	682
1.522Re: NewType problem (still causing many headaches, please help!) . . . . .	684
1.523NewType problem (still causing many headaches, please help!) . . . . .	685
1.524Re: Nice Complicated Question for you :) Or is it? . . . . .	686
1.525Nice Complicated Question for you :) Or is it? . . . . .	687
1.526Re: Nice Simple Answer for you :) . . . . .	689
1.527Odp: Large Screens . . . . .	693
1.528off topic . . . . .	693
1.529Re: OFF TOPIC - annoyed . . . . .	694
1.530Re: OFF TOPIC - annoyed . . . . .	694
1.531Re: OFF TOPIC - annoyed . . . . .	696
1.532Re: OFF TOPIC - annoyed . . . . .	696
1.533Re: OFF TOPIC - annoyed . . . . .	697
1.534Re: OFF TOPIC - annoyed . . . . .	698
1.535Re: OFF TOPIC - annoyed . . . . .	699
1.536Re: OFF TOPIC - annoyed . . . . .	700

---



---

1.537OFF TOPIC - annoyed . . . . .	701
1.538Re: OFF TOPIC - annoyed . . . . .	701
1.539Re: OFF TOPIC - annoyed . . . . .	702
1.540Re: OFF TOPIC - annoyed . . . . .	703
1.541Re: OFF TOPIC - annoyed . . . . .	703
1.542Re: OFF TOPIC - annoyed . . . . .	705
1.543Re: OFF TOPIC - file systems (was annoyed) . . . . .	706
1.544Re: OFF TOPIC - file systems (was annoyed) . . . . .	707
1.545Re: OFF TOPIC - file systems (was annoyed) . . . . .	707
1.546Re: OFF TOPIC! goodbye to the Amiga as we knew it! (fwd) . . . . .	708
1.547Re: OFF TOPIC! goodbye to the Amiga as we knew it! (fwd) . . . . .	709
1.548Re: OFF TOPIC! goodbye to the Amiga as we knew it! (fwd) . . . . .	710
1.549Re: Offtopic tower hacks (was ATTENTION...) . . . . .	713
1.550Re: Offtopic tower hacks (was ATTENTION...) . . . . .	714
1.551Re: Offtopic tower hacks (was ATTENTION...) . . . . .	715
1.552Re: Offtopic tower hacks (was ATTENTION...) . . . . .	715
1.553Re: Offtopic tower hacks (was ATTENTION...) . . . . .	716
1.554Re: Offtopic tower hacks (was ATTENTION...) . . . . .	717
1.555Re: Offtopic tower hacks (was ATTENTION...) . . . . .	718
1.556Re: Oh, no, it's ObtainBestPen again...! . . . . .	719
1.557Re: Oh, no, it's ObtainBestPen again...! . . . . .	720
1.558Oh, no, it's ObtainBestPen again...! . . . . .	720
1.559Re: Oh, no, it's ObtainBestPen again...! . . . . .	721
1.560Old email . . . . .	722
1.561Re: OS2 GFX . . . . .	722
1.562OS2 GFX . . . . .	723
1.563Re: OSS, AHI, Blitz (duh), it's handling of dud?.b[0] type structures and the longest subject line in the world!!!!! (was:Poin . . . . .	724
1.564Re: OSS, AHI, Blitz (duh), it's handling of dud?.b[0] type structures and the longest subject line in the world!!!!! (was:Poin . . . . .	725
1.565Re: OSS, AHI, Blitz (duh), it's handling of dud?.b[0] type structures and the longest subject line in the world!!!!! (was:Poin . . . . .	725
1.566Re: OSS, AHI, Blitz (duh), it's handling of dud?.b[0] type structures and the longest subject line in the world!!!!! (was:Pointers to pointers in C) . . . . .	726
1.567Re: Overflow Errors . . . . .	728
1.568Re: Overscan . . . . .	729
1.569Overscan . . . . .	731
1.570Re: Overscan . . . . .	731
1.571Re: Overscan . . . . .	732
1.572Re: Palette problem . . . . .	734

---

---

1.573Re: Palette problem . . . . .	735
1.574Palette problem . . . . .	736
1.575Re: Palette RGB values . . . . .	736
1.576Palette RGB values . . . . .	737
1.577Re: Palette RGB values . . . . .	737
1.578Re: Pinball Algorithms 2 . . . . .	738
1.579Re: Pinball Algorithms 3 . . . . .	739
1.580Re: please reply . . . . .	740
1.581please reply . . . . .	740
1.582Re: please reply . . . . .	741
1.583pls update my info . . . . .	742
1.584pls update my info . . . . .	743
1.585Re: Pointers to pointers in C . . . . .	743
1.586Re: Pointers to pointers in C . . . . .	744
1.587Pointers to pointers in C . . . . .	745
1.588Re: PPC Information . . . . .	746
1.589Re: PPC Information . . . . .	747
1.590PPC Information . . . . .	749
1.591Re: Proportional Fonts . . . . .	749
1.592Re: Proportional Fonts . . . . .	750
1.593Re: Proportional Fonts . . . . .	751
1.594Re: Proportional Fonts . . . . .	752
1.595Proportional Fonts . . . . .	753
1.596Proportional Fonts . . . . .	753
1.597Re: Proportional Fonts . . . . .	754
1.598Re: Pure . . . . .	755
1.599Re: Pure . . . . .	758
1.600Re: Pure . . . . .	759
1.601Re: Pure . . . . .	760
1.602Re: Pure . . . . .	761
1.603Re: Pure . . . . .	761
1.604Re: Pure . . . . .	762
1.605Pure . . . . .	764
1.606Re: Pure . . . . .	764
1.607Re: Pure . . . . .	766
1.608Re: Pure . . . . .	766
1.609Re: Pure . . . . .	767
1.610Re: Re:ADPro . . . . .	769
1.611Re:ADPro . . . . .	770

---

---

1.612Re: Recursion . . . . .	770
1.613Re: Recursion . . . . .	771
1.614Recursion . . . . .	772
1.615Redraw-replacement . . . . .	773
1.616Redraw-replacement . . . . .	774
1.617Re: Remote Sysadmins . . . . .	775
1.618Remote Sysadmins . . . . .	776
1.619Re: Remote Sysadmins . . . . .	777
1.620Reqtools . . . . .	778
1.621Re: Reqtools . . . . .	779
1.622Re: Reqtools . . . . .	779
1.623Requestors on Prg Screen . . . . .	786
1.624Requestors on Prg Screen . . . . .	787
1.625Re: Requestors on Prg Screen . . . . .	788
1.626Re: Requestors on Prg Screen . . . . .	788
1.627Screen 2 Window Blit. . . . .	789
1.628Screen Requestor limiter . . . . .	793
1.629Re: Screen Requestor limiter . . . . .	794
1.630Re: Screen Requestor limiter . . . . .	794
1.631Re: Screen Requestor limiter . . . . .	800
1.632Screens!! . . . . .	800
1.633Re: Screens!! . . . . .	801
1.634ScreenTags (Dpen,Bpen) . . . . .	805
1.635Re: ScreenTags (Dpen,Bpen) . . . . .	806
1.636Re: ScreenTags (Dpen,Bpen) . . . . .	807
1.637Re: ScreenTags (Dpen,Bpen) . . . . .	808
1.638Re: ScreenTags (Dpen,Bpen) . . . . .	809
1.639Re: ScreenTags (Dpen,Bpen) . . . . .	809
1.640Re: scrolly text . . . . .	810
1.641scrolly text . . . . .	811
1.642Re: scrolly text . . . . .	811
1.643Searching source code . . . . .	812
1.644Shameless self promotion =) . . . . .	812
1.645Shape Scaling In Mildred . . . . .	814
1.646Re: Shape Scaling In Mildred . . . . .	814
1.647Re: Shape Scaling In Mildred . . . . .	815
1.648Re: Shape Scaling In Mildred . . . . .	816
1.649Re: Shape Scaling In Mildred . . . . .	817
1.650Shapes (Identification, and some other stuff) . . . . .	817

---

---

1.651Re: Shapes, Windows and Blitting . . . . .	818
1.652Re: Shapes, Windows and Blitting . . . . .	819
1.653Re: Shapes, Windows and Blitting . . . . .	820
1.654Re: Shapes, Windows and Blitting . . . . .	821
1.655Re: Shapes, Windows and Blitting . . . . .	821
1.656Shapes, Windows and Blitting . . . . .	823
1.657Re: Shapes, Windows and Blitting . . . . .	823
1.658Silly deactivate string solution #1 . . . . .	824
1.659Re: slighty off topic book related query . . . . .	825
1.660Re: slighty off topic book related query . . . . .	825
1.661Re: slighty off topic book related query . . . . .	827
1.662SMC v1.0 . . . . .	827
1.663Re: Some more Window Blit stuff. . . . .	828
1.664Re: Some more Window Blit stuff. . . . .	829
1.665Re: Some more Window Blit stuff. . . . .	832
1.666Re: Some more Window Blit stuff. . . . .	833
1.667Re: Some more Window Blit stuff. . . . .	834
1.668Re: Some more Window Blit stuff. . . . .	835
1.669Re: Some more Window Blit stuff. . . . .	836
1.670Some more Window Blit stuff. . . . .	837
1.671Re: Some more Window Blit stuff. . . . .	838
1.672Re: Some more Window Blit stuff. . . . .	841
1.673Re: Some more Window Blit stuff. . . . .	841
1.674Re: Source code text editor . . . . .	842
1.675Re: Source code text editor . . . . .	842
1.676Re: Source code text editor . . . . .	844
1.677Re: Source code text editor . . . . .	844
1.678Source code text editor . . . . .	845
1.679Source code text editor . . . . .	846
1.680Re: Speed assessment . . . . .	846
1.681Re: Speed assessment . . . . .	847
1.682Re: Speed assessment . . . . .	848
1.683Re: Speed assessment . . . . .	849
1.684Re: Speed assessment . . . . .	849
1.685Re: Speed assessment . . . . .	850
1.686Re: Speed assessment . . . . .	851
1.687Re: Speed assessment . . . . .	851
1.688Re: Speed assessment . . . . .	852
1.689Re: Speed assessment . . . . .	853

---

---

1.690Re: Speed assessment . . . . .	853
1.691Speed assessment . . . . .	854
1.692Re: Speed assessment . . . . .	914
1.693Re: Speed assessment . . . . .	915
1.694Re: Speed assessment . . . . .	915
1.695Re: Speed assessment . . . . .	916
1.696Re: Speed assessment . . . . .	917
1.697Re: Speed assessment . . . . .	918
1.698Re: Speed assessment . . . . .	918
1.699Re: Split + Join files . . . . .	919
1.700Re: Split + Join files . . . . .	920
1.701Re: Split + Join files . . . . .	920
1.702Re: Split + Join files . . . . .	921
1.703Re: Split + Join files . . . . .	922
1.704Re: Split + Join files . . . . .	922
1.705Re: Split + Join files . . . . .	923
1.706Split + Join files . . . . .	924
1.707Re: Split + Join files . . . . .	924
1.708Re: Split + Join files . . . . .	926
1.709Re: Split + Join files . . . . .	927
1.710Re: Split + Join files (off-topic but so what?) . . . . .	928
1.711Re: Split + Join files ENOUGH ALREADY! . . . . .	928
1.712Re: Sprites . . . . .	929
1.713Re: Sprites . . . . .	929
1.714Re: Sprites . . . . .	932
1.715Sprites . . . . .	934
1.716Re: Sprites . . . . .	934
1.717Re: Sprites . . . . .	936
1.718Re: Still here, but my head is starting to split... . . . . .	937
1.719Still here, but my head is starting to split... . . . . .	938
1.720Re: Strange happenings . . . . .	938
1.721Re: Strange happenings . . . . .	940
1.722Re: Strange happenings . . . . .	941
1.723Re: Strange happenings . . . . .	942
1.724Strange happenings . . . . .	942
1.725Strange happenings . . . . .	943
1.726Re: SuperTED . . . . .	944
1.727SuperTED . . . . .	945
1.728Re: SWOS Money Cheater . . . . .	945

---

---

1.729Re: Tabs in Listviews? . . . . .	946
1.730Tabs in Listviews? . . . . .	946
1.731Re: Tabs in Listviews? . . . . .	947
1.732Re: Ted Edit . . . . .	948
1.733Ted Edit . . . . .	949
1.734Re: The big MUI question!!! . . . . .	949
1.735Re: The big MUI question!!! . . . . .	950
1.736Re: The big MUI question!!! . . . . .	951
1.737Re: The big MUI question!!! . . . . .	952
1.738Re: The big MUI question!!! . . . . .	953
1.739Re: The big MUI question!!! . . . . .	954
1.740The big MUI question!!! . . . . .	954
1.741The big MUI question!!! . . . . .	955
1.742The big MUI question!!! . . . . .	956
1.743Re: The END command . . . . .	956
1.744The END command . . . . .	957
1.745Re: The END command . . . . .	958
1.746Re: The Game.. . . . .	959
1.747Re: The New Game Concept - was Re: Fast scrolling (George 2) . . . . .	961
1.748Re: The New Game Concept - was Re: Fast scrolling (George 2) . . . . .	962
1.749Re: The New Game Concept - was Re: Fast scrolling (George 2) . . . . .	963
1.750Re: The New Game Concept - was Re: Fast scrolling (George 2) . . . . .	964
1.751Re: The New Game Concept - was Re: Fast scrolling (George 2) . . . . .	965
1.752The New Game Concept - was Re: Fast scrolling (George 2) . . . . .	966
1.753The Source . . . . .	967
1.754Re: The Vote . . . . .	975
1.755Re: The Vote . . . . .	975
1.756The Vote . . . . .	976
1.757Re: The Vote . . . . .	977
1.758This is a test . . . . .	977
1.759Re: This is an emergency! . . . . .	977
1.760This is an emergency! . . . . .	978
1.761Re: Timing issues . . . . .	979
1.762Re: Timing issues . . . . .	980
1.763Re: Timing issues . . . . .	982
1.764Re: Timing issues . . . . .	982
1.765Re: Timing issues . . . . .	983
1.766Timing issues . . . . .	984
1.767Tower Project Info . . . . .	985

---

---

1.768Re: Two questions . . . . .	985
1.769Re: Two questions . . . . .	986
1.770Two questions . . . . .	987
1.771Re: Two questions . . . . .	987
1.772Two things... . . . .	988
1.773UDP_Chat V2.4 -oops . . . . .	991
1.774Usefull Source - Window BackFill . . . . .	992
1.775Re: VisualPrefs problems . . . . .	992
1.776Re: VisualPrefs problems . . . . .	993
1.777Re: VisualPrefs problems . . . . .	994
1.778Re: VisualPrefs problems . . . . .	995
1.779Re: VisualPrefs problems . . . . .	996
1.780Re: VisualPrefs problems . . . . .	998
1.781Re: VisualPrefs problems . . . . .	999
1.782Re: VisualPrefs problems . . . . .	1000
1.783 VisualPrefs problems . . . . .	1001
1.784Re: VisualPrefs problems . . . . .	1002
1.785Re: VisualPrefs problems . . . . .	1003
1.786Re: VisualPrefs problems . . . . .	1003
1.787Re: VisualPrefs problems . . . . .	1004
1.788Re: VisualPrefs problems . . . . .	1005
1.789Vote . . . . .	1007
1.790Re: What's Fun? . . . . .	1008
1.791Re: Window . . . . .	1009
1.792Window . . . . .	1010
1.793Window Blit Stuff, CHECK THIS OUT :) . . . . .	1010
1.794Re: Window borders . . . . .	1016
1.795Re: Window Borders . . . . .	1016
1.796Window Borders . . . . .	1017
1.797Re: Window borders . . . . .	1018
1.798Re: Window Borders . . . . .	1020
1.799Window2 . . . . .	1021
1.800Window2 . . . . .	1021
1.801Re: Windows, screens and gadgets . . . . .	1022
1.802Re: Windows, screens and gadgets . . . . .	1022
1.803Re: Windows, screens and gadgets . . . . .	1024
1.804Re: Windows, screens and gadgets . . . . .	1025
1.805Re: Windows, screens and gadgets . . . . .	1027
1.806Windows, screens and gadgets . . . . .	1028

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1.807Re: Windows, screens and gadgets . . . . .	1030
1.808Re: Windows, screens and gadgets . . . . .	1032
1.809Re: Windows, screens and gadgets . . . . .	1033
1.810Re: Windows, screens and gadgets . . . . .	1034
1.811Re: Won't Blit . . . . .	1035
1.812Re: Won't Blit . . . . .	1039
1.813Won't Blit . . . . .	1040
1.814Re: Won't Blit . . . . .	1043
1.815Re: Won't Blit . . . . .	1043
1.816Re: WormsDC Cop Lists... Is it possible? . . . . .	1044
1.817Re: WormsDC Cop Lists... Is it possible? . . . . .	1045
1.818Re: WormsDC Cop Lists... Is it possible? . . . . .	1045
1.819Re: WormsDC Cop Lists... Is it possible? . . . . .	1047
1.820Re: WormsDC Cop Lists... Is it possible? . . . . .	1050
1.821Re: Wotsits and pinball algorithm . . . . .	1050
1.822Re: Wotsits and pinball algorithm . . . . .	1051
1.823Re: Wotsits and pinball algorithm . . . . .	1052
1.824WoW . . . . .	1053

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# Chapter 1

## Yam\_Blitz List

### 1.1 INFORMATION

Blitz List.guide 01 Jun 1999

contains Yam mail within the following dates

first: 1 May/99/19:11:27 last: 31/May/1999

--- Here are the ezmlm command addresses.

I can handle administrative requests automatically.

Just send an empty note to any of these addresses:

<blitz-list-subscribe@netsoc.ucd.ie>:

Receive future messages sent to the mailing list.

<blitz-list-unsubscribe@netsoc.ucd.ie>:

Stop receiving messages.

<blitz-list-get.12345@netsoc.ucd.ie>:

Retrieve a copy of message 12345 from the archive.

**DO NOT SEND ADMINISTRATIVE REQUESTS TO THE MAILING LIST!**

If you do, I won't see them, and subscribers will yell at you.

To specify God@heaven.af.mil as your subscription address, send mail

to <blitz-list-subscribe-God=heaven.af.mil@netsoc.ucd.ie>.

I'll send a confirmation message to that address; when you receive that message, simply reply to it to complete your subscription.

Encoding: quoted-printable

This transfer standard introduces strange characters into the final guide which may make some individual mail items harder to read.

### 1.2 Yam\_Blitz List.guide

**Infomation** What is this guide?

**#blitz** Paul

Re: \*\* YEAH! BFB Done!. Check this out ;) \*\* "opi.plastic aka emil"  
\*\*FOR ONE DAY ONLY\*\* (Thats Tuesday BTW!) HAVE I GONE MAD? Rob Hutchinson  
Re: 3rd parameter bug David McMinn  
Re: 3rd parameter problem Simon Hitchen  
Re: 3rd parameter problem, READ ME NOW! (was Auto CyberGraphX Finder David McMinn  
64bit integer in Blitz Rostislav Stenicka  
64bit numbers Bob  
Re: 64bit numbers David McMinn  
Re: 64bit numbers David McMinn  
Re: 64bit numbers Thomas Cobb  
Re: 64bit numbers Thomas Cobb  
Re: 68030 Accelerators Blitzwing  
68030 Accelerators Gareth Griffiths  
Re: 68030 Accelerators Rob Hutchinson  
Re: 68030 Accelerators & chickens David McMinn  
Re: 68030 Accelerators & chickens Rob Hutchinson  
Re: A BB2 -> Ascii converter, any ? Curt Esser  
A BB2 -> Ascii converter, any ? Frederic Laboureur  
Re: A BB2 -> Ascii converter, any ? Rob Hutchinson  
A Project Neil Bullock  
Re: About that complicated question..... Dave  
Re: About that complicated question..... David McMinn  
Re: About that complicated question..... Frederic Laboureur  
About that complicated question..... Rob Hutchinson  
About that complicated question..... Simon Archer  
Re: About that simple answer..... Curt Esser  
Re: AmFTP was - GTSetString active? Linda Bell  
Amiga buying Sam Brookes  
Re: Aminet amorel  
Re: Aminet Andrew Guard  
Re: Aminet Anton Reinauer  
Aminet Bippy M  
Re: Aminet Curt Esser  
Re: Aminet Damir Arh  
Re: Aminet David McMinn  
Re: Aminet David McMinn  
Re: Aminet Jonas Thorell  
Re: Aminet Linda Bell  
Re: Aminet Linda Bell

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Re: Aminet Linda Bell  
Re: Aminet Linda Bell  
Re: Aminet Linda Bell  
Re: Aminet "opi.plastic aka emil"  
Re: Aminet Rick Hodger  
Re: Aminet Thomas Cobb  
Re: animation formats "opi.plastic aka emil"  
ANNOUNCEMENT: Amigactive Online Simon Archer  
ANNOUNCEMENT: Amigactive Online Simon Archer  
Another MUI question..... Rob Hutchinson  
Re: Appthings :) "opi.plastic aka emil"  
arexx and ImageFX Rostislav Stenicka  
Re: arexx and ImageFX Stifter  
Assem Woes :( Oliver Marks  
Assembler headaches :( Oliver Marks  
Assembler troubles almost got there thought :) Oliver Marks  
Re: Assembler troubles almost got there thought :) Oliver Marks  
Re: Assembler troubles almost got there thought :) Peter Thor  
Re: Assembler woes and consequential Gurus David McMinn  
Assembler woes and consequential Gurus Wiremu Te  
Re: Assembler woes and consequential gurus Wiremu TeKani  
Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE Anton Reinauer  
Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE Anton Reinauer  
Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE Anton Reinauer  
Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE Anton Reinauer  
Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE Anton Reinauer  
Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE Anton Reinauer  
Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE Anton Reinauer  
Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE Ashley Scott  
Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE Blitzwing  
Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE Blitzwing  
Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE Blitzwing  
Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE Blitzwing  
Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE Blitzwing  
Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE Curt Esser  
Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE Dave  
Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE Dave  
Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE Dave  
Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE David McMinn

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Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE David McMinn  
Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE David McMinn  
Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE Donovan Reeve  
Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE Evan Tuer  
Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE Evan Tuer  
ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE Gareth Griffiths  
Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE Jake Frederick  
Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE James L Boyd  
Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE James L Boyd  
Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE James L Boyd  
Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE Linda Bell  
Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE Mikkel Løkke  
Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE "opi.plastic aka emil"  
Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE Paul  
Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE Rick Hodger  
ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE Simon Archer  
Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE Thomas Cobb  
Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE Toby Zuidveld  
Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE Tony Rolfe  
Re: Audio Control David McMinn  
Re: Audio Control Peter Thor  
Re: Audio Control Peter Thor  
Re: Audio Control Sami Näätänen  
Auto CyberGraphX Finder Daniel Allsopp  
Re: Auto CyberGraphX Finder Simon Hitchen  
Re: Autorouting Evan Tuer  
Autorouting "H.E. Schouwstra"  
Re: Autorouting "H.E. Schouwstra"  
Bars&Pipes H-E-L-P!!! Rui Carvalho  
Re: Blankers Anton Reinauer  
Blankers Linda Bell  
Re: blitz irc Chris Deeney  
Re: blitz irc Linda Bell  
blitz meeting Paul  
Blitz-2000 site Anton Reinauer  
Re: Blitz-2000 site Anton Reinauer  
Re: Blitz-2000 site David McMinn  
Re: Blitz-2000 site Gavin Williams  
Re: Blitz-2000 site Peter Thor

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Re: Blitz-2000 site Rob Hutchinson  
Blitz-Developer-List (Update 05/22/99) Andre Beer  
Re: Blitz-Developer-List (Update 05/22/99) Free\_Jack@gmx.net  
Button group Krzysztof Jonko  
Re: Button group Linda Bell  
Button group Simon Archer  
Re: Button group Tony Rolfe  
Buying blitz Anton Reinauer  
Re: Buying blitz Anton Reinauer  
Re: Buying blitz Curt Esser  
Re: Buying blitz Dave  
Re: Buying blitz David McMinn  
Re: Buying blitz David McMinn  
Re: Buying blitz Free\_Jack@gmx.net  
Re: Buying blitz Linda Bell  
Re: Buying blitz Neil Bullock  
Re: Buying blitz Neil Bullock  
Re: bye Anton Reinauer  
Re: bye Chris Deeney  
Re: bye Curt Esser  
Re: bye Daniel Allsopp  
Re: bye David McMinn  
Re: bye Donovan Reeve  
Re: bye Jake Frederick  
bye Paul  
Re: bye Rob Hutchinson  
Re: bye Tony Rolfe  
Bye everyone... Andrew Bruno  
Re: Bye everyone... David McMinn  
CacheClearU\_ Curt Esser  
Re: CacheClearU\_ Linda Bell  
Re: CacheClearU\_ Rick Hodger  
Re: Change colors for GTButton Curt Esser  
Re: Change colors for GTButton David McMinn  
Re: Change colors for GTButton David McMinn  
Re: Change colors for GTButton Linda Bell  
Re: Change colors for GTButton Linda Bell  
Re: Change colors for GTButton Linda Bell  
Re: Change colors for GTButton Linda Bell

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Re: Change colors for [GTButton](#) Linda Bell  
Change colors for [GTButton](#) Rostislav Stenicka  
Re: Change colors for [GTButton](#) Rostislav Stenicka  
Re: Change colors for [GTButton](#) Rostislav Stenicka  
CIA Interrupts are Go!!!! Anton Reinauer  
Re: CIA Interrupts are Go!!!! Anton Reinauer  
Re: CIA Interrupts are Go!!!! Anton Reinauer  
Re: CIA Interrupts are Go!!!! Curt Esser  
Re: CIA Interrupts are Go!!!! James L Boyd  
Cia Interrupts in Blitz Anton Reinauer  
Re: Cia Interrupts in Blitz Anton Reinauer  
Re: Cia Interrupts in Blitz Anton Reinauer  
Re: Cia Interrupts in Blitz Anton Reinauer  
Re: Cia Interrupts in Blitz Anton Reinauer  
Re: Cia Interrupts in Blitz Anton Reinauer  
Re: Cia Interrupts in Blitz Curt Esser  
Re: Cia Interrupts in Blitz Curt Esser  
Re: Cia Interrupts in Blitz Curt Esser  
Re: Cia Interrupts in Blitz Dave  
Re: Cia Interrupts in Blitz Dave  
Re: Cia Interrupts in Blitz Dave  
Re: Cia Interrupts in Blitz David McMinn  
Re: Cia Interrupts in Blitz James L Boyd  
CIA update Anton Reinauer  
CIA Update 2 Anton Reinauer  
Re: Cli Compiler ? David McMinn  
Cli Compiler ? Peter Thor  
Re: Clipping graphics Curt Esser  
Clipping graphics Luca Carminati  
Re: Clipping graphics Luca Carminati  
Re: Colour Test (was: Re: Oh, no, it's ObtainBestPen again...!) James L Boyd  
Colour Test (was: Re: Oh, no, it's ObtainBestPen again...!) Simon Hitchen  
Re: Colourwheel David McMinn  
Colourwheel Neil Bullock  
Commodities i03427  
Re: Commodities Linda Bell  
Re: Commodity problems! Linda Bell  
Commodity problems! Linus Silvander  
Re: [WORMS] Cop Lists... Is it possible? David McMinn

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Re: [WORMS] Cop Lists... Is it possible? Paul  
[WORMS] Cop Lists... Is it possible? Rob Hutchinson  
CP In Amos? Jake Frederick  
Re: CP In Amos? Jonas Thorell  
Re: CP In Amos? Liz Tucker  
Re: CP In Amos? Paul  
Re: Crap Fighter Curt Esser  
Re: Crap Fighter Frederic Laboureur  
Re: Crap Fighter Rob Hutchinson  
Re: Crap Fighter Rui Carvalho  
Re: Crap Fighter Simon Hitchen  
Re: Crap Fighter Simon Hitchen  
Re: Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?) Anton Reinauer  
Re: Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?) David McMinn  
Re: Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?) David McMinn  
Re: Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?) Jake Frederick  
Re: Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?) Paul  
Re: Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?) Rob Hutchinson  
Vs: Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?) Sasu Lintula  
Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?) Simon Hitchen  
Re: Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?) Simon Hitchen  
Re: Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?) Simon Hitchen  
Crap Fighters GFX Linda Bell  
Re: Crash! "opi.plastic aka emil"  
Re: CX hotkeys Curt Esser  
Re: CX hotkeys David McMinn  
Re: CX hotkeys Frederic Laboureur  
Re: CX hotkeys Linda Bell  
Re: CX hotkeys Linda Bell  
Re: CX hotkeys Linda Bell  
CX hotkeys Luca Carminati  
Re: CX hotkeys Luca Carminati  
Re: CX hotkeys Luca Carminati  
Cybergfx problems :( Oliver Marks  
SV: CyberGraphX Screenmodes Andreas Håkansson  
CyberGraphX Screenmodes Daniel Allsopp  
Re: CyberGraphX Screenmodes David McMinn  
Re: CyberGraphX sync Mikkel Løkke  
CyberGraphX sync Stephen Lebed

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DAMN MUI! Was: MUI Question... Oh god not another :) Rob Hutchinson  
dbplay v0.7a FINAL VERSION (promise!) Dave  
Re: Device checking David McMinn  
Re: Device checking James L Boyd  
Device checking Neil Bullock  
Re: Device checking Neil Bullock  
Re: DLL is here!! "opi.plastic aka emil"  
Double press release Peter Price  
Re: Fast scrolling (George 2) Anton Reinauer  
Re: Fast scrolling (George 2) Blitzwing  
Fast scrolling (George 2) Linda Bell  
Re: Fast scrolling (George 2) Linda Bell  
Re: Fast scrolling (George 2) Linda Bell  
Re: Fast scrolling (George 2) Tony Rolfe  
Re: Font Sensitivity Curt Esser  
Re: Font Sensitivity Curt Esser  
Re: Font Sensitivity David McMinn  
Re: Font Sensitivity David McMinn  
Font Sensitivity Tony Rolfe  
Re: Found pointer on/off routines :) Andrew Guard  
Found pointer on/off routines :) James L Boyd  
Re: FREE 0800 ISP! Ashley Scott  
RE: FREE 0800 ISP! "C.J.R.Jarvis"  
FREE 0800 ISP! Gareth Griffiths  
Re: Freeserve David McMinn  
Freeserve Rob Hutchinson  
Re: Function offsets Anton Reinauer  
Re: Function offsets David McMinn  
Re: Function offsets David McMinn  
Re: Function offsets Frederic Laboureur  
Function offsets John Mason  
Re: Function offsets John Mason  
Re: Gadget sensibility Andrew Guard  
Re: Gadget sensibility David McMinn  
Re: Gadget sensibility James L Boyd  
Re: Gadget sensibility Leigh Parry  
Re: Gadget sensibility Linda Bell  
Gadget sensibility Schnider Angel  
Re: Gadget sensibility Thomas Cobb

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Re: Gadtools gadgets again David McMinn  
Gadtools gadgets again Krzysztof Jonko  
Re: Game Publishing questions... Andrew Guard  
Re: Game Publishing questions... Ashley Scott  
Re: Game Publishing questions... David McMinn  
Re: Game Publishing questions... Linda Bell  
Re: Game Publishing questions... Neil Bullock  
Game Publishing questions... Stephen Lebed  
Get RGB info Andrew Guard  
Re: Get RGB info Julian Kinraid  
getashape probs for 030 Amir Hossin/STA/Lotus  
Good Bye Jamie Bentley  
Goodbye to Mr Xcretion :) Donovan Reeve  
goodbye to the Amiga as we knew it! (fwd) amorel  
goodbye to the Amiga as we knew it! (fwd) amorel  
Re: goodbye to the Amiga as we knew it! (fwd) amorel  
Re: goodbye to the Amiga as we knew it! (fwd) amorel  
Re: goodbye to the Amiga as we knew it! (fwd) amorel  
Re: goodbye to the Amiga as we knew it! (fwd) amorel  
Re: goodbye to the Amiga as we knew it! (fwd) Andrew Guard  
Re: goodbye to the Amiga as we knew it! (fwd) Anton Reinauer  
Re: goodbye to the Amiga as we knew it! (fwd) Anton Reinauer  
Re: goodbye to the Amiga as we knew it! (fwd) Ashley Scott  
Re: goodbye to the Amiga as we knew it! (fwd) Ashley Scott  
Re: goodbye to the Amiga as we knew it! (fwd) Curt Esser  
Re: goodbye to the Amiga as we knew it! (fwd) Curt Esser  
Re: goodbye to the Amiga as we knew it! (fwd) Dave  
Re: goodbye to the Amiga as we knew it! (fwd) Donovan Reeve  
Re: goodbye to the Amiga as we knew it! (fwd) Donovan Reeve  
Re: goodbye to the Amiga as we knew it! (fwd) Jonas Thorell  
Re: goodbye to the Amiga as we knew it! (fwd) Mikkel Løkke  
Re: goodbye to the Amiga as we knew it! (fwd) Rick Hodger  
Re: goodbye to the Amiga as we knew it! (fwd) Rob Hutchinson  
GT-Palette Requestor Andrew Guard  
Re: GT-Palette Requestor Andrew Guard  
Re: GT-Palette Requestor Andrew Guard  
Re: GT-Palette Requestor Andrew Guard  
Re: GT-Palette Requestor Curt Esser  
Re: GT-Palette Requestor Curt Esser

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Re: [GT-Palette Requestor](#) David McMinn  
Re: [GT-Palette Requestor](#) David McMinn  
Re: [GT-Palette Requestor](#) Linda Bell  
Re: [GT-Palette Requestor](#) Linda Bell  
Re: [GT-Palette Requestor](#) Linda Bell  
GTCalc Linda Bell  
Re: [GTCalc + O.T. PC bashing](#) David McMinn  
Re: [GtList](#) Curt Esser  
Re: [GtList](#) David McMinn  
Re: [GtList](#) David McMinn  
Re: [GtList](#) David McMinn  
Re: [GtList](#) Schnider Angel  
GtList Schnider Angel  
Re: [GtList](#) Schnider Angel  
GTMenus Luca Carminati  
Re: [GTMenus](#) Luca Carminati  
GTScroller Tony Rolfe  
Re: [GTSetString active?](#) Curt Esser  
Re: [GTSetString active?](#) Curt Esser  
Re: [GTSetString active?](#) Curt Esser  
Re: [GTSetString active?](#) Dave  
Re: [GTSetString active?](#) Dave  
Re: [GTSetString active?](#) Dave  
Re: [GTSetString active?](#) David McMinn  
Re: [GTSetString active?](#) David McMinn  
Re: [GTSetString active?](#) James L Boyd  
Re: [GTSetString active?](#) Linda Bell  
Re: [GTSetString active?](#) Tony Rolfe  
Re: [GTSetString active?](#) Tony Rolfe  
Re: [GTSetString active?](#) Tony Rolfe  
Re: [GTSetString active?](#) Tony Rolfe  
Re: [GTSetString active?](#) Tony Rolfe  
Re: [GTShape relased?](#) David McMinn  
GTShape relased? Krzysztof Jonko  
Re: [GTShape relased?](#) Linda Bell  
GTstring length limiting Curt Esser  
Re: [GTstring length limiting](#) Curt Esser  
Re: [GTstring length limiting](#) David McMinn  
Re: [GTstring length limiting](#) James L Boyd

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Re: help to unsubscribe Anders Hasselqvist  
Re: help to unsubscribe Anton Reinauer  
Re: help to unsubscribe Dave  
Re: help to unsubscribe David McMinn  
Re: help to unsubscribe Mikkel Løkke  
Re: help to unsubscribe Rob Hutchinson  
help to unsubscribe Stefan Haefner  
Re: help to unsubscribe Stefan Haefner  
Re: help to unsubscribe Thomas Cobb  
Re: Help with timing Linda Bell  
Re: Help with timing Paul  
Help with timing Stephen Lebed  
Re: Help, Help, Help, Help Andrew Guard  
Re: Help, Help, Help, Help Bob  
Re: Help, Help, Help, Help Donovan Reeve  
Re: Help, Help, Help, Help Linda Bell  
Re: Help, Help, Help, Help Rui Carvalho  
Help, Help, Help, Help Stefan Haefner  
Re: Help, Help, Help, Help Stefan Haefner  
Re: Help, Help, Help, Help Stefan Haefner  
Re: HEX Problem (qagain) David McMinn  
HEX Problem (qagain) Gareth Griffiths  
Re: Hiding the mouse on a screen question again :(( Andrew Guard  
Re: Hiding the mouse on a screen question again :(( Curt Esser  
Re: Hiding the mouse on a screen question again :(( James L Boyd  
Hiding the mouse on a screen question again :(( Stephen Lebed  
Re: I forgot to ask... ;) Anton Reinauer  
Re: I forgot to ask... ;) Anton Reinauer  
I forgot to ask... ;) Curt Esser  
Re: I forgot to ask... ;) Dave  
Re: I forgot to ask... ;) Dave  
Re: I forgot to ask... ;) Donovan Reeve  
Re: I forgot to ask... ;) Paul  
Re: I forgot to ask... ;) Paul  
Re: I forgot to ask... ;) Paul Burkey  
Re: I forgot to ask... ;) Paul Burkey  
I sorted the MUI stuff.. Rob Hutchinson  
Re: I'VE GOT REPLIES Leigh Parry  
Re: Icons and stuff Dave

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Re: Icons and stuff David McMinn

Re: Icons and stuff Emil

Re: Icons and stuff Mikkel Løkke

Icons and stuff Neil Bullock

Re: Icons and stuff "opi.plastic aka emil"

Re: Icons and stuff Rob Hutchinson

Re: IRC Anton Reinauer

Re: IRC Anton Reinauer

IRC Linda Bell

Re: IRC Scott

Re: It's English, not a programming language (was : AmFTP was - GtSetString active?) Curt Esser

Re: It's English, not a programming language (was : AmFTP was - GtSetString active?) Thomas Cobb

Re: It's English, not a programming language (was : AmFTP was - GtSetString active?) Toby Zuijdveld

JokerD List Gareth Griffiths

Re: JokerD List Rick Hodger

Re: Just thought you might like to know??? Andrew Guard

Just thought you might like to know??? Rob Hutchinson

Large Screens Stu

Re: Last sat's meet, and a potential prob with the IRC room Dave

Last sat's meet, and a potential prob with the IRC room Gareth Griffiths

Re: Last sat's meet, and a potential prob with the IRC room Peter Thor

Re: Locale suxx? Curt Esser

Re: Locale suxx? Curt Esser

Locale suxx? "opi.plastic aka emil"

Re: Locale suxx? Thomas Cobb

Re: Lowlevel.library Anton Reinauer

Re: Lowlevel.library Curt Esser

Re: Lowlevel.library James L Boyd

Lowlevel.library Thomas Newsom

Re: Lowlevel.library Thomas Newsom

Re: Lowlevel.library Thomas Newsom

Re: Lowlevel.library Thomas Newsom

Re: Lowlevel.library Toby Zuijdveld

Re: Me and my Blitz Programming Language Andrew Guard

Re: Me and my Blitz Programming Language Anton Reinauer

Re: Me and my Blitz Programming Language Donovan Reeve

Memory Bippy M

Re: Memory Bippy M

Re: Memory Bippy M

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Re: Memory Curt Esser  
Re: Memory Curt Esser  
Re: Memory Rob Hutchinson  
Re: Memory Chunks... Curt Esser  
Re: Memory Chunks... John Mason  
Memory Chunks... Rob Hutchinson  
Re: Midrizery Anton Reinauer  
Midrizery Wiremu Te Kani  
Re: Mildred Mikkel Løkke  
Re: Mildred Wiremu TeKani  
Mildrid Sam Brookes  
Mods Peter Thor  
Re: More sound.device -> dbplay v0.7 Anton Reinauer  
More sound.device -> dbplay v0.7 Dave  
Re: More sound.device -> dbplay v0.7 Dave  
Re: MP3 length Curt Esser  
MP3 length Damir Arh  
RE: MP3 length Jaime Araiza  
Re: Mp3 Stuff in Blitz!? amorel  
Mp3 Stuff in Blitz!? Mike Delling  
Re: Mp3 Stuff in Blitz!? Peter Thor  
MUI Crashes with MultiLists Daniel Allsopp  
Re: MUI Crashes with MultiLists Daniel Allsopp  
Re: MUI Crashes with MultiLists Mikkel Løkke  
Re: MUI Crashes with MultiLists Rick Hodger  
MUI Ghosting Andrew Guard  
Re: MUI Ghosting Rick Hodger  
MUI Lamp Example... Rob Hutchinson  
Re: MUI Question... Oh god not another :) Daniel Allsopp  
Re: MUI Question... Oh god not another :) Mikkel Løkke  
Re: MUI Question... Oh god not another :) Rick Hodger  
MUI Question... Oh god not another :) Rob Hutchinson  
Re: MUI Question... Oh god not another :) Rob Hutchinson  
MUI questions Malvin Wall  
Re: MUI questions Rui Carvalho  
Re: MUI questions..... Daniel Allsopp  
Re: MUI questions..... Daniel Allsopp  
MUI questions..... Rob Hutchinson  
Re: MUI questions..... Rob Hutchinson

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Re: MUI Stack Problems FIXED! + LOADS of other MUI stuff! Daniel Allsopp  
Re: MUI Stack Problems FIXED! + LOADS of other MUI stuff! James L Boyd  
Re: MUI Stack Problems FIXED! + LOADS of other MUI stuff! Jonas Thorell  
Re: MUI Stack Problems FIXED! + LOADS of other MUI stuff! Rick Hodger  
MUI Stack Problems FIXED! + LOADS of other MUI stuff! Rob Hutchinson  
Re: MUI Stack Problems FIXED! + LOADS of other MUI stuff! Rob Hutchinson  
MUI Still Crashes Daniel Allsopp  
Re: MUI Still Crashes !! FIXED !! Daniel Allsopp  
Re: MultiView (OFF TOPIC) James L Boyd  
Re: MultiView (OFF TOPIC) John Mason  
Re: MultiView (OFF TOPIC) Linda Bell  
MultiView (OFF TOPIC) Luca Carminati  
Re: MultiView (OFF TOPIC) Luca Carminati  
Re: MultiView (OFF TOPIC) Luca Carminati  
Re: MultiView (OFF TOPIC) Thomas Cobb  
MultiView (OFF TOPIC) - Last mail Luca Carminati  
Re: My new sig (1) amorel  
Re: My new sig (1) amorel  
My new sig (1) Gareth Griffiths  
Re: My new sig (1) Gareth Griffiths  
Re: My new sig (1) Jake Frederick  
My new sig (1) Simon Archer  
My new sig (2) Gareth Griffiths  
Re: My new tower Anton Reinauer  
My new tower Linda Bell  
Re: My new tower Paul  
Re: My new tower Robert R Mason  
Re: My towered Amiga Anton Reinauer  
Re: My towered Amiga Anton Reinauer  
Re: My towered Amiga Ashley Scott  
Re: My towered Amiga Curt Esser  
Re: My towered Amiga Curt Esser  
Re: My towered Amiga David McMinn  
My towered Amiga Linda Bell  
Re: My towered Amiga Linda Bell  
Re: My towered Amiga Rick Hodger  
Re: NCS 1.80 is released Frederic Laboureur  
Re: NCS 1.80 is released Simon Hitchen  
NetDOCK-2 Download Now! Gareth Griffiths

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New Address Don Finlay

New Email Address Nick Chapman

Re: New Problem (Was: Icons and stuff) David McMinn

New Problem (Was: Icons and stuff) Neil Bullock

Re: New Problem (Was: Icons and stuff) Thomas Cobb

new user, mui problems Németh Miklós - Desco^BLT

Re: new user, mui problems Rob Hutchinson

Re: NewType problem (causing many headaches, please help!) Rob Hutchinson

NewType problem (causing many headaches, please help!) steve@one3five.prestel.co.uk

Re: NewType problem (still causing many headaches, please help!) Curt Esser

Re: NewType problem (still causing many headaches, please help!) Dave

Re: NewType problem (still causing many headaches, please help!) David McMinn

NewType problem (still causing many headaches, please help!) steve@one3five.prestel.co.uk

Re: Nice Complicated Question for you :) Or is it? James L Boyd

Nice Complicated Question for you :) Or is it? Rob Hutchinson

Re: Nice Simple Answer for you :) Curt Esser

Odp: Large Screens Krzysztof Jonko

off topic Linda Bell

Re: OFF TOPIC - annoyed amorel

Re: OFF TOPIC - annoyed Andrew Guard

Re: OFF TOPIC - annoyed Curt Esser

Re: OFF TOPIC - annoyed Dave

Re: OFF TOPIC - annoyed Dave

Re: OFF TOPIC - annoyed David McMinn

Re: OFF TOPIC - annoyed David McMinn

Re: OFF TOPIC - annoyed Donovan Reeve

OFF TOPIC - annoyed Linda Bell

Re: OFF TOPIC - annoyed Linda Bell

Re: OFF TOPIC - annoyed Linda Bell

Re: OFF TOPIC - annoyed Neil Bullock

Re: OFF TOPIC - annoyed Neil Bullock

Re: OFF TOPIC - annoyed Rick Hodger

Re: OFF TOPIC - file systems (was annoyed) Andrew Guard

Re: OFF TOPIC - file systems (was annoyed) David McMinn

Re: OFF TOPIC - file systems (was annoyed) David McMinn

Re: OFF TOPIC! goodbye to the Amiga as we knew it! (fwd) Anton Reinauer

Re: OFF TOPIC! goodbye to the Amiga as we knew it! (fwd) James L Boyd

Re: OFF TOPIC! goodbye to the Amiga as we knew it! (fwd) Julian Kinraid

Re: Offtopic tower hacks (was ATTENTION...) Anton Reinauer

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Re: Offtopic tower hacks (was ATTENTION...) Curt Esser  
Re: Offtopic tower hacks (was ATTENTION...) David McMinn  
Re: Offtopic tower hacks (was ATTENTION...) Donovan Reeve  
Re: Offtopic tower hacks (was ATTENTION...) Linda Bell  
Re: Offtopic tower hacks (was ATTENTION...) Rick Hodger  
Re: Offtopic tower hacks (was ATTENTION...) Rick Hodger  
Re: Oh, no, it's ObtainBestPen again...! Curt Esser  
Re: Oh, no, it's ObtainBestPen again...! Dave  
Oh, no, it's ObtainBestPen again...! James L Boyd  
Re: Oh, no, it's ObtainBestPen again...! Simon Hitchen  
Old email Neil Bullock  
Re: OS2 GFX Curt Esser  
OS2 GFX David McMinn  
Re: OSS, AHI, Blitz (duh), it's handling of dud?.b[0] type structures and the longest subject line in the world!!!! (was:Poin Dave  
Re: OSS, AHI, Blitz (duh), it's handling of dud?.b[0] type structures and the longest subject line in the world!!!! (was:Poin David McMinn  
Re: OSS, AHI, Blitz (duh), it's handling of dud?.b[0] type structures and the longest subject line in the world!!!! (was:Poin David McMinn  
Re: OSS, AHI, Blitz (duh), it's handling of dud?.b[0] type structures and the longest subject line in the world!!!! (was:Pointers to pointers in C) Toby Zuijdveld  
Re: Overflow Errors Andrew Guard  
Re: Overscan Curt Esser  
Overscan Donovan Reeve  
Re: Overscan Donovan Reeve  
Re: Overscan Simon Hitchen  
Re: Palette problem Curt Esser  
Re: Palette problem David McMinn  
Palette problem Krzysztof Jonko  
Re: Palette RGB values Curt Esser  
Palette RGB values James L Boyd  
Re: Palette RGB values "S.J.CROY"  
Re: Pinball Algorithms 2 Thomas the Cobb  
Re: Pinball Algorithms 3 Thomas the Cobb  
Re: please reply amorel  
please reply Leigh Parry  
Re: please reply Tony Rolfe  
pls update my info Bob  
pls update my info Bob  
Re: Pointers to pointers in C David McMinn

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Re: Pointers to pointers in C James L Boyd  
Pointers to pointers in C Toby Zuidveld  
Re: PPC Information Anders Hasselqvist  
Re: PPC Information Anton Reinauer  
PPC Information Roger Beausoleil  
Re: Proportional Fonts Curt Esser  
Re: Proportional Fonts Curt Esser  
Re: Proportional Fonts David McMinn  
Re: Proportional Fonts Mikkel Løkke  
Proportional Fonts Tony Rolfe  
Proportional Fonts Tony Rolfe  
Re: Proportional Fonts Tony Rolfe  
Re: Pure Anton Reinauer  
Re: Pure Curt Esser  
Re: Pure David McMinn  
Re: Pure David McMinn  
Re: Pure David McMinn  
Re: Pure David McMinn  
Re: Pure Julian Kinraid  
Pure Peter Thor  
Re: Pure Peter Thor  
Re: Pure Thomas Cobb  
Re: Pure Tony Rolfe  
Re: Pure Tony Rolfe  
Re: Re:ADPro Curt Esser  
Re:ADPro Donovan Reeve  
Re: Recursion Anton Reinauer  
Re: Recursion David McMinn  
Recursion Linda Bell  
Redraw-replacement Leigh Parry  
Redraw-replacement Leigh Parry  
Re: Remote Sysadmins "Andrew McCarthy \(\Sysadmin\)"  
Remote Sysadmins Donovan Reeve  
Re: Remote Sysadmins Donovan Reeve  
Reqtools Bippy M  
Re: Reqtools David McMinn  
Re: Reqtools James L Boyd  
Requestors on Prg Screen Bippy M  
Requestors on Prg Screen Bippy M

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Re: Requestors on Prg Screen David McMinn  
Re: Requestors on Prg Screen James L Boyd  
Screen 2 Window Blit. Rob Hutchinson  
Screen Requestor limiter Andrew Guard  
Re: Screen Requestor limiter Andrew Guard  
Re: Screen Requestor limiter Curt Esser  
Re: Screen Requestor limiter David McMinn  
Screens!! Bippy M  
Re: Screens!! Curt Esser  
ScreenTags (Dpen,Bpen) Andrew Guard  
Re: ScreenTags (Dpen,Bpen) Curt Esser  
Re: ScreenTags (Dpen,Bpen) David McMinn  
Re: ScreenTags (Dpen,Bpen) David McMinn  
Re: ScreenTags (Dpen,Bpen) Linda Bell  
Re: ScreenTags (Dpen,Bpen) Linda Bell  
Re: scrolly text John Mason  
scrolly text Oliver Marks  
Re: scrolly text Peter Thor  
Searching source code rostsoft@iol.cz  
Shameless self promotion => amorel  
Shape Scaling In Mildred Jake Frederick  
Re: Shape Scaling In Mildred Jake Frederick  
Re: Shape Scaling In Mildred Jake Frederick  
Re: Shape Scaling In Mildred Paul  
Re: Shape Scaling In Mildred Paul  
Shapes (Identification, and some other stuff) Rob Hutchinson  
Re: Shapes, Windows and Blitting Curt Esser  
Re: Shapes, Windows and Blitting Curt Esser  
Re: Shapes, Windows and Blitting David McMinn  
Re: Shapes, Windows and Blitting David McMinn  
Re: Shapes, Windows and Blitting Mikkel Løkke  
Shapes, Windows and Blitting Sandy Brownlee  
Re: Shapes, Windows and Blitting Sandy Brownlee  
Silly deactivate string solution #1 Dave  
Re: slighty off topic book related query Anders Hasselqvist  
Re: slighty off topic book related query Anders Hasselqvist  
Re: slighty off topic book related query Dave  
SMC v1.0 Gareth Griffiths  
Re: Some more Window Blit stuff. Curt Esser

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Re: Some more Window Blit stuff. Curt Esser  
Re: Some more Window Blit stuff. Curt Esser  
Re: Some more Window Blit stuff. Curt Esser  
Re: Some more Window Blit stuff. Dave  
Re: Some more Window Blit stuff. Dave  
Re: Some more Window Blit stuff. Linda Bell  
Some more Window Blit stuff. Rob Hutchinson  
Re: Some more Window Blit stuff. Rob Hutchinson  
Re: Some more Window Blit stuff. Thomas Cobb  
Re: Some more Window Blit stuff. Thomas Cobb  
Re: Source code text editor David McMinn  
Re: Source code text editor David McMinn  
Re: Source code text editor Linda Bell  
Re: Source code text editor Linda Bell  
Source code text editor Rostislav Stenicka  
Source code text editor Rostislav Stenicka  
Re: Speed assessment Ashley Scott  
Re: Speed assessment Blitzwing  
Re: Speed assessment Chris Deeney  
Re: Speed assessment Curt Esser  
Re: Speed assessment Daniel Allsopp  
Re: Speed assessment Dave  
Re: Speed assessment Donovan Reeve  
Re: Speed assessment Donovan Reeve  
Re: Speed assessment Jake Frederick  
Re: Speed assessment Jake Frederick  
Re: Speed assessment James L Boyd  
Speed assessment Paul  
Re: Speed assessment Paul  
Re: Speed assessment Paul  
Re: Speed assessment Paul  
Re: Speed assessment Paul  
Re: Speed assessment Rob Hutchinson  
Re: Speed assessment Rui Carvalho  
Re: Speed assessment Simon Hitchen  
Re: Split + Join files Anton Reinauer  
Re: Split + Join files Anton Reinauer  
Re: Split + Join files Curt Esser  
Re: Split + Join files David McMinn

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Re: Split + Join files Donovan Reeve  
Re: Split + Join files Free\_Jack@gmx.net  
Re: Split + Join files James L Boyd  
Split + Join files Linda Bell  
Re: Split + Join files Neil Bullock  
Re: Split + Join files Neil Bullock  
Re: Split + Join files Thomas Cobb  
Re: Split + Join files (off-topic but so what?) John Mason  
Re: Split + Join files ENOUGH ALREADY! Linda Bell  
Re: Sprites Curt Esser  
Re: Sprites Curt Esser  
Re: Sprites Curt Esser  
Sprites "S.J.CROY"  
Re: Sprites "S.J.CROY"  
Re: Sprites "S.J.CROY"  
Re: Still here, but my head is starting to split... David McMinn  
Still here, but my head is starting to split... steve@one3five.prestel.co.uk  
Re: Strange happenings Curt Esser  
Re: Strange happenings David McMinn  
Re: Strange happenings David McMinn  
Re: Strange happenings Linda Bell  
Strange happenings Tony Rolfe  
Strange happenings Tony Rolfe  
Re: SuperTED David McMinn  
SuperTED Jake Frederick  
Re: SWOS Money Cheater Gareth Griffiths  
Re: Tabs in Listviews? Curt Esser  
Tabs in Listviews? Mike Delling  
Re: Tabs in Listviews? Tony Rolfe  
Re: Ted Edit David McMinn  
Ted Edit Rostislav Stenicka  
Re: The big MUI question!!! Daniel Allsopp  
Re: The big MUI question!!! Daniel Allsopp  
Re: The big MUI question!!! Daniel Allsopp  
Re: The big MUI question!!! David McMinn  
Re: The big MUI question!!! John Mason  
Re: The big MUI question!!! Rick Hodger  
The big MUI question!!! Rob Hutchinson  
The big MUI question!!! Simon Archer

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Re: VisualPrefs problems David McMinn  
Re: VisualPrefs problems James L Boyd  
VisualPrefs problems Luca Carminati  
Re: VisualPrefs problems Luca Carminati  
Re: VisualPrefs problems Luca Carminati  
Re: VisualPrefs problems Schnider Angel  
Re: VisualPrefs problems Thomas Cobb  
Re: VisualPrefs problems Thomas Cobb  
Vote Donovan Reeve  
Re: What's Fun? "opi.plastic aka emil"  
Re: Window James L Boyd  
Window Schnider Angel  
Window Blit Stuff, CHECK THIS OUT :) Rob Hutchinson  
Re: Window borders Curt Esser  
Re: Window Borders David McMinn  
Window Borders David McMinn  
Re: Window borders David McMinn  
Re: Window Borders Simon Hitchen  
Window2 Schnider Angel  
Window2 Schnider Angel  
Re: Windows, screens and gadgets Andrew Guard  
Re: Windows, screens and gadgets Curt Esser  
Re: Windows, screens and gadgets Curt Esser  
Re: Windows, screens and gadgets Curt Esser  
Re: Windows, screens and gadgets David McMinn  
Windows, screens and gadgets Tony Rolfe  
Re: Windows, screens and gadgets Tony Rolfe  
Re: Windows, screens and gadgets Tony Rolfe  
Re: Windows, screens and gadgets Tony Rolfe  
Re: Windows, screens and gadgets Tony Rolfe  
Re: Won't Blit Frederic Laboureur  
Re: Won't Blit Frederic Laboureur  
Won't Blit Kirk Trumble  
Re: Won't Blit Kirk Trumble  
Re: Won't Blit Linda Bell  
Re: WormsDC Cop Lists... Is it possible? David McMinn  
Re: WormsDC Cop Lists... Is it possible? Donovan Reeve  
Re: WormsDC Cop Lists... Is it possible? Paul  
Re: WormsDC Cop Lists... Is it possible? Rob Hutchinson

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Re: WormsDC Cop Lists... Is it possible? Simon Hitchen

Re: Wotsits and pinball algorithm Linda Bell

Re: Wotsits and pinball algorithm "opi.plastic aka emil"

Re: Wotsits and pinball algorithm Rick Hodger

WoW Mathias PARNAUDEAU

### 1.3 #blitz

for scott@online.u-net.com; Sat, 8 May 1999 19:12:04 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 8 May 99 19:11:27 +0000

Subject: #blitz

Encoding: 7bit

Presumably there is another blitz meeting on #blitz irc.esper.net again tonight at 8pm BST, although I did forget about it...

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

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To unsubscribe, e-mail: [blitz-list-unsubscribe@netsoc.ucd.ie](mailto:blitz-list-unsubscribe@netsoc.ucd.ie)

For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

### 1.4 Re: \*\* YEAH! BFB Done!. Check this out ;) \*\*

for scott@online.u-net.com; Sun, 16 May 1999 01:16:53 +0000

From: "opi.plastic aka emil" <[opi@abyss.lodz.pdi.net](mailto:opi@abyss.lodz.pdi.net)>

Date: Thu, 13 May 1999 21:23:40 +0100

Organization: calkowicie nie-zorganizowany

Subject: Re: \*\* YEAH! BFB Done!. Check this out ;) \*\*

Yello David

w3333 22-Apr-99, David McMinn naklepal-h:

)->> 10, THX Sound System <-- What the hell is that?

)-> You get them in cinemas. Basically its the big thunderous bass blast you

)-> get when the THX logo comes up before the next episode of Star Wars. Thats

)-> all its ever used for ;)

Are u nuts? ;) THX (AHX nowadays:) its a chip module format

---

developed by Pink\Abyss and Dexter\Abyss its superb for  
all oldskoolers... hm i know than Pink is somewhere around  
on this list so just wait for his reply ;D  
btw: AHX - Abyss Highest eXperience :D  
Regards

--

opi.plastic <opi@amigascne.org>  
amiga+linux+net+grass+ascii+scene = phuunnn  
[\*If all first you don't succeed, call it Windows.\*]

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To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie  
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.5 **\*\*FOR ONE DAY ONLY\*\* (Thats Tuesday BTW!) HAVE I GONE MAD?**

for scott@online.u-net.com; Tue, 18 May 1999 00:05:22 +0000  
From: Rob Hutchinson <loki@ssoft.freemove.co.uk>  
Date: Tue, 18 May 1999 00:03:03 +0100  
Organization: Satanic Dreams Software.  
Subject: **\*\*FOR ONE DAY ONLY\*\* (Thats Tuesday BTW!) HAVE I GONE MAD?**

Hello,

No it's not SPAM!!... And you probably think I've gone mad?

There has been some,.. Lets say, `argument' (sort of) over which  
looks better. My silhouette of a chicken or GazChap.. And so far,  
the votes are ever-so-slightly leaning towards the chicken  
(VERY BIG EXAGGERATION!)

For 1 day only, you have the the chance the watch Gaz Melt and  
turn into a Chicken on the SDS site... It's gotta be worth a look  
hasn't it?... goto <http://www.satanicdreams.freemove.co.uk/>  
and click on the little members section button (thing that looks  
like a newspaper (i've been told)) at the top... Then scroll  
down and VOTE...

VOTE Chicken :)

It's not some elaborate way to get you to hit our site,.....

Well actually it is... ahahahahah, but it's gotta be worth  
it to see all the above for FREE!.. This sort of material is  
priceless :) ahahahahah!

Sorry it's off topic and stuff but it's 1 day only, and I want  
to prove once and for all that the Chicken looks better, and make



it official :)

Democracy..... Ahhhhhhhhhh... dont ya just love it :)

BTW - It`s just a joke but hey, when was the last time one of them floated into the blitz-list...?? And you gorp at Gaz`s ugliness, but thats not the point, it`s a poll :)

--

LOKI - CHICKEN COMPATRIOT - Of CHICKENS ANONYMOUS

FOR 1 DAY ONLY, GET YOUR VOTES IN NOOOOOOOOOW!!!! AND SING ALONG:

`WE WANT CHICKEN, WE WANT CHICKEN!!! WE WANT CHICKEN!!!

CHICKEN CHICKEN CHICKEN!!'

\*\*\* "The chicken WILL prevail!"

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To unsubscribe, e-mail: [blitz-list-unsubscribe@netsoc.ucd.ie](mailto:blitz-list-unsubscribe@netsoc.ucd.ie)

For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

## 1.6 Re: 3rd parameter bug

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Thu, 6 May 1999 13:14:05 +0000

From: "David McMinn" <[D.Mcminn@eee.rgu.ac.uk](mailto:D.Mcminn@eee.rgu.ac.uk)>

Organization: The Robert Gordon University, E&EE

Date: Thu, 6 May 1999 13:11:47 +0100

Subject: Re: 3rd parameter bug

--Message-Boundary-27982

encoding: Quoted-printable

Content-description: Mail message body

Hoooooray!!

I've found Julian Kinraid's original archive that just has the patch program.

I've added a script to install it for you (making a backup of acidlibs of course:) and stuck it into an archive with a readme file, which also shows how

to test if you have a broken acidlibs.

I'll be uploading it to aminet soon as well.

--

l) ^ V ][ l) |M| =A9 |M| ][ |N| N

[dmcminn@house-of-mojo.freemove.co.uk](mailto:dmcminn@house-of-mojo.freemove.co.uk)

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Practice safe sex - don't do it with a Mafia boss's wife.

--Message-Boundary-27982

Content-disposition: inline

Content-description: Attachment information.

The following section of this message contains a file attachment prepared for transmission using the Internet MIME message format.

If you are using Pegasus Mail, or any another MIME-compliant system, you should be able to save it or view it from within your mailer.

If you cannot, please ask your system administrator for assistance.

---- File information -----

File: blitzfix.lha

Date: 6 May 1999, 13:03

Size: 11115 bytes.

Type: Unknown

--Message-Boundary-27982

Content-disposition: attachment; filename="blitzfix.lha"

encoding: BASE64

MQ0tbGg1LfABAAA6AwAAEWimJhAAG0ZpeEFjaWRsaWJzXGJsaXR6Zml4LnJlYWRTZTYwAhJj  
k5Gm5Hj9oB7EBIPYpVcEuDLVCJW1QQpC2KoIqvbFmfQb/y//MISk0L3SFzbLMC1KrPt3XRxJ  
3upfBMorzV8KjTz6PAes/IaHwFKSH2QnHc2DayQoDLZsD6bqntnKGUepu85x7Juw3OHBPXNW  
uDppfZESb6Mdb/F7KIEUShvJkz2WbcIe+xFMbTD5WVG1w/M3QaoPg8dt+HpmqJsGOJGO88Ia  
eO4rk+M5b5JWxOYO0vxYcCjlg9ZgGmk4i2E1J7yGZ7kablGKu0mp9Wa2Y56jliNB1EL6L98P  
RiFHjKQquZwOi3VwITuAIPlqKseBpSobGJu2XBaUn/KNqA9yNQyckRwNdONbeMpB12OmQ3u  
jhYOI4oUUFSPi+wXEU9oRG9T4hXd2hV0GD9ijYm69S5QD3Djt4OjnKijYKV2qwM+bv0/bRmZ  
KewLaWNZVq6MngGbP1DzlgHqoLkL+Ws4YpV7mZw9Ltp1Zuv9ggywJu00uj59EDXaTBmVq+oI  
AXAuTEv3oH172mg+3Jkt0n+VR0n5qgO2x11QObgWii5H2JusQYr4e1T22KyMH40CoitCnPTF  
bsnf2mgXU0YAAsIyax1yD4ahXGI8tcnIf1f/LD5a+VvYD//KNXjSibssklZVylCLPJ76111y  
XeeP3v88QDY3LWxoNS11BQAAFQsAAG1mpiYQACBGaXhBY2lkbGlic1xibGl0emZpeC5yZWFk  
bWUuaW5mb3WGBJZzvfDG0u9vY/iZh4FFn/KRPDe/PGOtDY7rjG3ZdDr2twW122b1uMI+CmOA  
uTiLIGWL4XeY8yx8jdlJcIDvBdZlkBkVjlZGHd1tprgQcckUfAMYqKsmv37+7rTBiGYyPgf  
Mx+LJzDknJK++rXGVxg/cIzWzEjDTNYZ/4yuT8Ls26f/1O/GR4E8z9/1y6/W35lf2fWrtWYn  
4m599Oy97VhKwg/dWZW+8GWUkjHgaHqtfr68rjn2LiuYTF6BXaPaOhIkSMAD+sD3gH94YXa  
gf2sMMewB/IIgQvOF+BLfeul/QyrB17BX4HuSCvxZbHii+PXOPl6118J2e+cfAsI7jZJc+G  
73wH9wchtgP8weM/sBx7sgf7BwfnAfVd5f8Ylo97o9Xr9Xt5nd+9RyOYm6+sdgPfwO4DZ5gH  
tQwvTA7Yl/pgb4l/qge3yZEjQF+TEcfy4Tj6kRieL6GI4/Ry5ZX4kjTeHl4r+uxznX1NDt6+  
HDNUB2QGcBohv8YDIE/2wPXBHCitOvHtxmp0cz/Ptw74HrH1w1/JA/iDb8ED6IYRAD+QI8sD  
Gh/zxfrHzHKF5nfOPM8Z19g49jkMHi+udx/IY03sOvsJEd18vlaWv/MHdfS6QH0QP5wx4z+  
oE+/A+sWs0zcfOPgepqdHdP+fnbE9h/tif/WNufV2oZbGwMtyYGWxsDLY2Blq7Ay2Ni8bGxe  
NjYvGxsXjY2LxSLF+JI03jY2LxsbefU003r42NgZbGwMtyYGWxsDLY2Blsb1Oj/1Q3V/gm4e  
jqGWxsDLY2BlsbAy2NgZauxeNjYvGxsXjY2V9g48bGxfXO48bG+29h142NuPl8rS18tjYGWx

sDLY2BlSbAy2NgZbG9To/8fwb16vpca4kcfDXw+Ph8HjbW8xF+Ph4GHwfRGXbj5teCl6+fPn  
kG+vdlHeQoMOO8j7qE8u76LFvt5Dvdy8iw72Eqaa8DCDjH0O8RuVIUM3Z8mJa2XP5709ZTaT  
lfISXnXcTl5EaNmgny5kTk5xajBxtSiSM1dp/QRN6zBNQ6hE6ErpkTowc8idJ/TJuU15togv  
Ojb2mag0/ZINPc960agdJalZ4MZgtHSc+Cy9CWdJ6dok29Xk9giqH0k3U5eb1QHdpe0l1Cmv  
Ojzk6bqla3A1QwGdC2mWqMUcJNpaTVbhOj/bo2m6792h3Xyp8JfuQF5LcJ+43S4GDYPPSCXd  
qpcSrjQgyprZFbdGdGrQV5s+0S8lQ7ersVcpPNSVS4Z0CzVtlZoZOHz5q+WvO8rHQulyvf22  
+5vwhg18Hfri81E/m9DN8ydFc4Htqvgek9ILXua5iw8K3aiOzDDjw2makete/LK6p026S0LR  
D8Ry+yh3j8vvF93veKtpbb0BmRjic93sz+5qMrHtkQaUp4WVINEZPZTNzsJi/aJrk0sJi8Iy  
SknRwmIuTbk6SFAEZEUmyPWTRZWUQwZ4wN2nv20GZLR7jdvYntGsnNyWyuteIMplNo51/m5i  
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BwAMd3eH5559ON3CjwXkDaVrWpSbbMYVXQo9G/SeOR5iSRq2hD8mA033UXmu7mxs9mZdW43N  
rdR6qq2MRwkypTBwByjctmKhmrKkFf11OWvqjb1WaG3zzMTT5asviHZrB4krKurS3YrTfdZw

4tbrzzfzJLde627MvCenHhOfzLmBDuLDCO+2i3KLXm7vXX48LPk2/Hx6t+2HhedHW0jZ1+h  
Y6NjoxGTnQp4tkxfZ69M/EdQM82ByWjrnHZ1FW3DhSvjRc56YkhiYsbIws2ksjLhC2xY2Sj  
mxGRim1IK2cySP0DJKTKpPFOfiIX2Ta0olxYEkYXGybRKwEnOOkUgxDJtkj5mAywyS1viPrK  
mLDpC+Bk4kWB9Ri0PqNqpX8/JZV6sPi22Pz1ZUWH4mNfLFjRZKJWMv3IwpFE67xZciJ9HOBj  
FbeHAdti3rhSSvWyLBSQfoEnJS1tw6PU2yEiKQr0xSrQTiQG7mPSE0UsmPGuHScWAeyq44z+  
IyQcqG3o9XmVKd1KJ1zeS0bscQ1RyNg0OjtUz4GGg9aj1oPZwI9GX9UhMBqNRkkCIigyMSGN  
MeMzaEkyh4nUy2IqWkjp/CkcYde1pGhmIXVxLj2avQQVjPVo3QrQfdZo2budFTsgMMItbGg1  
LX0AAADQAAAABk90JAAAGkZpeEFjaWRsaWJzXHN0YXRpY3NsaWIub2Jqf1MAW1JW2icq+rkJ  
+SjGTkZCCRMJDdxpmCXkJKHkZLvCSTkeQgzmDZPaCSpj//i2JW8BKWGo42AjUbJ4brqcfJx2h  
Sym/xmhr45VXEO5wETHlhtEkPSc728q9gwEbIhT4L6peKaPnsVgvPb0IMUqW7CzxfM/wj9S5  
zfub2bdkaCamLWxoNS1dAwAAZAYAAG1mpiYQABBGaXhBY2lkbGlicy5pbmZv86sC4Wub1bbW  
B9cba8orxHJJK9r6NOpPzkuVbNRevo5CNq60N6VbZU4JYPVPCc3EcG4gOISEjtOaKUZhAZIw  
UZbMtMtw68lkr12uyxgpnEcBx3/3o46ltTIO0+CJ8HjJR021Hv39cWQIMyO0L5xcwXNFyw3  
5Bcru9suV4O0L+8yOV/KPoubd5YbPhDV8RZrOfKv+gXzCvCs8XEjZyhZXxgt+VLiLL/GV194  
TfEGYpzLnMD3rCFk+xk8k0/qX3JmNxz8n/Gf0o+igKTEaZ6qqsvxU08ytMptuVplarTmVNTS  
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+RDV/E0fCTL6JfROXORbw/obn9Mg3jveZQsRg0mJ2V+B5bZxax7HV9zfHrwPSbooaOGaNi+T  
etdtsFjJljskQWXTM245vOckeWYW6TNleMbsNTpygmFNJq48dmDbw2AGwQ87r+wG+J+NTODh  
duRarg4jtUalavHoggDxFojmuWDtxzlUoJ8EVZ1+oc33xrpQVYAdIASfAACs6PRHz4Iuu5zk  
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IbM2197EFfSA0EBm2pVr4OMCgmaMMx4MYICZnb0YNkiuBTFOaCAM8zA8Q0ZERa0gUe+y/Yo  
lwjezkcPbYzsjM8HWNJpeGrZJzzkCU4STiIAfuoAbBLI6v4LRGHa35ygdaB0P3INnRVX8a6e  
wjJkfAPXR2/PGEe8xIEqXvPNGH3Vr+hQvXCIX9pKj2P9qPY/+o9j/qj6ReSo8/teqo8OYb2D  
oXx8dR7Ghj7SPoXtzW7jtW/JTAzibgRt0a8so2otZCP7rFJu/JK7K35pRhUg0WSXdiDcQj6w  
VJs27+KmCG8IGu+iv9e/Y9QD7eNvSapJfjb0m2SXu929uT1sRwll7/ezJDMCO+NNXtx6Ildj  
tl3jliLZiUah01gYSICpk1H9IPRaVO2PCYcQv3CTwr9skwqFebCsX67H03aAWIYVEdvEW2j  
tL2mjeMqe30dhfksXyBXAC4LutrWr+V5NXGaPzzkVoWv1Hrqr8JuFP8YiEAA

--Message-Boundary-27982

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--Message-Boundary-27982--

## 1.7 Re: 3rd parameter problem

From [blitz-list-return-11284-scott=online.u-net.com@netsoc.ucd.ie](mailto:blitz-list-return-11284-scott=online.u-net.com@netsoc.ucd.ie) Wed May 05 19:56:05 1999

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Wed, 5 May 1999 19:56:04 +0100

From: "Simon Hitchen" <[simon@gadge.u-net.com](mailto:simon@gadge.u-net.com)>

Organization: Gadge Software

Date: 5 May 99 19:24:13 +0100

Subject: Re: 3rd parameter problem

Encoding: 7bit

Hello David,

> then 4 bytes (i.e. DimensionInfo), because of a screwed up acidlibs

> file. You can download a new one from

Okay, I'll have a look. But....

I have 3 different versions of acidlibs (including .old and .xold) counting the one I'm using. Anybody know which (if any?) is the most current, bug fixed and therefore best to use judging by the file sizes??

I have acidlibs with sizes of:

221,072 (current one)

219,020 (old one)

272,572 (from RWE I think?)

What's the size of YOURS!!! (fnaar)

--

Simon

MailTo:simon@gadge.u-net.com

<http://www.gadge.u-net.com>

ICQ: 22707489

A1200T-060/50-48+2MB-CD-HDx2-V90-SVGA-SCSI-ZII-CGX/3D.

Health Warning! This Amiga Is Genetically Modified(tm)

Revenge AGA:UFO\_EU:WB-Tidy:WB-AnimAL:YAMM & more stuff.

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## 1.8 Re: 3rd parameter problem, READ ME NOW! (was Auto CyberGraphX Finder

From [blitz-list-return-11275-scott=online.u-net.com@netsoc.ucd.ie](mailto:blitz-list-return-11275-scott=online.u-net.com@netsoc.ucd.ie) Wed May 05 12:27:22 1999

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Wed, 5 May 1999 12:27:21 +0000

From: "David McMinn" <[D.Mcminn@eee.rgu.ac.uk](mailto:D.Mcminn@eee.rgu.ac.uk)>

Organization: The Robert Gordon University, E&EE

Date: Wed, 5 May 1999 12:25:31 +0100

encoding: Quoted-printable

Subject: Re: 3rd parameter problem, READ ME NOW! (was Auto CyberGraphX Finder

Sorry for the huge subject line.

Hi Simon,

---



<color><param>7F00,0000,0000</param>> inside the function was affecting the third passed param in the > function (weird?)

</color>That problem occurs in some versions when you have variables that are bigger

then 4 bytes (i.e. DimensionInfo), because of a screwed up acidlibs file. =

You

can download a new one from

<http://www.geocities.com/SiliconValley/Pines/4814/BBLIBS.HTM> (currently broken,

but should be there)

or

<color><param>0000,0000,0000</param><http://www.a2points.com/homepage/3698138/libs/AcidLibs.fix> (which is a new acidlibs file).

Obviously, any new patches you've done to acidlibs need to be re-done (there

might be some with BSS). There used to be a patch file, which you just applied

to acidlibs, but I can't find it any more.

<nofill>

--

) ^ V ] [ ] M =A9 M ] [ M N

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

I don't know what weapons World War 3 will be fought with but hopefully Microsoft won't be around afterwards.

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## 1.9 64bit integer in Blitz

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Fri, 21 May 1999 20:28:01 +0100

From: Rostislav Stenicka <[rostsoft@iol.cz](mailto:rostsoft@iol.cz)>

Date: Fri, 21 May 1999 21:25:13 +0100

Subject: 64bit integer in Blitz

Hello,f%

---

I need 64bit (or 128bit) integer in Blitz.  
 32bit is very little and i need relistic arithmetic.  
 How i make 64 and 128 bit integer and arithmetic.  
 Sorry for my English.

--  
 --

<tsb>\_\*rostsoft@iol.cz "2Mb"\*\_  
 <tsb>/RStenicka@seznam.cz "10Mb"/  
 <tsb>http://web.iol.cz/rostsoft/  
 <tsb>\_\*#A4000/040/30 32MB FAST RAM#\*\_  
 <tsb>\_\*#Cybervision64 4MB#\*  
 <tsb>#Toccata (AHI 16 BIT)#  
 <tsb>\_\*#2GB SCSI\*, 1.2GB IDE#  
 <tsb>#CDrom 32 Toshiba SCSI#  
 <tsb>/#V-lab video graber, Fastline# #SCSI#/  
 -----

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## 1.10 64bit numbers

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 25 May 1999 10:09:55 +0000

Date: Tue, 25 May 1999 11:07:57 +0200

From: Bob <[naked.skater@bigfoot.com](mailto:naked.skater@bigfoot.com)>

Subject: 64bit numbers

Is there anyway how to work with numbers bigger then 32 bit  
 - like 64 bit numbers or more ??? There sure is a way but how ???

Bob

Bob Stifter --===\*\*\*===-- TEAM AMIGA

tel. +420 602 834287 -==- A1200T 603

<mailto:naked.skater@bigfoot.com>

<http://come.to/nakedone>

AXION ReplaY Skate Shoe

Shorty's Muska Deck

Tracker Hawk Trucks

PiG Wheels  
 -----

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## 1.11 Re: 64bit numbers

for scott@online.u-net.com; Tue, 25 May 1999 11:38:49 +0100

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Tue, 25 May 1999 11:37:33 +0100

encoding: Quoted-printable

Subject: Re: 64bit numbers

>

> Is there anyway how to work with numbers bigger then 32 bit

> - like 64 bit numbers or more ??? There sure is a way but how ???

Do the maths yourself! In ASM! Or something! I think there might be a library

on Aminet for 64 bit maths, but I don't know. Try using the search thing.

Adding and subtracting are easy enough, you just need to check for the carry

flag halfway through your add or subtract. Multiply and divides are either shifts and adds or shifts and subtracts. Although, you obviously have to watch

for numbers getting shifted out of the register when multiplying big numbers.

Or maybe there is an easier way for multiply and divide.

You might want to read this from Aminet, its how to do high number of bit arithmetic on 6811 (8 bit) microprocessor. Its all in 6811 asm but it commented

and 6811 asm is real easy.

math68hc11.lzh dev/cross 12K 304 PD Maths functions for 68HC11. RealFFT,Float

Also, search on Altavista. Using 'where can I get algorithms for performing 64

bit integer calculations?' I got some interesting pages

[http://www.mactech.com/articles/develop/issue\\_26/semchishen.html](http://www.mactech.com/articles/develop/issue_26/semchishen.html)

<http://www.mot-sps.com/csic/techdata/appnote/an1219r1.pdf> (similar to 6811 stuff above)

--

l) ^ V ][ l) |V| =A9 |V| ][ |N |N

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

I don't know what weapons World War 3 will be fought  
with but hopefully Microsoft won't be around afterwards.

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## 1.12 Re: 64bit numbers

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 25 May 1999 14:55:10 +0100

From: "David McMinn" <[D.Mcminn@eee.rgu.ac.uk](mailto:D.Mcminn@eee.rgu.ac.uk)>

Organization: The Robert Gordon University, E&EE

Date: Tue, 25 May 1999 14:52:49 +0100

encoding: Quoted-printable

Subject: Re: 64bit numbers

> If you're not worried about speed/efficiency...

>

> Why not use BCD (Binary coded decimal) - use an array of bytes to hold t=  
he

> individual digits. You can even use a list if you want to be flash so

> that you have dynamic numbers up to infinite (well almost) length.

> Arithmetic can be carried out like decimal.

You can do that with words, if you just treat each 16 bit number as a sing=  
le

digit in a decimal calculation.

Its a bit more confusing, and trickier to print out, but it is the same  
principle and you gain speed.

--

) ^ V ][ l) Ml =A9 Ml ][ M N

[dmcminn@house-of-mojo.freemove.co.uk](mailto:dmcminn@house-of-mojo.freemove.co.uk)

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

'When I read about the evils of drinking, I gave up reading.'

Henny Youngman

-----  
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### 1.13 Re: 64bit numbers

for scott@online.u-net.com; Tue, 25 May 1999 14:58:12 +0100

Sender: tdc98@doc.ic.ac.uk

Date: Tue, 25 May 1999 14:58:03 +0100

From: Thomas Cobb <tdc98@doc.ic.ac.uk>

Subject: Re: 64bit numbers

Encoding: 7bit

David McMinn wrote:

>> Why not use BCD (Binary coded decimal) - use an array of bytes to hold the  
>> individual digits. You can even use a list if you want to be flash so  
>> that you have dynamic numbers up to infinite (well almost) length.  
>> Arithmetic can be carried out like decimal.

>

> You can do that with words, if you just treat each 16 bit number as a single  
> digit in a decimal calculation.

>

> Its a bit more confusing, and trickier to print out, but it is the same  
> principle and you gain speed.

Yes, it's a compromise between speed and memory usage.

Thom

-----  
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### 1.14 Re: 64bit numbers

for scott@online.u-net.com; Tue, 25 May 1999 14:44:10 +0000

Sender: tdc98@doc.ic.ac.uk

Date: Tue, 25 May 1999 14:44:06 +0100

From: Thomas Cobb <tdc98@doc.ic.ac.uk>

Subject: Re: 64bit numbers

Encoding: 7bit

Bob wrote:

> Is there anyway how to work with numbers bigger then 32 bit  
> - like 64 bit numbers or more ??? There sure is a way but how ???

If you're not worried about speed/efficiency...

Why not use BCD (Binary coded decimal) - use an array of bytes to hold  
the individual digits. You can even use a list if you want to be flash

---

so that you have dynamic numbers up to infinite (well almost) length.

Arithmetic can be carried out like decimal.

Thom

-----  
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## 1.15 Re: 68030 Accelerators

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Fri, 21 May 1999 10:16:19 +0100

From: Blitzwing <[blitzwing@goldweb.com.au](mailto:blitzwing@goldweb.com.au)>

Date: Fri, 21 May 1999 19:14:36 +1000

Subject: Re: 68030 Accelerators

Greetings Gareth you were dribbling something about

On 19-May-99, you wrote:

>

> I am taking a photo of me at school tomoorwo with our digital cam, so

> I'll send that. Hopefully it won't be so bad. Attached is the same

> hoto as the one I sent, but with everything intact, so Its not as

> obvious :)

> Cya!

> Gaz.

I would have said doogie howser geek type actually ;)

Blitzwing

-----  
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## 1.16 68030 Accelerators

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 18 May 1999 22:59:39 +0000

From: Gareth Griffiths <[gaz@jokerd.freemove.co.uk](mailto:gaz@jokerd.freemove.co.uk)>

Satanic Dreams Mailing List <[satanicdreams@egroups.com](mailto:satanicdreams@egroups.com)>,

Simon Jeavons <[simon@wizard.prestel.co.uk](mailto:simon@wizard.prestel.co.uk)>

Date: Tue, 18 May 1999 22:58:38 +0100

Organization: Joker Developments

Subject: 68030 Accelerators

--BOUNDARY.32478168.1

Hi,

---



Dg4UEQwMDAwMEREMDAwMDAwRDAwMDAwMDAwMDAwMDAwMDAwMDAwMDAwMDAwMDAwMDAwMDP/AABEIAHAA  
XQMBIgACEQEDEQH/3QAEAAAb/xAE/AAABBQBEBAQEBAQAAAAAAAAADAECBAUGBwgJCgsBAAEF  
AQEBAQEBAAAAAAAAAEAAGMEBQYHCakKCxAAAQBBawIEAgUHBggFAwwzAQACEQMEIRIxBUFR  
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s4TD03Xj80YnlKSFtJXE1OT0pbXF1eX1VmZ2hpamtsbW5vY3R1dnd4eXp7fH1+f3EQACAgEC  
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mjcdkg+p3j3Lm6rLKRlmgEHg9/mr37SPo9vvTJQsg9NPIJ/0eQ+sAd6r7I/wIDfGdwW/wDV  
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12b3MNZ0G06oxW5A8z13GrdY5rzEnVc7ufhOiltzSYa7tB+iu0+sXTvWx33N5HZcabZLsa/3  
NIia7zGicNNGGTG2yq+hwGjuxVH1B6Xo/nTEeaJTQ9jrkSdSPa7xCf7KNnqz7gdhH8op9gaW  
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x/IOI1/95/8AD/8AqaLf/b//AJvsxF/+144//9k=  
--BOUNDARY.32478168.1

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To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie  
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie  
--BOUNDARY.32478168.1--

## 1.17 Re: 68030 Accelerators

for scott@online.u-net.com; Wed, 19 May 1999 03:40:25 +0000

From: Rob Hutchinson <loki@ssoft.freemove.co.uk>

Blitz List <blitz-list@netsoc.ucd.ie>,

Satanic Dreams List <satanicdreams@egroups.com>

Date: Wed, 19 May 1999 03:31:10 +0100

Organization: Satanic Dreams Software.

Subject: Re: 68030 Accelerators

Encoding: binary

Hello Gareth

Hiya, Gareth... ,on 18-May-99 you mailed me about: 68030 Accelerators! So I'ma reply`in...

[=> Hi,

[=> I got it! YES! My miggy is a lot faster now, and I've got 16mb RAM,

[=> so I'm just installing the Napalm demo :)

Yeah, It's KEWL!!!!!!.. What a totally kickass game, dont you agree?

[=> Lok!, I know its all only a joke, but being called gay and ugly is not

[=> nice. I thought those comments were reserved for Michael Barrymore :)

Me???? Geezus.. All I did was say the Chicken looked better.. PAH!...

If this is what I get for backing a chicken... I'll have to do it more often  
ahahahahahaha!

I thought it was Pagman that was alegendly Gay?.. I never said anyone was  
gay!! (except at the meet :), when everyone appeared to be gay, hahaha!

(No thanks to HawkEye being as Pissed as a dog with 3 legs :)))

Oh, How unprofessional of us... Ahahahahahaha!.. I cut the crap now,

Sorry m8.. But you gotta laff :).. Dont worry, I expect worse treatment

when I get my photo scanned... So, well I was just taking a

`Preemptive-Revenge' hahahahahahaha!

And yeah, typically those jokes are reserved for Michael Barrymore..



same! :)

[=> I am taking a photo of me at school tomoorwo with our digital cam, so

[=> I'll send that. Hopefully it won't be so bad. Attached is the same

[=> hoto as the one I sent, but with everything intact, so Its not as

[=> obvious :)

Ahahaha :) nice!

The chicken still looks better :)

You might be pleased to know, David McMinn voted 5 times for the chicken

ahahahahaha, sorry Dave.. :)

<tsb>

Ok, Apology...

Sorry to everyone who is just reading this and thinking WTF has it

got to do with me... And sorry to Gaz for backing the Chicken :)

I've sorted the site out, and you can no longer poll :(..

Cya all!

[=> Cya!

[=> Gaz.

Regards

--

<tsb>

<sb>\*CONTACTING MEEEEEEEE:\*

<sb>loki@ssoft.freemove.co.uk | \*ICQ:\* 27181384

<sb>SDS FOUNDER: URL: <http://www.satanicdreams.freemove.co.uk/>

<tsb>

<sb>\*PROJECT INFO:\*

<sb>Minimum Safe Distance [0.001%]

<sb>/After a few trips to the toilet, the following appeared:/

<sb>MorrisTheMaggot, CTTM2, TimeSwipe, NIB, BlitzBFB, Prefs2000 & TMS.

<sb>

<sb>Nice cake. Rimmer. It's supposed to be meatloaf. --Lister.

<tsb>

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To unsubscribe, e-mail: [blitz-list-unsubscribe@netsoc.ucd.ie](mailto:blitz-list-unsubscribe@netsoc.ucd.ie)

For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

**1.18 Re: 68030 Accelerators & chickens**

for scott@online.u-net.com; Wed, 19 May 1999 11:12:41 +0000

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Wed, 19 May 1999 11:11:00 +0100

encoding: Quoted-printable

Subject: Re: 68030 Accelerators & chickens

My god, could this be the most off-topic mail we have \*ever\* had here? At =  
least

they normally start on topic, but this is about the SDS site, it doesn't n=  
eed

to come here.

We didn't need to get the photo either.

> The chicken still looks better :)

> You might be pleased to know, David McMinn voted 5 times for the chicken

> ahahahahaha, sorry Dave.. :)

So that's 5-0 for the chicken is it? Sorry, just trying to corrupt the vot=

e.

--

l) ^ V ][ l) |M| =A9 |M| ][ |M|

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Word/Phrase: Snooze Alarms

Anagram: Alas! No More Z's

-----  
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**1.19 Re: 68030 Accelerators & chickens**

for scott@online.u-net.com; Wed, 19 May 1999 13:41:06 +0100

From: Rob Hutchinson <loki@sdsoft.freemove.co.uk>

Date: Wed, 19 May 1999 13:03:35 +0100

Organization: Satanic Dreams Software.

Subject: Re: 68030 Accelerators & chickens

Encoding: binary

Hello David

---

Hiya, David... ,on 19-May-99 you mailed me about: Re: 68030 Accelerators & chickens! So I'ma reply`in...

[=> My god, could this be the most off-topic mail we have \*ever\* had here?

[=> At least they normally start on topic, but this is about the SDS site,

[=> it doesn't need to come here.

Actually it probably is aint it.... Sorry!

Ahhh. But life goes on :)

Say no more :)

[=> We didn't need to get the photo either.

What photo?.... Oh, the one Gaz sent,.. Yeah..

[=>> The chicken still looks better :) You might be pleased to know, David

[=>> McMinn voted 5 times for the chicken ahahahahaha, sorry Dave.. :)

[=>

[=> So that's 5-0 for the chicken is it? Sorry, just trying to corrupt the

[=> vote.

ahahahah

[=>

Regards

--

<tsb>

<sb>\*CONTACTING MEEEEEEEE:\*

<sb>loki@ssoft.freemove.co.uk | \*ICQ:\* 27181384

<sb>SDS FOUNDER: URL: <http://www.satanicdreams.freemove.co.uk/>

<tsb>

<sb>\*PROJECT INFO:\*

<sb>Minimum Safe Distance [0.001%]

<sb>/After a few trips to the toilet, the following appeared:/

<sb>MorrisTheMaggot, CTTM2, TimeSwipe, NIB, BlitzBFB, Prefs2000 & TMS.

<sb>

<sb>PUNNY BOOK = The Criminals Of Watergate: Barton Mee.

<tsb>

-----  
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## 1.20 Re: A BB2 -> Ascii converter, any ?

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 31 May 1999 15:57:24 +0000

From: Curt Esser <[camge@ix.netcom.com](mailto:camge@ix.netcom.com)>

Date: Mon, 31 May 1999 04:08:13 -0500

---

Subject: Re: A BB2 -> Ascii converter, any ?

Hi Rob

On 30-May-99, Rob Hutchinson wrote:

> Hello Frederic

> Hiya, Frederic... ,on 30-May-99 you mailed me about: A BB2 -> Ascii  
> converter, any ?! So I ma reply`in...

>

> [=>

> [=> Hello,

> [=>

> [=> I just wanna know if anyone of you had wrote a little tool

> [=> which will convert a bb2 tokenized file into standard Ascii

> [=> files. It could be very interesting to have a such tool,

> [=> especially if we can convert one directory at once (only

> [=> \*.bb2 are converted).

>

> I suggested this to Curt, I dont know if he ever did one,... Or was it the

> other way round? :)

Yes, you did. And no, I didn't - I never got the token parsing to work  
100%.

The closest I got was in my Investigator program (available on my website,  
including the source). But I had to put in several patches since some  
libraries seemed to skip certain command numbers.

And this, of course, is the key to the whole thing.

If anybody would care to take a crack at it, feel free. The source code is  
released as PD. I'm stumped (but admittedly I'm not much use when it comes  
to hex math issues, so maybe somebody who is can figure out where I went  
wrong...)

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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---

## 1.21 A BB2 -> Ascii converter, any ?

for scott@online.u-net.com; Sun, 30 May 1999 21:12:58 +0000

From: Frederic Laboureur <alphasnd@sdv.fr>

Date: Sun, 30 May 1999 21:35:53 +0100

Organization: Fantaisie Software

Subject: A BB2 -> Ascii converter, any ?

Encoding: quoted-printable

Hello, =

I just wanna know if anyone of you had wrote a little tool which will convert a bb2 tokenized file into standard Ascii files. It could be very interesting to have a such tool, especially if we can convert one directory at once (only \*.bb2 are converted).

Or may be via an ARExx script ? As SuperTED seems to support AREXX... Anyone has some docs ?

The script will be :

Loop

LoadFile filename\$

SaveAscii filename\$+".asc"

Until No More \*.bb2 ;-)

=

Just a tough,

Regards,

-- =

Fred.

-----=

-

^ ^ ^ Fr=E9d=E9ric Laboureur (Fred)

\_/\_/\_ =

/ ^ ^ u ^ ^ n ^ ^ E-Mail Address: alphasnd@sdv.fr =

(o o \_ /(o o)\ \_o o) =

\_/\_ /// || \ \ \_\ \_ Only Amiga makes it possible

(o\_o)// (o o)\(o\_o) Quality software for the Amiga

`\_...'`\_...'`\_...' =

F-Base TheBoss F-Bench AlphaSOUND - FANTAISIE Software (1999)

-----=

-

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## 1.22 Re: A BB2 -> Ascii converter, any ?

for scott@online.u-net.com; Sun, 30 May 1999 23:59:15 +0100

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Sun, 30 May 1999 23:56:51 +0100

Organization: Satanic Dreams Software.

Subject: Re: A BB2 -> Ascii converter, any ?

Encoding: binary

Hello Frederic

Hiya, Frederic... ,on 30-May-99 you mailed me about: A BB2 -> Ascii converter, any ?! So I ma reply`in...

[=>

[=> Hello,

[=>

[=> I just wanna know if anyone of you had wrote a little tool

[=> which will convert a bb2 tokenized file into standard Ascii

[=> files. It could be very interesting to have a such tool,

[=> especially if we can convert one directory at once (only

[=> \*.bb2 are converted).

I suggested this to Curt, I dont know if he ever did one,... Or was it the other way round? :)

Regards

--

<tsb>

<sb>\*CONTACTING MEEEEEEEE:\*

<sb>loki@sds.in2home.co.uk | \*ICQ:\* 27181384

<sb>SDS FOUNDER: URL: <http://www.satanicdreams.freemove.co.uk/>

<tsb>

<sb>\*PROJECT INFO:\*

<sb>Minimum Safe Distance [3%]

<sb>/After a few trips to the toilet, the following appeared:/

<sb>MorrisTheMaggot, CTTM2, TimeSwipe, NIB, BlitzBFB, Prefs2000 & TMS.

<sb>

<sb>Faith: Permitting ourselves to be seized by things we don't see.

<tsb>

-----  
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## 1.23 A Project

for scott@online.u-net.com; Fri, 14 May 1999 10:41:13 +0100

X-Originating-IP: [195.195.239.194]

From: "Neil Bullock" <trogldite@hotmail.com>

Subject: A Project

Date: Fri, 14 May 1999 09:39:53 GMT

Hey people,

I'm attempting to program a small OS-type-program which would be for use in schools to prevent people doing things they shouldn't and I have two questions.

- 1) Would there be anyway of letting a user grab hold of a GTShape gadget, drag it and drop it in another place on the screen?
- 2) Is there any way from Blitz in which I can stop Directories being accessed by the ASL file requester?
- 3) On a completely different subject, can someone provide me with some source to play audio CD's?

Thanks in advance

Neil

(if you want to send source code, but don't want to send it to the list, then don't use my hotmail address, use trogladite@trosoft.freemove.co.uk

Thanks :)

---

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## 1.24 Re: About that complicated question.....

for scott@online.u-net.com; Sun, 9 May 1999 17:10:27 +0100

From: "Dave" <dave@nbsamiga.demon.co.uk>

"Rob Hutchinson" <loki@sdsoft.freemove.co.uk>

Subject: Re: About that complicated question.....

Date: Sun, 9 May 1999 17:09:09 +0100

charset="iso-8859-1"

Encoding: 7bit

> I tried both of the suggested methods to no avail... Curt's WBStartup

>code would return: System:C/Test as the path the program was run from

---

>when using "C:Test" as the default tool.. (this is what I'm trying to avoid)

>And James's code was the same as doing #CHDir# a\$.. Which isn't really what I need, cos the program doesn't know that it was run from an icon!

>But thanks anyway guys, cheers.

>

>I dont spoze the source for the CBM installer was ever released was it?

>

>Attached is curts code done up like a kipper and an Icon, if anyone knows anything else please help :)

The problem is that when files are passed under workbench, they get passed in the WBStartup message (which is what wbstartup is supposed to sort out). What you need is to be able to access the actual wb arg list, as each icon/file that is passed by workbench is passed with a WA\_Name, and a WA\_Lock, so all you do is as you parse the files, you simply call currentdir\_ with WA\_Lock, and then you have access to the file as your in the correct directory. As far as i know, wbstartup simply takes the WA\_Name and supplies it to the par\$ array, but ignores the WA\_Locks. You'd need a wbstartup replacement, and you'd have to check for starting from dos too. You also need to save the currentdir returned from your first currentdir call, to replace it at the end of your program..otherwise you can cause system hangs.

Dave

-----  
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## 1.25 Re: About that complicated question.....

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 9 May 1999 19:27:21 +0000

From: "David McMinn" <[dmcminn@house-of-mojo.freemove.co.uk](mailto:dmcminn@house-of-mojo.freemove.co.uk)>

Organization: International House of Mojo

Date: Sun, 9 May 1999 19:24:14 +0100

encoding: Quoted-printable

Subject: Re: About that complicated question.....

On 9 May 99, at 17:09, Dave broke out long enough to write:

> The problem is that when files are passed under workbench, they get passed  
> ed  
> in the WBStartup message (which is what wbstartup is supposed to sort



> out). What you need is to be able to access the actual wb arg list, as  
 > each icon/file that is passed by workbench is passed with a WA\_Name, and=  
 a  
 > WA\_Lock, so all you do is as you parse the files, you simply call  
 > currentdir\_ with WA\_Lock, and then you have access to the file as your i=  
 n  
 > the correct directory. As far as i know, wbstartup simply takes the  
 > WA\_Name and supplies it to the par\$ array, but ignores the WA\_Locks. You=  
 `d  
 > need a wbstartup replacement, and you`d have to check for starting from  
 > dos too. You also need to save the currentdir returned from your first  
 > currentdir call, to replace it at the end of your program..otherwise you  
 > can cause system hangs.

The NCS version of WBStartup returns the pointer to the WBMessag. Somethi=  
 ng  
 I`ve been calling for for ages, coz I could get the (relatively small amou=  
 nt  
 of) code to bloody work.

--

[ ] ^ V ] [ [ ] M I =A9 M I ] [ N M  
 dmcminn@house-of-mojo.freemove.co.uk  
[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

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## 1.26 Re: About that complicated question.....

for scott@online.u-net.com; Mon, 10 May 1999 07:17:31 +0000

From: Frederic Laboureur <[alphasnd@sdv.fr](mailto:alphasnd@sdv.fr)>

Date: Sun, 09 May 1999 22:38:08 +0100

Organization: Fantaisie Software

Subject: Re: About that complicated question.....

Encoding: quoted-printable

Hi Dave, =

>> I tried both of the suggested methods to no avail... Curt`s WBStart=  
 up

>> code would return: System:C/Test as the path the program was run from

>> when using "C:Test" as the default tool.. (this is what I`m trying to

> avoid)  
>> And James`s code was the same as doing #CHDir# a\$.. Which isn`t really=  
>> what I need, cos the program doesn`t know that it was run from an icon=  
!  
>> But thanks anyway guys, cheers.  
>> =  
>> I dont spoze the source for the CBM installer was ever released was it=  
?  
>> =  
>> Attached is curts code done up like a kipper and an Icon, if anyone kn=  
ows  
>> anything else please help :)  
> =  
> =  
> The problem is that when files are passed under workbench, they get pas=  
sed  
> in the WBStartup message (which is what wbstartup is supposed to sort  
> out). What you need is to be able to access the actual wb arg list, as  
> each icon/file that is passed by workbench is passed with a WA\_Name, an=  
d a  
> WA\_Lock, so all you do is as you parse the files, you simply call  
> currentdir\_ with WA\_Lock, and then you have access to the file as your =  
in  
> the correct directory. As far as i know, wbstartup simply takes the  
> WA\_Name and supplies it to the par\$ array, but ignores the WA\_Locks. Yo=  
u`d  
> need a wbstartup replacement, and you`d have to check for starting from=  
> dos too. You also need to save the currentdir returned from your first  
> currentdir call, to replace it at the end of your program..otherwise yo=  
u  
> can cause system hangs.  
You should try the NWBStartup command from the NCS 1.80 which  
return a pointer to the WBMessage (so you can get the lock) if the  
program is started from the WB (else it return 0). Note that the  
use of this function lock the Compiler V2.10.. I don`t know why,  
so test it trough your executable :-). On V1.7 it works so well...  
Bye, =  
-- =  
Fred.

---

-----=

-

^v^v^v Fr=E9d=E9ric Laboureur (Fred)

\_\_/\\_ =

/^ ^ u^ ^ n^ ^ \ E-Mail Address: alphasnd@sdv.fr =

(o o\_/(o o)\\_o o) =

\_/\_ /// || \ \ \_\ Only Amiga makes it possible

(o\_o)// (o o) \ (o\_o) Quality software for the Amiga

`\_-' `\_' `\_' =

F-Base TheBoss F-Bench AlphaSOUND - FANTAISIE Software (1999)

-----=

-

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## 1.27 About that complicated question.....

for scott@online.u-net.com; Sun, 9 May 1999 11:39:25 +0000

From: Rob Hutchinson <loki@sdsoft.freemove.co.uk>

Date: Sun, 09 May 1999 11:38:43 +0100

Organization: Satanic Dreams Software.

Subject: About that complicated question.....

--BOUNDARY.273190272.2

Hello,

I tried both of the suggested methods to no avail... Curt's WBStartup

code would return: System:C/Test as the path the program was run from

when using "C:Test" as the default tool.. (this is what I'm trying to avoid)

And James's code was the same as doing #CHDir# a\$.. Which isn't really what

I need, cos the program doesn't know that it was run from an icon!

But thanks anyway guys, cheers.

I dont spoze the source for the CBM installer was ever released was it?

Attached is curts code done up like a kipper and an Icon, if anyone knows

anything else please help :)

Thanks again.

Cya!

--

<tsb>

<sb>\*CONTACTING MWA:\*

<sb>loki@sdsoft.freemove.co.uk | \*ICQ:\* 27181384

<sb>SDS FOUNDER: URL: http://www.satanicdreams.freemove.co.uk/

<tsb>

<sb>\*PROJECT INFO:\*

<sb>IconExtreme V3.01 [70%] | SDS`GUI [10%]

<sb>/After a few trips to the toilet, the following appeared:/

<sb>MorrisTheMaggot, CTTM2, TimeSwipe, NIB, BlitzBFB, Prefs2000 & TMS.

<tsb>

<sb>I will scream my lungs out 'til it fills this room

<tsb>

--BOUNDARY.273190272.2

Content-Disposition: attachment; filename="TestIcon.info"

Encoding: base64

4xAAAQAAAAAGgASAD8AFwAEAAEAARA/AgAAAAAAAAAAAAAAAAAAAAAAAAAGQAAAABBNgQhPow
EKZCIAAAACMAAAAEAAAAAAAAAAAAAAAAACcQAAAAAAAA/ABYAAgAJAEADAAAAAAAAAAAAAAAAABAAAA
AAAAABAAAAAAD//5AAAAAAP//hAAAAAAAA//eCAAAAAAD/74MAAAAAAPffgAAAAAAAA+7+DA
AAAAA//f/sAAAAAD//+wH//7//v8gAAQAD//4AKHgBAAD//+AAoAFAAD/gAKgAAUAAD4
AAqAABQAACAACoAAFAAAAAAKgAAUAAAAAP////////AEAAAAAAAAADAAEAAAAAAAAMAAH//
////wA////////4AADVVVVVVVYAANVVVVQAAYAA1VVVVf9YADVVVVV/yVQANVVVVX+TVAA1V
VVVSSdUADVVVVVkT1QANVVVUHCfBAA1VVVT//kAAAAAAT//5AB//+//z//f/Hh/7//z/n/8
f//r//z5//R//+v//y//9H//6//3//0f//r//R//+v//9AAAAAAAAAAAAANVVVVVV
VQAANVVVVVVVAAAAAAAAAAAAAAAAAB0M6VGVzdAAAAAAAA4AAAAAiAAAAAKS0qKiBET04nVCBF
REIUIFRIRSBGT0xMT1dJTkcgTEIORVMhISAqKioAAAAAMUINMT1CRUkhLaO7NdEjOIK3ZE7B
QNEjWIM50NDQz1M5bKZKpkhkQjC3UzlmUzls2gAAAACASU0xPdpDMOEhJDFo4CEooyi13yEo
pkkkUt4hKKZKpWI53SEopkqmSkEsYNshKKZKpkpBKGA2iEopkqmSkEoZEMw2SEopkqmSkEr
OElx2kSmSqZKQSS5bDGh2SlySqZKQSS5bLeh2iEpNUpBKzlst6HcZGpBK0Zst6OqYNtCQQA
AACASU0xPSs6pkajpkq32zEoqm1Jo6ZKpks42ihkTLejpkqmSqZMsdgiZEI2o6ZKpkqmSrdg
10qmQjGjpkqmSqZMuWTWJUqmSqjpkqmSqZtKGRA1aZLOWy3Uzlst0qqoihkQtQpkquv8hb
rr/IWzoxKGVKUNihSqZKpmy3UzlstwAAAACASU0xPVNCSimRjHSIWymSqZKpkqmSqDUQjEq
pbMx0yy3UqZKpkqmSrdkQjEpbEIw1LdTOWqmSqZMuWRCMTlkQjdQ0yZTOWy3SqZtKGRCMzhk
QLdTrmDSUzlst1M5oihkQIMoZCy3Uzlst5bLdTOaIoZEZRKGFst1M5ojbUtwAAAACASU0x
PVM5bShktzEoOWy3Uzoyx9UjOWy5bLMxIzlst1NCTrHVrmy9t2RCMFM5bLdURb3VK6pst1NU
QiZTOWy3ZK5g1StCLLdTOWy3Uzlstw16sxKFM5bLdTOW0pW9IOuWRBbLdTOaI3UNohW0Ix
JIM6MsfJb4oZEJOsd83VAAAAAALSU0xPUW94q5g8gAAAAAnSU0yPUJFSSEqo7s1KDDR1a45
bNDQ0NA5bLdCMSHjOWy3OWy3UNQAAAAAgEINMj3YYNMk3yRA0iRA30Gh0SQ63yImuSQtod8w
UIQsbd8hIzEoZLnfKDKoZEZg32FoZEJU3yQsZEIZN9AtUIxOt8iJkIxKaHfMFIxKG0jQNtT
OWy0MShkuWRCMNpAZkIxKGRCMtyhZNowQzEoZEIXPKFTOjDZKDFoZEIXPKEAAAAAgEINMj05
bLdUQNgiJFIxKG5IOWy3U0I01yy4Ijkobkg5bLdUQqZA1SFst1NhLG5IOWy3ZEqmStU5bLdT
ObFmSDIsuWVKpkqh0yM5bLdTOWzBSDItKKZKpr+201M5bLdTOWy3WDmiKqZKrr2mSNJkOWy3

Uzlst1M6MUqmS65qpkgAAAAAgEINMj3TZEIst1M5bLdUQqZKplM1SqHTJEIxKFM5bLdkSqZK  
p1KmSyjUQjEoZEFsuWVKpkq3SqZCMSxA0iIxKGRCMSimSqZMtkqlQjEoZFDSIShkQjEopkqm  
bKZKZEIxKGR11CRCMShlSqppkhkQjEoaKLWMShkSzIKpihkQjEAAAAAZ0INMj0pKjDVJEBC  
ZEKmsqIoZEIxMULWZCRCMSo1SjEoZEIyNEDWYShCMShkQjEoZEJCZNckKGRBKGRCMShkREhg  
2CIwQjEkQjEoZGUo2yhhKGQxKGii3kIkQjEqMN8hKDFC4iRA8gA=

--BOUNDARY.273190272.2

Content-Disposition: attachment; filename="InstallerTest.ASC"

NEWTYPE .Arg

Name.s

Dir.s

End NEWTYPE

Dim Args.Arg(50)

Function.l WBstart{ }

SHARED Args()

\*myproc.Process= FindTask\_(O)

If \*myproc\pr\_CLI=0 ;OK, program was run from WB

WaitPort\_( \*myproc\pr\_MsgPort)

\*wbmsg.WBStartup=GetMsg\_( \*myproc\pr\_MsgPort)

numargs.l = \*wbmsg\sm\_NumArgs

\*first.WBArg= \*wbmsg\sm\_ArgList

MaxLen templock\$ = 255

numargs-1

If numargs>49 Then numargs=49

For i = 0 To numargs

\*firstloc= \*first\wa\_Name

NameFromLock\_ \*first\wa\_Lock,&templock\$,255

tempdir\$ = Peek\$(&templock\$)

If Right\$(tempdir\$,1)<>":"

tempdir\$+ "/"

EndIf

tempname\$ = Peek\$(\*firstloc)

Args(i)\Name = tempname\$

Args(i)\Dir = tempdir\$

\*first + SizeOf .WBArg

Next i

ReplyMsg\_( \*wbmsg)

Repeat

\*wbmsg.WBStartup=GetMsg\_( \*myproc\pr\_MsgPort)

Until \*wbmsg=0

```
Else
numargs = -1
EndIf
Function Return numargs
End Function
;=====
numargs.l= WBstart{ }
ret=Request("Request",Args(0)\Dir+Args(0)\Name,"Ok!")
; ret=Request("Request",Args(1)\Dir+Args(1)\Name,"Ok!")
If ReadFile(0,"aeritho.mid")
ret=Request("Request","Found file!","Ok!")
EndIf
CloseFile 0
End
--BOUNDARY.273190272.2
Content-Disposition: attachment; filename="InstallerTest2.ASC"
WBStartup
ret=Request("Request",Par$(1),"Ok!")
; ret=Request("Request",Args(1)\Dir+Args(1)\Name,"Ok!")
If ReadFile(0,"aeritho.mid")
ret=Request("Request","Found file!","Ok!")
EndIf
CloseFile 0
End
--BOUNDARY.273190272.2
-----
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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
--BOUNDARY.273190272.2--
```

## 1.28 About that complicated question.....

```
for scott@online.u-net.com; Sun, 9 May 1999 13:02:25 +0000
From: bml@thenet.co.uk (Simon Archer)
X-FTN-To: Rob Hutchinson
Subject: About that complicated question.....
Date: 09 May 1999 12:54:25
X-newsreader: Spot 1.3b #1534
encoding: quoted-printable
```

On 9 May 99 Rob Hutchinson wrote about 'About that complicated question....=  
.....'.

RH> I tried both of the suggested methods to no avail... Curt`s

RH> WBStartup

When an executable is used as a default tool, that executable gets the name of the project at startup time. You can get this by using par\$(1).

An example:

InstallFooBar is a script. It has an icon which calls Installer as it's default tool. When this icon is clicked, Installer is run and receives InstallFooBar as a parameter. You should be able to get CurrentDir() from this and thus work out where you are.

Simon Archer

-----  
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## 1.29 Re: About that simple answer.....

for scott@online.u-net.com; Sun, 9 May 1999 15:38:34 +0100

From: Curt Esser <camge@ix.netcom.com>

Date: Sun, 09 May 1999 09:29:49 -0500

Subject: Re: About that simple answer.....

--BOUNDARY.1748551736.2

Hi Rob

On 09-May-99, Rob Hutchinson wrote:

> Hello,

>

> I tried both of the suggested methods to no avail...

OK, if I remember correctly, you simply wanted to "CD" to the directory where the project icon was clicked, right?

If that's NOT what you want, this won't help a bit ;)

So here's an example done up in straight Blitz commands.

Just make an exec and stuff it in SYS:c/ or elsewhere in the "path".

I tried it with both "SYS:c/fakeinstaller" and simply "fakeinstaller" as the default tool of the project icon, and it works fine either way...

Note that there is a bugged version of the ElmoreDos.library out there that has a non-functional ChDir command. But it still tokenizes!

So, if this won't work for you, I {think} you must substitute "Examine" for "ChDir"

---

If it still doesn't work, let me know and I'll send you the working version of ElmoreDos.library.

--

Yours electronically,

Curt Esser

camage@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

--BOUNDARY.1748551736.2

Content-Disposition: attachment; filename="FakeInstaller.asc"

;note - this works only on the original Elmore Dos library

;if you have the newer (bugged) version, I think you

;have to substitute "Examine" for "ChDir"

;even though ChDir still tokenizes, it does nothing...

WBStartup

If NumPars

prog\$=Par\$(1) ;the project's name

path\$=ParPath\$(1,0) ;the project's directory

Request "Run by: ",prog\$+" in!"+path\$,"OK"

If ChDir(path\$)

Request "CD'd to:",path\$,"OK"

If Exists(prog\$)

Request prog\$,"Yes, it's here!","Bye!"

Else

Request prog\$,"I can't find it :(","OK"

EndIf

Else

Request "Sorry","CD failed","OK"

EndIf

Else

Request "","No arguments recieved","OK"

EndIf

End

--BOUNDARY.1748551736.2

-----  
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--BOUNDARY.1748551736.2--

---



### 1.30 Re: AmFTP was - GTSetString active?

for scott@online.u-net.com; Sat, 1 May 1999 19:32:46 +0100

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

<jamesboyd@all-hail.freemove.co.uk>

Subject: Re: AmFTP was - GTSetString active?

Date: Sat, 1 May 1999 19:25:01 +0100

James wrote

>I don't think there is an email "interface" but if you download  
>AmFTP from Aminet, I'd be willing to tell you what to do...it's  
>dead easy :)

After reading this, I thought, "Ace, I'll download it now," before realizing that I'm using a PC, not an Amiga - The Commodore is at home, so I'll mail you direct tomorrow afternoon (2 May) with it attached (I can do that can't I? - I hope so because some company asked me to send my CV to them by email, and I sent it as an attachment - didn't want to ring them to ask if they'd received it, in case they concluded (rightly) that I didn't have a clue what I was doing (don't worry, the job doesn't need email knowledge)).

Do other programmers out there use brackets within brackets when writing in English, or is it just me?

VICTOR BELL

-----  
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### 1.31 Amiga buying

for scott@online.u-net.com; Sun, 9 May 1999 12:27:11 +0100

From: "Sam Brookes" <ami-gerbil@ami-gerbil.freemove.co.uk>

"Blitz List" <blitz-list@netsoc.ucd.ie>

Subject: Amiga buying

Date: Sun, 9 May 1999 12:27:14 +0100

charset="iso-8859-1"

Encoding: 7bit

Hi, Did someone post a message on here about the mailing list for ppl who want to buy and sell Amiga stuff as i cant find where it is - if you know how to subscribe then please contact me.

-----  
Sam Brookes - ICQ# 28871289

AMI-Gerbil Software (AMI-Gerbil)  
 Co Editor of WOA-DM  
 Afternet #Trogsoft  
 stuff@ami-gerbil.freemove.co.uk  
 www.ami-gerbil.freemove.co.uk

-----

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 For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

### 1.32 Re: Aminet

for scott@online.u-net.com; Sat, 15 May 1999 14:38:06 +0100

From: amorel <amorel@xs4all.nl>

Date: Sat, 15 May 1999 15:12:39 +0500

Subject: Re: Aminet

On 15-May-99, Linda Bell wrote:

C=I gave up - the Amiga community will never experience the delights of my

C=amazing programming abilities :)

Hell, are you people so stupid or what? :-)

You just upload your stuff in the new directory. One is lha`ed the other  
 is a readme file with the same name, so: name.lha and name.readme The  
 readme contains at least this:

Short: -\*AMOREL\*- No fuss multiformat(OSS etc.!) player!

Author: amorel@xs4all.nl

Uploader: amorel@xs4all.nl

Type: mus/play <---- this is the directory its supposed to go in

Well, HOW HARD CAN THIS BE!?

--

Jeroen(and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \\ Good old C=64 and an attitude!

Ever kissed a frog? ;-P\\ /Fatman analogue synth :D

Music for your game/demo/release? \\ /http://www.paia.com

Contact me! amorel@xs4all.nl \\ /Check my (aged) music on

http://www.xs4all.nl/~amorel \\ /aminet or at my homepage.

-\*Now out on aminet and my site! Amoralplayer1.1, a no fuss audioplayer\*-

-----

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 For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

### 1.33 Re: Aminet

for scott@online.u-net.com; Tue, 18 May 1999 21:37:46 +0000

From: "Andrew Guard" <aMIGA\_dUDE@assign.u-net.com>

Organization: ProPassWord

Date: 17 May 99 19:42:27 +0000

Subject: Re: Aminet

X-Face: ggbX)L/8Qm]#Tpb\_Nl\_7q?KW7ol,Y@chVkJ\$,D.@iuYP.XrF!x!!Loz2}.x:X.k[9A-NjQsu/gaPM\8EaGyX/Sw92G>5tg|VH51w  
VM\*4PG63s(pwT&qE@dB\*IkwW:

Encoding: quoted-printable

Well, well Rick Hodger, OK then but=2E=2E=2E

> I watched as Linda Bell hammered "Re: Aminet" out on their keyboard=2E=2E=  
=2E

>=20

>> I tried CuteFTP on this PC - but couldn't get access - it said invalid

>> password - and yes I logged on as anonymous=2E

>=20

> You'll probably find that's due to the stupid PC software industries

> tendency to make up their own standards=2E Tell it you don't want to log=  
on

> as anonymous and put in "anonymous" as your user-name and

> "whatever@the=2Ehell=2Eyour=2Eemail=2Eis", and make sure you're connectin=  
g to

> de=2Eaminet=2Eenet and not wuarchive=2Ewustl=2Eedu

>=20

You have also got to make shore that remote dir is

/ftp/aminet/pub/new (Note on some mailers this will not look correct

in between each word there is back slash)

--=20

Think about it, ProPassWord=2E mailto:ppw-subscribe@egroups=2Ecom

--

Satanic Dreams <http://www=2Esatanicdreams=2Efreeserve=2Eco=2Euk/>

V/AmigaV/ Team Amiga RC5

--

603e+ 233/040=A0PowerUP, 32 Meg, BVision, Zip, DVD, Kickstart 3=2E1

Pace56 External voice, ISP <http://www=2Ewirenet=2Eco=2Euk/>

ICQ 21765436

-----  
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### 1.34 Re: Aminet

for scott@online.u-net.com; Sun, 16 May 1999 00:21:31 +0000

From: Anton Reinauer <anton@ww.co.nz>

Date: Sun, 16 May 1999 11:16:12 +1200

Subject: Re: Aminet

On 16-May-99, Curt Esser wrote:

> And I'm not sure, but I think you must connect to the main Aminet

> directory first, instead of trying to connect directly to "new/"

I go straight into new/ with AmFTP- no problem.

--

Anton Reinauer <anton@ww.co.nz>

-----  
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### 1.35 Aminet

for scott@online.u-net.com; Fri, 14 May 1999 21:08:23 +0000

From: Bippy M <BippyM@stingent.freemove.co.uk>

Date: Fri, 14 May 1999 21:04:29 +0000

Subject: Aminet

Hiya Guys,

I don't mean to look thick, but how the hell do I u/l to aminet, and where to?

T'ra

--

x-----| BippyM@Stingent.freemove.co.uk |-----x

||

| Current Projects: |

| Overflow (Pipemania Clone) [.^.....] 30% |

| Packer2Packer Suite [.^.....] 20% |

||

x-----| BippyM@Stingent.freemove.co.uk |-----x

-----  
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### 1.36 Re: Aminet

for scott@online.u-net.com; Sat, 15 May 1999 16:50:32 +0100

From: Curt Esser <camge@ix.netcom.com>

Date: Sat, 15 May 1999 10:41:45 -0500

Subject: Re: Aminet

Hi Victor

On 15-May-99, Linda Bell wrote:

> I think you skipped the important bit with the sentence "You just upload  
> your stuff in the new directory."

>

> How do you do this if you don't have FTP? Have you read the file on how to  
> upload via email?

>

> I tried CuteFTP on this PC - but couldn't get access - it said invalid  
> password - and yes I logged on as anonymous.

I think you must use your email address as the password.

And I'm not sure, but I think you must connect to the main Aminet directory  
first, instead of trying to connect directly to "new/"

It took me a while to get my ftp program to connect to it the first time  
(admittedly I'm pretty dense about this sort of thing) and I think that was  
the problem. Anyway, that's how I do it now, and it always works.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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### 1.37 Re: Aminet

for scott@online.u-net.com; Sat, 15 May 1999 16:25:53 +0000

From: Damir Arh <damir.arh@guest.arnes.si>

Date: Sat, 15 May 1999 17:22:59 +0100

Subject: Re: Aminet

Hello everyone

On 15-Maj-99, Victor Bell shared his opinion:

> We know what we are required to upload

---

> I think you skipped the important bit with the sentence "You just upload  
> your stuff in the new directory."  
> How do you do this if you don't have FTP? Have you read the file on how to  
> upload via email?  
> I tried CuteFTP on this PC - but couldn't get access - it said invalid  
> password - and yes I logged on as anonymous.

I just tried out the following on my PC (I used the FTP program which is part of Windows (the DOS version), but you can use the same procedure with any GUI FTP program, I guess):

1. Connect to the Internet
2. Run the program ftp (use Find and search for FTP)
3. Type the following:

```
open ftp.uni-paderborn.de
```

```
Username: anonymous
```

```
Password: someno@somewhere.com (your e-mail infact)
```

```
cd aminet
```

```
cd new
```

```
put myfile.lha
```

```
put myfile.readme (of course you have to be in the right local  
directory)
```

```
close
```

```
quit
```

The same procedure should work with any ftp client, if it's one with a graphic interface, you just have to use the commend equivalents there.

I hope this was clear enough as I really don't now, how could someone explain it easier.

Kind regards from Slovenia

--

Damir Arh <damir.arh@guest.arnes.si>

WWW: <http://www2.arnes.si/~gkrjes12/>

Owner of A1200T/040 @ 25MHz + PPC603e @ 240MHz, 32MB Fast RAM  
and Intel Celeron 300A with 96 MB RAM and ATI Rage Pro AGP 4 MB

--

It is better to have tried and failed than to have failed to try, but  
the result's the same.

-- Mike Dennison

-----  
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---

### 1.38 Re: Aminet

for scott@online.u-net.com; Fri, 14 May 1999 22:40:10 +0100

From: David McMinn <dmcminn@house-of-mojo.freemove.co.uk>

Date: Fri, 14 May 1999 22:40:02 +0000

Organization: International House Of Mojo

Subject: Re: Aminet

Encoding: quoted-printable

Oh, yeah, the .readme file must have the "Short:" line first. And it must=

be

there.

Chow f`now

-- =

[] ^ V [] [ D ] M =A9 M [] [ N M

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ =3D 16827694

'When I read about the evils of drinking, I gave up reading.'

-- Henny Youngman

-----  
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### 1.39 Re: Aminet

for scott@online.u-net.com; Fri, 14 May 1999 22:41:58 +0000

From: David McMinn <dmcminn@house-of-mojo.freemove.co.uk>

Date: Fri, 14 May 1999 22:39:20 +0000

Organization: International House Of Mojo

Subject: Re: Aminet

Encoding: quoted-printable

Bippy M's head burst.

All we could scape off the wall was Aminet.

> I don't mean to look thick, but how the hell do I u/l to aminet, and wh=

ere

> to?

Tried the README.BEFORE.UPLOAD file on Aminet? Anyway, all you need to do=

is

have the lha archive and readme files with the same names (except for the=

---

=2Elha/.readme bits :) and its case sensitive. Then upload them to the "n=  
ew"

directory.

Chow f'now

-- =

[ ] ^ V [ ] [ ] M [ =A9 M [ ] [ ] M M

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David\_McMinn

ICQ =3D 16827694

I am Pentium of Borg, division is futile -

you will be approximated

-----  
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## 1.40 Re: Aminet

for scott@online.u-net.com; Tue, 18 May 1999 21:49:22 +0100

Date: 18 May 99 22:37:34 +0100

From: "Jonas Thorell" <jonasth@bahnhof.se>

Subject: Re: Aminet

encoding: 7bit

X-System: Amiga 3000/040@40 Mhz, 99 Meg, 11.5 Gig HD, 28k8

X-Hardware: Prelude soundcard, Vlab digitizer, CV64 gfx-card

X-Hardware: Buddha IDE-controller, 24x CD-ROM

X-Software: Aweb, Miami, Thor, ScalOS, MCP and assorted bits of bytes...

X-UIN: 12427044

X-Misc-info: Who's reading this??

Thomas Cobb (tdc98@doc.ic.ac.uk) wrote:

>Just a little point. The version of ftp on the windows machines here

>default to ASCII mode which means that binary files don't survive the

>transfer.

Depends on the ftp-server on the other end to a certain extent. I

accidently did that mistake yesterday when uploading a Windows exe-file  
to a clients machine and it worked on his end without a hitch.

But most if not all command-line driven ftp-clients just use the bin  
keyword. Hash, lcd and mput/mget can be useful too.

---

Come in from your checkpoints on your lonely roads, Come in from



your ditches in your silent fields where intensified light from  
a rifle sight makes the darkness day and the day too bright.

---

Always remember that strength is obtained by meeting resistance.

-----

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## 1.41 Re: Aminet

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sat, 15 May 1999 11:52:59 +0100

From: "Linda Bell" <[zalda@home4968.freemove.co.uk](mailto:zalda@home4968.freemove.co.uk)>

Subject: Re: Aminet

Date: Sat, 15 May 1999 11:47:44 +0100

Bippy wrote

>I don't mean to look thick, but how the hell do I u/l to aminet, and  
>where to?

No - I'm thick as well - the main page of aminet has a help directory -  
clicking on this will allow you to download a help file on uploading to  
Aminet.

I downloaded CuteFTP for this PC - but I still couldn't figure out how to do  
it - the helpfile on Aminet states that if you don't have FTP, you can use  
email - you have to request the helpfile on how to do this with "HELP  
UPLOAD" in the body of the mail - I received the helpfile, but it was even  
more confusing than the FTP version.

I gave up - the Amiga community will never experience the delights of my  
amazing programming abilities :)

VIC

-----

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## 1.42 Re: Aminet

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sat, 15 May 1999 12:17:06 +0100

From: "Linda Bell" <[zalda@home4968.freemove.co.uk](mailto:zalda@home4968.freemove.co.uk)>

Subject: Re: Aminet

Date: Sat, 15 May 1999 12:11:56 +0100

Bippy

---

I've found the address for getting a helpfile on how to upload stuff by

email: send an email to:

aminet-server@aminet.net

with HELP UPLOAD in the body - I put it as the subject as well, to be on the safe side. The server will then send you a helpfile - if you figure out how to do it - let me know.

VIC

-----  
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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

### 1.43 Re: Aminet

for scott@online.u-net.com; Sat, 15 May 1999 15:33:24 +0100

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

Subject: Re: Aminet

Date: Sat, 15 May 1999 15:28:37 +0100

Amoral wrote

>Hell, are you people so stupid or what? :-)

>You just upload your stuff in the new directory. One is lha`ed the

>other

>is a readme file with the same name, so: name.lha and

>name.readme The readme contains at least this:

We know what we are required to upload

I think you skipped the important bit with the sentence "You just upload your stuff in the new directory."

How do you do this if you don't have FTP? Have you read the file on how to upload via email?

I tried CuteFTP on this PC - but couldn't get access - it said invalid password - and yes I logged on as anonymous.

VIC

-----  
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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

---

## 1.44 Re: Aminet

for scott@online.u-net.com; Sun, 16 May 1999 12:38:38 +0100

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

Subject: Re: Aminet

Date: Sun, 16 May 1999 12:33:20 +0100

Damir: thanks for the info - I didn't realize that DOS had an FTP program -  
I'll try it out.

VIC

-----  
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## 1.45 Re: Aminet

for scott@online.u-net.com; Mon, 31 May 1999 19:05:37 +0100

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

Subject: Re: Aminet

Date: Mon, 31 May 1999 18:56:36 +0100

Thank you to all those who gave me advice on how to upload to Aminet,  
especially Damir Arh, and thanks to Curt for his offer to upload stuff for  
me (didn't like to impose).

I've just used DOS FTP on this PC - I think it worked, but I'm not entirely  
sure - I used mput at first, and it started putting a load of Windows BMPs  
so I had to shut it down. I then tried it with simply `put` and it seemed  
to work - guess I'll know in 4-5 days.

BTW, I had to drop the bit before the @ because it wouldn't accept it  
zalda@home4968.freemove.co.uk

Thanks again.

VIC

-----  
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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.46 Re: Aminet

for scott@online.u-net.com; Sun, 30 May 1999 15:16:01 +0000

From: "opi.plastic aka emil" <opi@abyss.lodz.pdi.net>

Date: Tue, 25 May 1999 15:29:10 +0100

---

Organization: calkowiecie nie-zorganizowany

Subject: Re: Aminet

Yello David

w3333 14-May-99, David McMinn naklepal-h:

)-> Oh, yeah, the .readme file must have the "Short:"

and remember about lha archive standard :)

--

opi.plastic <opi@amigascene.org>

amiga+linux+net+grass+ascii+scene = phuunnn

[\*God loves You as You are!\*

-----  
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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.47 Re: Aminet

for scott@online.u-net.com; Sat, 15 May 1999 21:17:30 +0100

From: Rick Hodger <rick.thehub@bigfoot.com>

Date: Sat, 15 May 1999 19:27:17 +0100

Organization: Pagan Software

Subject: Re: Aminet

I watched as Linda Bell hammered "Re: Aminet" out on their keyboard...

> I tried CuteFTP on this PC - but couldn't get access - it said invalid

> password - and yes I logged on as anonymous.

You'll probably find that's due to the stupid PC software industries tendency to make up their own standards. Tell it you don't want to log on as anonymous and put in "anonymous" as your user-name and "whatever@the.hell.your.email.is", and make sure you're connecting to de.aminet.net and not wuarchive.wustl.edu

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>

<sb>Visit us at <http://www.thehub.u-net.com>

<sb>EMail us at [/bloodline@pagan-games.com/](mailto:/bloodline@pagan-games.com/)

<sb>"Dafel: Bloodline" - The most accomplished RPG ever!

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team \*AMIGA\*

<sb>

<sb>Don't believe everything you hear or anything you say.

-----  
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---

## 1.48 Re: Aminet

for scott@online.u-net.com; Mon, 17 May 1999 12:38:59 +0100

Sender: tdc98@doc.ic.ac.uk

Date: Mon, 17 May 1999 12:37:59 +0100

From: Thomas Cobb <tdc98@doc.ic.ac.uk>

Subject: Re: Aminet

Encoding: 7bit

Damir Arh wrote:

> 1. Connect to the Internet

> 2. Run the program ftp (use Find and search for FTP)

> 3. Type the following:

>

> open ftp.uni-paderborn.de

>

> Username: anonymous

>

> Password: someno@somewhere.com (your e-mail infact)

>

> cd aminet

>

> cd new

>

> put myfile.lha

>

> put myfile.readme (of course you have to be in the right local

> directory)

>

> close

>

> quit

>

> The same procedure should work with any ftp client, if it's one with a

> graphic interface, you just have to use the commend equivalentents there.

Just a little point. The version of ftp on the windows machines here default to ASCII mode which means that binary files don't survive the transfer. You have to change the ftp client into binary mode (try typing "help" into the client to get a list of commands) for the archive and then back to ASCII for the readme.

Thom

-----  
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For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

---

## 1.49 Re: animation formats

for scott@online.u-net.com; Sun, 16 May 1999 01:15:19 +0100

From: "opi.plastic aka emil" <opi@abyss.lodz.pdi.net>

Date: Tue, 11 May 1999 23:14:22 +0100

Organization: calkowiecie nie-zorganizowany

Subject: Re: animation formats

Yello Paul

w3333 19-Apr-99, Paul naklepal-h:

)-> I dont know if Yafa can be played from disk or not, or what xpk it

)-> uses (it may not be a fast one).

Yes. Its possible \*BUT\* playing some yafa anim plus music req

o4o at least :(

Our group made a vhs to da videocompo at inteloutside'98

(second place:) and whole anim was putted together with sound

using yafa :)

If ya need some high quality yafa send ya msg to bonzaj/plastic+dcs

bonzaj@abyss.lodz.pdi.net

)-> codes such as nuke.

try ppmq :) slooow but cool :D

--

opi.plastic <opi@amigascene.org>

amiga+linux+net+grass+ascii+scene = phuunnn

[\*If all first you don't suceed, call it Windows.\*]

-----  
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## 1.50 ANNOUNCEMENT: Amigactive Online

for scott@online.u-net.com; Sat, 29 May 1999 11:12:13 +0000

From: bml@thenet.co.uk (Simon Archer)

X-FTN-To: All

Subject: ANNOUNCEMENT: Amigactive Online

Date: 29 May 1999 10:54:03

X-newsreader: Spot 1.3b #1534

encoding: quoted-printable

-----  
PRESS RELEASE

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For immediate release.

Amigactive Magazine.

Friday 28 May 1999.

Pinprint Publishing are delighted to announce the launch of Amigactive Online, the official website of the forthcoming UK based, glossy newsstand Amiga magazine, Amigactive.

Amigactive Online will form an integral part of the Amigactive experience, and will be updated frequently with the latest news about the magazine as well as news from the rest of the Amiga world.

We will make Amigactive the best Amiga magazine money can buy, and you can help us to do this by filling in our first online survey - and stand a chance of winning yourself a pair of tickets to this year's World Of Amiga show in London in the process!

Lastly, we would like to take this opportunity to thank all those people who have contacted us with messages of support since we announced our decision to produce a brand new UK Amiga magazine. Without you, we would not be here today. Thank you.

So, for all the latest information about Amigactive Magazine, visit Amigactive Online:

<http://www.amigactive.com>

Best Regards,

The Amigactive Team.

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To unsubscribe, e-mail: [blitz-list-unsubscribe@netsoc.ucd.ie](mailto:blitz-list-unsubscribe@netsoc.ucd.ie)

For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

## 1.51 ANNOUNCEMENT: Amigactive Online

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sat, 29 May 1999 14:48:30 +0000

From: Simon Archer <[bml@thenet.co.uk](mailto:bml@thenet.co.uk)>

Date: Sat, 29 May 1999 15:45:05 +0100

Subject: ANNOUNCEMENT: Amigactive Online

s-----

PRESS RELEASE

For immediate release.

Amigactive Magazine.

Friday 28 May 1999.

Pinprint Publishing are delighted to announce the launch of Amigactive

Online, the official website of the forthcoming UK based, glossy newsstand Amiga magazine, Amigactive.

Amigactive Online will form an integral part of the Amigactive experience, and will be updated frequently with the latest news about the magazine as well as news from the rest of the Amiga world.

We will make Amigactive the best Amiga magazine money can buy, and you can help us to do this by filling in our first online survey - and stand a chance of winning yourself a pair of tickets to this year's World Of Amiga show in London in the process!

Lastly, we would like to take this opportunity to thank all those people who have contacted us with messages of support since we announced our decision to produce a brand new UK Amiga magazine. Without you, we would not be here today. Thank you.

So, for all the latest information about Amigactive Magazine, visit Amigactive Online:

<http://www.amigactive.com>

Best Regards,

The Amigactive Team.

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-----  
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For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

## 1.52 Another MUI question.....

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 30 May 1999 17:40:39 +0000

From: Rob Hutchinson <[loki@sds.in2home.co.uk](mailto:loki@sds.in2home.co.uk)>

Date: Sun, 30 May 1999 17:38:05 +0100

Organization: Satanic Dreams Software.

Subject: Another MUI question.....

Hello,

Does anyone get the same gurus as me when you use an:

MUIRequest command twice in a row? IE, "Are you sure you want to do this?" ... "The file already exists.. Overwrite?"..

?????... I keep getting Line 1111 Emulator gurus :(..

So now i have to do a manual requestor..... POO!...



Anyone get this? Or know what is causing it?  
 BTW - I sussed MUIV\_Window\_MinMax (or whatever it is) is a Macro  
 but that gurus my miggy too :( DOH!

Cya!

--

<tsb>

<sb>\*CONTACTING MEEEEEEEE:\*

<sb>loki@sds.in2home.co.uk | \*ICQ:\* 27181384

<sb>SDS FOUNDER: URL: <http://www.satanicdreams.freemove.co.uk/>

<tsb>

<sb>\*PROJECT INFO:\*

<sb>Minimum Safe Distance [3%]

<sb>/After a few trips to the toilet, the following appeared:/

<sb>MorrisTheMaggot, CTTM2, TimeSwipe, NIB, BlitzBFB, Prefs2000 & TMS.

<sb>

<sb>FATAL LOGIC ERROR - Engage Brain and (R)etry

<tsb>

-----  
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For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

## 1.53 Re: Apptthings :)

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 16 May 1999 01:18:46 +0100

From: "opi.plastic aka emil" <[opi@abyss.lodz.pdi.net](mailto:opi@abyss.lodz.pdi.net)>

Date: Thu, 13 May 1999 21:28:17 +0100

Organization: kalkowiecie nie-zorganizowany

Subject: Re: Apptthings :)

Yello amorel

w3333 22-Apr-99, amorel naklepal-h:

)-> Use the RWE applibrary :-)

suxx! i got untokenized 'appiconfile' 'appwindowfile'

grrrr without THIS its seem to be unusable :((

Regards

--

[opi.plastic <opi@amigascne.org>](mailto:opi.plastic@amigascne.org)

amiga+linux+net+grass+ascii+scene = phuunnn

[\*If all first you don't succeed, call it Windows.\*]

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 To unsubscribe, e-mail: [blitz-list-unsubscribe@netsoc.ucd.ie](mailto:blitz-list-unsubscribe@netsoc.ucd.ie)

For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

## 1.54 arexx and ImageFX

for scott@online.u-net.com; Wed, 12 May 1999 19:35:47 +0100

From: Rostislav Stenicka <rostsoft@iol.cz>

Date: Wed, 12 May 1999 20:33:52 +0100

Subject: arexx and ImageFX

Hello,f%

I need arexx communications (Blitz to ImageFX and ImageFX to Blitz)

but don't know how, Blitz manual is very bad.

Sory for my english.

--

--

```
<tsb>_*rostsoft@iol.cz "2Mb"*_
<tsb>/RStenicka@seznam.cz "10Mb"/
<tsb>http://web.iol.cz/rostsoft/
<tsb>_*#A4000/040/30 20MB FAST RAM#*_
<tsb>_*#Cybervision64 4MB#*_
<tsb>_*#Toccata (AHI 16 BIT)#
<tsb>_*#2GB SCSI*, 1.2GB IDE#
<tsb>_*#CDrom 32 Toshiba SCSI#
<tsb>_*#V-lab video graber, Fastline# #SCSI#/
```

-----  
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.55 Re: arexx and ImageFX

for scott@online.u-net.com; Thu, 13 May 1999 12:53:16 +0100

Date: Thu, 13 May 1999 11:45:01 +0200

From: Stifter <quantum@mira.cz>

Subject: Re: arexx and ImageFX

I would say you launch an ARExx macro from within a Blitz program  
using the Execute\_ function - that would be the easiest way.

Did you try some examples ???

Bob

>I need arexx communications (Blitz to ImageFX and ImageFX to Blitz)

>but don't know how, Blitz manual is very bad.

-----  
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.56 Assem Woes :(

for scott@online.u-net.com; Sat, 1 May 1999 21:16:52 +0100

From: "Oliver Marks" <oly@enterprise.net>

Organization: Private

Date: 1 May 99 09:14:24 +0000

Subject: Assem Woes :(

--=\_8<==MD2372AC5F0-3A9F80A5==8<=\_=

Encoding: 7bit

Hi,

Can some one please help with the code below one of the values is disappearing and being replaced with something else.

--

ICQ#: 33315204

Url : <http://www.homepages.enterprise.net/oly/games/index.htm>

--=\_8<==MD2372AC5F0-3A9F80A5==8<=\_=

Encoding: plain (7/8 bit)

Content-Disposition: attachment; filename="test.asc"

X-MD2-FilePath: Ram Disk:test.asc

!INP

MOVE.b d0,d1

MOVE.b d1,-(a7)

!INP

MOVE.b (a7)+,d1

MOVE.b d0,d2

MOVE.b d1,d3

CMP.b d1,d2

BGT GREAT

MOVE.b d2,d0

MOVE.b d3,-(a7)

!OUT

MOVE.b (a7)+,d1

MOVE.b d3,d0

!OUT

RTS

GREAT: MOVE.b d3,d0

MOVE.b d2,-(a7)

!OUT

MOVE.b (a7)+,d2

MOVE.b d2,d0

!OUT

RTS

--=\_8<==MD2372AC5F0-3A9F80A5==8<=\_=

-----  
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

--=\_8<==MD2372AC5F0-3A9F80A5==8<=\_=

(end of MIME multipart message)

## 1.57 Assembler headaches :(

for scott@online.u-net.com; Tue, 11 May 1999 20:18:58 +0100

From: "Oliver Marks" <oly@enterprise.net>

Organization: Private

Date: 11 May 99 20:16:30 +0000

Subject: Assembler headaches :(

--=\_8<==MD23738901E-35C3C308==8<=\_=

Encoding: 7bit

Hi,

Sorry to keep pestering ya all but i am having trouble with my add instructions in that it does not add i am using add.b d0,d1 but the value is not going into d1 i want to eventually put this code in a loop and keep adding to d1 until a 0 is entered i think i can do this but it does not seem to work Please help ?

WBStartup ;start the code without crashing

NoCli

WBenchToFront\_

WbToScreen 1

exit=0

num.b=0

GTButton 0,0,10,110,30,15,"0", \$0

GTButton 0,1,10,10,30,15,"1", \$0

GTButton 0,2,50,10,30,15,"2", \$0

GTButton 0,3,90,10,30,15,"3", \$0

GTButton 0,4,10,35,30,15,"4", \$0

GTButton 0,5,50,35,30,15,"5", \$0

GTButton 0,6,90,35,30,15,"6", \$0

GTButton 0,7,10,60,30,15,"7", \$0

---

```
GTButton 0,8,50,60,30,15,"8",$0
GTButton 0,9,90,60,30,15,"9",$0
GTButton 0,10,10,85,110,15,"Enter",$0
GTText 0,11,50,110,70,15,"",$0,""
Window 0,0,0,150,150,$0001|$0002|$0004|$0008,"Assembler Input",0,1
AttachGTLList 0,0
Window 1,150,0,150,100,$0001|$0002|$0004|$0008,"Assembler Output",0,1
Macro INP
Use Window 0
num$=""
Repeat
Select WaitEvent
Case $200 ;close gadget hit
exit=1
Case $40 ;gadget hit
Select GadgetHit
Case 0
num$=num$+"0"
GTSetString 0,11,num$
Case 1
num$=num$+"1"
GTSetString 0,11,num$
Case 2
num$=num$+"2"
GTSetString 0,11,num$
Case 3
num$=num$+"3"
GTSetString 0,11,num$
Case 4
num$=num$+"4"
GTSetString 0,11,num$
Case 5
num$=num$+"5"
GTSetString 0,11,num$
Case 6
num$=num$+"6"
GTSetString 0,11,num$
Case 7
num$=num$+"7"
```

---

```
GTSetString 0,11,num$
Case 8
num$=num$+"8"
GTSetString 0,11,num$
Case 9
num$=num$+"9"
GTSetString 0,11,num$
Case 10
exit=1
End Select
End Select
Until exit=1
Use Window 1
num=Val(num$)
GetReg d0,num
End Macro
Macro OUT
PutReg d0,num
Use Window 1
NPrint num
End Macro
Macro TEST
PutReg d0,num
MOVE.b d0,-(a7)
NPrint num
MOVE.b (a7)+,d0
PutReg d1,num
MOVE.b d1,-(a7)
NPrint num
MOVE.b (a7)+,d1
PutReg d2,num
MOVE.b d2,-(a7)
NPrint num
MOVE.b (a7)+,d2
End Macro
Gosub assem
MouseWait
End
.assem
```

---

```
MOVE.b #5,d1
LOOP:
MOVE.b d1,-(a7)
!INP
MOVE.b (a7)+,d1
ADD.b d0,d1
ADD.b #1,d2
;Use Window 1
;PutReg d1,num
;NPrint num
;PutReg d0,num
;NPrint num
;MOVE.b d0,d1
;!TEST
RTS
--
ICQ#: 33315204
Url : http://www.homepages.enterprise.net/oly/games/index.htm
--=_8<==MD23738901E-35C3C308==8<=_=
Encoding: plain (7/8 bit)
Content-Disposition: attachment; filename="assemtest2.asc"
X-MD2-FilePath: Work:assemtest2.asc
WBStartup ;start the code without crashing
NoCli
WBenchToFront_
WbToScreen 1
exit=0
num.b=0
GTButton 0,0,10,110,30,15,"0", $0
GTButton 0,1,10,10,30,15,"1", $0
GTButton 0,2,50,10,30,15,"2", $0
GTButton 0,3,90,10,30,15,"3", $0
GTButton 0,4,10,35,30,15,"4", $0
GTButton 0,5,50,35,30,15,"5", $0
GTButton 0,6,90,35,30,15,"6", $0
GTButton 0,7,10,60,30,15,"7", $0
GTButton 0,8,50,60,30,15,"8", $0
GTButton 0,9,90,60,30,15,"9", $0
GTButton 0,10,10,85,110,15,"Enter", $0
```

---

---

```
GTText 0,11,50,110,70,15,"", $0, ""
Window 0,0,0,150,150,$0001|$0002|$0004|$0008,"Assembler Input",0,1
AttachGTLList 0,0
Window 1,150,0,150,100,$0001|$0002|$0004|$0008,"Assembler Output",0,1
Macro INP
Use Window 0
num$=""
Repeat
Select WaitEvent
Case $200 ;close gadget hit
exit=1
Case $40 ;gadget hit
Select GadgetHit
Case 0
num$=num$+"0"
GTSetString 0,11,num$
Case 1
num$=num$+"1"
GTSetString 0,11,num$
Case 2
num$=num$+"2"
GTSetString 0,11,num$
Case 3
num$=num$+"3"
GTSetString 0,11,num$
Case 4
num$=num$+"4"
GTSetString 0,11,num$
Case 5
num$=num$+"5"
GTSetString 0,11,num$
Case 6
num$=num$+"6"
GTSetString 0,11,num$
Case 7
num$=num$+"7"
GTSetString 0,11,num$
Case 8
num$=num$+"8"
```

---



```
GTSetString 0,11,num$
Case 9
num$=num$+"9"
GTSetString 0,11,num$
Case 10
exit=1
End Select
End Select
Until exit=1
Use Window 1
num=Val(num$)
GetReg d0,num
End Macro
Macro OUT
PutReg d0,num
Use Window 1
NPrint num
End Macro
Macro TEST
PutReg d0,num
MOVE.b d0,-(a7)
NPrint num
MOVE.b (a7)+,d0
PutReg d1,num
MOVE.b d1,-(a7)
NPrint num
MOVE.b (a7)+,d1
PutReg d2,num
MOVE.b d2,-(a7)
NPrint num
MOVE.b (a7)+,d2
End Macro
Gosub assem
MouseWait
End
.assem
MOVE.b #5,d1
LOOP:
MOVE.b d1,-(a7)
```

---

```

!INP
MOVE.b (a7)+,d1
ADD.b d0,d1
ADD.b #1,d2
;Use Window 1
;PutReg d1,num
;NPrint num
;PutReg d0,num
;NPrint num
;MOVE.b d0,d1
;.!TEST
RTS
--=_=8<==MD23738901E-35C3C308==8<=_=
-----
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
--=_=8<==MD23738901E-35C3C308==8<=_=
(end of MIME multipart message)

```

## 1.58 Assembler troubles almost got there thought :)

```

for scott@online.u-net.com; Mon, 10 May 1999 21:45:41 +0000
From: "Oliver Marks" <oly@enterprise.net>
Organization: Private
Date: 10 May 99 21:40:21 +0000
Subject: Assembler troubles almost got there thought :)
--=_=8<==MD237375245-FB241A5==8<=_=
Encoding: 7bit

```

Hi,

I am still trying to get my first assem program working it now runs and the values stay in the registers it turned out to be the variable num was set as .l but all the assembler instructions where using bytes this was why i was getting wierd values. :)

My code almost runs but does not jump the way i want it is only supposed to jump if one number is higher than the other but instead it jump regardless i have included the code if anyone wants to try it or tell me why it jumps when it should'nt. :(

WBStartup ;start the code without crashing

NoCli

```
WBenchToFront_  
WbToScreen 1  
exit=0  
num.b=0  
GTButton 0,0,10,110,30,15,"0", $0  
GTButton 0,1,10,10,30,15,"1", $0  
GTButton 0,2,50,10,30,15,"2", $0  
GTButton 0,3,90,10,30,15,"3", $0  
GTButton 0,4,10,35,30,15,"4", $0  
GTButton 0,5,50,35,30,15,"5", $0  
GTButton 0,6,90,35,30,15,"6", $0  
GTButton 0,7,10,60,30,15,"7", $0  
GTButton 0,8,50,60,30,15,"8", $0  
GTButton 0,9,90,60,30,15,"9", $0  
GTButton 0,10,10,85,110,15,"Enter", $0  
GTText 0,11,50,110,70,15,"", $0, ""  
Window 0,0,0,150,150,$0001|$0002|$0004|$0008,"Assembler Input",0,1  
AttachGTList 0,0  
Window 1,150,0,150,100,$0001|$0002|$0004|$0008,"Assembler Output",0,1  
Macro INP  
Use Window 0  
num$=""  
Repeat  
Select WaitEvent  
Case $200 ;close gadget hit  
exit=1  
Case $40 ;gadget hit  
Select GadgetHit  
Case 0  
num$=num$+"0"  
GTSetString 0,11,num$  
Case 1  
num$=num$+"1"  
GTSetString 0,11,num$  
Case 2  
num$=num$+"2"  
GTSetString 0,11,num$  
Case 3  
num$=num$+"3"
```

---

```
GTSetString 0,11,num$
Case 4
num$=num$+"4"
GTSetString 0,11,num$
Case 5
num$=num$+"5"
GTSetString 0,11,num$
Case 6
num$=num$+"6"
GTSetString 0,11,num$
Case 7
num$=num$+"7"
GTSetString 0,11,num$
Case 8
num$=num$+"8"
GTSetString 0,11,num$
Case 9
num$=num$+"9"
GTSetString 0,11,num$
Case 10
exit=1
End Select
End Select
Until exit=1
num=Val(num$)
GetReg d0,num
End Macro
Macro OUT
;AND $000000FF
PutReg d0,num
Use Window 1
NPrint num
End Macro
Macro TEST
Use Window 1
PutReg d0,num
NPrint num
PutReg d1,num
NPrint num
```

---

```
PutReg d2,num
NPrint num
PutReg d4,num
NPrint num
PutReg d5,num
NPrint num
End Macro
Gosub assem
MouseWait
End
.assem
!INP
MOVE.b d0,d1
MOVE.b d0,d5
!INP
MOVE.b d0,d2
MOVE.b d0,d4
CMP.l d1,d2
BGT GREAT
MOVE.b d4,d0
!OUT
MOVE.b d5,d0
!OUT
NPrint "less"
RTS
GREAT: MOVE.b d5,d0
!OUT
MOVE.b d4,d0
!OUT
NPrint "greater"
RTS
--
ICQ#: 33315204
Url : http://www.homepages.enterprise.net/oly/games/index.htm
--=_8<==MD237375245-FB241A5==8<=_=
Encoding: plain (7/8 bit)
Content-Disposition: attachment; filename="assem.asc"
X-MD2-FilePath: Ram Disk:assem.asc
WBStartup ;start the code without crashing
```

---

```
NoCli
WBenchToFront_
WbToScreen 1
exit=0
num.b=0
GTButton 0,0,10,110,30,15,"0", $0
GTButton 0,1,10,10,30,15,"1", $0
GTButton 0,2,50,10,30,15,"2", $0
GTButton 0,3,90,10,30,15,"3", $0
GTButton 0,4,10,35,30,15,"4", $0
GTButton 0,5,50,35,30,15,"5", $0
GTButton 0,6,90,35,30,15,"6", $0
GTButton 0,7,10,60,30,15,"7", $0
GTButton 0,8,50,60,30,15,"8", $0
GTButton 0,9,90,60,30,15,"9", $0
GTButton 0,10,10,85,110,15,"Enter", $0
GTText 0,11,50,110,70,15,"", $0, ""
Window 0,0,0,150,150,$0001|$0002|$0004|$0008,"Assembler Input",0,1
AttachGTLList 0,0
Window 1,150,0,150,100,$0001|$0002|$0004|$0008,"Assembler Output",0,1
Macro INP
Use Window 0
num$=""
Repeat
Select WaitEvent
Case $200 ;close gadget hit
exit=1
Case $40 ;gadget hit
Select GadgetHit
Case 0
num$=num$+"0"
GTSetString 0,11,num$
Case 1
num$=num$+"1"
GTSetString 0,11,num$
Case 2
num$=num$+"2"
GTSetString 0,11,num$
Case 3
```

---

```
num$=num$+"3"
GTSetString 0,11,num$
Case 4
num$=num$+"4"
GTSetString 0,11,num$
Case 5
num$=num$+"5"
GTSetString 0,11,num$
Case 6
num$=num$+"6"
GTSetString 0,11,num$
Case 7
num$=num$+"7"
GTSetString 0,11,num$
Case 8
num$=num$+"8"
GTSetString 0,11,num$
Case 9
num$=num$+"9"
GTSetString 0,11,num$
Case 10
exit=1
End Select
End Select
Until exit=1
num=Val(num$)
GetReg d0,num
End Macro
Macro OUT
;AND $000000FF
PutReg d0,num
Use Window 1
NPrint num
End Macro
Macro TEST
Use Window 1
PutReg d0,num
NPrint num
PutReg d1,num
```

---

```
NPrint num
PutReg d2,num
NPrint num
PutReg d4,num
NPrint num
PutReg d5,num
NPrint num
End Macro
Gosub assem
MouseWait
End
.assem
!INP
MOVE.b d0,d1
MOVE.b d0,d5
!INP
MOVE.b d0,d2
MOVE.b d0,d4
CMP.l d1,d2
BGT GREAT
MOVE.b d4,d0
!OUT
MOVE.b d5,d0
!OUT
NPrint "less"
RTS
GREAT: MOVE.b d5,d0
!OUT
MOVE.b d4,d0
!OUT
NPrint "greater"
RTS
--=_=8<==MD237375245-FB241A5==8<=_=
-----
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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
--=_=8<==MD237375245-FB241A5==8<=_=--
(end of MIME multipart message)
```



## 1.59 Re: Assembler troubles almost got there thought :)

for scott@online.u-net.com; Tue, 11 May 1999 18:48:01 +0100

From: "Oliver Marks" <oly@enterprise.net>

Organization: Private

Date: 11 May 99 18:39:56 +0000

Subject: Re: Assembler troubles almost got there thought :)

Encoding: 7bit

Hi,

> Just a tad note, in macro INP, is "num" a quick/float/byte/word or a  
> longword? This is important to know.

num is set as num.b at the top of the code not inside the macro

> I'm not able to execute your code right now, but when .assem is executed,  
> the line "MOVE.b d0,d1" etc only copies a byte from d0 to d1, however when  
> executing "CMP.l d1,d2", d1 and d2 compares a whole longword, not just only  
> just a byte of d2 with d1.

I see it should be cmp.b not cmp.l because all the values are bytes

I should of spotted that mistake tried changing it and it still does  
not jump for some reason ?

> So, check what values are getting stored in d0 and d1 before executing the  
> comparsion and if it's a quick/float/byte/word or a longword. If you're  
> using "CMP.l" you need to be sure that the upper 7 bytes of d1/d2 are  
> containing the same values (in this case zero is preffered), thus the CMP.l  
> should give the correct result.

Do not understand this are you saying they have to be converted into  
.l or that i am using .l instead of .b ?

Thanks for the help :)

--

ICQ#: 33315204

Url : <http://www.homepages.enterprise.net/oly/games/index.htm>

-----  
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## 1.60 Re: Assembler troubles almost got there thought :)

for scott@online.u-net.com; Tue, 11 May 1999 07:58:12 +0000

X-Originating-IP: [194.18.83.138]

From: "Peter Thor" <peterthor@hotmail.com>

---

Subject: Re: Assembler troubles almost got there thought :)

Date: Tue, 11 May 1999 08:57:29 CEST

Oliver Marks spoke:

<snap>

>My code almost runs but does not jump the way i want it is only

>supposed to jump if one number is higher than the other but instead it jump

>regardless

<snap>

>.assem

> !INP

> MOVE.b d0,d1 MOVE.b d0,d5

> !INP

> MOVE.b d0,d2

> MOVE.b d0,d4

> CMP.l d1,d2

> BGT GREAT

> MOVE.b d4,d0

> !OUT

> MOVE.b d5,d0

> !OUT

> NPrint "less"

> RTS

>GREAT: MOVE.b d5,d0

> !OUT

> MOVE.b d4,d0

> !OUT

> NPrint "greater"

> RTS

Just a tad note, in macro INP, is "num" a quick/float/byte/word or a longword? This is important to know.

I'm not able to execute your code right now, but when .assem is executed, the line "MOVE.b d0,d1" etc only copies a byte from d0 to d1, however when executing "CMP.l d1,d2", d1 and d2 compares a whole longword, not just only just a byte of d2 with d1.

So, check what values are getting stored in d0 and d1 before executing the comparison and if it's a quick/float/byte/word or a longword. If you're using "CMP.l" you need to be sure that the upper 7 bytes of d1/d2 are containing the same values (in this case zero is preferred), thus the CMP.l should give the correct result.

---

Excuse me if this was weird understanging, It's only 8 in the mornin' and I'm deadly tired - darn Robert Jordan writing good books =)

//Thor

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## 1.61 Re: Assembler woes and consequential Gurus

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Fri, 7 May 1999 09:52:44 +0100

From: "David McMinn" <[D.Mcminn@eee.rgu.ac.uk](mailto:D.Mcminn@eee.rgu.ac.uk)>

Organization: The Robert Gordon University, E&EE

Date: Fri, 7 May 1999 09:51:13 +0100

encoding: Quoted-printable

Subject: Re: Assembler woes and consequential Gurus

> Does anyone know about how UNLK a4 works? This is

It changes stack (a7) to whatever register you pass as a parameter, loads that

register from the new position of the stack and then increases the position of

the stack by 4. Commonly used if you have done a LINK instruction, but a reason

why it could be crashing is that you have not returned the stack to what it was

before (i.e. after doing LINK, you have changed the address register and not

put it back).

> Oh, where can I get information on Gurus on machines

> above V1.3?

There's loads of guru guides on Aminet.

--

l) ^ V ][ l) M =A9 M ][ M N

[dmcminn@house-of-mojo.freemove.co.uk](mailto:dmcminn@house-of-mojo.freemove.co.uk)

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Someday we'll look back on all this and plow into a parked car.

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## 1.62 Assembler woes and consequential Gurus

for scott@online.u-net.com; Fri, 7 May 1999 04:43:40 +0100

Date: Thu, 6 May 1999 20:48:38 -0700 (PDT)

From: Wiremu Te <tekani@yahoo.com>

Subject: Assembler woes and consequential Gurus

NOTRick Berry here.

Does anyone know about how UNLK a4 works? This is currently how I'm producing assembler code that might run without crashing. I'm certain it has something to do with simply not knowing enough about assembler. I'm going to forward a blitterline program shortly. Yeah I know everyone's gone Chunky to Planar.

Oh, where can I get information on Gurus on machines above V1.3?

===

-----Wiremu TeKani-----

EM: tekani@yahoo.com

-----  
"Die soon and fail"

---AntiSpock

---

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## 1.63 Re: Assembler woes and consequential gurus

for scott@online.u-net.com; Sun, 16 May 1999 03:27:52 +0100

From: "Wiremu TeKani" <tekani@yahoo.com>

Subject: Re: Assembler woes and consequential gurus

Date: Sun, 16 May 1999 14:22:38 +1200

Encoding: 7bit

tekani@yahoo.com

If it says it's from Rick Berry above please ignore that. Thankyou :-(  
Here's the program that I've had troubles with. I goes for a software failutre, and the fill routine needs to be revised.

---

```

NoCli
BitMap 0,320,200,1
InitCopList 0,44,200,$1,8,2,0
NEWTTYPE.bitmap
_ebwidth.w ;even byte width of a bitmap
_height.w ;pixel height of bitmap
_depth.w ;depth, in bitplanes, of bitmap
_pad.b[2]
_data.l[8] ;Max of 8 pointers to bitplanes
_pad2.b[22]
_isreal.w ;=0: no bitmap present
;<0: bitmap present
;>0: bitmap present, but not ours
End NEWTYPE
Statement Blines{numpts.w,coords.l,baddr.l}
UNLK a4
; -----
; Sets up a Blitwait_, Draws a line from the lookup table then
; repeats the loop Waiting for the next Blitwait_.
;
; x1=d0 : y1=d1 : x2=d2 : y2=d3 : Bitmap_Address=a0
; a4=Location_of_the_coords : d7=Number of points
; To separate lines, it checks to see if d0=$ffff(?)
; -----
; Make a command - BLines
Number_of_points,Location_of_coords,Bitmap_Address
SUB.w #2,d0 ; Get loop right.
MOVE.w d0,d7 ; Get number of points
MOVE.l d1,a4 ; Location of coords
MOVE.l d2,a0 ; Bitmap Address
LEA $dff000,a5 ; a5=Blitter Pointer(?)
MOVE.l #40,a1 ; Modulo
MOVE.l #$ffff,a2
B_wait2 ; For d7=1 to to No_of_points ---.
BTST #6,$dff002 ; Await blitter l
BNE B_wait2 ; l
; l
MOVE #$ffff,$dff044 ;Bltafwm l
MOVE a1,$60(a5) ;Bltcmmod l

```

---

```

MOVE a1,$66(a5) ;Bltdmod |
MOVE a2,$72(a5) ;Bltbdat |
; |
Draw_loop ; |
MOVE (a4),d0 ; x1 - d0 |
MOVE 2(a4),d1 ; y1 - d1 |
MOVE 4(a4),d2 ; x2 - d2 |
MOVE 6(a4),d3 ; y2 - d3 |
ADD.l #4,a4 ; Goto next point. |
; |
CMP #$fff,d0 ; if d0=$fff |
BEQ Nodraw ; then Goto NDraw |
; |
CMP d0,d2 ; if x1<>x2 |
BNE Draw ; then Goto Draw |
CMP d1,d3 ; if y1 = y2 |
BEQ Nodraw ; then Goto NoDraw |
Draw ; |
BSR Lin ; Gosub Line |
Nodraw ; |
DBF d7,Draw_loop ; Next d7 -----'
Bwit
BTST #6,$dff002
BNE Bwit
RTS
;----- Line Draw -----
Lin
MOVE a1,d4
MULU d1,d4
MOVEQ #-$10,d5
AND d0,d5
LSR #3,d5
ADD d5,d4
ADD.l a0,d4 ; Add bitmap address
CLR.l d5
SUB d1,d3
ROXL.b #1,d5
TST d3
BGE Y2gy1

```

---

```
NEG d3
Y2gy1
SUB d0,d2
ROXL.b #1,d5
TST d2
BGE X2gx1
NEG d2
X2gx1
MOVE d3,d1
SUB d2,d1
BGE Dygdx
EXG d2,d3
Dygdx
ROXL.b #1,d5
MOVE.b Octant_table(pc,d5),d5
ADD d2,d2
WBlitr
BTST #6,$dff002
BNE WBlitr
MOVE d2,$62(a5) ;Bltbmod
SUB d3,d2
BGE Signn1
OR.b #40,d5
Signn1
MOVE d2,$52(a5) ;Blaptl
SUB d3,d2
MOVE d2,$64(a5) ;Bltamod
MOVE #8000,$74(a5) ;Bltatad
AND #000f,d0
ROR.w #4,d0
OR #0bca,d0
MOVE d0,$40(a5) ;Bltcon0
MOVE d5,$42(a5) ;Bltcon1
MOVE.l d4,$48(a5) ;Bltcpth
MOVE.l d4,$54(a5) ;Bltdpth
LSL #6,d3
ADDQ #2,d3
MOVE d3,$58(a5) ;Bltsize (And this is what does the work!)
RTS
```

---

```

;----- Constants -----
Octant_table
Dc.b 3,19,11,23,7,27,15,31
End Statement
Statement Bfill{x1.w,y1.w,x2.w,y2.w,Adr.l}
UNLK a4
; Put Bitmap into a4
LEA $dff000,a5 ; a5=Blitter Pointer
MOVE.l d4,d6 ; d6=Adr
WaitBlit
BTST #6,$dff002
BNE WaitBlit
; Set line mode, descending operation, and a minterm of F0 (A)
MOVE.w #$9f0,$40(a5) ;BLTCON0
MOVE.w #$00a,$42(a5) ;BLTCON1
; Set up mask bits enclose spec. area
MOVE.w d2,d4 ; x2
AND .w #$f,d4 ; x2 & $f
MOVE.w #$f,d5 ; d5 = $f
SUB .w d4,d5 ; d5 = $f - (x2 & $f)
MOVE.w #$fff,d4 ; d4 = $fff
LSL .w d5,d4 ; d4 = $fff lsl d5 ($f - (x2 & $f))
MOVE.w d4,$dff044 ;BLTAFWM
MOVE.w d0,d4 ; x1
AND .w #$f,d4 ; x1 & $f
MOVE.w #$fff,d5 ; d5 = $fff
LSR .w d4,d5 ; d5 = $fff lsr d4 (x1 & $f)
MOVE.w d5,$dff046 ;BLTALWM
; Calculate ending address of area to fill
MOVE.l d6,d4 ; d4=d6 (Adr.l)
MOVE.l d3,d5 ; d5=d3 (y2)
LSL .l #3,d5 ; d5*8
ADD .l d3,d5 ; (y2*8)+y2
ADD .l d3,d5 ; (y2*8)+y2+y2 OR y2*10)
LSL .l #2,d5 ; (y2*10)*4 OR y2*40
ADD .l d5,d4 ; Adr.l+(y2*40)
MOVE.l d2,d5 ; d5=x2
LSR .l #3,d5 ; d5=x2/8
ADD .l d5,d4 ; Adr.l+(y2*40)+(x2)

```

---



```
MOVE.l d4,$dff050 ;BLTAPT
MOVE.l d4,$dff054 ;BLTDPT
Blitwit2
BTST #6,$dff002
BNE Blitwit2
; Calculate modulo for area
MOVE.w d2,d4 ; d4=x2
SUB .w d0,d4 ; d4=x2-x1
LSR .w #3,d4 ; d4=(x2-x1)/8
ADD .w #1,d4 ; d4=((x2-x1)/8)+1
MOVE.w #40,d5 ; d5=40
SUB .w d4,d5 ; d5=40-((x2-x1)/8)+1
MOVE.w d5,$64(a5) ;BLTAMOD
MOVE.w d5,$66(a5) ;BLTDMOD
; Start Blitter Operation
MOVE.w d3,d4 ; d4=y2
SUB .w d1,d4 ; d4=y2-y1
ADD .w #1,d4 ; +1
LSL .w #6,d4 ; d4=((y2-y1)+1)*64
MOVE.w d2,d5 ; d5=x2
SUB .w d0,d5 ; d5=x2-x1
LSR .w #4,d5 ; d5=(x2-x1)/16
ADD .w d4,d5 ; d5=((y2-y1)+1)*64+((x2-x1)/16)
ADD .w #1,d5 ; +1
MOVE.w d5,$58(a5) ;BLTSIZE (FILL ME!!!)
Blitwit
BTST #6,$dff002
BNE Blitwit
RTS
End Statement
BLITZ
CreateDisplay 0
DisplayBitMap 0,0
DEFTYPE.bitmap *dest
*dest=Addr BitMap(0)
VWait
;Stop
BitMapOutput 0
NPrint "Line program"
```

---

```
Blines{ 18,?cord,*dest\_data[0]} ; Draw lines
Bfill{80,10,240,190,*dest\_data[0]} ; Fill 'em in!
While Joyb(0)=0
VWait
Wend
End
;----- Coordinates -----
Even
cord:
Dc.w 20,20,100,40,200,90 ; 6 Points
Dc.w 80,130,40,35,20,20
; Interrupt
Dc.w $fff,20 ; 1 Point
; Star
Dc.w 160,30,200,80 ; 11 Points
Dc.w 240,90,200,130
Dc.w 240,180,160,130
Dc.w 80,180,120,130
Dc.w 80,90,120,80
Dc.w 160,30
-----
Thankyou for your time.
Wiremu Te Kani
tekani@yahoo.com
- When handling meths, use a coaster.
Adam Evans
```

```
-----
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## 1.64 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

for scott@online.u-net.com; Sun, 9 May 1999 00:07:56 +0100

From: Anton Reinauer <anton@ww.co.nz>

Date: Sun, 09 May 1999 10:51:02 +1200

Subject: Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

On 09-May-99, David McMinn wrote:

>> And even better, I could be getting two 32mb Simms. that'll give me

>> 66MB of ram! Napalm? No problem. Doom? Childs play etc etc.

>>

>> And best of all, WEB BROWSING!

> With an 030 and no GFX card? Can I live in that same fantasy world as  
> you?

Hey the 500, does quite nicely in 16 colours and 640\*256! You just need  
a little patience! - hide the bigger hammers ;)

--

Anton Reinauer <anton@ww.co.nz>

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## **1.65 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE**

for scott@online.u-net.com; Mon, 10 May 1999 03:47:06 +0100

From: Anton Reinauer <anton@ww.co.nz>

Date: Mon, 10 May 1999 14:26:10 +1200

Subject: Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

On 10-May-99, Simon Archer wrote:

>> Well, Gareth shouldn't get too excited about web browsing with  
> an 030,

>> but adding a graphics card to a standard A1200 is pretty costly

> :

> I am led to believe the Pixel64 is now less than 200 quid for the  
> busboard and card. There is also an I/O card and reportedly an  
> ethernet card too.

How much is the Ateo64, as I think that plugs into the clock port?

--

Anton Reinauer <anton@ww.co.nz>

-----  
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## **1.66 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE**

for scott@online.u-net.com; Mon, 10 May 1999 03:45:22 +0000

From: Anton Reinauer <anton@ww.co.nz>

Date: Mon, 10 May 1999 14:13:10 +1200

Subject: Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

---

On 09-May-99, Blitzwing wrote:

> as to using a 500 for  
> surfin, I don't think I could stand seeing a system that couldn't  
> decode a 9600 baud download in less than realtime, granted on a 28.8 I  
> could get the 030 to choke, but on a 500 can you say crawling.....  
> sadist :)

Nah, masochist! :)

> though this thread has gotten off topic, how about the on topic  
> suggestion of writing a text based browser for offline browsing (I  
> don't want to using something existing, I've got a few ideas on what  
> I'd like to do but haven't got the slightest idea where to start)

If it helps- OS 3.5 will have a built-in offline browser for  
documentation.

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed  
for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.4)

<<http://www.ww.co.nz/home/anton/>>

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## 1.67 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 10 May 1999 03:49:28 +0000

From: Anton Reinauer <anton@ww.co.nz>

Date: Mon, 10 May 1999 14:29:01 +1200

Subject: Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

On 10-May-99, Dave wrote:

>> yes that would be a great place to start if I had some old AF's, but

>> I have one dated July 1990 !!!

> Well I've got the last archive I could find, it's by John Kennedy (I

> think), from 96 I believe. (btw, the last version

> was browser2.bb2).

If it helps- at the top of the version I've got, it says HTML  
viewer V0.6

--

Anton Reinauer <anton@ww.co.nz>

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**1.68 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE**

for scott@online.u-net.com; Wed, 12 May 1999 00:35:16 +0000

From: Anton Reinauer <anton@ww.co.nz>

Date: Wed, 12 May 1999 11:06:35 +1200

Subject: Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

Encoding: quoted-printable

On 09-May-99, James L Boyd wrote:

=

> OK, so you'd only need that plus tower plus keyboard and i/face....so

> around =A3300 then...if I had that kind of money spare I'd upgrade in a=

> second! :(

Ya can do it the cheap way, if you're good at tinkering :) There's a hack on Aminet to desolder your keyboard connector on the motherboard, so you can use your 1200 keyboard, by making an extension. Then all you need to do is mount your motherboard in a full tower (I got one second-hand), and adapt a connector for a PC power supply.

A bit of work, but cheap!

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0 =

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0 =

=

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed =

for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.4)

<<http://www.ww.co.nz/home/anton/>>

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**1.69 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE**

for scott@online.u-net.com; Fri, 14 May 1999 02:18:17 +0100

From: Anton Reinauer <anton@ww.co.nz>

Date: Fri, 14 May 1999 12:19:37 +1200

Subject: Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

On 14-May-99, Ashley Scott wrote:

> [=] Can you remember the filename? A friend of mine has an A-1200 and

> [=] wants to tower it but also has little money. It sounds like that

> hack [=> would be of interest to him. He used to work modifying and  
> upgrading [=> printed circuit boards for a I.B.M. so he's not afraid  
> of the work. [=>  
> Hmmmm, something else I know about... ;) Externally mounting the A1200  
> kb eh? Is there any point? It's easier to buy a CDTV or A2K KB and fit  
> that as you only have to connect 2 wires to KB MPU... Anybody want the  
> schematics :)))))))).

It depends how much money you've got. If you can get a second-hand A2k  
keyboard cheap then yes, otherwise it's cheap if you're able to do it,  
and you still have the original 1200 case, and LEDS.

Apparently you should be able to wire up a 500 keyboard like the A2k  
as well.

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed  
for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.4)

<<http://www.ww.co.nz/home/anton/>>

-----

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## 1.70 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Fri, 14 May 1999 02:17:34 +0100

From: Anton Reinauer <anton@ww.co.nz>

Date: Fri, 14 May 1999 12:15:28 +1200

Subject: Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

On 14-May-99, David McMinn wrote:

>> Hey Anton,

> Oops, sorry, but I know the one you mean.

>> Can you remember the filename? A friend of mine has an A-1200 and

>> wants

> I think its something along the lines of A1300#?.lha

A1300\_V2.0.lha in hard/hacks for the rehousing the 1200 keyboard.

Also there's:

1200Tower21.lha

A1200tower\_XTR.txt

TowerFit.lha

XtPcPower.lha

As some are better at certain procedures than others (like PSU connector).

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.4) <<http://www.ww.co.nz/home/anton/>>

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## 1.71 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Thu, 13 May 1999 16:35:14 +0100

From: Ashley Scott <[hawkeye@polarisx.freemove.co.uk](mailto:hawkeye@polarisx.freemove.co.uk)>

Date: Thu, 13 May 1999 16:24:39 +0100

Organization: Satanic Dreams Software.

Subject: Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

Hello Donovan

[=> Can you remember the filename? A friend of mine has an A-1200 and

[=> wants to tower it but also has little money. It sounds like that hack

[=> would be of interest to him. He used to work modifying and upgrading

[=> printed circuit boards for a I.B.M. so he's not afraid of the work.

[=>

Hmmm, something else I know about... ;) Externally mounting the A1200 kb

eh? Is there any point? It's easier to buy a CDTV or A2K KB and fit that

as you only have to connect 2 wires to KB MPU... Anybody want the

schematics :)))))))).

Regards

--

<sb>\*<---HAWKEYE (SDS Founder)--->\*

<sb>\*EMAIL:\* [hawkeye@polarisx.freemove.co.uk](mailto:hawkeye@polarisx.freemove.co.uk)

<sb>\*IRC:\* EsperNet/#SatanicDreams ICQ: 34655410

<sb>#URL: <http://www.satanicdreams.freemove.co.uk/#>

<tsb>

<sb>\*<--- RTG on hold/Arexx 10% --->\*

<tsb>

<tsb>And all the children are above average in our system.

-----  
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## 1.72 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

for scott@online.u-net.com; Sat, 8 May 1999 18:18:31 +0000

From: Blitzwing <blitzwing@goldweb.com.au>

Date: Sun, 09 May 1999 03:17:17 +1000

Subject: Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

Greetings David you were dribbling something about

On 09-May-99, you wrote:

>> And even better, I could be getting two 32mb Simms. that'll give me

>> 66MB of ram! Napalm? No problem. Doom? Childs play etc etc.

>>

>> And best of all, WEB BROWSING!

>

> With an 030 and no GFX card? Can I live in that same fantasy world as you?

not you may not, it's an exclusive club, for people who think that 640K

ought to be enough for anyone.....

Failing that, we could all wonder why (how?) he's using netscape on a 030,

it can't be much faster than a screen shot...

Blitzwing

--

I have made this letter longer than usual because I lack the time to  
make it shorter.

-- Blaise Pascal

-----  
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## 1.73 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

for scott@online.u-net.com; Sun, 9 May 1999 04:15:36 +0000

From: Blitzwing <blitzwing@goldweb.com.au>

Date: Sun, 09 May 1999 13:14:08 +1000

---



Subject: Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

>> With an 030 and no GFX card? Can I live in that same fantasy world as  
>> you?

>

> Hey the 500, does quite nicely in 16 colours and 640\*256! You just need  
> a little patience! - hide the bigger hammers ;)

>

Regards

A little patience heh, let me say I dont use a GFX card I surfed on an 030  
for 18 months and it's tolerable, if you don't use images, and use say  
aweb, it'll probably be quite snappy, using imagery forgt going beyond 64  
cols, which is still quite slow, as to using a 500 for surfin, I don't  
think I could stand seeing a system that couldn't decode a 9600 baud  
download in less than realtime, granted on a 28.8 I could get the 030 to  
choke, but on a 500 can you say crawling..... sadist :)

though this thread has gotten off topic, how about the on topic suggestion  
of writing a text based browser for offline browsing (I don't want to using  
something existing, I've got a few ideas on what I'd like to do but haven't  
got the slightest idea where to start)

Blitzwing

--

Always remember that you are unique. Just like everyone else.

-----  
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## 1.74 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 9 May 1999 13:09:08 +0100

From: Blitzwing <[blitzwing@goldweb.com.au](mailto:blitzwing@goldweb.com.au)>

Date: Sun, 09 May 1999 22:07:29 +1000

Subject: Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

Greetings Dave you were dribbling something about

On 09-May-99, you wrote:

> There was a serious of tutorials on blitz in AF a while ago, with the idea  
> of creating a web browser...that would be a good place to start, as you  
> could easily add to it.

>

> Dave

---

yes that would be a great place to start if I had some old AF's, but I have one dated July 1990 !!!

Blitzwing

--

Software suppliers are trying to make their software packages more 'user-friendly' .... Their best approach, so far, has been to take all the old brochures, and stamp the words, 'user-friendly' on the cover.

-- Bill Gates

-----

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## **1.75 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE**

for scott@online.u-net.com; Sun, 9 May 1999 13:09:51 +0100

From: Blitzwing <blitzwing@goldweb.com.au>

Date: Sun, 09 May 1999 22:08:43 +1000

Subject: Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

>> With an 030 and no GFX card? Can I live in that same fantasy world as  
>> you?

>

> That's my set up. What you haven't got you don't miss (until some  
> \*\*\*\*\* tells you).

>

>

Regards

I never said anything was wrong with it, it's what I used to have, but it aint great by any stretch... unless you're doing text only

Blitzwing

--

Politicians should read science fiction, not westerns and detective stories.

-- Arthur C. Clarke

-----

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---

**1.76 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE**

for scott@online.u-net.com; Mon, 10 May 1999 18:58:23 +0000

From: Blitzwing <blitzwing@goldweb.com.au>

Date: Mon, 10 May 1999 23:55:53 +1000

Subject: Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

Greetings Anton you were dribbling something about

On 10-May-99, you wrote:

> could get the 030 to choke, but on a 500 can you say crawling.....

>> sadist :)

>

> Nah, masochist! :)

>

HEH !!

>> though this thread has gotten off topic, how about the on topic

>> suggestion of writing a text based browser for offline browsing (I

>> don't want to using something existing, I've got a few ideas on what

>> I'd like to do but haven't got the slightest idea where to start)

>

> If it helps- OS 3.5 will have a built-in offline browser for

> documentation.

>

Regards

Called AWeb by any chance ;)

Blitzwing

--

You cannot kill time without injuring eternity.

-- Thoreau

-----  
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**1.77 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE**

for scott@online.u-net.com; Sun, 9 May 1999 04:26:10 +0000

From: Curt Esser <camge@ix.netcom.com>

Date: Sat, 08 May 1999 21:22:26 -0500

Subject: Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

Hi All,

---

On 22-Mar-99, James L Boyd wrote:

> Evan Tuer churned out \*this\* drivel:

>

>>> And best of all, WEB BROWSING!

>>

>> Well, you should've got a graphics card too. If you're using  
>> DBLpal screenmodes in 256 colours, it's all going to be painfully  
>> slow - that's chipmem's fault, not the 030.

Well, I don't know about the DBL modes (do they slow things down?)  
But I have an 030/50 and browse in 256 colours in hi-res-laced (with a  
flicker-fixer and FBlit). Although it's not particularly fast, it's  
certainly not painfully slow.

True, there are some badly-coded and/or graphically overloaded web sites  
that take ages to load. But I've tried some of these on my sister's 400  
mhz pentium, and they're not all that much faster.

And an 030 is miles better than a 020/14 ;)

Yours electronically,

Curt Esser

camage@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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## 1.78 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 9 May 1999 04:30:17 +0000

From: "Dave" <[dave@nbsamiga.demon.co.uk](mailto:dave@nbsamiga.demon.co.uk)>

Subject: Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

Date: Sun, 9 May 1999 04:24:20 +0100

charset="iso-8859-1"

Encoding: 7bit

>though this thread has gotten off topic, how about the on topic suggestion  
>of writing a text based browser for offline browsing (I don't want to using  
>something existing, I've got a few ideas on what I'd like to do but haven't  
>got the slightest idea where to start)

There was a series of tutorials on blitz in AF a while ago, with the idea  
of creating a web browser...that would be a good place to start, as you  
could easily add to it.

Dave

-----  
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---

**1.79 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE**

for scott@online.u-net.com; Sun, 9 May 1999 16:36:21 +0100

From: "Dave" <dave@nbsamiga.demon.co.uk>

Subject: Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

Date: Sun, 9 May 1999 16:29:43 +0100

charset="iso-8859-1"

Encoding: 7bit

>On 09-May-99, you wrote:

>> There was a serious of tutorials on blitz in AF a while ago, with the  
idea

>> of creating a web browser...that would be a good place to start, as you  
>> could easily add to it.

>>

>> Dave

>yes that would be a great place to start if I had some old AF's, but I have  
>one dated July 1990 !!!

Well I've got the last archive I could find, it's by John Kennedy (I think),  
from 96 I believe. I was going to use this as a base for a simple web  
browser, and having the gfx in fast ram ;)...but I never got around to it.

There are some problems with this:

It doesn't support all known tags, just the basic ones.

It tries to allocate a bitmap the size of the page, so a huge scrolling  
document wouldn't fit in memory

It only supports iff pictures.

The original version is in the browser.lha archive, and my version with some  
modifications and bugs removed and a general tidy up is in there too (so you  
can use that as a start point if you want). It shouldn't be hard to create a  
text only version, with proper spacing where the inline pictures would  
normally be. (btw, the last version was browser2.bb2).

Dave

P.s. I haven't sent the archive to the list, just to blitzwing, as it's  
+50k. I don't think John minds what you do with it, so long as you credit  
him with the foundation code :).

-----  
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## 1.80 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

for scott@online.u-net.com; Sun, 9 May 1999 17:18:58 +0000

From: "Dave" <dave@nbsamiga.demon.co.uk>

Subject: Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

Date: Sun, 9 May 1999 17:17:45 +0100

charset="iso-8859-1"

Encoding: 7bit

>>> With an 030 and no GFX card? Can I live in that same fantasy world as

>>> you?

>>

>> That's my set up. What you haven't got you don't miss (until some

>> \*\*\*\*\* tells you).

>>

>>

>Regards

>

>I never said anything was wrong with it, it's what I used to have, but it

>aint great by any stretch... unless you're doing text only

He's upgraded from a bog standard A1200. When you add fastram and an 030 it

seems like you've got a rocket...but after a while when you've got used to

it, it doesn't seem that fast at all. I think it's unlikely you can play

those games..but I don't see why you need more power for internet

use...that's one of those things I hate, like bintel saying you NEED a PIII

for the internet, when of course that's just silly overpowering, and just a

cheap trick to sell chips. A lot of the companies I've talked to think you

need a PIII 500, with 256mb ram, and a 10gb hard drive before you can use

the web! (and it's all down to advertising!). I was amazed when I met

someone on irc using a stock A600 on the internet. It's pretty cool

though..you trying doing that with a 386!

Dave

>Blitzwing

>--

>Politicians should read science fiction, not westerns and detective

>stories.

>-- Arthur C. Clarke

>

>

>

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## 1.81 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

for scott@online.u-net.com; Sat, 8 May 1999 15:51:12 +0100

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Sat, 8 May 1999 15:49:36 +0100

encoding: Quoted-printable

Subject: Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

> And even better, I could be getting two 32mb Simms. that'll give me

> 66MB of ram! Napalm? No problem. Doom? Childs play etc etc.

>

> And best of all, WEB BROWSING!

With an 030 and no GFX card? Can I live in that same fantasy world as you?

;)

--

l) ^ V ][ l) |V| =A9 |V| ][ |N |N

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

I am Pentium of Borg, division is futile -

you will be approximated

-----  
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## 1.82 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

for scott@online.u-net.com; Sat, 8 May 1999 23:22:11 +0100

From: David McMinn <dmcminn@house-of-mojo.freemove.co.uk>

Date: Sat, 08 May 1999 21:12:45 +0000

Organization: International House Of Mojo

Subject: Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

Encoding: quoted-printable

Evan Tuer's head burst.

All we could scape off the wall was Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE.

> Umm, what is the point of posting a netscape only un-rememberable

> redirection URL in an amiga only mailing list? Why not say

> <http://www.jokerd.freemove.co.uk> ?

I tried it today with netscape and couldn't get to the page :)

Chow f'now

-- =

() ^ V [] [ ] | | =A9 | | [] | | |

[dmcminn@house-of-mojo.freemove.co.uk](mailto:dmcminn@house-of-mojo.freemove.co.uk)

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ =3D 16827694

Jabba doesn't have time for smugglers who drop their pants at the first sign of an Imperial Cruiser.

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## 1.83 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Thu, 13 May 1999 14:11:05 +0100

From: "David McMinn" <[D.Mcminn@eee.rgu.ac.uk](mailto:D.Mcminn@eee.rgu.ac.uk)>

Organization: The Robert Gordon University, E&EE

Date: Thu, 13 May 1999 14:09:40 +0100

encoding: Quoted-printable

Subject: Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

> Hey Anton,

Oops, sorry, but I know the one you mean.

> Can you remember the filename? A friend of mine has an A-1200 and wan=

ts

I think its something along the lines of A1300#?.lha

--

() ^ V [] [ ] | | =A9 | | [] | | |

[dmcminn@house-of-mojo.freemove.co.uk](mailto:dmcminn@house-of-mojo.freemove.co.uk)

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694



'When I read about the evils of drinking, I gave up reading.'

Henny Youngman

-----

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## **1.84 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE**

for scott@online.u-net.com; Thu, 13 May 1999 12:55:44 +0000

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Thu, 13 May 1999 05:51:16 +0500

Subject: Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

On 12-May-99, Anton Reinauer flashed:

> Ya can do it the cheap way, if you're good at tinkering :) There's a  
>hack on Aminet to desolder your keyboard connector on the motherboard,  
>so you can use your 1200 keyboard, by making an extension. Then all you  
>need to do is mount your motherboard in a full tower (I got one  
>second-hand), and adapt a connector for a PC power supply.  
> A bit of work, but cheap!

Hey Anton,

Can you remember the filename? A friend of mine has an A-1200 and wants to tower it but also has little money. It sounds like that hack would be of interest to him. He used to work modifying and upgrading printed circuit boards for a I.B.M. so he's not afraid of the work.

catcha later,

Donovan Reeve (bubby.lnk@ispi.net)

-----

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## **1.85 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE**

for scott@online.u-net.com; Sat, 8 May 1999 20:27:20 +0100

From: "Evan Tuer" <et@enterprise.net>

Organization: !

Date: 8 May 99 20:07:33 +0100

Subject: Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

Encoding: 7bit

On Fri, 07 May 1999 22:06:04 +0100, Gareth Griffiths wrote:

---

> And best of all, WEB BROWSING!

Well, you should've got a graphics card too. If you're using DBLpal screenmodes in 256 colours, it's all going to be painfully slow - that's chipmem's fault, not the 030.

> Oh yeah, if you have Netscape, check out

<http2//www.jokerd.co.uk> (note the lack of a colon)

>

> and if u want a website done, check out <http2//mad-cow.moo>

> and order today! (its my webdesign company)

Umm, what is the point of posting a netscape only un-rememberable redirection URL in an amiga only mailing list? Why not say <http://www.jokerd.freemove.co.uk> ?

-----  
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## **1.86 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE**

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Wed, 12 May 1999 21:21:37 +0000

From: "Evan Tuer" <[et@enterprise.net](mailto:et@enterprise.net)>

Organization: !

Date: 10 May 99 19:16:34 +0100

Subject: Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

Encoding: 8bit

>

>> I am led to believe the Pixel64 is now less than 200 quid for the  
>> busboard and card. There is also an I/O card and reportedly an  
>> ethernet card too.

>

> How much is the Ate064, as I think that plugs into the clock port?  
it's about £130, and it plugs into the accellerator slot.

Another small card plugs into that, the accellerator then plugs onto /that/, and so does the ISA slot card, on a couple of ribbin cables.

-----  
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---

**1.87 ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE**

for scott@online.u-net.com; Fri, 7 May 1999 22:07:29 +0100

From: Gareth Griffiths <gaz@jokerd.freemove.co.uk>

Date: Fri, 07 May 1999 22:06:04 +0100

Organization: Joker Developments

Subject: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

Hi,

YES! I've finally got the cash together, and I'm ordering a 030 accelerator. OK, so it may not be a PPC, but who give a toss. Its better than a standard 020.

And even better, I could be getting two 32mb Simms. that'll give me 66MB of ram! Napalm? No problem. Doom? Childs play etc etc.

And best of all, WEB BROWSING!

Oh yeah, if you have Netscape, check out <http://www.jokerd.co.uk> (note the lack of a colon)

and if u want a website done, check out <http://mad-cow.moo>

and order today! (its my webdesign company)

Cya!

Gaz.

--

<sb> Gareth Griffiths (Joker Developments)

<sb> E-Mail: [gaz@jokerd.freemove.co.uk](mailto:gaz@jokerd.freemove.co.uk)

<sb> WWW: [www.jokerd.freemove.co.uk](http://www.jokerd.freemove.co.uk)

<sb> ICQ: Gazza (37738211)

Only idiots fall in love. Smart men buy Razzle.

-----  
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**1.88 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE**

for scott@online.u-net.com; Tue, 11 May 1999 14:48:53 +0000

From: Jake Frederick <gonzo@acadia.net>

Date: Tue, 11 May 1999 09:41:22 +0500

Subject: Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

On 10-May-99, Linda Bell wrote:

> Anton worte

>> How much is the Ateo64, as I think that plugs into the clock port?

>

>

> I've just been reading the review in AF (one of the last 2 issues - bearing  
> in mind the next one is out tomorrow) - now that I've got a tower, I'm  
> thinking of the Pixel64 myself, but want a big 3.5inch HD and an internal  
> CD Rom first

>

Just make sure you don't hook those up with a Power Flyer because it won't  
work with the Ateo Bus. I found that out the hard way....

--

-If the doors of perception were cleansed everything would appear to man as it  
truly is, infinite.-

-----

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## 1.89 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

for scott@online.u-net.com; Sat, 8 May 1999 22:56:55 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Mon, 22 Mar 1999 16:10:08 +0000

Subject: Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

Encoding: quoted-printable

Evan Tuer churned out \*this\* drivel:

>> And best of all, WEB BROWSING!

> =

> Well, you should've got a graphics card too. If you're using  
> DBLpal screenmodes in 256 colours, it's all going to be painfully  
> slow - that's chipmem's fault, not the 030.

Well, Gareth shouldn't get too excited about web browsing with an 030,  
but adding a graphics card to a standard A1200 is pretty costly :

Tower (A1200-ready) : =A375 (Eyetech)

Zorro board : =A3150-ish

Gfx card : =A3150-ish for cheapest

Keyboard, i/face, etc : =A320-40

VGA Monitor : =A350-90

-----

Total : over =A3400! Ow!

These are the cheapest prices I've found (OK, you can get a 2nd hand VGA =

---

monitor

for =A330), but I won't be adding a gfx card to my 1200 anytime soon!

I get by in Hi-Res Laced in 16 colours using MagicTV to cure the nasty =

interlace flicker, and it's generally quite nice to use, though it'd

obviously be much better with all the above gear :)

Oh, and I use FBlit to put all Voyager/AWeb, etc's hidden bitmaps into fa=

stmem,

which helps a lot too...

See ya,

-- =

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

<sb>Connected from Dundee, Scotland. =

<sb>(http://surf.to/all-hail/)

<tsb>

You have not converted a man because you have silenced him.

-- John Morley

-----  
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## 1.90 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

for scott@online.u-net.com; Tue, 11 May 1999 02:29:02 +0100

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sat, 08 May 1999 15:33:45 +0000

Subject: Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

Encoding: quoted-printable

Simon Archer churned out \*this\* drivel:

>> but adding a graphics card to a standard A1200 is pretty costly :

> =

> I am led to believe the Pixel64 is now less than 200 quid for the busbo=

ard

> and card. There is also an I/O card and reportedly an ethernet card too=

=2E

OK, so you'd only need that plus tower plus keyboard and i/face....so

around =A3300 then...if I had that kind of money spare I'd upgrade in a

second! :(

See ya,

-- =

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

<sb>Connected from Dundee, Scotland. =

<sb>(http://surf.to/all-hail/)

<tsb>

Good morning, doctors. I have taken the liberty of removing =  
Windows 95 from my hard drive.

-- HAL's first words contest winner, judged by Arthur C. Clarke.

-----  
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## 1.91 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

for scott@online.u-net.com; Tue, 11 May 1999 02:26:59 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sat, 08 May 1999 15:31:47 +0000

Subject: Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

Blitzwing churned out \*this\* drivel:

[ web browser starting point ]

> yes that would be a great place to start if I had some old AF's, but I

> have one dated July 1990 !!!

Get dark.lha from Aminet (dev/basic?), which has a partly-done web browser  
and source in it...quite reasonable too...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

Heroism on command, senseless violence, and all the loathsome  
nonsense that goes by the name of patriotism -- how passionately  
I hate them!

-- Albert Einstein

-----  
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**1.92 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE**

for scott@online.u-net.com; Mon, 10 May 1999 18:54:58 +0100

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

Subject: Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

Date: Mon, 10 May 1999 14:45:51 +0100

Anton wrote

> How much is the Ate064, as I think that plugs into the clock port?

I've just been reading the review in AF (one of the last 2 issues - bearing in mind the next one is out tomorrow) - now that I've got a tower, I'm thinking of the Pixel64 myself, but want a big 3.5inch HD and an internal CD Rom first

VICTOR BELL

-----  
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**1.93 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE**

for scott@online.u-net.com; Sun, 30 May 1999 20:56:20 +0100

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Sun, 30 May 1999 21:14:43 +0200

Organization: M2 productions

Subject: Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

Encoding: quoted-printable

Hello opi.plastic.

You wrote:

> w3333 09-May-99, Blitzwing naklepal-h:

> )-> though this thread has gotten off topic, how about the on topic suggestion

> )-> of writing a text based browser for offline browsing (I don't want = to using

> )-> something existing, I've got a few ideas on what I'd like to do but= haven't

> )-> got the slightest idea where to start)

> no chance m8! try lynx (ie. under geekg package)

> but if ya \*really\* want to do a browser, u must try

> some html first :) next try to write simple procedures

> that could /understand/ commands like <a href=3D""> the most

> important :) at all

Or you could try dark (it's on Aminet) a Blitz Browser with full source (= I think) although it really needs help on the design side, you could allways just steal what you want to use from it. Oh, and it's very unstable = and crashes lot, fix that aswell, and you're a daisy :o>

Greets,

-- =

=2E---+----- - - - - -

----- / /\_\_ ----- http://www.m2p.dk --

/\_\_\_\_\_| Productions=

-----  
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## 1.94 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

for scott@online.u-net.com; Sun, 30 May 1999 15:18:35 +0100

From: "opi.plastic aka emil" <opi@abyss.lodz.pdi.net>

Date: Sat, 29 May 1999 20:50:22 +0100

Organization: kalkowiecie nie-zorganizowany

Subject: Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

Yello Blitzwing

w3333 09-May-99, Blitzwing naklepal-h:

)-> though this thread has gotten off topic, how about the on topic suggestion

)-> of writing a text based browser for offline browsing (I don't want to using

)-> something existing, I've got a few ideas on what I'd like to do but haven't

)-> got the slightest idea where to start)

no chance m8! try lynx (ie. under geekg package)

but if ya \*really\* want to do a browser, u must try

some html first :) next try to write simple procedures

that could /understand/ commands like <a href=""> the most

important :) at all

if u made any progress mail me, ill check it with pleasure

--

opi.plastic <opi@amigascne.org>

amiga+linux+net+grass+ascii+scene = phuunnn

[\*God loves You as You are!\*

-----  
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**1.95 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE**

for scott@online.u-net.com; Mon, 10 May 1999 18:36:27 +0100

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 10 May 99 14:35:42 +0000

Subject: Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

Encoding: 7bit

> How much is the Ateo64, as I think that plugs into the clock port?

First of all you have to buy the AteoBus, which is the more expensive of the two required items. This is a bus board that has 4 slots to therefore take 4 cards. Ateo make a number of cards now, serial, parallel, sound card, graphics card, etc. Then you buy an Ateo Pixel64 which plugs into one of the slots. You need a tower btw. When I bought mine it was a total price of about 240 ukp, although that was from white knight technologies which are renowned for being quite expensive, and as someone else said you might get it for 200 now. I bought a tower, 6xspeed cdrom, a4000 keyboard and AteoIO1 card at the same time so the upgrade was somewhat more costly for me.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

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**1.96 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE**

for scott@online.u-net.com; Mon, 10 May 1999 19:48:37 +0100

From: Rick Hodger <[rick.thehub@bigfoot.com](mailto:rick.thehub@bigfoot.com)>

Date: Mon, 10 May 1999 18:48:37 +0100

Organization: Pagan Software

Subject: Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

I watched as Anton Reinauer hammered "Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE" out on their keyboard...

>> I am led to believe the Pixel64 is now less than 200 quid for the

>> busboard and card. There is also an I/O card and reportedly an

>> ethernet card too.

>

> How much is the Ate064, as I think that plugs into the clock port?

Nah, plugs into the CPU bus, with a pass through for Accel boards. And the Ethernet card hasn't materialised yet, all they've said is they had it working on their internal network in Jan.

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>

<sb>Visit us at <http://www.thehub.u-net.com>

<sb>EMail us at [/bloodline@pagan-games.com/](mailto:/bloodline@pagan-games.com/)

<sb>"Dafel: Bloodline" - The most accomplished RPG ever!

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team \*AMIGA\*

<sb>

<sb>Everybody is somebody else's weirdo.

-----  
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## 1.97 ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 9 May 1999 13:00:30 +0100

From: [bml@thenet.co.uk](mailto:bml@thenet.co.uk) (Simon Archer)

X-FTN-To: James L Boyd

Subject: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

Date: 09 May 1999 12:34:42

X-newsreader: Spot 1.3b #1534

encoding: quoted-printable

On 22 Mar 99 James L Boyd wrote about 'ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE'.

JLB> Well, Gareth shouldn't get too excited about web browsing with an 030=

JLB> but adding a graphics card to a standard A1200 is pretty costly :

I am led to believe the Pixel64 is now less than 200 quid for the busboard= and card.

There is also an I/O card and reportedly an ethernet card too.

Simon Archer

-----  
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**1.98 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE**

for scott@online.u-net.com; Mon, 10 May 1999 18:21:51 +0100

Sender: tdc98@doc.ic.ac.uk

Date: Mon, 10 May 1999 12:53:39 +0100

From: Thomas Cobb <tdc98@doc.ic.ac.uk>

Subject: Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

Encoding: 7bit

Blitzwing wrote:

> Greetings David you were dribbling something about

>

>> And best of all, WEB BROWSING!

> Failing that, we could all wonder why (how?) he's using netscape on a 030,

> it can't be much faster than a screen shot...

According to www.http2.com it now works with all browsers. That is assuming you have netscape or ie, which, of course, are the only browsers that exist.

Thom

-----

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**1.99 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE**

for scott@online.u-net.com; Tue, 11 May 1999 16:14:10 +0000

From: Toby Zuidveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Tue, 11 May 1999 09:34:27 +1000

X-SenderInfo: 1;

picture="http://www.geocities.com/SunsetStrip/Disco/6065/a1people/tobyzuij.gif"

Organization: =?iso-8859-1?Q?Res=A1stance?=<?iso-8859-1?Q?Res=A1stance?>

Subject: Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

Encoding: quoted-printable

Hello David

On 09-May-99, David McMinn set out across the seas with this message:

DM> Evan Tuer's head burst.

DM> All we could scape off the wall was Re: ATTENTION! UPGRADE IMMINENT. =

ALL

DM> PERSONNEL MUST EVACUATE.

Guess he didn't evacuate fast enough =3D]

Regards

-- =

.-----.

}-- CAT TAG --{ Windows Error 005: No error - yet.

`-----`

-----^\_

\_\_\_\_\_V\_\_\_\_\_^\_\_\_ -- Toby Zuijdveld --

\\_\_\_ =ACV. \_\_\_\_\_/

l) )\_ ^\_\_\_ V\ -EMail : mailto:hotcakes@abacus.net.au-

!! |=AC\\ \ \ - HTTP : http://abacus.net.au/hotcakes

l\_\_\_| //\_\_\_\_\_ //\_\_\_ // [ Last updated : 22=B704=B799 ]

!\_\_\_/VDTN.V

-----  
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## 1.100 Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

for scott@online.u-net.com; Sun, 9 May 1999 07:45:05 +0100

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 9 May 99 16:44:36 +1000

Subject: Re: ATTENTION! UPGRADE IMMINENT. ALL PERSONNEL MUST EVACUATE

Encoding: 7bit

On Sat, 8 May 1999 15:49:36 +0100 David McMinn said:

>> And even better, I could be getting two 32mb Simms. that'll give me

>> 66MB of ram! Napalm? No problem. Doom? Childs play etc etc.

>>

>> And best of all, WEB BROWSING!

>

> With an 030 and no GFX card? Can I live in that same fantasy world as you?

That's my set up. What you haven't got you don't miss (until some

\*\*\*\*\* tells you).

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

www.shoalhaven.net.au/edgewater

-----  
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## 1.101 Re: Audio Control

for scott@online.u-net.com; Fri, 7 May 1999 09:55:04 +0000

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Fri, 7 May 1999 09:53:11 +0100

encoding: Quoted-printable

Subject: Re: Audio Control

> I'll have to thank David McMinn for the double buffering audio.device

> obtaining source code, thanx pal!

It wasn't me, it was Dave :) And I'll have to thank him too.

--

l) ^ V ][ l) Ml =A9 Ml ][ M Nl

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Never argue with an idiot. They drag you down to their level then beat you with experience.

-----  
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## 1.102 Re: Audio Control

for scott@online.u-net.com; Fri, 7 May 1999 08:40:11 +0100

X-Originating-IP: [194.18.83.138]

From: "Peter Thor" <peterthor@hotmail.com>

Subject: Re: Audio Control

Date: Fri, 07 May 1999 09:39:38 CEST

Sami Naatanen mumbled:

>Well if you want to bang HW then you should steal the interrupts of Audio

>channels and put it to signal your task, and then jump to the original

>interrupt and voila you will get the information accurately and everything

>is still working perfectly.

>

>Can't do any examples, because I don't have any time. :(

>

>PS. signaling can mean OS signaling or just modifying the status variables

>of those audio channels.

When you say "modifying the status variables of those audio channels", what are you exactly referring to?

Modifying the register showing what DMA channels are being used at that exact moment?

I'll have to thank David McMinn for the double buffering audio.device obtaining source code, thanx pal!

//Thor

---

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### 1.103 Re: Audio Control

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Fri, 7 May 1999 10:04:35 +0100

X-Originating-IP: [194.18.83.138]

From: "Peter Thor" <[peterthor@hotmail.com](mailto:peterthor@hotmail.com)>

Subject: Re: Audio Control

Date: Fri, 07 May 1999 11:03:15 CEST

>> I'll have to thank David McMinn for the double buffering audio.device

>> obtaining source code, thanx pal!

>

>It wasn't me, it was Dave :) And I'll have to thank him too.

Argh!! Now I'm shamed!!

All these names makes me confused, especially when some folks only calls themselves by their firstname (no names mentioned ;)

Oh well, Dave, thanx pal! (there, now I've said it =)

//Thor

---

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---

## 1.104 Re: Audio Control

From blitz-list-return-11281-scott=online.u-net.com@netsoc.ucd.ie Wed May 05 18:23:29 1999

for scott@online.u-net.com; Wed, 5 May 1999 18:23:29 +0100

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Wed, 05 May 1999 20:20:49 +0300

Subject: Re: Audio Control

Encoding: quoted-printable

On 30-Apr-99, David McMinn wrote.

> > P.s. If you need any help with the audio device...I'm just about to =  
do

> > double buffer sound using the audio device with blitz...so I will ha=  
ve

> > some source that might help you ;)

> =

> Could you send that to me too please Dave. I tried converting some C  
source =

> which double buffered the audio device, but I ran into problems as it  
relied on =

> the SendIO command (or one that sounds like it) which isn't in exec, b=  
ut

in the =

> amiga.lib link library you get with C compilers. Said that was needed  
because =

> it preserved the flags of the IO request, whereas the normal exec comm=  
and

> doesn't.

> =

> Anyway, source would be nice. Ta.

Well if you want to bang HW then you should steal the interrupts of Audio=  
channels and put it to signal your task, and then jump to the original

interrupt and voila you will get the information accurately and everythin=  
g

is still working perfectly.

Can't do any examples, because I don't have any time. :(

PS. signaling can mean OS signaling or just modifying the status variable=  
s

of those audio channels.

-- =

---

Sami N=E4=E4t=E4nen A1260 50MB 4.5GB 2X 56k HP LaserJet4L  
EMail: sami.naatanen@dlc.fi

-----  
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie  
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.105 Auto CyberGraphX Finder

From blitz-list-return-11270-scott=online.u-net.com@netsoc.ucd.ie Wed May 05 01:00:59 1999  
for scott@online.u-net.com; Wed, 5 May 1999 01:00:59 +0100

From: Daniel Allsopp <daniel@thesnakepit.demon.co.uk>

Date: Wed, 05 May 1999 00:04:55 +0100

Subject: Auto CyberGraphX Finder

--BOUNDARY.138420208.1

Hi ,

Re my last post regarding a function that could find a cybervision mode id from the dimensions given (as all cybergraphx mode id's are different frm system to system) I've come up with the attached code which does exactly that.

Well it's was useful for me ;))

Thanks to David McMinn for his help!

BTW, you'll need cybergraphics.library1 installed in blitz to get this working.

--

Cheers,

Daniel

<tsb>E-Mail: daniel@thesnakepit.demon.co.uk

<tsb>URL: <http://www.thesnakepit.demon.co.uk/>

<tsb>ICQ Number : 20783863

<tsb>

- "Windows 95 is Bug Free" - Bill Gates in 1995

- "We fixed 5000 bugs since the release of Windows 95!" - Bill Gates on Windows 98

--BOUNDARY.138420208.1

Content-Disposition: attachment; filename="cyber\_func.asc"

Function\$ FindCyberMode{cyb\_width.w,cyb\_height.w,cyb\_depth.w}

last\_id.l=0

next\_id.l=0

id\_handle.l=0

DEFTYPE.DimensionInfo DimInfoBuf



```
DEFTYPE.NameInfo NamInfoBuf
result$=""
Repeat
next_id=NextDisplayInfo_(last_id)
id_handle=FindDisplayInfo_(next_id)
GetDisplayInfoData_ id_handle,&DimInfoBuf,SizeOf.DimensionInfo,#DTAG_DIMS,0
GetDisplayInfoData_ id_handle,&NamInfoBuf,SizeOf.NameInfo,#DTAG_NAME,0
display_depth.w=DimInfoBuf\MaxDepth
display_width.w=DimInfoBuf\Nominal\MaxX
display_height.w=DimInfoBuf\Nominal\MaxY
name$=Peeks$(NamInfoBuf+16,32)
cyberid=False
cyber.l=OpenLibrary_("cybergraphics.library",0)
If cyber
cyberid=IsCyberModeID_(next_id)
CloseLibrary_ cyber
End If
If display_width+1=cyb_width
If display_height+1=cyb_height
If display_depth=cyb_depth
If cyberid
result=result+"Name = "+name$+" ModeID = "+Str$(next_id)+Chr$(10)
End If
End If
End If
End If
last_id=next_id
Until next_id=#INVALID_ID
If result$=""
result$="Not Found!"
Function Return result$
Else
Function Return result$
End If
End Function
result$=FindCyberMode{320,240,8}
Print result$
End
--BOUNDARY.138420208.1
```

-----  
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For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)  
--BOUNDARY.138420208.1--

## 1.106 Re: Auto CyberGraphX Finder

From blitz-list-return-11274-scott=online.u-net.com@netsoc.ucd.ie Wed May 05 11:37:57 1999

for scott@online.u-net.com; Wed, 5 May 1999 11:37:54 +0100

From: "Simon Hitchen" <simon@gadge.u-net.com>

Organization: Gadge Software

Date: 5 May 99 11:36:35 +0100

Subject: Re: Auto CyberGraphX Finder

--=\_8<==MD237302D43-1B1D2FF7==8<=\_=

Encoding: 7bit

Hello Daniel,

I had to alter the code slightly to get it to work here :)

It seems that doing the

DEFTYPE.DimensionInfo DimInfoBuf and the

DEFTYPE.NameInfo NamInfoBuf

inside the function was affecting the third passed param in the  
function (weird?)

I had to move the DEFTYPE's outside and use SHARED DimInfoBuf etc.

See attached.

--

Simon

MailTo:simon@gadge.u-net.com

<http://www.gadge.u-net.com>

ICQ: 22707489

A1200T-060/50-48+2MB-CD-HDx2-V90-SVGA-SCSI-ZII-CGX/3D.

Health Warning! This Amiga Is Genetically Modified(tm)

Revenge AGA:UFO\_EU:WB-Tidy:WB-AnimAL:YAMM & more stuff.

--=\_8<==MD237302D43-1B1D2FF7==8<=\_=

Encoding: plain (7/8 bit)

Content-Disposition: attachment; filename="cyber\_func\_ALT.asc"

X-MD2-FilePath: Ram Disk:cyber\_func\_ALT.asc

DEFTYPE.DimensionInfo DimInfoBuf

DEFTYPE.NameInfo NamInfoBuf

Function\$ FindCyberMode {cyb\_width.w,cyb\_height.w,cyb\_depth.w}

SHARED DimInfoBuf

SHARED NamInfoBuf

last\_id.l=0

next\_id.l=0

id\_handle.l=0

```
result$=""
Repeat
next_id=NextDisplayInfo_(last_id)
id_handle=FindDisplayInfo_(next_id)
GetDisplayInfoData_ id_handle,&DimInfoBuf,SizeOf.DimensionInfo,#DTAG_DIMS,0
GetDisplayInfoData_ id_handle,&NamInfoBuf,SizeOf.NameInfo,#DTAG_NAME,0
display_depth.w=DimInfoBuf\MaxDepth
display_width.w=DimInfoBuf\Nominal\MaxX
display_height.w=DimInfoBuf\Nominal\MaxY
name$=Peeks$(NamInfoBuf+16,32)
cyberid=False
cyber.l=OpenLibrary_("cybergraphics.library",0)
If cyber
cyberid=IsCyberModeID_(next_id)
CloseLibrary_ cyber
End If
If display_width+1=cyb_width
If display_height+1=cyb_height
If display_depth=cyb_depth
If cyberid
result$=result$+"Name = "+name$+" ModeID = "+Str$(next_id)+Chr$(10)
End If
End If
End If
End If
last_id=next_id
Until next_id=#INVALID_ID
If result$=""
result$="Not Found!"
Function Return result$
Else
Function Return result$
End If
End Function
result$=FindCyberMode{320,240,8}
Print result$
MouseWait
End
--_<==MD237302D43-1B1D2FF7==<=_<
```

-----  
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--=\_8<==MD237302D43-1B1D2FF7==8<=\_--

(end of MIME multipart message)

## 1.107 Re: Autorouting

for scott@online.u-net.com; Sat, 29 May 1999 16:30:26 +0100

From: Evan Tuer <et@enterprise.net>

Date: Fri, 28 May 1999 20:37:08 +0100

Subject: Re: Autorouting

Hi H.E.

On 28-May-99, H.E. Schouwstra wrote:

> This is my first time on the list, and i'm working on a ECAD  
> program like Ultiboard.  
> my question is; does somebody have information about algoritms  
> concerning autorouting?  
>

Good, I want a copy :)

Having been down that road myself, I would suggest that you first make the user interface for rubber-banding paths extremely good. I haven't yet seen a PC program that lets you create and modify connections in an intuitive and sensible way.

Keep at it!

-----  
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.108 Autorouting

for scott@online.u-net.com; Fri, 28 May 1999 11:48:59 +0000

Date: Fri, 28 May 1999 12:47:35 +0200

From: "H.E. Schouwstra" <he.schouwstra@wxs.nl>

X-Accept-Language: en

Subject: Autorouting

Encoding: 7bit

This is my first time on the list, and i'm working on a ECAD program like Ultiboard.

---

my question is; does somebody have information about algorithms concerning autorouting?

----

Henry: he.schouwstra@wxs.nl

-----

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.109 Re: Autorouting

for scott@online.u-net.com; Sun, 30 May 1999 18:13:01 +0000

Date: Sun, 30 May 1999 19:11:58 +0200

From: "H.E. Schouwstra" <he.schouwstra@wxs.nl>

X-Accept-Language: en

Subject: Re: Autorouting

Encoding: 7bit

Evan Tuer wrote:

> Hi H.E.

Call me Henry ;)

> On 28-May-99, H.E. Schouwstra wrote:

>> This is my first time on the list, and i'm working on a ECAD

>> program like Ultiboard.

>> my question is; does somebody have information about algorithms

>> concerning autorouting?

>>

> Good, I want a copy :)

> Having been down that road myself, I would suggest that you

> first make the user interface for rubber-banding paths extremely good. I

> haven't yet seen a PC program that lets you create and modify

> connections in an intuitive and sensible way.

>

> Keep at it!

Hi Evan.

Rubber-banding will be a pre. But I'm still at the starting stage:

-wrote a interface <Must rebuild it with Mildred because I can't display on GFX-cards :( >

-wrote the tools for plotting/moving/deleting solderpads.

-tried to figure out a autoroute algorithm by my self.

Today I searched for the Lee Algorithm and got almost 3.000.000 links!

This algorithm is used by Ultiboard internally. If I manage to put this algorithm in my program then I will search for ripup-and-retry algorithms.

Greetings, Henry.

Contact: he.schouwstra@wxs.nl

A1200+Blizzard 1220 (020&28 4 MB Fast +882) PPC Soon!

-----  
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### 1.110 Bars&Pipes H-E-L-P!!!

for scott@online.u-net.com; Mon, 31 May 1999 16:14:50 +0000

From: Rui Carvalho <grim@ip.pt>

Date: Mon, 31 May 1999 16:08:59 +0000

X-SenderInfo: 1; picture="http://www.ip.pt/~ip234558/ddds/grim.gif"; dob=31011977

Organization: Dark Dreams Designs

Subject: Bars&Pipes H-E-L-P!!!

Encoding: 8bit

Hello,

I know it's out of subject, but can anyone give a hand in that particular piece of software?

The MIDI works fine, but i would like to use samples in it...

Help!? Anyone!?

--

Best Regards,

Rui Carvalho «gRiM»

-----

«Http://www.ip.pt/~ip234558/»

«Last Update: 03.04.99»

«ICQ:28959421»

AMIGA 1230T 050 - 32MB - DBNTSC

-----

Confidence: The feeling you have before understand the situation.

-----  
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## 1.111 Re: Blankers

for scott@online.u-net.com; Tue, 11 May 1999 01:03:52 +0000

From: Anton Reinauer <anton@ww.co.nz>

Date: Tue, 11 May 1999 11:44:20 +1200

Subject: Re: Blankers

On 11-May-99, Linda Bell wrote:

> Can anyone tell me what I should be looking for, in order for a  
> blanker commodity to decide whether or not the mouse has been moved,  
> or keys have been pressed - I thought there was source to BlitzBlank  
> on Aminet, but a `search` didn't turn it up.

It's on one of the Bums- I can send it to you if don't have them.

--

Anton Reinauer <anton@ww.co.nz>

-----  
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For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

## 1.112 Blankers

for scott@online.u-net.com; Mon, 10 May 1999 19:35:20 +0100

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

Subject: Blankers

Date: Mon, 10 May 1999 19:30:15 +0100

Can anyone tell me what I should be looking for, in order for a blanker commodity to decide whether or not the mouse has been moved, or keys have been pressed - I thought there was source to BlitzBlank on Aminet, but a `search` didn't turn it up. How does the blanker decide that it's time to activate?

VIC

-----  
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For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

## 1.113 Re: blitz irc

for scott@online.u-net.com; Sat, 1 May 1999 12:32:38 +0100

From: Chris Deeney <chris@addnet.demon.co.uk>

Date: Sat, 01 May 1999 12:31:15 +0000

---

Organization: personal

Subject: Re: blitz irc

Heya Paul

On 30-Apr-99, Paul wrote:

> Hi.

>

> I guess there will be another meeting of blitz geezers this Saturday,  
 > usual time of 8pm, hopefully people can make it. Seems to have been  
 > fairly popular so far. Usual place of irc.esper.net on #blitz i guess,  
 > or maybe dalnet #blitz.

>

> Seeya there,

Yep, should be able to make it today :)

Cyaz on irc ;\*)

Chris.

--

Chris "PrinceD" Deeney

#chris@addnet.demon.co.uk#

Powered by\_

...../^\MIGA

\*/#irc.dal.net amirc ungabunga#\*/

+-----coding-----+

| \*Powder Burnz\* | 0000159 lines | 003% complete |

+-----+

| \*Critters\* | 0000465 lines | 050% complete |

+-----+

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## 1.114 Re: blitz irc

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sat, 1 May 1999 13:19:43 +0100

From: "Linda Bell" <[zalda@home4968.freemove.co.uk](mailto:zalda@home4968.freemove.co.uk)>

Subject: Re: blitz irc

Date: Sat, 1 May 1999 13:15:32 +0100

I might be there, or I might not - it depends on how I cope with mIRC which is downloading at the moment.

As I've said, I'm new to this lark, and am confused - because I use Internet



Explorer to talk on #amirc and #amiga on the undernet - in the address it reads:

<http://www662.dircon.co.uk/chat/>

which is a page that asks you for your nickname, before letting you enter - you then just type:

/join #amiga ;or whatever

or

/list

for a list of rooms.

Can I not do the same for Dalnet?

Anyway, if I can figure out how to use mIRC before tonight, I'll see you there.

VICTOR BELL

-----  
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## 1.115 blitz meeting

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Fri, 14 May 1999 22:16:21 +0100

From: "Paul" <[paulwest@stationone.demon.co.uk](mailto:paulwest@stationone.demon.co.uk)>

Organization: private

Date: 14 May 99 22:14:28 +0000

Subject: blitz meeting

Encoding: 7bit

Hi.

So that you have a little bit more time to be forewarned, let me just remind you that a bunch of blitz maniacs converge at 8pm BST tomorrow (Saturday), on [#irc.esper.net](irc://irc.esper.net), channel #blitz. Hardly anything happened last week so maybe we'll have a better showing this week eh :)

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

-----  
To unsubscribe, e-mail: [blitz-list-unsubscribe@netsoc.ucd.ie](mailto:blitz-list-unsubscribe@netsoc.ucd.ie)

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---

## 1.116 Blitz-2000 site

for scott@online.u-net.com; Tue, 11 May 1999 01:01:54 +0100

From: Anton Reinauer <anton@ww.co.nz>

Date: Tue, 11 May 1999 11:58:06 +1200

Subject: Blitz-2000 site

I checked out the new site- looks /very/ nice guys! That'll help keep all the Blitz stuff in one place, instead of spread all over the net!

Seeya- Anton

--

Anton Reinauer <anton@ww.co.nz>

-----  
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.117 Re: Blitz-2000 site

for scott@online.u-net.com; Wed, 12 May 1999 00:32:38 +0100

From: Anton Reinauer <anton@ww.co.nz>

Date: Wed, 12 May 1999 11:10:45 +1200

Subject: Re: Blitz-2000 site

On 11-May-99, Rob Hutchinson wrote:

> But I'm glad you like it, good to see our efforts are not in vain. And  
> that some people found thier way thier and we didn't hardly say  
> anything about it :).... Time for some major hard yaka work on it now  
> :)

Cool! Can we put it's address on the line after the unsubscribe info,  
for newbies etc.

Also, when you get it going well, you should mention it to Amiga Org  
news. :)

--

Anton Reinauer <anton@ww.co.nz>

-----  
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

---

**1.118 Re: Blitz-2000 site**

for scott@online.u-net.com; Tue, 11 May 1999 18:51:11 +0000

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Tue, 11 May 1999 18:49:28 +0100

encoding: Quoted-printable

Subject: Re: Blitz-2000 site

> Sounds interesting. Can you tell me the URL. I'd like to go there.

Goddamnit, it was only posted two or three days ago ;)

And its not interesting yet, as there's nothing there (its almost the most=  
hit

site, for the smallest amount of work ever :)

Anyway, for the benefit of people wanting to torture themselves, its

<http://www.blitz-2000.freemove.co.uk>.

--

l) ^ V ][ l) M =A9 M ][ M N

dcmminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Windows 98 (noun) - blootware patch to Windows 95

-----  
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**1.119 Re: Blitz-2000 site**

for scott@online.u-net.com; Tue, 11 May 1999 18:47:02 +0100

From: "Gavin Williams" <[gavin@micro-media.demon.co.uk](mailto:gavin@micro-media.demon.co.uk)>

Subject: Re: Blitz-2000 site

Date: Tue, 11 May 1999 18:46:48 +0100

charset="iso-8859-1"

Encoding: 7bit

Sounds interesting. Can you tell me the URL. I'd like to go there.

Gavin

-----  
To unsubscribe, e-mail: [blitz-list-unsubscribe@netsoc.ucd.ie](mailto:blitz-list-unsubscribe@netsoc.ucd.ie)

For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

## 1.120 Re: Blitz-2000 site

for scott@online.u-net.com; Wed, 12 May 1999 07:51:58 +0100  
X-Originating-IP: [194.18.83.138]  
From: "Peter Thor" <peterthor@hotmail.com>  
Subject: Re: Blitz-2000 site  
Date: Wed, 12 May 1999 08:50:47 CEST  
>Goddamnit, it was only posted two or three days ago ;)  
>And its not interesting yet, as there's nothing there (its almost the most  
>hit  
>site, for the smallest amount of work ever :)  
<tada> .. And I brought the nr of hits up to 100, man that's awesome ;)  
//Thor

---

Get Your Private, Free Email at <http://www.hotmail.com>

-----  
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For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

## 1.121 Re: Blitz-2000 site

for scott@online.u-net.com; Tue, 11 May 1999 18:58:51 +0000  
From: Rob Hutchinson <loki@ssoft.freemove.co.uk>  
Date: Tue, 11 May 1999 01:30:11 +0100  
Organization: Satanic Dreams Software.  
Subject: Re: Blitz-2000 site  
Encoding: binary  
Hello Anton  
Hiya, Anton... ,on 11-May-99 you mailed me about: Blitz-2000 site! So I'ma reply`in...  
[=> I checked out the new site- looks /very/ nice guys! That'll help keep  
Why thankyou :)  
[=> all the Blitz stuff in one place, instead of spread all over the net!  
That was the intention. We are just in the process of finishing another  
update..  
But I'm glad you like it, good to see our efforts are not in vain. And  
that some people found thier way thier and we didn`t hardly say anything  
about it :).... Time for some major hard yaka work on it now :)  
[=> :)  
[=> Seeya- Anton

Regards

--

<tsb>

<sb>\*CONTACTING MWA:\*

<sb>loki@ssoft.freemove.co.uk | \*ICQ:\* 27181384

<sb>SDS FOUNDER: URL: <http://www.satanicdreams.freemove.co.uk/>

<tsb>

<sb>\*PROJECT INFO:\*

<sb>IconExtreme V3.01 [70%] | SDS^GUI [10%]

<sb>/After a few trips to the toilet, the following appeared:/

<sb>MorrisTheMaggot, CTTM2, TimeSwipe, NIB, BlitzBFB, Prefs2000 & TMS.

<tsb>

<sb>Vampires: If you hung upside down all day wouldn't you bite someone?

<tsb>

-----  
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For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

## 1.122 Blitz-Developer-List (Update 05/22/99)

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 23 May 1999 20:28:31 +0100

From: Andre Beer <[j.beer@abo.freiepresse.de](mailto:j.beer@abo.freiepresse.de)>

Date: Sun, 23 May 1999 11:18:29 +0100

Organization: BEER PRODUCTIONS - Software for Amiga

Subject: Blitz-Developer-List (Update 05/22/99)

Encoding: quoted-printable

Hi Blitzers!

After two months collecting data...

I want to inform you that a new update of the BB-Developer-List was done.=

It

contains now more than 200 (!) people.

You find it at: =

[http://www.freiepresse.de/home/jubee/BBLIST\\_E.HTM](http://www.freiepresse.de/home/jubee/BBLIST_E.HTM) (english)

[BBLIST\\_D.HTM](http://www.freiepresse.de/home/jubee/BBLIST_D.HTM) (german)

It lies on you that the list is always up-to-date. Check the information =

about

you on the site and send me new/corrected data.

For all new blitzers (which are not listed on the site):

Send me the informations about you:

---

Name

Email

Homepage

Blitz Projects

Amiga (model, ram, HD, ...)

Others (nickname, group,...)

(PS: For BippyM - you are sorted in the list with your real name ;-)

-- =

Bye now!

Andre

-----  
\_\_ B E E R P R O D U C T I O N S

/// Andr=E9 + Ronny Beer, Siedlung 6, 09548 Deutscheinsiedel

V/// Tel. 037362/76934 - EMail j.beer@abo.freiepresse.de :-)

V/ Homepage: <http://www.freiepresse.de/home/jubee>

Projects: GeoWorld - Geography on your Amiga

BlitzBasic-Developer-Site

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## 1.123 Re: Blitz-Developer-List (Update 05/22/99)

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 24 May 1999 13:32:08 +0000

Date: Mon, 24 May 1999 14:32:12 +0200 (MEST)

Subject: Re: Blitz-Developer-List (Update 05/22/99)

From: Free\_Jack@gmx.net

X-Authenticated-Sender: #0000269610@gmx.net

X-Authenticated-IP: [209.58.48.224]

X-Flags: 0001

Encoding: 7bit

Hi Man,

the entry for FreeJack is not longer valid

[klein21@ibm.net](mailto:klein21@ibm.net) does no longer exist

the geocities account points to [www.freejack.de](http://www.freejack.de)

new entries should be

[freejack@freejack.de](mailto:freejack@freejack.de)

<http://www.freejack.de>

---

> It lies on you that the list is always up-to-date. Check the  
> information about you on the site and send me new/corrected data.  
done ...

---

Sent through Global Message Exchange - <http://www.gmx.net>

-----  
To unsubscribe, e-mail: [blitz-list-unsubscribe@netsoc.ucd.ie](mailto:blitz-list-unsubscribe@netsoc.ucd.ie)  
For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

## 1.124 Button group

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sat, 15 May 1999 15:59:06 +0100

From: "Krzysztof Jonko" <[eteacher@amiga.org.pl](mailto:eteacher@amiga.org.pl)>

Subject: Button group

Date: Sat, 15 May 1999 16:55:31 +0200

charset="iso-8859-2"

Encoding: 7bit

A long time ago when I was working on standard gadgets I was using  
Buttongroup instruction. Now I would like to rewrite some old programs to  
GadTools gadgets but there is no instruction like that in Gadtools gadgets.  
So I've no idea how to create few GTButton or GTShape gadgets to work as a  
GTMX gadget (when one i pressed all others are unselected). Maybe someone  
have working axample before I start to write my own routine?  
Chris, [eteacher@amiga.org.pl](mailto:eteacher@amiga.org.pl)

-----  
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## 1.125 Re: Button group

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 16 May 1999 11:15:38 +0100

From: "Linda Bell" <[zalda@home4968.freemove.co.uk](mailto:zalda@home4968.freemove.co.uk)>

Subject: Re: Button group

Date: Sun, 16 May 1999 11:10:58 +0100

Chris wrote

>A long time ago when I was working on standard gadgets I was using  
>Buttongroup instruction. Now I would like to rewrite some old programs to  
>GadTools gadgets but there is no instruction like that in Gadtools gadgets.  
>So I've no idea how to create few GTButton or GTShape gadgets to work as a

>GTMX gadget (when one i pressed all others are unselected). Maybe someone

>have working axample before I start to write my own routine?

I don`t think there is a version for GTgadgets - but did you see the example

I gave to Rostislav`s problem - I think the thread was "GTButton Colour" -

anyway, I`ve just found my original mail in the "sent items" box - here it

is. You just need to keep a record of which gadget is highlighted, then

check which gadget the user clicks on - then use GTToggle to change them.

VIC

WBStartup

FindScreen 0

NoCli

ButtonNum.b=0

ColNum.b=1

RowNum.b=1

blob\$=Date\$(SystemDate) ;needed in order for DAYS to acquire number

Repeat

ButtonNum+1

text\$=Str\$(ButtonNum)

GTButton 0,50+ButtonNum,30\*ColNum,20\*RowNum,30,20,text\$,\$10

ColNum+1: If ColNum>7 Then ColNum=1: RowNum+1

Until ButtonNum=31

Window 0,0,0,300,200,\$8,"Click CLOSE BUTTON to end",0,1,0

AttachGTLlist 0,0

ButtonNum=50+Days ; ButtonNum will now keep a note of which

GTToggle 0,ButtonNum,On ; GTButton is currently highlighted.

Redraw 0,ButtonNum ; Starts with today`s date.

Repeat

Repeat

ev.l=WaitEvent

Until (ev AND \$240) ; \$200 Close Button or \$40 Gadget released

If ev=\$40

If GadgetHit<>ButtonNum

GTToggle 0,ButtonNum,Off

Redraw 0,ButtonNum

ButtonNum=GadgetHit

GTToggle 0,ButtonNum,On

Redraw 0,ButtonNum

EndIf

EndIf

---



Until ev=\$200

End

-----  
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.126 Button group

for scott@online.u-net.com; Sat, 15 May 1999 16:54:48 +0100

From: bml@thenet.co.uk (Simon Archer)

X-FTN-To: Krzysztof Jonko

Subject: Button group

Date: 15 May 1999 16:47:56

X-newsreader: Spot 1.3b #1534

encoding: quoted-printable

On 15 May 99 Krzysztof Jonko wrote about 'Button group'.

KJ> So I've no idea how to create few GTButton or GTShape gadgets to work

KJ> as a

KJ> GTMX gadget (when one is pressed all others are unselected). Maybe

KJ> someone

KJ> have working example before I start to write my own routine?

BlitzGUIGen will create all the Gadtools gadgets you'll need in conjunction

with GadToolsBox.

Simon Archer

-----  
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.127 Re: Button group

for scott@online.u-net.com; Mon, 17 May 1999 06:02:46 +0000

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 17 May 99 11:17:56 +1000

Subject: Re: Button group

Encoding: 7bit

On Sun, 16 May 1999 11:10:58 +0100 Linda Bell said:

> Chris wrote

>

---

> >A long time ago when I was working on standard gadgets I was using  
> >Buttongroup instruction. Now I would like to rewrite some old programs to  
> >GadTools gadgets but there is no instruction like that in Gadtools gadgets.  
> >So I've no idea how to create few GTButton or GTShape gadgets to work as a  
> >GTMX gadget (when one is pressed all others are unselected). Maybe someone  
> >have working example before I start to write my own routine?  
>  
>  
> I don't think there is a version for GTgadgets

According to that masterpiece of the English language, "The Blitz  
Basic 2 User Guide", there is a GTMX exclusion gadget. Maybe that's  
what you are looking for??

Cheers

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

[www.shoalhaven.net.au/edgewater](http://www.shoalhaven.net.au/edgewater)

-----  
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## 1.128 Buying blitz

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Wed, 19 May 1999 02:36:18 +0100

From: Anton Reinauer <[anton@ww.co.nz](mailto:anton@ww.co.nz)>

Date: Wed, 19 May 1999 13:28:38 +1200

Subject: Buying blitz

I know this has been asked on the list recently, but I didn't think  
I'd need it. :-)

I've had contact with an old Blitz user, who has gone to the PC a  
couple of years back, and wants to get back into games programming, and  
the PC isn't very friendly for it. He wants to know where he can buy a  
copy of Blitz, and I suppose the BSS suite as well. It'll have to be  
Mail order as he's in NZ.

Also, how do you access the stack pointer in assem in blitz, as the  
devpac way of doing it doesn't seem to work. I want to save the  
registers on the stack and restore them.

Seeya- Anton

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed  
for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.4)

<<http://www.ww.co.nz/home/anton/>>

-----  
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## 1.129 Re: Buying blitz

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Thu, 20 May 1999 11:01:11 +0000

From: Anton Reinauer <anton@ww.co.nz>

Date: Thu, 20 May 1999 21:55:53 +1200

Subject: Re: Buying blitz

On 19-May-99, Dave wrote:

>> I know this has been asked on the list recently, but I didn't think

>> I'd need it. :-)

>> I've had contact with an old Blitz user, who has gone to the PC a

>> couple of years back, and wants to get back into games programming,

>> and the PC isn't very friendly for it. He wants to know where he can

>> buy a copy of Blitz, and I suppose the BSS suite as well. It'll have

>> to be Mail order as he's in NZ.

> I don't know about that but I have a copy of ultimate blitz on cd that

> I don't want...

I've forwarded it on to him- thanks :-)

>> Also, how do you access the stack pointer in assem in blitz, as the

>> devpac way of doing it doesn't seem to work. I want to save the

>> registers on the stack and restore them.

> yeah..unfortunatly sp doesn't exist in blitz...just replace that with

> a7..ie

Yeah I thought that was the way, but I was having enough problems with  
my assembler work being rather rusty, I thought I'd better check!

> but a7 is fine, because as far as I know, motorola never changed the

> stack pointer address register (which is a good job...though why they

> didn't have a special register I'll never know.

I've always thought that- maybe they wanted it to be as flexible as  
possible. :-s

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed  
for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.4)  
<<http://www.ww.co.nz/home/anton/>>

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### 1.130 Re: Buying blitz

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Thu, 27 May 1999 13:28:06 +0100

From: Curt Esser <[camge@ix.netcom.com](mailto:camge@ix.netcom.com)>

Date: Thu, 27 May 1999 00:56:43 -0500

Subject: Re: Buying blitz

Hi Neil

On 25-May-99, Neil Bullock wrote:

>> As for getting a discount, it all depends on how good Neil's work was ;)

>

> Hmm :) Well, I didn't get to do much really. They said 'Here! Fold these

> boxes'

> or 'Here! Assemble these CD cases'. And most of the time I just sat around

> with

> the receptionist person (who was my age, 17) and talked to her all the

> time. Wonder if that's classed as 'Good work' ;)

Sounds good to me - especially if she was pretty ;)

Yours electronically,

Curt Esser

[camge@ix.netcom.com](mailto:camge@ix.netcom.com)

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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---

### 1.131 Re: Buying blitz

for scott@online.u-net.com; Wed, 19 May 1999 02:43:57 +0100

From: "Dave" <dave@nbsamiga.demon.co.uk>

Subject: Re: Buying blitz

Date: Wed, 19 May 1999 02:44:15 +0100

charset="iso-8859-1"

Encoding: 7bit

> I know this has been asked on the list recently, but I didn't think

>I'd need it. :-)

> I've had contact with an old Blitz user, who has gone to the PC a

>couple of years back, and wants to get back into games programming, and

>the PC isn't very friendly for it. He wants to know where he can buy a

>copy of Blitz, and I suppose the BSS suite as well. It'll have to be

>Mail order as he's in NZ.

I don't know about that but I have a copy of ultimate blitz on cd that I don't want...

> Also, how do you access the stack pointer in assem in blitz, as the

>devpac way of doing it doesn't seem to work. I want to save the

>registers on the stack and restore them.

yeah..unfortunately sp doesn't exist in blitz...just replace that with a7..ie

```
movem.l d0-d1/a0-a1,-(a7) ;save these blighters
```

```
move.l #0,d0 ;just a silly and useless
```

example to seperate the two movem`s

```
movem.l (a7)+,d0-d1/a0-a1 ;restore the original regs
```

but a7 is fine, because as far as I know, motorola never changed the stack pointer address register (which is a good job...though why they didn't have a special register I'll never know...just think of the cycles you could shave off c2p routines if they did!)

Dave

-----  
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### 1.132 Re: Buying blitz

for scott@online.u-net.com; Wed, 19 May 1999 11:19:43 +0100

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

---

Date: Wed, 19 May 1999 11:17:32 +0100

encoding: Quoted-printable

Subject: Re: Buying blitz

> > I've had contact with an old Blitz user, who has gone to the PC a  
> > couple of years back, and wants to get back into games programming, and  
> > the PC isn't very friendly for it. He wants to know where he can buy a  
> > copy of Blitz, and I suppose the BSS suite as well. It'll have to be Ma=  
il  
> > order as he's in NZ.

>

> I don't know about that but I have a copy of ultimate blitz on cd that I  
> don't want...

Not trying to do Dave out of a sale, but that's one of the two sections on=  
the

blitz2000 website that \*is\* written. Look in the about section. And if you=  
find

any other companies that sell it, let me know.

<http://www.blitz-2000.freemove.co.uk>

> pointer address register (which is a good job...though why they didn't  
> have a special register I'll never know...just think of the cycles you  
> could shave off c2p routines if they did!)

Because they didn't want to destroy Intel too easily, what would be the fu=  
n in  
that?

--

l) ^ V ][ l) Ml =A9 Ml ][ M N

[dmcminn@house-of-mojo.freemove.co.uk](mailto:dmcminn@house-of-mojo.freemove.co.uk)

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

For Sale: Parachute. Only used once, never opened, small stain.

-----  
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### 1.133 Re: Buying blitz

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Fri, 21 May 1999 14:57:09 +0100

From: "David McMinn" <[D.Mcminn@eee.rgu.ac.uk](mailto:D.Mcminn@eee.rgu.ac.uk)>

Organization: The Robert Gordon University, E&EE

---

Date: Fri, 21 May 1999 14:54:45 +0100

encoding: Quoted-printable

Subject: Re: Buying blitz

> It's also available from Guildhall Leisure who are attempting to rid  
> themselves of all their Amiga stuff, so you might get a discount if  
> you tell them I sent you since I did work experience there :)  
>

> The CD contains BSS as far as I know

I just had a look at their webpage - nothing but generic chess and bridge =  
games

that came out about 10 years ago (probably not even for the Amiga) and loads of

educational stuff, which looked bad. Their entire website is bad actually.

As for getting a discount, it all depends on how good Neil's work was ;)

--

l) ^ V ][ l) Ml =A9 Ml ][ N N

dmcminn@house-of-mojo.freeserve.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Am I getting smart with you? How would you know?

-----  
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## 1.134 Re: Buying blitz

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Wed, 19 May 1999 13:26:14 +0100

Date: Wed, 19 May 1999 14:25:21 +0200 (MEST)

Subject: Re: Buying blitz

From: Free\_Jack@gmx.net

X-Authenticated-Sender: #0000269610@gmx.net

X-Authenticated-IP: [209.58.48.199]

X-Flags: 0001

Encoding: 7bit

> I know this has been asked on the list recently, but I didn't think

> I'd need it. :-)

> I've had contact with an old Blitz user, who has gone to the PC a

> couple of years back, and wants to get back into games programming, >

and the PC isn't very friendly for it.

---

I know .... source which are in Blitz 5 KB can reach 500 KB on the PC easily ...

> He wants to know where he can buy a

> copy of Blitz, and I suppose the BSS suite as well. It'll have to be

> Mail order as he's in NZ.

<http://www.KDH-Datentechnik.com/>

---

Sent through Global Message Exchange - <http://www.gmx.net>

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### 1.135 Re: Buying blitz

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Thu, 20 May 1999 18:12:28 +0000

From: "Linda Bell" <[zalda@home4968.freemove.co.uk](mailto:zalda@home4968.freemove.co.uk)>

Subject: Re: Buying blitz

Date: Thu, 20 May 1999 17:58:10 +0100

> I've had contact with an old Blitz user, who has gone to the PC a

> couple of years back, and wants to get back into games programming, and

> the PC isn't very friendly for it. He wants to know where he can buy a

> copy of Blitz, and I suppose the BSS suite as well. It'll have to be

> Mail order as he's in NZ.

Blitz Basic 2.1 is available in the UK from Epic Marketing:

order: CD500 £17.99 "includes the whole set of BUMs"

Orderline: 01793 490988

Enquiries: 01793 514188

\*\*\*\*\*

You can also request a catalog on 0906 553 1900 - HOWEVER - this line is charged at £1 per minute - though calls should only be 1 minute and you get a £2 voucher with the catalog that you can use on your first order.

They may sell the support suite - I don't know, but it's not shown in the magazine ad.

They may also sell the floppy disk version.

\*\*\*\*\*

[www.epicmarketing.ltd.net/af](http://www.epicmarketing.ltd.net/af)

Epic Marketing

BSS House



Area 50

Cheney Manor

SWINDON

SN2 2PJ

UK

Got this information from Amiga Format magazine issue 124 (June '99)

They also sell CD32 joypads for £10 and Power Computing sell them for £9.95.

VIC

-----  
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### 1.136 Re: Buying blitz

for scott@online.u-net.com; Fri, 21 May 1999 14:36:38 +0000

From: "Neil Bullock" <trogldite@trogsoft.freemove.co.uk>

Subject: Re: Buying blitz

Date: Fri, 21 May 1999 11:58:30 +0100

charset="iso-8859-1"

Encoding: 7bit

----- Original Message -----

From: Linda Bell <zalda@home4968.freemove.co.uk>

Sent: 20 May 1999 17:58

Subject: Re: Buying blitz

> > I've had contact with an old Blitz user, who has gone to the PC a  
> > couple of years back, and wants to get back into games programming, and  
> > the PC isn't very friendly for it. He wants to know where he can buy a  
> > copy of Blitz, and I suppose the BSS suite as well. It'll have to be  
> > Mail order as he's in NZ.

>

>

> Blitz Basic 2.1 is available in the UK from Epic Marketing:

It's also available from Guildhall Leisure who are attempting to rid  
themselves of all their Amiga stuff, so you might get a discount if  
you tell them I sent you since I did work experience there :)

The CD contains BSS as far as I know

=====

TROGLADITE - SOFTWARE

=====

---

\_\_ Neil Bullock

\_\_ /// neil@trogssoft.freemove.co.uk

\\/// www.trogssoft.freemove.co.uk/

\\XX/ ICQ UIN: 27873010

DigitalD.UK.AfterNET.org: #trogssoft

=====

-----

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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

### 1.137 Re: Buying blitz

for scott@online.u-net.com; Wed, 26 May 1999 23:05:30 +0000

From: "Neil Bullock" <trogladite@trogssoft.freemove.co.uk>

<dmcminn@house-of-mojo.freemove.co.uk>

Subject: Re: Buying blitz

Date: Wed, 26 May 1999 01:10:24 +0100

charset="iso-8859-1"

Encoding: 8bit

>I just had a look at their webpage - nothing but generic chess and bridge  
games >

>that came out about 10 years ago (probably not even for the Amiga) and loads  
of

>educational stuff, which looked bad. Their entire website is bad actually.

I know. It's utter rubbish.

>As for getting a discount, it all depends on how good Neil's work was ;)

Hmm :) Well, I didn't get to do much really. They said 'Here! Fold these  
boxes'

or 'Here! Assemble these CD cases'. And most of the time I just sat around  
with

the receptionist person (who was my age, 17) and talked to her all the time.

Wonder if that's classed as 'Good work' :)

They did give me £130 of miggy software though when I finished. There's no  
harm in asking for a discount is there :)

Neil

-----

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---

**1.138 Re: bye**

for scott@online.u-net.com; Tue, 25 May 1999 02:38:06 +0100

From: Anton Reinauer <anton@ww.co.nz>

Date: Tue, 25 May 1999 13:34:50 +1200

Subject: Re: bye

On 24-May-99, Paul wrote:

> I've decided to pretty much bring a close to my programming  
> activities. It's a decision that has been in the oven on slow bake for  
> a very long time. So I am leaving the blitz list also. This is my  
> final message.

Ohh! Oh well, it's been good working with ya [sniff] [sniff] :-(

Thanks for the Mildred lib- it'll save me huge amounts of work! Good  
luck with whatever you do!

Ps: do you think you could release the source code for Mildred to  
Aminet or the List, if you're not going to be programming any more?

Seeya- Anton :)

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed  
for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.4)

<<http://www.ww.co.nz/home/anton/>>

-----  
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**1.139 Re: bye**

for scott@online.u-net.com; Wed, 26 May 1999 15:46:01 +0100

From: Chris Deeney <chris@addnet.demon.co.uk>

Date: Sat, 07 Nov 1998 23:55:05 +0000

Organization: personal

Subject: Re: bye

Hello Paul

On 24-May-99, Paul wrote:

> Hi,

>

> I've decided to pretty much bring a close to my programming  
> activities. It's a decision that has been in the oven on slow bake for  
> a very long time. So I am leaving the blitz list also. This is my  
> final message.

>

Bugger!?

Naaaaaa! your pulling our pissers! arn't you!?

errr ok, maybe your not ;(

Sooo long Paul, cheers for Mildred :)

May i ask why? you have decided to quit coding, its such a shock  
to us all.

ok, cya m8 ;:(

Chris.

--

Chris "PrinceD" Deeney

#chris@addnet.demon.co.uk#

Powered by\_

...../^\MIGA

\*/#irc.dal.net amirc ungabunga#\*/

+-----coding-----+

| \*Powder Burnz\* | 0000159 lines | 003% complete |

+-----+

| \*Critters\* | 0000465 lines | 050% complete |

+-----+

-----

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## 1.140 Re: bye

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 24 May 1999 19:45:36 +0000

From: Curt Esser <[camge@ix.netcom.com](mailto:camge@ix.netcom.com)>

Date: Mon, 24 May 1999 13:29:28 -0500

Subject: Re: bye

Hi Paul

On 24-May-99, Paul wrote:

> Hi,

> I've decided to pretty much bring a close to my programming

> activities. It's a decision that has been in the oven on slow bake for

> a very long time. So I am leaving the blitz list also. This is my  
> final message.  
> ;-P It's  
> been fun at times and nice to meet you all. Good luck with your  
> futures. :-D  
I'm sorry to see you go (as I'm sure others on the list are as well).  
Best of luck to you in whatever you tackle in the future, and many thanks  
for your Mildred library, and other advice and ideas.  
Yours electronically,  
Curt Esser  
cange@ix.netcom.com  
[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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## 1.141 Re: bye

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Wed, 26 May 1999 15:52:29 +0000  
From: Daniel Allsopp <[daniel@thesnakepit.demon.co.uk](mailto:daniel@thesnakepit.demon.co.uk)>  
Date: Wed, 26 May 1999 15:52:34 +0100  
Subject: Re: bye  
Encoding: quoted-printable  
Hi Chris,  
On 08-Nov-98, you wrote:  
> Hello Paul  
> =  
> On 24-May-99, Paul wrote:  
>> Hi,  
>> =  
>> I've decided to pretty much bring a close to my programming  
>> activities. It's a decision that has been in the oven on slow bake for=  
>> a very long time. So I am leaving the blitz list also. This is my  
>> final message.  
>> =  
> =  
> Bugger!?  
> =  
> Naaaaaa! your pulling our pissers! arn't you!?

> =

> errr ok, maybe your not ;(

> =

> Sooo long Paul, cheers for Mildred :)

> =

> May i ask why? you have decided to quit coding, its such a shock

> to us all.

> =

> ok, cya m8 ;:(

It's nice to see people saying things like this to Paul but as he's un-subscribed from the list it's unlikely that he'll see them ;))

-- =

Cheers,

Daniel

<tsb>E-Mail: daniel@thesnakepit.demon.co.uk

<tsb>URL: <http://www.thesnakepit.demon.co.uk/>

<tsb>ICQ Number : 20783863

<tsb>

- "Windows 95 is Bug Free" - Bill Gates in 1995

- "We fixed 5000 bugs since the release of Windows 95!" - Bill Gates on Windows 98

-----  
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## 1.142 Re: bye

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 24 May 1999 12:36:30 +0100

From: "David McMinn" <[D.Mcminn@eee.rgu.ac.uk](mailto:D.Mcminn@eee.rgu.ac.uk)>

Organization: The Robert Gordon University, E&EE

Date: Mon, 24 May 1999 12:32:45 +0100

encoding: Quoted-printable

Subject: Re: bye

Hi Paul

>> Hi,

>>

>> I've decided to pretty much bring a close to my programming

>> activities. It's a decision that has been in the oven on slow bake for=

a

---

Woah, Freeserve goes down for the weekend and look what I miss. I'm surprised

you're giving up programming, but good luck in the future.

--

) ^ V ][ ( ) | | = A 9 | | ][ | | |

dmcminn@house-of-mojo.freeserve.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Bumper sticker #7.

DON'T PISS ME OFF! I'M RUNNING OUT OF PLACES TO HIDE THE BODIES.

-----  
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## 1.143 Re: bye

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 25 May 1999 13:09:53 +0100

From: Donovan Reeve <[bubby.lnk@ispi.net](mailto:bubby.lnk@ispi.net)>

Date: Tue, 25 May 1999 06:00:30 +0500

Subject: Re: bye

On 24-May-99, Paul flashed:

>Hi,

>I've decided to pretty much bring a close to my programming  
>activities. It's a decision that has been in the oven on slow bake for  
>a very long time. So I am leaving the blitz list also. This is my  
>final message. The Mildred support site is at  
><http://www.stationone.demon.co.uk> and I don't expect it to really move  
>anyplace anytime soon, but the stuff can be mostly found on aminet  
>anyway. I don't plan to make any further changes or additions to  
>Mildred or to continue with any coding projects. You can of course  
>mail me privately [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk) if you have any  
>Mildred questions. Whether I reply or not is another matter ;-P It's  
>been fun at times and nice to meet you all. Good luck with your  
>futures. :-D

Oh, wow! This was unexpected. Rats!!

Hey Paul,

It is with considerable reluctance that we bid you adieu. How about  
dropping in from time to time to say hello at least? We will miss you.

You have been a very good friend to us all, helping out where you could

---

and offering encouragement and stability. And thank you especially for bringing us Mildred, which I am only just beginning to use and understand.

Please don't let the fact that you have said goodbye deter you from returning any time you wish and for however long you wish!

catcha later, (I hope)

Donovan Reeve (bubby.lnk@ispi.net)

-----  
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## 1.144 Re: bye

for scott@online.u-net.com; Mon, 24 May 1999 12:12:25 +0100

From: Jake Frederick <gonzo@acadia.net>

Date: Mon, 24 May 1999 07:04:13 +0500

Subject: Re: bye

On 24-May-99, Paul wrote:

> Hi,

>

> I've decided to pretty much bring a close to my programming  
> activities. It's a decision that has been in the oven on slow bake for  
> a very long time. So I am leaving the blitz list also. This is my  
> final message. The Mildred support site is at  
> <http://www.stationone.demon.co.uk> and I don't expect it to really move  
> anyplace anytime soon, but the stuff can be mostly found on aminet  
> anyway. I don't plan to make any further changes or additions to  
> Mildred or to continue with any coding projects. You can of course  
> mail me privately [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk) if you have any  
> Mildred questions. Whether I reply or not is another matter ;-P It's  
> been fun at times and nice to meet you all. Good luck with your  
> futures. :-D

>

Wow, this is kind of a surprise! I guess you have your reasons for your decision so I won't even ask. Anyway, thanks for answering all my stupid questions over the years (or however long it's been) and for trying to teach me assembler. (I did actually retain some of what we went over!) It's a shame that the Amiga community will be losing a talented person like you, but after all it's only a computer and I'm sure you're on to pursue more important endeavours. Good luck in whatever you do.



PS- How about releasing the source for that cool Coke can demo with the funky ground scrolling thing? :)

--

-If the doors of perception were cleansed everything would appear to man as it truly is, infinite.-

-----  
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## 1.145 bye

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 24 May 1999 04:35:22 +0100

From: "Paul" <[paulwest@stationone.demon.co.uk](mailto:paulwest@stationone.demon.co.uk)>

Organization: private

Date: 24 May 99 04:33:40 +0000

Subject: bye

Encoding: 7bit

Hi,

I've decided to pretty much bring a close to my programming activities. It's a decision that has been in the oven on slow bake for a very long time. So I am leaving the blitz list also. This is my final message. The Mildred support site is at <http://www.stationone.demon.co.uk> and I dont expect it to really move anyplace anytime soon, but the stuff can be mostly found on aminet anyway. I don't plan to make any further changes or additions to Mildred or to continue with any coding projects. You can of course mail me privately [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk) if you have any Mildred questions. Wether I reply or not is another matter ;-P It's been fun at times and nice to meet you all. Good luck with your futures. :-D

Bye,

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

-----  
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---

## 1.146 Re: bye

for scott@online.u-net.com; Mon, 24 May 1999 15:55:35 +0100

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Mon, 24 May 1999 15:34:27 +0100

Organization: Satanic Dreams Software.

Subject: Re: bye

Encoding: binary

Hello David

Hiya, David... ,on 24-May-99 you mailed me about: Re: bye! So I'ma reply`in...

[=> Hi Paul

[=>

[=>> > Hi,

[=>> >

[=>> > I've decided to pretty much bring a close to my programming

[=>> > activities. It's a decision that has been in the oven on slow bake

[=>> > for a

[=>

[=> Woah, Freeserve goes down for the weekend and look what I miss. I'm

[=> surprised you're giving up programming, but good luck in the future.

Me too, I thought you were one of those in if for the long slog :)

Damn Freeserve!..

But yeah.. I got most my mails now.. And I got about 25 ish from the

Blitz List, did you get all yours now Dave?..

Did you also get my one?. About MUI?

[=>

Regards

--

<tsb>

<sb>\*CONTACTING MEEEEEEEE:\*

<sb>loki@sds.in2home.co.uk | \*ICQ:\* 27181384

<sb>SDS FOUNDER: URL: <http://www.satanicdreams.freeserve.co.uk/>

<tsb>

<sb>\*PROJECT INFO:\*

<sb>Minimum Safe Distance [0.001%]

<sb>/After a few trips to the toilet, the following appeared:/

<sb>MorrisTheMaggot, CTTM2, TimeSwipe, NIB, BlitzBFB, Prefs2000 & TMS.

<sb>

<sb>Just tell me there's some chocolate here. --Troi.

<tsb>

-----

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## 1.147 Re: bye

for scott@online.u-net.com; Tue, 25 May 1999 05:52:05 +0100

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 25 May 99 14:50:47 +1000

Subject: Re: bye

Encoding: 7bit

On 24 May 99 04:33:40 +0000 Paul said:

> Hi,

>

> I've decided to pretty much bring a close to my programming

> activities. It's a decision that has been in the oven on slow bake for

> a very long time. So I am leaving the blitz list also. This is my

> final message.

It's a shame to be losing you, you've been a great help to the

BB2/Amiga community.

Good luck in whatever you have planned for the future and, if you ever

change your mind, you'll be welcome back.

All the very best

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

[www.shoalhaven.net.au/edgewater](http://www.shoalhaven.net.au/edgewater)

-----  
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## 1.148 Bye everyone...

for scott@online.u-net.com; Thu, 20 May 1999 07:52:15 +0000

From: Andrew Bruno <[abruno@zeta.org.au](mailto:abruno@zeta.org.au)>

Date: Thu, 20 May 1999 16:52:04 +1000

Subject: Bye everyone...

Hi,

Folks, alas, it has become a thing that I shall have to leave this group.

Thanks to all the people who helped me in my journey of discovery. :)

And as a parting question (and I can't find the first e-mail in the blitz drawer): How do I un-subscribe?

---

Cya!

--

"You're disgusting when you're nice." -- Henry to Hawk

Andrew Bruno

abruno@zeta.org.au

-----  
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**1.149 Re: Bye everyone...**

for scott@online.u-net.com; Thu, 20 May 1999 09:13:40 +0000

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Thu, 20 May 1999 09:12:14 +0100

encoding: Quoted-printable

Subject: Re: Bye everyone...

> And as a parting question (and I can't find the first e-mail in the blit=

z

> drawer): How do I un-subscribe?

|||||

vv

> ----- To

> unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie For additional

> commands, e-mail: blitz-list-help@netsoc.ucd.ie

^^

|||||

--

) ^ V ][ l) Ml =A9 Ml ][ M N

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Some people are only alive because it is illegal to shoot them.

-----

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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.150 CacheClearU\_

for scott@online.u-net.com; Tue, 25 May 1999 13:35:27 +0100

From: Curt Esser <camge@ix.netcom.com>

Date: Tue, 25 May 1999 07:25:45 -0500

Subject: CacheClearU\_

Hi everyone,

Does anybody know if the system call:

"CacheClearU\_" will cause a problem on a 68000 (which has no caches, of course)

It's not supposed to, but does anybody out there have a 68000 to try it on?

Thanks...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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## 1.151 Re: CacheClearU\_

for scott@online.u-net.com; Tue, 25 May 1999 18:29:31 +0100

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

Subject: Re: CacheClearU\_

Date: Tue, 25 May 1999 18:15:38 +0100

Curt wrote,

>Does anybody know if the system call:

>

>"CacheClearU\_" will cause a problem on a 68000 (which has no caches, of course)

>

>It's not supposed to, but does anybody out there have a 68000 to try it on?

>

I've got a A500+ I can power-up if you like - just attach an ascii version of some code that you want to test, and I'll let you know

VIC

-----  
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---

## 1.152 Re: CacheClearU\_

for scott@online.u-net.com; Tue, 25 May 1999 19:43:56 +0000

From: Rick Hodger <rick.thehub@bigfoot.com>

Date: Tue, 25 May 1999 18:12:20 +0100

Organization: Pagan Software

Subject: Re: CacheClearU\_

I watched as Curt Esser hammered "CacheClearU\_" out on their keyboard...

> "CacheClearU\_" will cause a problem on a 68000 (which has no caches, of  
> course)

> It's not supposed to, but does anybody out there have a 68000 to try it  
> on?

Afraid not, but as it's an OS call I would think the that OS would cancel it  
if it wasn't appropriate to the CPU.

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>

<sb>Visit us at <http://www.thehub.u-net.com>

<sb>EMail us at [/bloodline@pagan-games.com/](mailto:/bloodline@pagan-games.com/)

<sb>"Dafel: Bloodline" - The most accomplished RPG ever!

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team \*AMIGA\*

<sb>

<sb>Nothing is illegal until you get caught.

-----  
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## 1.153 Re: Change colors for GTButton

for scott@online.u-net.com; Wed, 12 May 1999 23:54:13 +0100

From: Curt Esser <camge@ix.netcom.com>

Date: Wed, 12 May 1999 16:02:15 -0500

Subject: Re: Change colors for GTButton

Hi David

On 12-May-99, David McMinn wrote:

> Hi Vic

>

>> I personally, don't like using these types of gadgets, and think there  
>> must be a way to do it with GTButtons - as the Workbench Time preferences  
>> program uses this method to highlight the current date. Someone on the  
>> list must know how it's done.

>

> According to the acid docs (grrrr) GTToggle gtlst,buttonid,OnlOff works  
> for GTButtons, but I don't think it ever worked for me.

Yes, it works (for me anyway) - you must redraw the gadget after you do  
this, to show the new state. But I like your code better anyway...

>

> But, if you do something like this:

>

```
> *g.Gadget = GTGadPtr(gtlst,buttonid)
> oldpos.w=RemoveGadget_(Peek.l(Addr Window(windownum)),*g)
> *g\Flags = *g\Flags | #GFLG_SELECTED
> AddGadget_ Peek.l(Addr Window(windownum)),*g,oldpos
> Redraw windownum,buttonid
```

>

> This will highlight your button and keep it there. To unhighlight, you do:

>

```
> *g.Gadget = GTGadPtr(gtlst,buttonid)
> oldpos.w=RemoveGadget_(Peek.l(Addr Window(windownum)),*g)
> *g\Flags = *g\Flags & NOT(#GFLG_SELECTED)
> AddGadget_ Peek.l(Addr Window(windownum)),*g,oldpos
> Redraw windownum,buttonid
```

>

>

Later...

--

Disk Drive: a machine for collecting dust.

Disk Head: the point where most dust is collected.

Disk: a circular piece of material for wiping dust off the disk head.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----

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---

## 1.154 Re: Change colors for GtButton

for scott@online.u-net.com; Wed, 12 May 1999 16:13:56 +0000

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Wed, 12 May 1999 16:12:04 +0100

encoding: Quoted-printable

Subject: Re: Change colors for GtButton

Hi Vic

> I personally, don't like using these types of gadgets, and think there  
> must be a way to do it with GtButtons - as the Workbench Time preference=  
s

> program uses this method to highlight the current date. Someone on the  
> list must know how it's done.

According to the acid docs (grrrr) GTToggle gTlist,buttonid,On/Off works f=  
or

GtButtons, but I don't think it ever worked for me.

But, if you do something like this:

```
*g.Gadget =3D GTGadPtr(gTlist,buttonid)
oldpos.w=3DRemoveGadget_(Peek.l(Addr Window(windownum)),*g)
*g\Flags =3D *g\Flags | #GFLG_SELECTED
AddGadget_ Peek.l(Addr Window(windownum)),*g,oldpos
Redraw windownum,buttonid
```

This will highlight your button and keep it there. To unhighlight, you do:

```
*g.Gadget =3D GTGadPtr(gTlist,buttonid)
oldpos.w=3DRemoveGadget_(Peek.l(Addr Window(windownum)),*g)
*g\Flags =3D *g\Flags & NOT(#GFLG_SELECTED)
AddGadget_ Peek.l(Addr Window(windownum)),*g,oldpos
Redraw windownum,buttonid
```

--

l) ^ V ][ l) |M =A9 |M ][ |M |M

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

'There can be only one' - MacLeod

-----  
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## 1.155 Re: Change colors for GTButton

for scott@online.u-net.com; Thu, 13 May 1999 10:32:20 +0100

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Thu, 13 May 1999 10:30:46 +0100

encoding: Quoted-printable

Subject: Re: Change colors for GTButton

Hi Curt

> Yes, it works (for me anyway) - you must redraw the gadget after you do

> this, to show the new state. But I like your code better anyway...

If GTToggle works, then I think that my code does exactly the same thing as

s

that.

> Disk Drive: a machine for collecting dust. Disk Head: the point where mo=

st

> dust is collected. Disk: a circular piece of material for wiping dust of=

f

> the disk head.

^^ Excellent :)

--

l) ^ V ][ l) |M| =A9 |M| ][ |N |N

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

I'd explain it to you, but your brain would explode.

-----  
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## 1.156 Re: Change colors for GTButton

for scott@online.u-net.com; Mon, 10 May 1999 19:25:41 +0000

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

Subject: Re: Change colors for GTButton

Date: Mon, 10 May 1999 19:21:10 +0100

Rostislav wrote

>How change colors for GTButton.

You could try ScreenPens, or set up your own palette for the screen you are

---

using - assuming you are opening your own screen.

VIC

-----  
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### **1.157 Re: Change colors for GTButton**

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 11 May 1999 18:53:32 +0100

From: "Linda Bell" <[zalda@home4968.freemove.co.uk](mailto:zalda@home4968.freemove.co.uk)>

Subject: Re: Change colors for GTButton

Date: Tue, 11 May 1999 18:48:27 +0100

Rostislav wrote

>But, i using Workbench screen and i need change color only single

>GTButton from 31 buttons.

If I understand your needs correctly, you could change the flags for the specific gadget so that the text is in the highlight colour (white usually) - if you look at the Gadget Flags, the first few state where the label for the button should be (left, above, in, etc) - then there is a flag that makes the colour of the text white.

If you're using my FLAGS commodity, which I've recently attached to 2 mails - click on Gadget Flags, and that will tell you what the value is to make the text highlighted - though it's also in the manual, and in the on-line help somewhere.

Alternatively, I think that TextGadget allows you to specify a colour, but I'm not sure, as I never use Blitz's gadgets - I always use the GT ones.

If there is a way to change the colour other than this, I don't know what it is, but someone else might.

Hope this helps

VIC

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### **1.158 Re: Change colors for GTButton**

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Wed, 12 May 1999 15:37:50 +0100

From: "Linda Bell" <[zalda@home4968.freemove.co.uk](mailto:zalda@home4968.freemove.co.uk)>

Subject: Re: Change colors for GTButton

---

Date: Wed, 12 May 1999 15:32:58 +0100

Rostislav

First of all, you may know this already, but if you don't put

WBStartup

at the top of your program, it will crash when you make it executable.

It will run fine from TED, but you will need to put this line in at some point.

As far as your code goes - when I ran it, there was a syntax error with the GTButton line - there were one too many parameters at the end -

```
GTButton 0,dny_odpocet+100,10+(dny_v_tydnu*(6*6)),  
(dny_odpocet_poz*15)+100,30,15,Str$(dny_odpocet),0,1
```

I assume you were messing about with it, and simply forgot to correct it when you sent the source. The 0,1 at the end should be only one value containing the flags.

```
GTBUTTON GTList#,id,x,y,w,h,Text$,Flags
```

You are right, however, about \$20 (white text) not working with GTButton

I'd forgotten about this - I wrote a program called Anserine, that had some tool-buttons, and I wanted to highlight the currently selected tool.

In the end I simply drew a box in colour 3 around the relevant button.

As far as TextGadget goes, you CAN highlight it with the 'Toggle' command, or change the colour with the GadgetPens command.

You also need to use BorderPens to change the highlight/shadow colours, as they are inverted by default.

- see the attached example - you can also make it part of a

'ButtonGroup' to make the date buttons mutually exclusive, like GTMX.

If you've got the Blitz 2.1 manual, read the section on GADGET COMMANDS (page 188 in mine). This example doesn't bother working out where the gadgets need to go in relation to the day of the week, it's simply designed to show you it's possible to do what you want.

You may need to alter window size/gadget distances, depending on your screen size, font size.

If you want more than one gadget to be highlighted, don't put them in a buttongroup

I personally, don't like using these types of gadgets, and think there must be a way to do it with GTButtons - as the Workbench Time preferences program uses this method to highlight the current date. Someone on the list must know how it's done.

Anyone?

BTW - There are 2 attachments of the same file, one is simple ascii,

the other is the same ascii file, but archived - as I download stuff on a PC, and whenever I transfer ascii files to my Amiga, I end up with lots of bad characters at the end of each line in TED - whereas if they are archived, I can unarchive them, retaining proper ansi. The reason I have attached normal ascii with this archive, is just in case you are not able to unLZX this archive - though LZX is now free, so you should have it. But in future I will only attach LZXed files - just in case the same thing happens from PC to Amiga. I've only attached the normal ascii file in case you don't have LZX.

Hope this helps.

VIC

(not LINDA - I'm using Linda's PC, and haven't set up an account for myself)

begin 666 Calendar.asc

```
M5T)3=&%R='5P"D9I;F138W)E96X@, I.;T-L:0I"=71T;VY.=6TN8CTP"D-O
M;$YU;3TQ"E)O=TYU;3TQ"G1E>'0D/41A=&4D*%-Y<W1E;41A=&4I"D)O<F1E
M<E!E;G,@,BPQ"E)E<&5A= H@($)U='1O;DYU;2LQ"B @=&5X="0]4W1R)"A"
M=71T;VY.=6TI.B!)9B!,96XH=&5X="0I/3$@5&AE;B!T97AT)"LB("(("!"4
M97AT1V%D9V5T(# L,S J0V]L3G5M+#(P*E)O=TYU;2PD-C P+#4P*T)U='1O
M;DYU;2QT97AT) H@($EF($)U='1O;DYU;3U$87ES(%1H96X@5&]G9VQE(# L
M-3 K1&%Y<RQ;@H@($-O;$YU;2LQ.B!)9B!#;VQ.=6T^-R!4:&5N($-O;$YU
M;3TQ.B!2;W=. =6TK,0I5;G1I;"!"=71T;VY.=6T],S$*0G5T=&]N1W)O=7 @
M,0I7:6YD;W<@,"PP+# L,S P+#(P,"PD."PB0VQI8VL@0TQ/4T4@0E545$].
M('1O(&5N9"(L,"PQ+# *071T86-H1U1,;7-T(# L, I297!E870*("!E=BYL
=/5=A:71%=F5N= I5;G1I;"!E=CTD,C P"D5N9 H`
```

,

end

begin 666 Calendar.lzx

```
M3%I8`P"@"0`W`P$`% !`*`@`H`&(Z\83G$7K<="=\&@ @Q#04Q%
M3D1!4BY!4T,(^A;X`""&1`^X*WN+CX"@,1':A7?!*I<$0AFXE#]#VSS-
M9UW7WVS>RO]_BT`$ `": `$(K8JNS;!U^"R070WLV#0?NR)Q0<?T/_Z
M__5/UQR8_+[2CCL@52.VQ415@CEUV0H2DY5I.T]S^7!;3K*W;KLE@,](C\B
MO#[3"?*,S4H[>PADCZ.9'-.3XPE4^!2P!#Z/@#%D+3O)[I=L4GYF6R.3@J@+
MRJ$[O$MKNO#I,\M-8P#>@M5U.@ @2%%XUN0O&-R(XSJNYGP06$>+6YXO,\&I
M_SX95DK3WDZ=L(0GJ(;S]QI;"F7RROK>P38R)8O.F*A/**G^C$4]^;G&J>TZ
M9(YK0]8Y:<XH0L3S#=#N?=7,2^W7*&X;G 7GINHU&D %4#C&%R60[&_(JW<M
=7EY,\6>-%WR#MV20_ ,J]%3 36V!<]Y15@,!`""
```

,

end

-----

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## 1.159 Re: Change colors for GTButton

for scott@online.u-net.com; Wed, 12 May 1999 18:40:06 +0100

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

Subject: Re: Change colors for GTButton

Date: Wed, 12 May 1999 18:35:44 +0100

Hi Rostislav

Just a quick note about that example I sent you on how to highlight TextGadgets. I hate to have a bad example of coding floating around, so thought I'd mention that since having a closer look at my example, I've noticed something that is a bit terrible. The call to Len(text\$) is completely unnecessary

```
If ButtonNum<10 then text$+" "
```

would have been better - that way there isn't a slower call to Len, and there wouldn't be a requirement to link Len into the program (though it's probably in the same library as str\$, so would be linked anyway).

I blame this glaring error on the fact that I was more concerned in demonstrating how to toggle TextGadgets on and off, and was less concerned with the overall elegance of the example.

BTW have you seen David's reply - I think I'll check this out myself tonight.

VIC

-----  
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## 1.160 Re: Change colors for GTButton

for scott@online.u-net.com; Thu, 13 May 1999 10:41:43 +0000

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

Subject: Re: Change colors for GTButton

Date: Thu, 13 May 1999 10:35:56 +0100

Hi Rostislav

After David McMinn's posting yesterday, making me aware of GTToggle, I've updated the example to use GTButton instead of TextGadget - there is now an extra part to the example that detects which gadget has been selected, and unhighlights/highlights as appropriate.

David said that he couldn't get this to work, but I think he was just being polite, as it worked perfectly first time.

---

Thanks, David.

There is now no need to add a space to one-digit numbers, as Intuition automatically centres text in GTButtons. And I've moved the toggle command out of the first loop, as it was executing 31 times unnecessarily.

The new example is below.

VIC

WBStartup

FindScreen 0

NoCli

ButtonNum.b=0

ColNum.b=1

RowNum.b=1

blob\$=Date\$(SystemDate) ;needed in order for DAYS to acquire number

Repeat

ButtonNum+1

text\$=Str\$(ButtonNum)

GTButton 0,50+ButtonNum,30\*ColNum,20\*RowNum,30,20,text\$,\$10

ColNum+1: If ColNum>7 Then ColNum=1: RowNum+1

Until ButtonNum=31

Window 0,0,0,300,200,\$8,"Click CLOSE BUTTON to end",0,1,0

AttachGTLList 0,0

ButtonNum=50+Days ; ButtonNum will now keep a note of which

GTToggle 0,ButtonNum,On ; GTButton is currently highlighted.

Redraw 0,ButtonNum ; Starts with today's date.

Repeat

Repeat

ev.l=WaitEvent

Until (ev AND \$240) ; \$200 Close Button or \$40 Gadget released

If ev=\$40

If GadgetHit<>ButtonNum

GTToggle 0,ButtonNum,Off

Redraw 0,ButtonNum

ButtonNum=GadgetHit

GTToggle 0,ButtonNum,On

Redraw 0,ButtonNum

EndIf

EndIf

Until ev=\$200

End

-----

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## 1.161 Change colors for GtButton

for scott@online.u-net.com; Mon, 10 May 1999 19:12:30 +0100

From: Rostislav Stenicka <rostsoft@iol.cz>

Date: Mon, 10 May 1999 18:37:09 +0100

Subject: Change colors for GtButton

Hello,f%

How change colors for GtButton.

Sorry for my English.

--

--

<tsb>\_\*rostsoft@iol.cz "2Mb"\*\_

<tsb>/RStenicka@seznam.cz "10Mb"/

<tsb>http://web.iol.cz/rostsoft/

<tsb>\_\*#A4000/040/30 20MB FAST RAM#\*\_

<tsb>\_\*#Cybervision64 4MB#\*\_

<tsb>#Toccata (AHI 16 BIT)#

<tsb>\_\*#2GB SCSI\*, 1.2GB IDE#

<tsb>#CDrom 32 Toshiba SCSI#

<tsb>/#V-lab video graber, Fastline# #SCSI#/  
-----

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## 1.162 Re: Change colors for GtButton

for scott@online.u-net.com; Tue, 11 May 1999 10:54:35 +0100

From: Rostislav Stenicka <rostsoft@iol.cz>

Date: Tue, 11 May 1999 14:58:27 +0100

Subject: Re: Change colors for GtButton

Encoding: quoted-printable

Hello Linda

On 10-Kv=C5-99, you wrote:

> Rostislav wrote

> =

>> How change colors for GtButton.

> =

> =

> You could try ScreenPens, or set up your own palette for the screen you=

---

> are using - assuming you are opening your own screen.

But, i using Workbench screen and i need change color only single  
GTButton from 31 buttons.

example (only "YAM")

1 2 3 4

5 6 7 8 9 10 11

12 13 14 15 #16 #17 18

19 20 21 22 23 24 25

26 27 28 29 30

I will be use it for calendar. =

Sorry for my english.

> =

> VIC

> =

> =

> =

> -----

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> =

Regards

-- =

-- =

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<tsb>/RStenicka@seznam.cz "10Mb"/

<tsb><http://web.iol.cz/rostsoft/>

<tsb>\_\*#A4000/040/30 20MB FAST RAM#\*\_

<tsb>\_\*#Cybervision64 4MB#\*\_

<tsb>#Toccata (AHI 16 BIT)#

<tsb>\_\*#2GB SCSI\*, 1.2GB IDE#

<tsb>#CDrom 32 Toshiba SCSI#

<tsb>/#V-lab video graber, Fastline# #SCSI#/=

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---



## 1.163 Re: Change colors for GtButton

for scott@online.u-net.com; Wed, 12 May 1999 11:44:45 +0100

From: Rostislav Stenicka <rostsoft@iol.cz>

Date: Wed, 12 May 1999 12:42:59 +0100

Subject: Re: Change colors for GtButton

--BOUNDARY.122202416.1

Encoding: quoted-printable

Hello Linda

On 11-Kv=C5-99, you wrote:

> Rostislav wrote

> =

>> But, i using Workbench screen and i need change color only single

>> GtButton from 31 buttons.

> =

> =

> If I understand your needs correctly, you could change the flags for th=

e

> specific gadget so that the text is in the highlight colour (white

> usually) - if you look at the Gadget Flags, the first few state where t=

he

> label for the button should be (left, above, in, etc) - then there is =

a

> flag that makes the colour of the text white.

> =

> If you`re using my FLAGS commodity, which I`ve recently attached to 2

> mails - click on Gadget Flags, and that will tell you what the value is=

> make the text highlighted - though it`s also in the manual, and in the

> on-line help somewhere.

> =

> Alternatively, I think that TextGadget allows you to specify a colour, =

but

> I`m not sure, as I never use Blitz`s gadgets - I always use the GT ones=

=2E

> =

> If there is a way to change the colour other than this, I don`t know wh=

at

> it is, but someone else might.

> =

---

> Hope this helps

> =

> VIC

I it can used only GTText but i need GTButton and there it is unfunktion=  
ed.

> =

> =

> =

> =

> -----

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> =

Regards

-- =

-- =

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<tsb>/RStenicka@seznam.cz "10Mb"/

<tsb><http://web.iol.cz/rostsoft/>

<tsb>\_\*#A4000/040/30 20MB FAST RAM#\*\_

<tsb>\_\*#Cybervision64 4MB#\*\_

<tsb>\_\*#Toccata (AHI 16 BIT)#

<tsb>\_\*#2GB SCSI\*, 1.2GB IDE#

<tsb>\_\*#CDrom 32 Toshiba SCSI#

<tsb>\_\*#V-lab video graber, Fastline# #SCSI#/=

--BOUNDARY.122202416.1

Content-Disposition: attachment; filename="date.asc"

Encoding: quoted-printable

FindScreen 0

WBenchToFront\_

Dim pokus\$(7)

Dim mesice\_nazvy\$(12)

Dim mesice(12)

mesice\_nazvy\$(1) =3D"Leden"

mesice\_nazvy\$(2) =3D"Unor"

mesice\_nazvy\$(3) =3D"Brezen"

mesice\_nazvy\$(4) =3D"Duben"

mesice\_nazvy\$(5) =3D"Kveten"

mesice\_nazvy\$(6) =3D"Cerven"

```
mesice_nazvy$(7) =3D"Cervenec"
mesice_nazvy$(8) =3D"Srpen"
mesice_nazvy$(9) =3D"Zari"
mesice_nazvy$(10) =3D"Rijen"
mesice_nazvy$(11) =3D"Listopad"
mesice_nazvy$(12) =3D"Prosinec"
mesice(1) =3D31
mesice(2) =3D28
mesice(3) =3D31
mesice(4) =3D30
mesice(5) =3D31
mesice(6) =3D30
mesice(7) =3D31
mesice(8) =3D31
mesice(9) =3D30
mesice(10) =3D31
mesice(11) =3D30
mesice(12) =3D31
Window 0,0,0,520,400,#WFLG_ACTIVATE|#WFLG_DRAGBAR|#WFLG_DEPTHGADGET|#WFLG=
_CLOSEGADGET|#WFLG_SMART_REFRESH,"Test window",-1,-1
rok.f=3D2051
mesic=3D2
den=3D21
If rok<1 Then rok=3D1
prechod_rok.f=3D(rok/4)
mesice(2) =3D28
If 0=3D(prechod_rok-Int(prechod_rok)) Then prechod_rok=3Dprechod_rok-1 : =
mesice(2) =3D29
For mes=3D1 To mesic-1
soucet_dni_mes.f=3Dsoucet_dni_mes+mesice(mes)
Next mes
poc_dni.f=3D((rok*365)+Int(prechod_rok)-1)+soucet_dni_mes+(den-1)
dni.f=3D((poc_dni/7)-Int(poc_dni/7))*7
poc_dni2.f=3D((rok*365)+Int(prechod_rok)-1)+soucet_dni_mes
dni2.f=3D((poc_dni2/7)-Int(poc_dni2/7))*7
NPrint poc_dni
NPrint poc_dni/7
NPrint prechod_rok
NPrint dni
```

```
If 0.8<(dni-Int(dni)) Then dni=3DInt(dni)+1
dni=3DInt(dni)
If 0.8<(dni2-Int(dni2)) Then dni2=3DInt(dni2)+1
dni2=3DInt(dni2)
NPrint dni
NPrint "rok=3D",rok," mesic=3D",mesic,"-",mesice_nazvy$(mesic),"-dni-",me=
sice(mesic)
NPrint " "
NPrint " "
NPrint "ned pon ute str ctv pat sob"
NPrint "1 2 3 4 5 6 7"
dny_odpocet=3D0
zac_mes=3Ddni2+1
Repeat ;; dny_odpocet=3Ddny_odpocet+1
For dny_v_tydnu=3Dzac_mes To 7
dny_odpocet=3Ddny_odpocet+1
;WColour 1 : If den=3Ddny_odpocet Then WColour 4
;WLocate 10+(dny_v_tydnu*(6*6)),(dny_odpocet_poz*15)+100 : NPrint dny_o=
dpocet
GTButton 0,dny_odpocet+100,10+(dny_v_tydnu*(6*6)),(dny_odpocet_poz*15)+=
100,30,15,Str$(dny_odpocet),0,1
If dny_odpocet>mesice(mesic)-1 Then dny_v_tydnu=3D7
Next dny_v_tydnu
dny_odpocet_poz=3Ddny_odpocet_poz+1
zac_mes=3D1
Until dny_odpocet>mesice(mesic)-1
AttachGTLlist 0,0
MouseWait
End
--BOUNDARY.122202416.1
```

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--BOUNDARY.122202416.1--

## 1.164 CIA Interrupts are Go!!!!

for scott@online.u-net.com; Mon, 24 May 1999 12:04:07 +0000

From: Anton Reinauer <anton@ww.co.nz>

Date: Mon, 24 May 1999 23:02:30 +1200

Subject: CIA Interrupts are Go!!!!

I've finally got the CIA interrupts allocating and firing! The main problem I was having with the firing part, was I was using an '&' instead of an '?' for the interrupt routine label.... DOHHHHH! Well, I was used to getting label addresses in assem, and you use a '&'!! Anyway, I'll put it on the list when I've tidied it up. It does seem to vary slightly under load (weirdly, it fires more when under load!), so I don't think I'll be able to use it for a long term timer :( I'll do some more testing and get back to ya.

- Looks like I'll have to use Dave's suggestion after all :-)

Ps: I've had it firing 436 times per 50th (updating a count variable), with no noticeable CPU use on the 040!! That's 21,800 times a second!

Seeya- Anton

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.4)  
<<http://www.ww.co.nz/home/anton/>>

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## 1.165 Re: CIA Interrupts are Go!!!!

for scott@online.u-net.com; Tue, 25 May 1999 02:38:41 +0100

From: Anton Reinauer <anton@ww.co.nz>

Date: Tue, 25 May 1999 13:34:43 +1200

Subject: Re: CIA Interrupts are Go!!!!

--BOUNDARY.2017364560.1

On 25-May-99, Curt Esser wrote:

> Hi Anton

> On 24-May-99, Anton Reinauer wrote:

>> I've finally got the CIA interrupts allocating and firing! The main  
>> problem I was having with the firing part, was I was using an '&'  
>> instead of an '?' for the interrupt routine label.... DOHHHHH! Well,  
>> I was used to getting label addresses in assem, and you use a '&'!!  
> Yes, it's always this sort of stuff that causes me to tear out my hair  
> ;)

The embarrassing thing is it's the second time I've done it now!! :-s  
I spent several days fighting paper Boa Constrictors, reading the  
disassemblies of the C object code and the CIA resource (which I had to  
peek around around in memory to find first, as it's not on disk)! :-)  
Only to come back to debugging the Blitz code to find the pointer to  
the code pointed to nothing- oops. But it wasn't all a waste of time as  
I found out in the process that the interrupt code ends in an RTS,  
rather than an RTE as the documentation on exceptions I had, said. It  
crashes with a RTE BTW.

>> Anyway, I'll put it on the list when I've tidied it up. It does seem  
>> to vary slightly under load (weirdly, it fires more when under  
>> load!), so I don't think I'll be able to use it for a long term timer  
>> :( I'll do some more testing and get back to ya.  
> I'm looking forward to the finished code. By varying, how much  
> in-accuracy is there?

About 6% between idle and 100% CPU use (a mousewait command). But this  
is firing at 21,800 times a sec- it might be better at a reasonable rate  
(the slowest is about 5 times a sec).

> I don't need anything but a fairly reliable 60th second regardless of  
> screenmode.

It should be alright for that- I probably can't use it, as I'm using  
it to keep multiplayer over the internet all on the same time, and the  
variation is probably too much. Also looking at the hardware specs in  
the DEV docs:

BFE401 talo CIAA timer A low byte (.715909 Mhz NTSC; .709379 Mhz PAL)

It might fire slightly differently on NTSC and PAL systems, but  
obviously won't be affected by GFX card screens.

I'll have to check if the VBlank timer is affected by GFX cards- I'll  
have to whip a small test program- should be easy with the CIA  
timers :-)

Anyway, here's the program to have a play with: it's pretty messy at  
the moment- I'll fix that up. To allocate a CIA-B timer first put  
preferA=#False# in #FindFreeTimer#.

Ps: How do you exit an assem only function again?

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed  
for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.4)

<<http://www.ww.co.nz/home/anton/>>

--BOUNDARY.2017364560.1

Content-Disposition: attachment; filename="CIA example.lzx"

Encoding: base64

TFpYAAwACgQAAA8AxxsAAFQIAAAKAgAAAAoAAMo61wHOD8OKTbXouwdDSUEuYXNj2AieOAAA  
miAhkQAD+Ct9S59AFekPE8gg43iqVYLKMwBNGQRIWvVZK66qCPQuN9Q9E15eM/+O/4AEpgA  
KZEAADIAD0tusG9zz3vb54EhM631uvTp5Ij2hHWny5kbksB66S9tHIW14R5hCW1OF1wb20N6  
ZtNm6r0tN2GZ2E267W0eDaoRimJpC15aRpKUoNzI7nBJI5CJeg0gfSHFJauQs5IEAhLkuny  
FuTOfg4/c8fMPJskECAMSeDrgltxYk8VpWCrVDrGCsN0RAMaxRbF4FDVBerX3F5r0yrWGJGr  
COqC/+QQuARGNQg1omITiY7r0HV/nK4e30FNTnDQdZJIx1IVbII0OABsgNEZxpqhccE9C4Yh  
ZnQ5xs+v3i/pXtRznHDDStTUQ5jyFhEjHgAxrAS0/fJC/o0orSK3CgbjLG7K2CjH0MR74gi5  
i44fk4D+OeiEYhjoyAECQdUpUptNcG8HGhISepT8gnLSqXct0ESX7wrAWXjuKzZVPSAnAsV  
8sSvCsTvVQpqtpr98cl+Of3wd1n8s54+ePg6qpriSCn6kMgO6I+KHIIz1xhnpCCFUPI8nYI  
XTrnwOwciG5dlkGpuo0MjFbcALtitzpPFsK6WWLh3fCxQFxtw8ee4jgGOiOsxbrCVxqHO0b  
SDx1VSEk8/qT5nMJbaht/P1hqDuB9HEofahSSe6i3VSzjFiuGQwdi8Py9+HT4TgU4LAjciX  
wiCyOJSP2XbBVf3JOWrb91N+dwvd75zFn58c45jdobvPlgxdGvtnsulgDhn0EHdN5/YWWaG  
htnY9oNGo2zPLzHDtjcTsa1cdOdS1CFQFsK/LWV1IZHRfbAPe4VI3LepuiQLa5fQXWEYKN/k  
ggMjg6phnTGgqirjo5JpP3SotnyDQIVmDsW3rlEvvnLZKFFSFVLDfbwYuQcjhQG5XR2OE9TG  
p874GqB3j+T+Q+R4WQ8Bvg95KU2siy9xkDFirAWp6rQSuXTj9b17iethSAULOTlecK1dJR2M  
0fJbUIu360/Pd+3FqMuQ16vpxqDIc5/3CjauVAYnsgsA2F4dMd07iV6yuV/8PhgYve4DQUco  
u0SrGbhjtscQZHDFxxDEVAKLwU1UkxJscQXkKUQgLIL6BcGilT5V6CN7OAYAsWCEqNF9m0p  
/SEy8NvLAPlihqChr7wJ7E2goW1K4NI6cXsvUZ8HU2RqjpOF0alwkUN/5hOgrXw4QuBE+d  
mPRIU/wtNQwZTET8/FO0Ge49GYZ6YdJCMzFNdXUQjbNHh21NzoX7PiGbTQ3Vrh5+bVPdqW2Z  
SCY4zz5nAPjHoLsIqQHvaZI0MXKXuZ56MXk2eU17mooJbIwpjpJk7tDzh2dr7gwgU3SI07VW  
+WVYLPc/jrZ+os/qsYad2i4AKRDi3PA8iFgTCPwrKdIQ7/PTb61QWnm4eALbCfkaeuxKKtZI  
nFvCzhvpkaYpDBlkUGK5WhWgQHY+yWNMsN9NRevWkhE1afjO8aPvrXu3M3WgtiBpIY3S6GFO  
UathSA4OaqHURF1u5Yd1ha7/c6U5XMRteDo0PTX+44VRTFFTIHdGL0xR0kMNJk1UYzCqMjM  
jZ7mw8BGCjG3Ry/TueZL19HDI3jcVyvmpps+chOR22bJorWFeNv/1UCDxbg2q7ytTFXKQ2pTz  
+sElygLT70huzF1Xvbs63nPO6fWDRAU3VzJBkrmhpcmmZFxtP+NraKyy7LabwoFzhNw6wa  
P/vbZfTOo3WoyZk+FBQPQ7IuatG7GsibBmiwg0bZEbrC6n9+0KfRsBLgyk1+MAD8ojBU1Kab  
Wmm20gM+dezNqbBmCJrwxFSsTOuTWMD8IE1aVdqyq+VBCANNkaFpR7FXaU63tlSzE1Nouw/L  
WeOF7wbZmIlxBYdVrO3aI5JdRGn7dkQ8qCRbOcLJvV0yY3ZKveR4CHNGDUbtffZFNwb3NEHNM

FyclpPWSU6zTyLc1qXFfoTqqucTjHsvZpxtP9Fp48V7D7vjpYu4V7iogi37Ngu5P4XN8JGG4  
 MIN43EMQo6LgBnm7PgKdqIWraP35ebq39vqVPry8vouV9HvOPkLyEbXmB1wLn8EFNF6K1/My  
 cS7BfcWMpjuMIVtWUPCe3s1EcJR1/M9T8qvV3CnGrbw/tMv5ab3PQp4auGQny0WaHS09nsDM  
 KX1ZeS+2f4+Ef5b5jdtCdGju+157gHohNrUfHL7Kccd5lzX9p1JEFWvOrphvW53ILyTO5LMS  
 RQdJ8Zh23MWwToeXcfqfHLTyBbKxr4bDX8QYvzdM9cPficBd6I/pppv/4dT6f8cvBH0Zci2J  
 nkNDH7R8M7/N0D2qfnJql2FjboqIKGlj27A4cHM9rNrIj2xuqKwOJ+Y5Yj9Mc0fF9Su6t4n4  
 X2uZu+wULg+mjVsU8VEJByigRL+DdRVOnbbeN2Qa8nTMMzYwiIzOqbjnusd/Jn+qg5qfP+AN  
 GY994DJUEYQz9nAITD1ufWYUguid5zxhszM7i5PnTVX51f23/v/LnEdp5kHwct3Ou54++bqI  
 Z5wJboE30fonplb2OcfnO36fc92+jq40COPd1rLLvEI4TgE25fptshgbVsH/TPDm8t+T6C1Y  
 IgMh7++fdumgEo4i4LVJAAvWwoaWvlZnTbDRtFmB5henKVidCm/gis9cXWXubP5uqOstYg4U  
 65gl82rFIFYZ2csTm+Z2/tHozBPqpnmuH8h8judDhtK8bzGHul+obP8kZhK9DwGAVB0pTyz6  
 fvUJDYf2epF9iu3ubf+HkvCZUZAdflV2qPi/Kf+PY5kmfsX8fsDa4KjvwduWoVufndxerwSs  
 4bwwTHcnLOUFP1MZ6sPgDQCdAAA=  
 --BOUNDARY.2017364560.1

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--BOUNDARY.2017364560.1--

## 1.166 Re: CIA Interrupts are Go!!!!

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Wed, 26 May 1999 01:01:24 +0100

From: Anton Reinauer <[anton@ww.co.nz](mailto:anton@ww.co.nz)>

Date: Wed, 26 May 1999 11:25:52 +1200

Subject: Re: CIA Interrupts are Go!!!!

On 04-Jan-78, James L Boyd wrote:

> Anton Reinauer churned out \*this\* drivel:

>> :-s

> Wow, don't know about you lot, but on my screenmode and font, that

> looks /so much/ like Marilyn Manson it's unbelievable ;)

> Er, sorry :)

Cool! I take that as a compliment!! :-))

> BTW If this works, good work Anton :)

It /Does/ ! :)

--

Anton Reinauer <[anton@ww.co.nz](mailto:anton@ww.co.nz)>

-----  
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## 1.167 Re: CIA Interrupts are Go!!!!

for scott@online.u-net.com; Mon, 24 May 1999 19:42:35 +0100

From: Curt Esser <camge@ix.netcom.com>

Date: Mon, 24 May 1999 13:25:23 -0500

Subject: Re: CIA Interrupts are Go!!!!

Hi Anton

On 24-May-99, Anton Reinauer wrote:

> I've finally got the CIA interrupts allocating and firing! The main  
> problem I was having with the firing part, was I was using an '&'  
> instead of an '?' for the interrupt routine label.... DOHHHHH! Well,  
> I was used to getting label addresses in assem, and you use a '&'!!  
Yes, it's always this sort of stuff that causes me to tear out my hair ;)  
>  
> Anyway, I'll put it on the list when I've tidied it up. It does seem  
> to vary slightly under load (weirdly, it fires more when under load!),  
> so I don't think I'll be able to use it for a long term timer :-( I'll  
> do some more testing and get back to ya.

I'm looking forward to the finished code. By varying, how much in-accuracy is there?

I don't need anything but a fairly reliable 60th second regardless of screenmode.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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## 1.168 Re: CIA Interrupts are Go!!!!

for scott@online.u-net.com; Tue, 25 May 1999 23:41:42 +0100

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Tue, 03 Jan 1978 23:59:44 +0000

Subject: Re: CIA Interrupts are Go!!!!

Anton Reinauer churned out \*this\* drivel:

> :-s

Wow, don't know about you lot, but on my screenmode and font, that

---

looks /so much/ like Marilyn Manson it's unbelievable ;)

Er, sorry :)

BTW If this works, good work Anton :)

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

640K ought to be enough for anybody.

-- Bill Gates in 1981.

-----  
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## 1.169 Cia Interrupts in Blitz

for scott@online.u-net.com; Sat, 8 May 1999 02:35:11 +0100

From: Anton Reinauer <anton@ww.co.nz>

Date: Sat, 08 May 1999 13:31:38 +1200

Subject: Cia Interrupts in Blitz

--BOUNDARY.2016907952.3

I'm converting a Dev CD C example, of doing a CIA interrupt (OS legal) to Blitz. Now I've got a problem, with one of the commands (code attached below). #AddICRVector\_a# freezes the compiler, before the code executes, and crashes if the debugger is off- you can hit the Panic! button and everything is fine (and you can keep doing it- normally it'll crash the second time). Can a couple of people test it to check I don't have a corrupted lib- ta.

I suspect there's a problem with ciao.resource1 and ciab.resource1 libs (and it hasn't been found yet, as no-one's done any CIA stuff :), as the Autodocs only have one set of commands for both CIA's, ie: it has just #AddICRVector#. I'll probably replace the libs with an FD convert of the cia\_lib.fd (in place of ciao.resource1), and then everything will be in line with the RKMs. Also it'll give us a free library slot where ciab.resource1 is! :-)

What do ya reckon- should I do it, and then Fred can update his

official libs list.

And yes, I'll put the code on the list, soon as I get it working :-)

I'm doing it for multi-player games, so we can have an accurate timer, no matter the screen rate- I think from memory (I'll have to check), that timer B on the CIA-B chip, has highest priority, and can't be interrupted by anything, so should work well.

From reading the docs they say that the V-Blank interrupt is accurate over long periods. Does any one know if it changes to the GFX card rate, or does it still stay at NTSC/PAL rates when a GFX card screen is up?

I'll test the CIA timer later- I've got an extra bare 1200- I'll put one under CPU stress, and the other idling, and see if there's any deviance after a couple of hours!

Seeya- Anton

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.4)

<<http://www.ww.co.nz/home/anton/>>

--BOUNDARY.2016907952.3

Content-Disposition: attachment; filename="Cia\_Test.asc"

Stop

If AddICRVector\_a(ft,TA,ft)=0 ; this command screws up the compiler!

; even if the debugger is off

EndIf

End

--BOUNDARY.2016907952.3

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--BOUNDARY.2016907952.3--

## 1.170 Re: Cia Interrupts in Blitz

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 9 May 1999 00:03:28 +0100

From: Anton Reinauer <[anton@ww.co.nz](mailto:anton@ww.co.nz)>

Date: Sun, 09 May 1999 09:55:54 +1200

---

Subject: Re: Cia Interrupts in Blitz

On 09-May-99, David McMinn wrote:

> Resources don't work properly in Blitz anyway. Julian Kinraid sent a  
> few fixed resources libraries (i.e. blahresource.library1) to the list  
> a while ago. I suggest you check the list message archives on Aminet,  
> probably January or February 1999.

I'll check it out, or chat to him sometime- I suspected as much, as I  
FD converted the cia\_lib.fd, and that didn't work, or acted the same as  
the original libs! I knew it was weird, as it wasn't behaving like my  
programs normally do when I've screwed up! :)

--

Anton Reinauer <anton@ww.co.nz>

-----  
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## 1.171 Re: Cia Interrupts in Blitz

for scott@online.u-net.com; Sun, 9 May 1999 00:04:16 +0100

From: Anton Reinauer <anton@ww.co.nz>

Date: Sun, 09 May 1999 10:04:51 +1200

Subject: Re: Cia Interrupts in Blitz

On 09-May-99, Curt Esser wrote:

> No, your library is OK - or else, mine is bad too. It does exactly the  
> same here.

Cool- ta.

>> I suspect there's a problem with ciaa.resource1 and ciab.resource1  
>> libs (and it hasn't been found yet, as no-one's done any CIA stuff  
>> :), as the Autodocs only have one set of commands for both CIA's, ie:  
>> it has just #AddICRVector# . I'll probably replace the libs with an  
>> FD convert of the cia\_lib.fd (in place of ciaa.resource1), and then  
>> everything will be in line with the RKMs. Also it'll give us a free  
>> library slot where ciab.resource1 is! :-)  
>> What do ya reckon- should I do it, and then Fred can update his  
>> official libs list.  
> Yes, please do!

I'll have to get the fixed resources first- I'll get back to ya :-)

>> And yes, I'll put the code on the list, soon as I get it working :-)

> GREAT! I've been trying to figure this out for a long time, with no

> luck...

Oh, it's fun! First you have to try and figure out the C code, then then OS stuff, and finally the example hits the hardware (I think it should have used an OS call instead actually)! The hardware hitting was the easiest, as I used to program C64s :-)

> BTW, there are also some similar cia-timer commands for the  
> Lowlevel.library which I wanted to try (as it looks much simpler) but  
> there is no Blitz "lowlevel.library1", at least not in my version.  
> Does anybody have one, or the fd file for lowlevel.library?

But would that do things OS legal? As using the CIA resource you check whether a timer has been allocated first, and then allocate it if it hasn't. I've got an example from Aminet on hitting the hardware direct in assem if you want to do it that way :-)

Seeya- Anton

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.4)  
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## 1.172 Re: Cia Interrupts in Blitz

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 9 May 1999 00:06:07 +0000

From: Anton Reinauer <[anton@ww.co.nz](mailto:anton@ww.co.nz)>

Date: Sun, 09 May 1999 10:13:06 +1200

Subject: Re: Cia Interrupts in Blitz

On 09-May-99, Dave wrote:

>>> From reading the docs they say that the V-Blank interrupt is  
>>> accurate over long periods. Does any one know if it changes to the  
>>> GFX card rate, or does it still stay at NTSC/PAL rates when a GFX  
>>> card screen is up?

>> I think it changes, and possibly also changes with different  
>> "monitor" settings, but I can't check it as I have no GFX card, and  
>> only can use PAL/NTSC monitors...

>> Does anybody know?  
> You can fetch the vblank frequency value from execbase, or maybe it's  
> from gfxbase. I should imagine that one of those will tell you how  
> many vblanks happen per second. (do these change when your in  
> different screen modes?? I would have thought so...ie, ntsc/pal)  
Yeah it does with NTSC and PAL (60/50hz), but does it change if you  
open a screen on a GFX card (say if it was running at 75hz)? If you  
could get it's frequency from the OS, it would be ok- as long as the  
user didn't switch screens and the frequency changed... :-/  
> Do you really need counting down timers?? Why not simply call  
> CurrentTime. It returns the current seconds.l and microseconds.l in  
> two memory variables (useful for blitz)...ie  
> seconds.l=0:micros.l=0  
> CurrentTime\_ &seconds,&micros  
> That's what I usually use, and it hasn't failed me yet..(ie, micro  
> seconds are accurate enough for me...1000th of a second accuracy!)  
Hmm, that sounds good :) I assume being the Current Time, it's  
accurate over long periods? Is there anyway someone could change it by  
resetting the clock? I suppose you could check that the time changes  
were in acceptable limits if you could, and also check the system time  
with the Server/Clients etc.

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed  
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<<http://www.ww.co.nz/home/anton/>>

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## 1.173 Re: Cia Interrupts in Blitz

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 10 May 1999 03:42:56 +0100

From: Anton Reinauer <[anton@ww.co.nz](mailto:anton@ww.co.nz)>

Date: Mon, 10 May 1999 13:36:50 +1200

Subject: Re: Cia Interrupts in Blitz

On 09-May-99, Dave wrote:

>> Yeah it does with NTSC and PAL (60/50hz), but does it change if you  
>> open a screen on a GFX card (say if it was running at 75hz)? If you  
>> could get it's frequency from the OS, it would be ok- as long as the  
>> user didn't switch screens and the frequency changed... :-/

> Yes..I wondered that too. I think were talking about execbase vbf. I  
> think that is the base frequency for machine ntsc/pal. But I seem to  
> remember something in gfxbase about vblanks too, maybe it's the  
> current vblank or something..I'm not sure. Are you sure you need to  
> know how many vb per second??

Yeah, to make sure the timers on all machines in a multi-player game,  
are all running the same. And also, for a 2D game, to make sure objects  
move at the correct speed.

Does anyone know, if you can select a certain frequency rate for a GFX  
card screen (maybe using some of the selection code already posted to  
the List)? Say for example only select a 640\*480 screen running at  
50hz.

If you couldn't, you'd have to drop frames to get it running  
correctly.

>> Hmm, that sounds good :) I assume being the Current Time, it's  
>> accurate over long periods? Is there anyway someone could change it  
>> by resetting the clock? I suppose you could check that the time  
>> changes were in acceptable limits if you could, and also check the  
>> system time with the Server/Clients etc.

> Well, I use that as the current local time, number of seconds since  
> midnight (I think), so all I do is check for the  
> new\_seconds<last\_seconds\_check and if that's true...we've gone thru  
> midnight and I just add the difference (to make sure the wrap around  
> is correct).

Yes, that would work fine for me. :-)

> Someone could change this...but I don't think it's that  
> likely while they are playing a game.

You, should see some of the things I've done while playing Quake!  
Replying to ICQ messages while in the middle of a multi-player  
firefight (well not for long :), etc (the Amiga is amazing at this sort  
of  
thing :-).

It's not really idiot-proof enough for me :-/ Neither is the CIA  
method, as a bad program could hit the hardware and stuff it up as  
well, but it's a lot less likely. Maybe with a few logical checks it

could be used. The same would be needed for the CIA method as well.

> As far as I'm concerned, it's

> just a micro second+second timer for me, I don't care what the actual

> time is, so it doesn't matter if they haven't got a RTC, as I just use

> the difference as a stopwatch.

Yeah, that's all I want it for as well.

Seeya- Anton

--

Anton Reinauer <anton@ww.co.nz>

-----  
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## 1.174 Re: Cia Interrupts in Blitz

for scott@online.u-net.com; Mon, 10 May 1999 03:43:34 +0100

From: Anton Reinauer <anton@ww.co.nz>

Date: Mon, 10 May 1999 14:10:44 +1200

Subject: Re: Cia Interrupts in Blitz

On 09-May-99, Curt Esser wrote:

>> But would that do things OS legal? As using the CIA resource you

>> check whether a timer has been allocated first, and then allocate it

>> if it hasn't.

> I think so, although it really doesn't say. It looks like it does the

> allocation stuff for you, and returns 0 if all the timers are spoken

> for.

> You just supply the pointer to the interrupt routine.

Can you allocate the Timer you want, as only the CIA-B ones are accurate, as they can't be interrupted by any other source. Here's some docs from Exceptions.lha on Aminet:

3. What is in the exception table?

~~~~~

The table is a list of addresses. It is split into 3 sections:

1. Error exceptions. These occur when the processor can't continue.
2. Autovectors. These occur when the processor's INTx pins are touched.
3. Trap vectors. These occur when a TRAP #x command occurs.

-----

\$64 Autovector 1 - see below.

\$68 Autovector 2 - see below. This handles CIA A.

---



\$6C Autovector 3 - see below. This handles the display and blitter ints.

\$70 Autovector 4 - see below. This handles the audio interrupts.

\$74 Autovector 5 - see below.

\$78 Autovector 6 - see below. This handles CIA B.

\$7C Autovector 7 - see below. This is the Non Maskable Interrupt.

-----  
 4. Autovectors - external causes  
 ~~~~~

The autovectors are the only source of interrupts external to the MC680x0. They are prioritised, so if a level 1 interrupt is occurring and a level 2 requires processing in the middle of this, the lev1 is stopped and the lev2 is handled. This can go on up to lev7 - the non maskable interrupt. The lev 7 cannot be turned off and cannot be stopped once it starts. This is how the Action Replay works.

The autovectors on the MC680x0 can be caused by one of two things. The first is a hardware hacker banging on the processor's INTx pins. This is more commonly caused by something like an Action Replay cartridge.

The other way autovectors get called is via the Paula chip. Paula is very clever, and she does some multiplexing to turn the 7 interrupts into 14! Basically, of the 14 possible system interrupts, anything between 1 and 4 are handled by a single autovector. The interrupts generated can be set by the INTENA custom register. An interrupt is started by either hard or software writing into Paula's INTREQ register. Paula sees this and checks from her INTENAR register to see if the interrupt is meant to be on. If it is she causes the correct autovector exception to happen. This autovector should check which interrupt caused it, then turn off the correct INTREQ flag.

Here is a table of interrupts:

Vec. Int. Name Means this has happened

1 0 TBE Generated by the CIA B chip - the serial port's transmit

buffer is empty and needs refilling/restarting.

1 1 DSKBLK Generated by Paula when the disk hardware has finished

reading the specified disk track into memory

1 2 SOFTINT Generated by exec - ie in software. Read the RKMs! A software interrupt is used to do lots of work that needs

a higher priority than tasks but not interrupts.

2 3 PORTS Generated by the CIA A timer chip

3 4 COPER Generated by the copper at a specific screen

location.

This is a cheat - the copper is programmed by the coder

to write \$10 into INTREQ, but it allows the copper to identify itself as the source of the interrupt.

3 5 VERTB Generated by Denise/Lisa when the vertical blank starts.

The vertical blank is when the bottom of the screen is

reached by the electron beam in the telly and it has flick back up to the top of the screen.

3 6 BLIT Generated by Agnus/Alice when the blitter finishes drawing.

4 7 AUD0 Generated by Paula when she finishes playing a sound on

audio channel 2

4 8 AUD1 Generated by Paula when she finishes playing a sound on

audio channel 0

4 9 AUD2 Generated by Paula when she finishes playing a sound on

audio channel 3

4 10 AUD3 Generated by Paula when she finishes playing a sound on

audio channel 1

5 11 RBF Generated by the CIA B chip - the serial port's receive

buffer is full, and you should empty it for more data get in.

5 12 DSKSYNC Generated by Paula, when the disk hardware finds a disk

syncword to indicate the start of a track. The reason

this is such a high priority is because you only have

a few microseconds to start the disk hardware

reading or

writing data before the disk has spun too far.

---

6 13 EXTER Generated by the CIA B timer chip. This is more precise than the CIA A timer because it is guaranteed not to be preempted by another Amiga interrupt. Only the NMI can stop it, and that's not likely as only external hardware can cause one.

~~~~~  
We want this one!! :-)

I remember something about timer B on CIA-B having priority over timer A on CIA-B. But I'll have to check that out.

Seeya- Anton

--

Anton Reinauer <anton@ww.co.nz>

-----  
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## 1.175 Re: Cia Interrupts in Blitz

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sat, 8 May 1999 17:26:36 +0100

From: Curt Esser <[camge@ix.netcom.com](mailto:camge@ix.netcom.com)>

Date: Sat, 08 May 1999 11:18:03 -0500

Subject: Re: Cia Interrupts in Blitz

Hi Anton

On 07-May-99, Anton Reinauer wrote:

> I'm converting a Dev CD C example, of doing a CIA interrupt (OS legal)  
> to Blitz. Now I've got a problem, with one of the commands (code  
> attached below). #AddICRVector\_a# freezes the compiler, before the code  
> executes, and crashes if the debugger is off- you can hit the Panic!  
> button and everything is fine (and you can keep doing it- normally  
> it'll crash the second time). Can a couple of people test it to check I  
> don't have a corrupted lib- ta.

No, your library is OK - or else, mine is bad too. It does exactly the same here.

> I suspect there's a problem with `ciaa.resource1` and `ciab.resource1`  
> libs (and it hasn't been found yet, as no-one's done any CIA stuff :),  
> as the Autodocs only have one set of commands for both CIA's,  
> ie: it has just #AddICRVector#. I'll probably replace the libs with an  
> FD convert of the `cia_lib.fd` (in place of `ciaa.resource1`), and then  
> everything will be in line with the RKMs. Also it'll give us a free

> library slot where ciab.resource1 is! :-)  
> What do ya reckon- should I do it, and then Fred can update his  
> official libs list.  
Yes, please do!  
>  
> And yes, I'll put the code on the list, soon as I get it working :-)  
GREAT! I've been trying to figure this out for a long time, with no luck...  
BTW, there are also some similar cia-timer commands for the Lowlevel.library  
which I wanted to try (as it looks much simpler) but there is no Blitz  
"lowlevel.library1", at least not in my version.  
Does anybody have one, or the fd file for lowlevel.library?  
> From reading the docs they say that the V-Blank interrupt is accurate  
> over long periods. Does any one know if it changes to the GFX card  
> rate, or does it still stay at NTSC/PAL rates when a GFX card screen is  
> up?  
I think it changes, and possibly also changes with different "monitor"  
settings, but I can't check it as I have no GFX card, and only can use  
PAL/NTSC monitors...  
Does anybody know?  
What I really want is a way to know how many seconds have passed (or better,  
1/60th seconds), regardless of the Screen mode.  
Later...

--

Yours electronically,  
Curt Esser  
cange@ix.netcom.com  
[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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## 1.176 Re: Cia Interrupts in Blitz

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 9 May 1999 04:24:26 +0100  
From: Curt Esser <[cange@ix.netcom.com](mailto:cange@ix.netcom.com)>  
Date: Sat, 08 May 1999 20:57:32 -0500  
Subject: Re: Cia Interrupts in Blitz  
Hi Anton  
On 08-May-99, Anton Reinauer wrote:

> On 09-May-99, Curt Esser wrote:

>> BTW, there are also some similar cia-timer commands for the  
>> Lowlevel.library which I wanted to try (as it looks much simpler) but  
>> there is no Blitz "lowlevel.library1", at least not in my version.

>

>> Does anybody have one, or the fd file for lowlevel.library?

>

> But would that do things OS legal? As using the CIA resource you check

> wether a timer has been allocated first, and then allocate it if it

> hasn't.

I think so, although it really doesn't say. It looks like it does the  
allocation stuff for you, and returns 0 if all the timers are spoken for.

You just supply the pointer to the interrupt routine.

> I've got an example from Aminet on hitting the hardware direct

> in assem if you want to do it that way :-)

Thanks, but I really don't want to hit the hardware for this.

Yours electronically,

Curt Esser

camage@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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## 1.177 Re: Cia Interrupts in Blitz

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 9 May 1999 04:28:30 +0100

From: Curt Esser <[camage@ix.netcom.com](mailto:camage@ix.netcom.com)>

Date: Sat, 08 May 1999 22:13:28 -0500

Subject: Re: Cia Interrupts in Blitz

Hi Dave

On 08-May-99, Dave wrote:

>> Yeah it does with NTSC and PAL (60/50hz), but does it change if you  
>> open a screen on a GFX card (say if it was running at 75hz)? If you  
>> could get it's frequency from the OS, it would be ok- as long as the  
>> user didn't switch screens and the frequency changed... :-/

>

>

> Yes..I wondered that too. I think were talking about excbase vbf. I think

> that is the base frequency for machine ntsc/pal. But I seem to remember  
> something in gfxbase about vblanks too, maybe it's the current vblank or  
> something..I'm not sure. Are you sure you need to know how many vb per  
> second?? Ie, you could not simply count vblanks, and have a counter  
> continually going up?? (ie, are seconds important??)

Well, for my purposes I need to know the seconds. Not necessarily how many  
have passed, but at least how many VBlanks there are per second.

What I'm doing is loading sound samples, and reading the iff header to  
determine the playing time for each sample. This is returned as seconds,  
since samples always play at the same speed, regardless of VBlank rate.

Then I use this information to know how long to disable the music on a sound  
channel while the sound is playing, and turn it back on when the sound is  
done.

If I know what the Vblank rate is, I can also convert it to use that.

But with the earlier code that was posted, I could run a little test to  
determine that.

Later...

--

Avoid reality at all costs.

Yours electronically,

Curt Esser

camage@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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## 1.178 Re: Cia Interrupts in Blitz

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sat, 8 May 1999 19:20:28 +0100

From: "Dave" <[dave@nbsamiga.demon.co.uk](mailto:dave@nbsamiga.demon.co.uk)>

Subject: Re: Cia Interrupts in Blitz

Date: Sat, 8 May 1999 19:16:36 +0100

charset="iso-8859-1"

Encoding: 7bit

>> From reading the docs they say that the V-Blank interrupt is accurate  
>> over long periods. Does any one know if it changes to the GFX card  
>> rate, or does it still stay at NTSC/PAL rates when a GFX card screen is  
>> up?

>

>I think it changes, and possibly also changes with different "monitor"  
>settings, but I can't check it as I have no GFX card, and only can use  
>PAL/NTSC monitors...

>

>Does anybody know?

>

>What I really want is a way to know how many seconds have passed (or  
better,

>1/60th seconds), regardless of the Screen mode.

You can fetch the vblank frequency value from execbase, or maybe it's from  
gfxbase. I should imagine that one of those will tell you how many vblanks  
happen per second. (do these change when your in different screen modes?? I  
would have thought so...ie, ntsc/pal)

Do you really need counting down timers?? Why not simply call CurrentTime. It  
returns the current seconds.l and microseconds.l in two memory variables  
(useful for blitz)...ie

seconds.l=0:micros.l=0

CurrentTime\_ &seconds,&micros

That's what I usually use, and it hasn't failed me yet..(ie, micro seconds  
are accurate enough for me...1000th of a second accuracy!)

Dave

-----  
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## 1.179 Re: Cia Interrupts in Blitz

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 9 May 1999 04:37:49 +0100

From: "Dave" <[dave@nbsamiga.demon.co.uk](mailto:dave@nbsamiga.demon.co.uk)>

Subject: Re: Cia Interrupts in Blitz

Date: Sun, 9 May 1999 04:37:05 +0100

charset="iso-8859-1"

Encoding: 7bit

Hi Curt,

>What I'm doing is loading sound samples, and reading the iff header to  
>determine the playing time for each sample. This is returned as seconds,  
>since samples always play at the same speed, regardless of VBlank rate.

>

---

>Then I use this information to know how long to disable the music on a sound channel while the sound is playing, and turn it back on when the sound is done.

It's a pity your not playing the music samples using the audio device, as then you can just send requests with higher prioritys and the audio device sorts it all out, ie, you could have music playing, and then a long sample starts, and in the middle of that a smaller sample with a higher priority cuts in, and then returns to the long sample and after that the music ;), but then I love devices ;)

Dave

-----  
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## 1.180 Re: Cia Interrupts in Blitz

for scott@online.u-net.com; Sun, 9 May 1999 01:45:42 +0000

From: "Dave" <dave@nbsamiga.demon.co.uk>

Subject: Re: Cia Interrupts in Blitz

Date: Sun, 9 May 1999 01:44:28 +0100

charset="iso-8859-1"

Encoding: 7bit

> Yeah it does with NTSC and PAL (60/50hz), but does it change if you >open a screen on a GFX card (say if it was running at 75hz)? If you >could get it's frequency from the OS, it would be ok- as long as the >user didn't switch screens and the frequency changed... :-/

Yes..I wondered that too. I think were talking about execbase vbf. I think that is the base frequency for machine ntsc/pal. But I seem to remember something in gfxbase about vblanks too, maybe it's the current vblank or something..I'm not sure. Are you sure you need to know how many vb per second?? Ie, you could not simply count vblanks, and have a counter continually going up?? (ie, are seconds important??)

> Hmm, that sounds good :) I assume being the Current Time, it's >accurate over long periods? Is there anyway someone could change it by >resetting the clock? I suppose you could check that the time changes >were in acceptable limits if you could, and also check the system time >with the Server/Clients etc.

Well, I use that as the current local time, number of seconds since midnight



(I think), so all I do is check for the new\_seconds<last\_seconds\_check and if that's true...we've gone thru midnight and I just add the difference (to make sure the wrap around is correct). Someone could change this...but I don't think it's that likely while they are playing a game. As far as I'm concerned, it's just a micro second+second timer for me, I don't care what the actual time is, so it doesn't matter if they haven't got a RTC, as I just use the difference as a stopwatch.

Dave

-----  
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## 1.181 Re: Cia Interrupts in Blitz

for scott@online.u-net.com; Sat, 8 May 1999 15:53:56 +0000

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Sat, 8 May 1999 15:52:18 +0100

encoding: Quoted-printable

Subject: Re: Cia Interrupts in Blitz

Resources don't work properly in Blitz anyway. Julian Kinraid sent a few fixed

resources libraries (i.e. blahresource.library1) to the list a while ago. =

I

suggest you check the list message archives on Aminet, probably January or February 1999.

Unless someone kept a copy.

--

) ^ V ][ l) Ml =A9 Ml ][ M M

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

I don't suffer from stress. I'm a carrier.

-----  
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---

## 1.182 Re: Cia Interrupts in Blitz

for scott@online.u-net.com; Sun, 9 May 1999 02:51:11 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sat, 08 May 1999 02:33:14 +0000

Subject: Re: Cia Interrupts in Blitz

Dave churned out *\*this\** drivel:

> that is the base frequency for machine ntsc/pal. But I seem to remember  
> something in gfxbase about vblanks too, maybe it's the current vblank or  
If you want the vblanks for the current screen, I think you pass its  
screenmode ID to FindDisplayInfo\_(ID) and then pass the "handle" that  
returns to GetDisplayInfoData\_(), which you can ask for the monitor  
information apparently (I'm just reading the autodocs and guessing  
here, but hopefully, it'll point someone in the right direction ;)

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *\*AMIGA\**, and *\*Dogbert's New Ruling Class.\**

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

Why do cupids and angels continually haunt her dreams/

Like memories of another life?

-- Pixies, /Trompe Le Monde/

-----  
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## 1.183 CIA update

for scott@online.u-net.com; Tue, 18 May 1999 01:42:13 +0100

From: Anton Reinauer <anton@ww.co.nz>

Date: Tue, 18 May 1999 12:40:56 +1200

Subject: CIA update

First I have de good news, and de bad news, and some more good news,  
and more bad news! ;)

Well, I got Julian Kinraid's FD converted CIA resource, and it  
allocates timers OK, *\*BUT\**, it only allocates CIA-A timers, as it

ignores the resource parameter, and just hardcodes to the CIA-A resource :-/ As the Battclock.resource uses CIA-A timer B, you can't use anything but CIA-A timer A.

I've got the interrupt firing finally (it took some weird pointer work- you're right about pointers in Blitz, David!), \*BUT\*, it crashes as soon as it fires! :-/ Now I think it's again down to the bugged resource (as the AbleICR\_ and SetICR\_ don't cause the interrupt to fire either, when they should)- it doesn't seem to change the exception table pointer to my routine, so I think it's just executing any random memory!! PS: does anyone know the location of the VBR on the 040, as I can't find it in the OS includes?

So.. I've got the Cia resource lib offsets (using an assem pragma converter), and I'll try calling them direct, and see if they work.

I'll use AbleICR\_ as well, instead of hitting the hardware as the Dev CD example does- shocking!!!

Oh well, I'm getting better at OS stuff! :-)

Seeya- Anton

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.4)  
<<http://www.ww.co.nz/home/anton/>>

-----  
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## 1.184 CIA Update 2

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Thu, 20 May 1999 10:59:06 +0100

From: Anton Reinauer <anton@ww.co.nz>

Date: Thu, 20 May 1999 21:56:18 +1200

Subject: CIA Update 2

Well, I've replaced the CIA allocation/de-allocation calls with assembler ones, and it seems to run fine, allocating free timers on CIA-A and B.

Now to get the interrupt firing correctly...

Seeya- Anton

---

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed  
for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.4)  
<<http://www.ww.co.nz/home/anton/>>

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## 1.185 Re: Cli Compiler ?

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Thu, 20 May 1999 09:16:10 +0100

From: "David McMinn" <[D.Mcminn@eee.rgu.ac.uk](mailto:D.Mcminn@eee.rgu.ac.uk)>

Organization: The Robert Gordon University, E&EE

Date: Thu, 20 May 1999 09:13:35 +0100

encoding: Quoted-printable

Subject: Re: Cli Compiler ?

> Hey lads, I remember someone mentioned something about clicompiler for  
> Blitz. Has anyone got any information about this?

[Aminet/dev/basic/bc.lha](http://aminet.org/dev/basic/bc.lha)

Its just a bad hack that runs blitz2, loads your source file and then  
compile/runs it or create executable. It des this by simulating mouse even=  
ts.

--

l) ^ V ][ l) Ml =A9 M ][ M Nl

[dmcminn@house-of-mojo.freemove.co.uk](mailto:dmcminn@house-of-mojo.freemove.co.uk)

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Windows98 - the world's first non-operating operating system!

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---

## 1.186 Cli Compiler ?

for scott@online.u-net.com; Wed, 19 May 1999 21:46:06 +0100

From: Peter Thor <thor@mailbox.swipnet.se>

Date: Wed, 19 May 1999 22:31:49 +0200

Organization: Nukleus

Subject: Cli Compiler ?

Hey lads, I remember someone mentioned something about clicompiler for Blitz.

Has anyone got any information about this?

//Thor

--

Peter Thor, Programmer Assembler/Blitz/C/C++

Irc: Joru (irc.stealth.net, #AmigaSWE/#Amiga/#Amigascene)

ICQ: 11277616, Alt-EMail: Joru@hotmail.com

Creative Amigans at: www.ping.be/sillycat

.- Amiga is it! -.

-----  
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## 1.187 Re: Clipping graphics

for scott@online.u-net.com; Sat, 22 May 1999 13:51:33 +0100

From: Curt Esser <camge@ix.netcom.com>

Date: Sat, 22 May 1999 07:42:15 -0500

Subject: Re: Clipping graphics

Hi Luca

On 22-May-99, Luca Carminati wrote:

> Hi men,

>

> Is there a way to open a GTListView gadget without the scroll bar and

> arrows (I don't need them because my listview is tall enough to show all

> the items)?

You could use the tag #GTLV\_ScrollWidth to reduce the width of the scrollbar&arrows down to 1 pixel which would make it "invisible"

The only problem is that this can produce funny looking results with some programs that patch gadtools.

And if your program allows users to select a differnt font or uses their screen's font, will all the items still show in the listview?

---



## 1.189 Re: Clipping graphics

for scott@online.u-net.com; Sat, 22 May 1999 18:41:42 +0100

From: Luca Carminati <toffi@spm.it>

Date: Sat, 22 May 1999 19:38:37 -0500

Subject: Re: Clipping graphics

Encoding: quoted-printable

On 22-May-99, Curt Esser wrote:

>Hi Luca

Hi Curt,

>On 22-May-99, Luca Carminati wrote:

>> Hi men,

>> =

>> Is there a way to open a GTListView gadget without the scroll bar and  
>> arrows (I don't need them because my listview is tall enough to show =  
>> all the items)? =

>You could use the tag #GTLV\_ScrollWidth to reduce the width of the  
>scrollbar&arrows down to 1 pixel which would make it "invisible"

I tried this by using the GTTags and GTSetAttrs commands but it seems tha=  
t Blitz doesn't take them into account. The scroll bar is always 16 pixel=  
s wide.

>The only problem is that this can produce funny looking results with som=  
e

>programs that patch gadtools.

Yes, so I think that using OS functions to clip off an area would be bett=  
er, but... is it possible?

>And if your program allows users to select a differnt font or uses their=  
>screen's font, will all the items still show in the listview?

Yes, because the listview is sized according to the font height and the i=  
tems contained in it are always the same.

-- =

Best regards,

Luca.

---

||

| ----- LUKE'S PROJECTS ----- |

||

| Luca Carminati <toffi@spm.it> |

| A1200/030/2+4Mb/WB3.0/1.2GbHD |

---





Date: 9 May 99 10:28:17 +0100

Subject: Colour Test (was: Re: Oh, no, it's ObtainBestPen again...!)

--=\_8<==MD237356341-7F9668C0==8<=\_=

Encoding: 7bit

Hello Curt,

Give this a try :)

The results will depend on how many colours your screen has.

Requires amigalibs.res

--

Simon

MailTo:simon@gadge.u-net.com

http://www.gadge.u-net.com

ICQ: 22707489

A1200T-060/50-48+2MB-CD-HDx2-V90-SVGA-SCSI-ZII-CGX/3D.

Health Warning! This Amiga Is Genetically Modified(tm)

Revenge AGA:UFO\_EU:WB-Tidy:WB-AnimAL:YAMM & more stuff.

--=\_8<==MD237356341-7F9668C0==8<=\_=

Encoding: plain (7/8 bit)

Content-Disposition: attachment; filename="FindCol.ASC"

X-MD2-FilePath: Cache:FindCol.ASC

WBStartup

FindScreen 0

\*scrn.Screen=Peek.l(Addr Screen(0))

\*view.ViewPort=\*scrn\ViewPort

\*cmap.ColorMap=\*view\ColorMap

R.w=ObtainBestPenA\_(\*cmap,\$FF000000,\$00000000,\$00000000,32)

O.w=ObtainBestPenA\_(\*cmap,\$FF000000,\$88000000,\$00000000,32)

Y.w=ObtainBestPenA\_(\*cmap,\$FF000000,\$FF000000,\$00000000,32)

G.w=ObtainBestPenA\_(\*cmap,\$00000000,\$FF000000,\$00000000,32)

B.w=ObtainBestPenA\_(\*cmap,\$00000000,\$00000000,\$FF000000,32)

P.w=ObtainBestPenA\_(\*cmap,\$FF000000,\$00000000,\$FF000000,32)

W.w=ObtainBestPenA\_(\*cmap,\$FF000000,\$FF000000,\$FF000000,32)

wflags.l=#WFLG\_CLOSEGADGET | #WFLG\_DEPTHGADGET | #WFLG\_DRAGBAR

Window 0,20,20,320,180,wflags,"Find Colour Test",0,1

InnerCls 1

WColour R,1

NPrint ""

NPrint " I should be RED #####"

WColour O,1

```

NPrint " I should be ORANGE #####"
WColour Y,1
NPrint " I should be YELLOW #####"
WColour G,1
NPrint " I should be GREEN #####"
WColour B,1
NPrint " I should be BLUE #####"
WColour P,1
NPrint " I should be PURPLE #####"
WColour W,1
NPrint ""
NPrint " I should be WHITE #####"
Repeat
ev.l=WaitEvent
Until ev=$200
End
--=_=8<==MD237356341-7F9668C0==8<=_=

```

-----

To unsubscribe, e-mail: [blitz-list-unsubscribe@netsoc.ucd.ie](mailto:blitz-list-unsubscribe@netsoc.ucd.ie)  
For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)  
--=\_=8<==MD237356341-7F9668C0==8<=\_=--  
(end of MIME multipart message)

## 1.192 Re: Colourwheel

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 24 May 1999 11:38:23 +0100  
From: "David McMinn" <[D.Mcminn@eee.rgu.ac.uk](mailto:D.Mcminn@eee.rgu.ac.uk)>  
Organization: The Robert Gordon University, E&EE  
Date: Mon, 24 May 1999 11:36:54 +0100  
Subject: Re: Colourwheel  
--Message-Boundary-22409  
encoding: Quoted-printable  
Content-description: Mail message body  
> Hi,  
> Just a quick question. Can you use the Colourwheel gadget in Blitz? How =  
do  
> you do it and how do you read the input to it?  
yes, you use boopsi.  
There's an example attached (by Julian Kinraid I think). Not sure whats in=

the

archive though, or what you need to run it.

--

l) ^ V ][ l) Ml =A9 Ml ][ M N

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

I'd explain it to you, but your brain would explode.

--Message-Boundary-22409

Content-disposition: inline

Content-description: Attachment information.

The following section of this message contains a file attachment

prepared for transmission using the Internet MIME message format.

If you are using Pegasus Mail, or any another MIME-compliant system,

you should be able to save it or view it from within your mailer.

If you cannot, please ask your system administrator for assistance.

---- File information -----

File: Clrwheel.lzx

Date: 23 Oct 1997, 10:00

Size: 4019 bytes.

Type: Unknown

--Message-Boundary-22409

Content-disposition: attachment; filename="Clrwheel.lzx"

encoding: BASE64

TFpYAAAwACgQAAA8A5ikAAAFgOAAAKAgAAAAoAALy28QuX94DI7043JQ5jb2xvcndoZWVsLmFz  
Y0gCJzGAABojMZGAAPgr9Nf5gWQ2SHKjSiECIQcT94xtAHNKnu5M9bj62j2p62oVtnbh33f/  
fxmZAACRGwAxAACTMoCEt/7bvb27XpskxKhkc5vtuLIVTYjiAgp+NuluV5pin5RIRoqIluWQ  
ctVudf2mygXcCKmdqE5TXrIZRFBOE6jiLsBVPD/xgD4meSf24m0o5Sg9JgQL82i5azIJU0te  
mk+EE0jSLvSbzzR/95BkoHAY5HeOInkAZCJMDuwiBmPhl24rWH4EpXrHDIRj1rgIMByIBghr  
BH4GitFqIUKdxaX0Y20LeOErgKn1D+khE1wLnxAIAWOkAQqAzh9IHk8ULEcSTDFimhAABan  
YQStk0PGAiFD2v0qCE0hDJFeLYYTHSCiVuh+LYceQtIM04xCTnAe4BasgLsw8rCZhKyGMCh5  
tKTEn/36tckHJBE3BoYacWpCzBkn1mm5zAAQYgKSYEC4seyCihEWWzd2IQZTsc5GAyzabtoQ  
c62k8TZNtpzRgFMPQ5DC0ak7NOoD7PpNED0kiDM2pDIGVYSYwC3ishq9TtPirA4xwNAyAyKy  
MYHgLzQ6iC34FCfsRIAnWPYiqff/AbnnJZdkAJZ+owTO0fvSMTlpVT5BCGgsIrjeOSyNYFmO  
5Bu5RQdsVwIfnJFyKGX2QuCyncMuhNUqW7di3b6CWtrPEe1QDIFBrIJ4mcCsDC/1B7NGmMe0  
BuwAILsS0IgVWjZiKC0ms0cDbIDWYp6QpORWEzcLkPOc1pYkEWLi4D0MmggyITaBdRAnHv  
5KNw6wX2xvKy65CX0M1SAT5hhs33gQXCsgFLpjJFYV0nIw+CpkEiWjPWYBnCS05rqNKAqQZo  
hE+CNMDF9nAedl9ML+X1N5c+bkMovNet4zHrAkck8EVRBihuRu8cMbBliid2NW+aBlyBy5aB  
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UFJIyA6gZHMxEnJEbDkxovVQK4kfV1+iUhIw7PSKGyVevAshiMhIXoRf9aPIbZqIzNGloICF  
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Zx4Vqfp2r6NBVnOUEZoNSvtWAdKVeJDQBY76Dzl4LMp0vwb4VjgYMEADuRkyYQ+TmQe3m3mQ  
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UigfnJMSjmqg2sO9jYu7N9S99rp1fE4m5E0OQBfHekyxR9lMmGZaFWH7g49aoUILwOcqQ1k  
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AA8AVAEAAPIAAAAKAgaAAAoAAJQ2w2x9328bXSMLYxNjb2xvcndoZWVvLmXpYnJhenkxCAIK  
oAAAgAapmQAD+DIVYpFKDkHVFCsDlk/q3qdK6HilduS2w3nV9LW2he1G/vTP9MAPVML1qiiF  
6AOShcIMkAAAAAAGZAAAOGYDgk9qAuBC/SeypAsDkIdkOnsPIwLIHIEjP/8//8AGSe4Xti6  
QGEaw/UPm4fnGGvH/53LywQ+K5PYq1gsQ1ZHKirUa00qDBBHW9UWgksrduVqwdLPzqHGWTk2  
+ZBYn2HjjD/T+fDi9LBzqLkZBxnpbYrewAzLhbt9bAFAqHI1H72DHVcRu6pdU93Y4h3imTM1  
1TElkm8cffD3v8V13H+YCjfJJ0e4AAA=  
--Message-Boundary-22409

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To unsubscribe, e-mail: [blitz-list-unsubscribe@netsoc.ucd.ie](mailto:blitz-list-unsubscribe@netsoc.ucd.ie)  
For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)  
--Message-Boundary-22409--

## 1.193 Colourwheel

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 24 May 1999 11:30:48 +0100

From: "Neil Bullock" <[i03427@selby.ac.uk](mailto:i03427@selby.ac.uk)>

Subject: Colourwheel

Date: Mon, 24 May 1999 11:33:34 +0100

Encoding: 7bit

X-Info: Selby College, England

Hi,

Just a quick question. Can you use the Colourwheel gadget in Blitz? How do you do it and how do you read the input to it?

Many Thanx :)

Neil

-----  
To unsubscribe, e-mail: [blitz-list-unsubscribe@netsoc.ucd.ie](mailto:blitz-list-unsubscribe@netsoc.ucd.ie)  
For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

## 1.194 Commodities

for scott@online.u-net.com; Tue, 11 May 1999 12:43:18 +0100

From: "i03427" <i03427@selby.ac.uk>

Subject: Commodities

Date: Tue, 11 May 1999 12:46:06 +0100

Encoding: 7bit

X-Info: Selby College, England

Hi,

After reading the Commodity Problems thread, I realised that you can make programs into commodities (duh! :) and I was hoping someone could give me a rundown of how you can use the commodity commands?

Thanks

Neil

-----  
To unsubscribe, e-mail: [blitz-list-unsubscribe@netsoc.ucd.ie](mailto:blitz-list-unsubscribe@netsoc.ucd.ie)

For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

## 1.195 Re: Commodities

for scott@online.u-net.com; Tue, 11 May 1999 18:39:10 +0000

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

Subject: Re: Commodities

Date: Tue, 11 May 1999 18:33:58 +0100

Neil wrote

>After reading the Commodity Problems thread, I realised that you can make  
>programs into commodities (duh! :) and I was hoping someone could give me a  
>rundown of how you can use the commodity commands?

Did you look at the source code to FLAGS, that I attached to that mail?

If not, mail me direct, and I'll send you a copy - or if you've got any specific questions, let me know - you might also want to take a look at NCommandSet on Aminet - which has an alternative commodity library to RICommoditiesLib.

VICTOR BELL

[zalda@home4968.freemove.co.uk](mailto:zalda@home4968.freemove.co.uk)

-----  
To unsubscribe, e-mail: [blitz-list-unsubscribe@netsoc.ucd.ie](mailto:blitz-list-unsubscribe@netsoc.ucd.ie)

For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

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## 1.196 Re: Commodity problems!

for scott@online.u-net.com; Mon, 10 May 1999 18:48:59 +0000

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

Subject: Re: Commodity problems!

Date: Mon, 10 May 1999 14:40:21 +0100

Linus wrote

>I'm having some problems making my program into a commodity

>and would appreciate some help.

There appears to be a problem with RICommoditiesLib freeing memory, however, if you want to use it, look at my source for FLAGS, which I've attached.

I've been using this commodity for a year now, without any problems.

I've just downloaded NCommandSet from Aminet, which has got commodity stuff in it, but I heard recently that there was a bug in it, which is currently being fixed. But I will try to write a new version of FLAGS using these libs instead, when I've had a chance to look at them.

Hope this helps.

ATTENTION GARETH THE UPGRADER!

I too am in high spirits, as I've just received my EZTower, and A4000 keyboard - hope I am still in high spirits tonight, once I've attempted the installation.

VICTOR BELL

begin 666 Flags.lzx

```
M3%I8`P`"@0`"/+`Q;`*`@``&`H`!(ZLE3.\>`X@HN%`'@5&;&%G
M<SM6:6,@12!"86)E<R!V,BXP(#0O-B\Y.%53!77E@(`YFBL9$0`P``V^`Z`
M,AF(ANB(7,=$14YU8K%L+&53#(J4=8Y:5!8*)NJ*-S"&$H-TEH:;!#:]<+7
MU[CP`KY](;:<QZ3<,$Y(;00A`A*$(2%_D)2Y2E`*):ZQI@!&:&#*`@`#JZ@
M`WY/7[/[G.<][SOG.=^&NYACVS2[[>[/SGN[.<<6DT"[=F[;=]JW=]AK/`$V
M;J;MVFFV[>")0%@VDYMOVVW.-N=@DP+I#2;E4D/&3:P<8*:9DR9R3*1A-4%
M9AV./`Y&P`2(-`#N$1FQZQ"QP+K#7(R2Y"$S$6Q"W+"#7VZ`P2/'=!M=$#?#H
M!-(60!_0UW1-707`8P`*O"AL#H#"]!VGPBIS>@#LX0`?.(#]D5U4$3`V`>`
MAVFK&8K/C50.68H:N@C;=!8?#.>%$GXQ5,2/7?#7&[B[-F-;)%P#,]&&W]P
M+5(;;H`3SF$B:H=JXLAI,ZF5U2+U:'>/&D[HPL:)REQN%J-#-<0[KU)Z8X
M/3K@]0Y61J*#(`CI-L#R1YQT,R^I?J1R(C.4:RWTB(NB`D%5E&/6`O68_02
MM1PQC>CX@&7XA6:0#`D>NQG:MY@CBB5!JE!O9TI(VPT@`@T?XP-Y<%L>?W
M27GS]W?;$4:F<+!$I 68=U<+&$Y>HLE,*MO1_N:/J;HE[#6]C,*M<%L=VYI8
MCY9U0WK>&KT65"&P*[`9I*G9H:P6P>)63(LL S:GQ>AG68"(E#1"U9AYL#(
M-'$8P!*C"?;[S_2K0\OLZI9\8#P<#&D.@ 1T"i/9U&6=0KH*O4O_#R>\*C)
M?VRV_>[Y8=FC ]/,7]<JR-OX$%F^SL/K"*X$]``9]K_#G!] IJ!+L4W3A
```

M][=(?QM&\$QP\;9^\*9X@1.U"H3TF+H>\\$H15IH\*4&T#%U<Y\*@9.Y5FAN.YT]:  
MB:W,VQ@LS7, ""PE0\*U+3?LHSTD=P#(.#12I%L:+BXBBXG1-'&D3CLCL6WTO.  
MOG5CN\$-4OS6AJ73\_5:!4IFP\2\WM8Y6%\*1@2!AXW190&`"DAY\%GL.!C37  
M^-&/E;T'/W'!A:6Y<79H]/RETJ]FX6<`17OTY5:?FE0\*&\*:/BABSQDS6T 9,  
ML8NF0\*D;5)Z !\$IU@##D"@I5WKR+N@H@:TRUENK4>% "U+L8`7XKU%I'//+@Y  
MEI#A0(:=3\*)%6;-2L@`1M(9@BH9 =A1EV%#`--1BKOU8O<958\*U#6D/'5TY\$  
M@#[HH28PQ9.%9,[H9@;7?+1EAP+'5Z>0OS<X1>(>F=^1X[9-X2`9A%CKNG  
MAGFA<2YSSJY[P7,9;Y &WS1FC3P(?MN\_0VW?4=5UEFGA[!70\1'1W.MD'2P  
M;@`3F%V/ZNX<+#[.3O;+3L-L;0:[OYA8J"ZQB^;RTYM3X@`UM=I[^E)#]W\<  
MOYP2+7'5:B,?=DCY5567DCRRU%`AK;3-`(\_`<>SGP%V,3UL8\*8B/KCN4 S  
M'8'>LFVQ`6C9%7CLL, -`KMD0>,\*0\APQVZ'9X!GJ,F.QO<'&"]8@3X[D.<0  
M@K]D!V/!=LA1W0&I?T9HR,<:M\_27FT:T'XY?V3DWU":U3GQZIOV(MV.RX\*  
MHZ [VG[^LWD?9.T!:(JD"YXSF:>UJ\*R=36XJLI#QA8W%BP\$!<[;XW2Q9X9  
ML;&GY18/#09..>8.:QF.\*^1#N+>#VMN7[T]2+'YNSAG=%H\_GPL[JW8:/4>J8  
M&=T5>T<ZCF7WNP[PCK>L^CJ=B@`AI+/Q.LF%EGJ]L2\DEI#R]UY@]W2;^?  
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M!\ </1M%?R\*I3NP+51T\_O\_]YL.\$Z1I^MS.Q9;8'!&;6NV/F8ZF#J@ZMKIZL9  
MW?\_JS&%(ZJ=0.Z6^N-U;V'9G\*ZP8ZHWM7<\$UV7%>4)]=%!MK?X,CGJ'+US'\*  
MG;\_J?Y)H33#\_ZYBPZST[^H>.&8M.\_Y]MOC"VF,O-2]]RZB%]E:OHD7-%#%B]  
M,JVEFRK\$D #NY2^U;\_ @8,^WPM,)2>P?EZK@`\*-C&YR\_?^OUTKA^,1+;7\_5)4  
M[S&&H=HW]Y=[^]/+;Z?W%CO5GOS3VS\42K%'\_IOPYU1\_3Y&3B=G\_"\_V/#38G  
MI#Q[,\*+X]AQ,5T\1&\_S]SXL3"V1GV1JGF=\`GVRH>^\$SJ2V!^MPMDL^W;57  
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MK'X[9-@95+Y(!V2.IGOP3'OD9Z>^Z;UF1=J1:XGTS%B\`OA;EAS\$/&PI  
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M"!>=>-[ER+5<6G4OI7)6^E>JLKK+?257Q&>W-JEH[WJOQ%&<]=UNNG<&NQM  
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M)T">F74S7 ;S> P7=Q+&-Z6[C#I=\*=&=`!<&PZF'P5]\$-9('E)Q QD2WX4  
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MA@`E='NY&2.;)6!1":(R"='+-+JQ6(+EW;YK[5%FQ1-+GA"\_G@GOQ]48=+P  
M[^]QS@`+KL7\*PIC?06O&6A?HQ4=,@3G8MF^(\<%S\,]> #)+I#L@?4"C@  
MLR[2DO(FCL1KHY#"\$!NZ[^B=-AV)PM\*ZBG)=(3TOAP+^)/\$]QTP^+H>:"T  
MF+R%SJ#]F8.BW>BA;Y#Q ]V-3(")WY(9357F=?:\$T&S7K[GX,OO2\*@IEDD  
MZ-N;^0,\CO)]?/G<\_&[@YB0?E.ML[X"Y/50G5/-LVJ^G^W?4'H?]A!W=]05%



MXG)?"XL^GPY3J14<-</Z400)4<'H!Z;JGI8O8&G#\_J1&\*G/UX"JIM,3&\$  
M/K \`\_@.O&CH#0]P#>AD\*-2B&M> -D!Z(Y.4N@.]. `VDNL]`5,F7JZ2JG,%  
M+.U0<ZP\*ZC([<G'CA"QHPH8)@GG9J;8\$PHYX' @'B 0GYXT95HA=#U2-)6J0  
MC&'JBVOD)AK/%J+[[==?0Y8'-.IG!'D+ALQVGD-+S&KE+!1^7D+BQ)ERXE;N.  
ME'%BH6(5\_UZCHXZ&6X6S0 \*\_4 TBTN]Z>B 1G\*A@+?Y@A#I&D<Q2O7"/UWAAM  
MN%:[1Y!Q<"%=0KT[+-P#.9OH\$@6S./>)CI93H )%9H\$@" BGN<>=A=D%%89  
M,!9D/5&H+@`1SE#HM'"NQIDI1"[ @&4E&P1QQQ8=2%F+F%]]\_+U/3==<[(53P  
M,SZI2]T9T+&<I"C1:"T70<H<Y6GY?L4S\>Y%U\*'65;M@EW86<[0L1FG/9  
M/87"9IXI3[CBW(D2\_(6Z7[LTXLM\$[- S":3"D,QU[<,U;BX;FBG ,\MC<\  
M0PF;9F<V<\_':^^WR8GCPMA"CK[TJ-PH^3@YMEBK?Q34X]\][?]FD#.\*PA<"  
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M[;@"L[Q\*9,EN@/\$\HA=!4T+)[(-M\*E!34+J=U!=4+J=O18Z\*91M5-2G<H+(  
MA54[\*"UH6\_=E8%AV^?&HHUL?-M-!MH+P.PX\*)%R=8 XBC' \_V<>^%..<[^AE\_  
MU-;>:Q\*E].E7.T9[%BBKDN+.K;6Z' &>K60)YDJ#JGT)O10#JQ]I#NLRC2?\*"?  
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MN;>H<B=9K8RGR0'M<#-E5E5;V,U!"VF:<G6#SD)4-5CG/#1668(AI9%RPFG\*  
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M:ED+JII5!!4,"3IE8[@.Z86,?RXDEC!6+HLWZA6)0MR<(13V#F "GR]),&(L  
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M,X!X,'E,"8P6Q@]3C^.-:1YYA>8?F S"3,.\$P\$MA=V)6P;+%[K&FV /8S[ >  
MQWV=-@EV% \*\*04[!78%0L\* &"NT\*/A4L40U2.K>A8,&3ALX7%<-IP4S@-7'U<  
M#QP&UQ'7%'<8+@PW`3=6%UB\$4H1JIJ1W\$4(BCR+R+,K[Z+RQR(9%611(I)4  
M4-15M%-T4O12;%1XIN\*@%?-6CXE:\^)/%,)7J2KI\*54K<E/B5C4J^E>E+DI.  
ME3VB7AKTTZ58\1J\$KXW?C.\$]X,WRS\_\\_P]<?P7^&?C114+1145:BWT65%  
M6A8;%!6\_W:'HNT7M%717T5B\*4RJ&\*\*M05U,VH:Y/7\$ \_9I%D<\_"/E?Y5Y0/\*0  
MY6C%J12\*+U.Y5K58SF(\Q36\*]BUBS!6'5NM?K&&Q3L5V\*8\$VT\$"8)FP0=0@^  
M":>#A%T(APB.\$TPCC""\$)&5O%\$Q0J+317;+7>XWM/X/XOXNR\_O='[C\;^\*  
M^\*K%J53#5%0\*H,5-I49\*KI4C\*N92SWWYWRK2I^5/\*I54XRS.+X%1H7\*BW8G4  
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M)!^<OB)X]/&@DLEDY)\*FDFTE[DJ27K);R6E+\_2QV@OF]D@Y+^2R2FDJ3D8:3  
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M:)K3-\*HL'AQB\Z-1QI<:<&@EJ)Z:<5G%<.9\*YRN73E[<O.6MRZ`5.E`HI  
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M?32%-\*V:OS3S2S6[@/]W9C[-`YJ'-(YI/-`S3?\*LY0K\*591K+==2;[=^K/U  
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M\$MH:;13M8]JJVC;M;+4]M#VU\_6F;J]=\_1W:.[4?:\_VEVOVT\_:9?7#V,>T3V  
M,^W).EZU[28!FP0%B)E3T6-P!MK M]>(.W>O`%R7BO!'Y\*I%)A6NRJZFS#SW  
MU!X`I0`W1G4^&&H(I22.ELOD800)D9 ,)R1\$700X&\$\$M]W!]BW)S@G".H'3  
MG-(^=[#;8E:.8G%VWAJ41IE[;\$W+5L+"OP=+)#J!\*8\_>TGE(GLS31U5)#"  
MC5F8=H9M>:/S+^G3ID,L\*3NZ,QUVI[NV:<[!TT>S33ITA;%;W<;YQ";81"\_:  
M':=R]OU/E!\*UV](:9SI+LVQ2>M>K2)8+[F5L,BL=.BQX6#Y!\6U\Q@7(4 "  
M(>,@]VH@TQ)CD0;F+8[FW WM66&BY<G)\->8SP3W\_8((U-,8:YI%5C1&[`<  
MSZ&\$6D9OC,JEU1<;RI-U%&0;R%!'F`&NL\*\$S6!W\*6<F\$2:@%\*C\$J.]A=@`'3,  
M,N=NU+\$PO]0HQQI4\$!A!K!(1G)?JT&+"^PX\_9<J#9!>V#&R+/9V<D6MD5J3  
M%H\*FF(5@4C,7\*U0#@7D(E\$J32<D7!\G5D3M?\*-!G5IL\_-\*RGVMB?1.KC?=#  
MOT+8=[D>5\$EP":U)5 [EB%&B008B\_8BX\$]N3#SE/%-N:PMC%VU2\*AP[4'3,H  
M8"=R@-,LI(W2)(I%A(A2)#+\*FH,BGR@:\*HF"/JFLF^K>;\4\92+P3::H?\*@  
M/C':4JTYQ-\_F`)W(4?:[9I;1?1OT\SOA8'9DF,8<XU;/X9K#%@S)FW9=OH  
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MQV`H)HW+H14(>=/,VKF.TSUY>'JSA[:%HJ&I VODS+##"ZM(^J'0\$5H\$HU#  
M^Q=F&'%=HG(I7DU8`M-(J)"TKG>Q0>8%(18E\$TVNEUI]4])`96X+MK/NM5=  
MB:EAFZA.@#;\+@\_3+PHCFT<H[NIS8S[%>I;9QYR1R)8?4M407-1.AG,9[MO  
MQAP%.N2&RHI<T[(W2(=,A`W/!@3WA0,R6\_T2@'6O\$AAN0I':ND+3V'64@`6  
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M%7A>\*R'7.8GCZ=U+HGK#%+M>#Y\_<B=U\$/D..!]&T<<5M<+9V"WFA?9TIOF<  
M'AMJ3GKY>UXB5%'<\*CD(C.\_XC]<9,/,-Q>6:""YSU#L&!&?'6JSD)[&[A^(W  
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M7.^=\$8`)BZL@.@,F,0`SXC;-5<<\*.FPG01E.I590'0%P6@[!2=<.6Q\*@G`=  
M1TIWKMC8SJRN2GUR>L 5.59ID\$2N!5'286RETJL9J MP#NAXFN(!+>CH1"B4\_  
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M^G-;K0Q42QGG(:-<^&\*-(P4P7)=I.\*8-\*G2\$(UB'\$!?'R&%TSX\*S.=#-V?(  
M4+,PBL+):\*KKQ3!FH9M?,TS,\*[ML!(^9+\*0I184::;M9IB#V%0'5GY@0Y)4  
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M"#;1<F1K\*5R@!LI+% [KA-4[ZQO'0[RJ#A\*`+QF:/`=BVK"@F(-94 \$7;J6  
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MND#^PRXK);9,\,B-2GR'\*(N+RF:'3/T#0=L)L(5\_\*;J2Y\X;9T.)8GJ>V8

M(-ZRN0<&M\_1R<<@O3NLAG00S\$ZZ]QH\*J<NRFOK1AI"S2AW&=DI7U:PKBD\  
M@7QKN#,8\O\*=5@8+C)#.U.F+2N)R\*:G1'W+V\$.![Z\_CT#V0B ;70RRW&PYP  
MR@EB/;R7:Q1"N+U<#@=\* (Q93'%CT0[.=>AH:-;UM&J(\*V&FU\%MS9AR0K\  
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MB+>3Q ^,\_'DH&3B,I2N&F%,3<G<."1Q8%(!#X+7\*\_ \$FJ51:K?!+FG>&< \=\$  
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M^G] (" (U!16IGNI77-2HOCK:@!,\$8]<:502C#U\_'63.-9F,+\*RQ=RRGF"A7.  
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MFC>\_CRA -%?\_P!%W)M.W+Q>)OQF9EGBEK\$\*ST"S]F6;)U6KBW@4V`B!93AU:  
MS)LL&8M:B\*RG\NN/%HJ@\$K\*P)NA,\4 C:F;\$T528O"7&H.E/R!'XY11L7685  
M:\L(Z1T"1C,J:K-6?1(&Q\* 9@D8E[23IE&:,ABRRJVK\'\$S>!S: ;\_Q?@(M(  
M@'0<RV8`I8C&4&GX;RC<5H!'!>(SM@`=\$C)<<IXJ3G"!MA81/4,G6>F\$A47  
MO&QMK6>S3&\$@PP? 02D!>-<PB@/7)UCD`S?U>MJBE[(J<V(LGT]<M67PKD7%  
MP,71^<;B92YQGLP`WHW`%P4/1H ?@HT/:C?OHS-DEH\%Q111ZKG7HXZK57X\_  
M,: R'4<<!0#(@K:N"DLP,GK!.HIT(`>TOF21R6MO-\*\$[\_^A`]%FTI\_I.(=V  
MQZ&@;:)8@J1K2VVEH/`>NKY0'Z\$YV\_U?.0+#( -3MV.#W?(<K."4+,]LDTM  
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M/#;@>)UKY>!8E,=XR2Q\_"A!L/B03FA7=")TJ..ZYFV6LC(93I(2H=ZIW6\*  
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MAY=W2)?>UAM"! (H6( AQ\$>,NS/P<I!<C+F>,C!,FYY'@`25\*NXH!9DD0EZT  
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MO)BU6@1[\X40XMKA+XW\$1H\$?S@Q>UD`H`HRH3]008LXUX)D!7#+!:N\$O.5(  
M;#[^\*G[N!2WO\_7JK2Q&I]&T.+6Q.%;FMK9\_N)<=4MK;:EMY)EC&3V `N8LL5  
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MA>YF;GZH)334Q"O!44Z%\_5\>E)EV6^60]=H`FE TTLBKL^[9B6MJ)Q<ID(Q  
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MHT4\$?YFM)INT.-)F6Q;\*QSO<=Y.-.@>1.(QE<S,\; \B\95CCU]9><YAQ:L  
MJ@P>,#\_%4YEN5JA5HB4VIL9MQC/ZS'-0(\_Y<-8T-HJ0R\*EF4A["\$VF2SZMBS  
M45DF,A)LTP!P%.T6A7XE<YVCP2G631BU.TZ1\*FPR0Y.5C4M;G-=#+7+3>'(6  
M3AZ`\$U9+M%+% W\*26 HG`F6:C` JEA.VN`E##B.U66E2>>'X.9%4OR4\37Z  
M@V&#[L+CL8P+'#H LL`A;!<F#9E@38U0%?Y#TUQ\*#-.M?:=8DS#"E]81@  
M')3E8P\_,O>3[!ZEG/F\*.:T?>8<L50ECAU@0'?AW\*;8'3SM"/&-[#1;4'>9  
M:2W!6-;/%5B]-&I56:!U:(40+GKG#(N7DD?4&X>WU;GS\*GB8W:S.YW/S+IL  
MXM>82P031.K=SNY<\\_D=M(WF\$`&>=YT-%^\_J[UHL \$]+."NR^=6JYR3H,9]  
M]BE3MHJ(XS\$OQ>S`O.11(\*PQ^,]..-S:S,0AV.QM<\_K)ZS;8/Q[I,(B)%  
MOS\$TW@F9>3)[[:TBQ2X\_+];%ZBX:JT%\_RY655#D1U3\*?[6%KN%L48<MC6`\

M6I95&68F7%@4<Y+H()O#F1R>\$';SE&PNN\_CT0>0VTIDX969)8"GC/<6PLP=N  
MZ\*W#O8['+B:UP \G<CQU195W+G?2,1,MP4Q\*ER`U.Y.[2M(8B)\$T\_:NWMEVE  
M/A#[S4\*I?-#;0;:'!49Y/WKSP;5\*U/&WRV:X;/9TQD>G#E/ROY(X\_"V:#.3  
M<TY`#M4/5)8R)(6,(UF/A7>V6"D;997X"YX42?)E`<5,3U\MV-EQM92?Q.^K  
MX8(:\*1\ML5)Z]WIF]D^>SDL22/BO25%E\1/7WFE+G+E=!L3D=8L);. ]0#(O  
MLF2<PD\_63\*@SAIY(A5\$D6>".4"S.&K,BVR1:FCHI=!)95-Q9<!;&\$\* P=\_  
MV!5VXQ\1;.).]3^BF36UJTF-@#!RVJ"%!!JAH;MJIU"H4J3DYC%B^D,UN'  
M4%5%L\$\_1NIO4LP));#:#ILQAXM1.!-8])D8E!CP!%W6U\3-&(IHFLZY-: ^L'  
M9T6FQM2R`4P`3IW?;)&LT71X?S8BYQP"!5(9>\$)6Q?;/BG@`" D06F >2FP2  
M!(0X0>]3^H)0\5 B;:X@CA!\$2J][V^A\$1\$1'8,[(.8IG`XALL;"\$3,)S  
M4`IIU!E!H6"S>AE\*L<MP0TT<7-!UHV;;R7W\_#KO?G;<.+`4ZB9?6EVL!`<RI  
MT(L.[.S/:ANA@5GXM+VE`%AR`\_]R<FZ<="\*.^VD(%O74]"I.L#-WI#Z!2=\*  
M@ST"=1BP:9I ,S@\3&TZS%4EUE.^50T\_\$WWI5?I/>-6\*Z4UVK#VSW\_?;]^V  
M+'VP`WYDO9KRIEQSZI"8OW/'2Z"N.)P],/KVFRRV4`"M1+)"A!W^.OVDZ[[  
MUA L)=8[3DO\_VB`9EZQJL(ZP666TGZLORS^DYJPV6.,GMH,]D\$]@5Z0Q\1-'  
M\_3?LE%(X;TUFPI\*S<M[&D`@70YXN@BREQSR>W\*:X6Q%=?%MXAI<WR7%.=A  
MY=)/#\*+/'&D6M:&FM%.K C1MCG\_?ZVAMH?-TIG2#;+JIYO^/ZH3?7N]F?:U  
M3"KJS%&R`K0DH/KHUC!1#',4B)7^V<TC.F4\$<:'I&'N;O.D+=57,25=Y[6Y,  
MNFU(=%5^S )Q[E.3I=\*+IJ#:3118<7;[7&1;0Z\_,H#Y7I=SH^->9,CYB#!  
M5>%LY&W4U%#%'<@O6N6I4V6%G\HONZ:5?T@\_7?F'2N+I&?I,\_03>&7\*KG4  
M"ZQI+1?UE%<.0J?N.+O\_B2C-7(;%%UT@,P\_]OH38>O(WS,".8!QUO[W-JSZ  
M[>;"+\IZ\W,3[:Y>3@VU.PF?5AL?2,![(0G,% /8#@Y[F0?AR9(3672Z  
M)@I2;5Y&A%V@REB>GNPXXP&5BQ3@5PNXY^];IZ"AV\$U@RL[T,,Q "3)-'7G\$  
M?J>`00+#E6ER:SZ`[#KYOE%BM=J8K%NG/0\*:KTC`"S&!+#X-B:<Y^]6AV  
M/GW0`G.C2-(73;PS,?5\$AV1(3KR0'3&Q?="01<?:>)JG4BVH3OG: ^INT/@+D  
M]:^V5K27ZSOX!Y-3(X/BVY/LGF\_\C2JJ,H1\`JK=T;&;HVR)>( <+"Y=7FIZ  
MI7..@MC`A=9>C[>,9BXW)D[+HSS!DU:+?RK 9;H\$R`TXN76HR:++M[O/  
MB<UPTL2LC'9+HVD;CV^YUN]?<<2]?T%#,C<\_K`V6:F-A:%.TS G4(\$J?\* 0X  
ME:7BCRM@6C LL\_%!HWUIN.H0.\*N/9?&5TXSSGFR:7-Q`V4W)= MZ\_7LT]Q&  
M80\$T!Z2#`7&Y\$:C\$\_GTVQ5M^Y("IC#%4<+#+L<:LPR&.\$ZJ=P&P\$1@JRI,P\$  
M!OLILW4\$8^<QW`S#NQII"SGAYE=`?[.Q]>9D5E&RB6O:NSF39\_D8R<A/\_1-  
MK"V\$VFF!L C:9Y?V<\$[3]Z%>(-=\*V@0TF&\3#RNS8R,,;@U+)U1)I;[!A4  
M.L.6%[]%LLWBT:0KTNOJB;\$GQ(@)/^%?MJ3U1\*D]=#A(@<R\$ZZ/TD/:]\_;4  
M\%,L)G0S`VP`P^V)[Y]MI@[:1V=M.^THS@=)V0W-46:ZA3F\_!;?;#.XP8>  
MWYU;3 ;\*Z(Q\$7EG6Z4]U6S[.H\*S1-R=`"QT[:2Z.'K\$IS9#A#S\$UO9%J7>/Q  
MNL64>.(Y.29=6\_D#T4D6WG-"P#X>G`7A\$LT2;>3GHUN8Y.R>#!VJN. `VDY  
MN8PW)?2?AYY:51L`[:#BS;X0=2#)\$!Y^>E"CCM+IX1Z#EB\*R(,"\$(UI%/IF3  
M-G39OP;0D>N/"`"A\$W^-T\?8 K<2T&\!\$4'!,\*C:<K";3GA:A)0M"C\_)O  
MH(/V<V=U2/B\_2.I%!!X^:DE&HC8MS7K;J:B/FYNO+[L&%\_OXAS;X^P(S2\$\*

MB/@#V)"IY<W70\_7:@0\*%N#[K-/[HNOCH60+\$8XO6=M(F).P'[649'ZR9Z /  
MG9'AYT\$PFI:\$YRMPXY^<:HTMY^SH>TY\*##]D99Y%I/<\_X!%I/Z%?D3VQG  
MS.VJF[@A"Z7GNT!K9?&R,;P5JM^<\*E.INRGVYM.UB+YFZDE&11SG)GBTM<:  
MT"73(K[[/6!4S/26F5\$;JHDAXWG]D,:/]ASQNM%BAIM9 !L1W]JVRFQE76H  
MG:W?68IJ1[4P-1^ZASWO[\*XMFD\*VHF?8'J?UGF1S6(M.?PJ4\*\_\$\_+0K"V19W  
MD#Q9A^!3,'B>H&-B!67[@K\_9>Q\$YAC>=BI,II>&8BVR06,DM7K\J=/KIKJN  
M-5)Q]ABX7\*1D0,9\*Q:@?42U+4O(EALN?'U/FF2@6E=44:QQIAAC?=R@,:',(M  
M\== \$-(UF0>\$7QV8J4-\$S>YM\_Z1O<"K1Y:5YSE\M)1X[3G;\$8VB98\$SB.>UR  
M/BY#+2>5@;A5(:#04+^>LYM/[2E<71E[]A>)\(8+2PI8#-IC@J7\$.L-[W3#  
MI\WLL([\$#&GS%/:^O,I'F]'E\$P+X6\IBUK6C?4T&3\_YU1-%\=\*67=>O3/,  
M9QZ:F7"4L2+BO.M2!2.AI\*8NIIYG=GXRS08AJ:5'@NL:UU?<GW\$DPO0JU-^5  
M3\I'I'JR^?0.MK7]BJQ\_LNQ\6X-D5K5%.2.B(5HB.)3J#\*FK^C^3PJ;'S'.  
M0DJ<EH"-^Z9DE \_US=QC\30J;%Y]R4[3RO+%IB;VQ:LV5REW(==<\TH%0'S  
ML2D(3;C/\*F[68K"LD'\_Z\_"\$=NM2H71:L6[,XNS'U"NP-F=B65,NG>\*1DWR  
M;,-8F\_A&U7@JB8O.IZ;(SYY5)WM6@;A;"K%0C(Z5>QE/]TJZNDEQSD03M6K  
M38J[3\*>8@FVJSE/3)(O(M\PAUJ'9ZP!CQ<6TJVA>[ZQ.#7'?2JC B1&NOE@0  
M01^AO@5PZ.'? !0,<F90NDKY#B<!"!Y2:Z^Q:'6B%Z++#@&LP\_F4^&D>:S"2  
MN9[6!.JH=32<XT1D8-BKR>AQ@@@EFS\*2U@EW)B8D%3,-0NV.9Y+VF"[[BS^O  
M.#IJ6KSFS;1L=Z=P8!R8A>NF306P\_+M6:W7#9F?JW^S'?6'/B=:#8W\*S@U6  
M81LXG\NFLSZP(3!05L=9PXE9LQWTBSFS]M,;-B7F]X>\*JJYI-R1;6':Y)>N  
MTGDE"54^V3JCV0-%>F0:&AV >CV.N#KVL\_8Z6@WP:U><Z\_:2WMVBO\+5\*8  
M8F]F+W/5S]7,+JR.=A.?0PS=KF4\$\_F>VE/ROOM@7+X;BFS%]2S)\SJH+#=N^  
MC-.,\$S6-WSM+=XO2]\_+L^V>6HOT,-C/0DL>FPW<,4 P?8?:YJ(=,MED.-JM  
MCJ6L9]>28N:#/\_<&C,^;7CT\_M8)4F'E,...;]F8!NF=IB&Q!D\Z%##&AKDS-  
MR\$JW\*\_X3U34@8T+5W.+I@?7(\$IN]I>8.-Z(IY#[@(,2Z"4D'4/J>':!&L;3  
MVY\$UOINFF14"!..INH^&A&AY0\$H^9)^5^FCE(JX,O\_V!WOADIRQ\O=TZ67]H  
M)8C:+ZQ\_J,6ECBYLI%7&=\*O-!D-\)KV@@ @ 3?4JCM"(N\_R[RM(>)OH.B%Z3HJ  
M3N:?) H@3D 5(OOD'!(6SY?F=C0(KA=-"-W=GHSVC\$%,+)]/%'UT:H!7C/:  
MKX\*Z=,R\$Z9LFGBFGTM )5\7MVR\_/JDKX\*M+\$>+ CC"\_02,EI@8EQ\*YGBN+!  
MGB<\*[UN'&:>X(2W%NG/\*!:6 97%\*0"%FH\$74A@:0J-(U'FG\.'>[JI VU)]H  
M^\*A(TB%<ADV-&=6?5Y [,8<Z"!CKX>EC-.MK27LX]5H\*99ZKE[&(=LJSXI'<  
M(C 6^R8\UVF;G.U3[IC3QE#((Z-TZ>2)272\ II!J%GH%D/8X1+#^&?F8#1  
M^TXPY<(LXRC:+@IDGMB9L9D\47"1!LOE)+Q6\$HR4 T60TP4SV[-0DP-0G9,  
M/6144P3PN\8LZ7\$711B"N:G:M#YL-YQ\*:#4Z&R;;3]HZM[ZJL]/3C/SV(1T.  
M/,ZI##2K3<7H;KL`&]@O-2K!'2Q.)L[E]^VU1223TMW>V&;T+G),\_>PQ^O  
M"IAJRO-6FMD6%! [9E6G^;COFK<:S?DU9;\* 2NB.SH\$6(C)K26BK5))\*3I'B[  
M=KM4]"W@ANMZ" \*ND.V>]YGC--UNQ?1U":@=B8KM"0X,EUT;DWDT)<<54;(G  
M4Z9G?<547-./9] I!1HJ!N^;[+23P'2?![H=+7K?!;\*[3P8A\C-\_7T=@1  
MRFG(\$\_MHCS6XY8+!&6ESJH/=FA[DAM7@]<Z-\*PA\.(<G=!9H\*-=&3(09YP^

MYHGB`BTSQ?3D9Q`]"ZC'OY+C\*1-AU5S>0VY\*QSQ>5,:`PU4>8W0%]"5:  
 MRY&G!L`M%!3D+6\_HS]N5I6(SH "Z<]T)'2WTISJ`JPE84AR?3/)+;7;/3\1\  
 M`\_?Q10V8(Y,\*5\$S"Y %>+2&)6`Z3\BVI!1\*X:!'^=D]DJ+0.E:8Q:E5",#F.B\  
 MYF)N\_+/B0D9!+&9KJ #2,S0&\2#F<>@4A=Z9:""T`PA>98@#SCD4T]<2@`RT  
 M\*)V5VP-N<#?:5L8SBF2,M<3J3G0BHVHJ09.]&:9TDQF7IT)%("3Z^-G,M=E  
 M&<;TQ >>/D;\$^-Q;K:L8G(P<A?YV.1'S=<%>]DGPU!=#.?)2K\_:FH=]Q-D  
 M])R:U)!O\_\*%<]"\$;G\_Y3?)QG1G1-3>V6;Z!G=G%\_<BF^1`NNQ\NJWL:^^?  
 M\=TIC!:IT"SD!U:[T?<\$,X>@T>0!#CR+\=>0VP) "R6OV=\72&3=TC!\*L&\*'  
 M?-T^[VCAD&H6&\$266R1(\_D:GR\* R(%\*#@C\*1\_ID<KP561]\$>\LPZ1P&L+53(  
 M46K<\$2B:;>AMN(\_AKT+G\$Z: 7FOPDG^^>J@`6C8GJYR,,T?.2B-O5LR%@7D1  
 MWP!\*^AFP`LP+`>>\5)DPZ>'G"%QNP:)8QOWLIL\_/@:D\$T\$)PG%J[TMO1X,  
 MI^3/:R\$%;QII93H\$4"AJJ02SZCE.AR:+(AP:5Q,8G%.AQWI?0-JR9\*I;7APZ  
 MT"AH='EUXMUS5`NL?X/@P<&"PK^9MD.<J/'&^X?>[4IV/J-4BI=AI"[,0>T<  
 M)9M9\_"T2V8+04U.5GVVY<?>61E)3<\$"ZGO(UAWZOJ]IS\_+S'W7'K?/1-`<S"  
 MZ"#Q]%,ML5+5YJ<L]R@2#<[WM+NEF@>XAJ<2E2['/[%R#6(M\*-G]FC2AG('?  
 M!Q&03@E`HKE\*JY!J\*@C!?'3W/PL"F3Z4)>%H0?IX61-4<]/(1;HR,057)=- (M  
 M@(.=(9>G/-4B0`8>Q@C\_2EH8^R0E\*6\*WRIG9D3]F<(CB.:RGJ)'.]#STM4  
 M)Q>YE>?PF"E.'[<F+[XQPS&U@N;2F3?/0R:5, 5BM/A0@%A\_6QV7]>."R`P  
 M:NV`/#`3>4IUI,='F<BTMZ86#>&35M53) <[\*LJ/R8(S4NZ])U.)M7JER`  
 MA43`#EM0G0EEZG(0#G-/LFW:%H:")M0M(1W-D?XJ)]5V[(X&DU?\*+?'FB)  
 MRU0SR1N6S=[X]&DU<EX:+CE/G5:.YE#XT<?"U=UE1&J Z<\*X4EQQ9X@ @Y\*J/  
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 MUD0/Y=^/X6Q<4\_1J.@U+HY',3J\*HC A\_J,6G(KG&@L!=\$YV=IMD-7"Z#%'!  
 MYQUSL5H<P69GU `&\0/IDRNI#0&[D\*CJL#.V2P"HYJ.5R=SH+ P+J,SP2T!?  
 MV-V,`^EAR:J<14K,>5E\_Z5F=11H\*>;XY>+8NX@;F>#)\*LORK<Q0.8@^C6&?^  
 M6"+P(HOA31L0'O(W4=R8;B#QF\_#,I<;;78;)PO)\_B@D(>RA,@6!R# PTFLU^  
 MJQ#.]%K\$CXH0XH=Y]"#8U9\*X63Y)`O>-`PCZKR.";ZE74C:JQ%&<PT`GHXZP  
 M53I\_-((\$K9DG5<O[1]/ALNF^>0,R8\$7\*4.=G-8;CC8B/S&ZO)-%5]7KP:,B\$/  
 M;N&H<J@/\$&:I`&:G`D:Z@]DY;70#N\*AM\_%:Z^=`NO<@AY@!1/&9R\$[2J`#  
 M&=\$L?[6-(J @B-!+;UH2\X)K5\*\*ZNB":#Y^KL#`A8WVI-B>7T\*EU!Y%>W>  
 M\9B"72//\# ,&N7R>3J;<`CSXU3^?/\_D`]SWS.N>L689C?^IH&>>"[[>KK  
 MJ7&N8\!+D"(\_UF-;Z!0WX(RWVGJ9-R>6OJ+'C,;,'9MD>M(D.P]J-(^PA  
 MBYR\`A?>VW/NATN<3AZP4SKGBZ%XPJ)+?7(-IL&RC[=9UJT7KH7O4QU`!@.  
 MGWK\*9TSE/@.YI].XX>)\$@/A?0\$"+9)%>&8J-Z;EMI3@H.@J0Q-,>>S72O9(M  
 M^+@VU\$!4+\$JK#2<@E<N!50XENOO5A 4(ED>Q:4%4:N2W\$IA-LH:[\$@34J&DS  
 MG&DHP.!USR;/`9#K1G/[DA4`GNGW&(QF"i>OY:K^ Q!\$(@V"D)A>9@4^5  
 M+CQ6ER6B?.!2#MEWBF]NN1\_\O.ST#0/OK\_\SIN9XC&(\$RUN67M\*R\$^TQ\_M4=  
 M(CUR>+T\*DQ1&3(R6IMNUX:\$C:IM,C?3?HSSRUW&>='9U-]FBGY\$<F2R:RC83  
 MNA(646I<34]\*B^E^V4Q\*:TQ3^#00B\_\V%0GPD\2^N2Q-E,%4U#+L0Z^J`JL

M1.\*OI9(JV-0J)4+-UF.O<'IRU.YN\*C5K>ZBB.G^!4(B.7 @Y&>7EW82\$:WS+  
M,CHEYN/'A;SN1"FAAO1)[YX/P6TZ&193W<[4:U7RR9W!%G?+(4QTW7.=S?)]  
MI8!=)V<2,6%Q:S:3AH7BY,213>:@[N#0:+WO'["!RP(+YVU?ZNTS((+)(  
M%V M]^:&1BU>)5.)!9HS1"%8\$7:-J7!8:G\$]YD&VRH.\*'T)MDW^-,:./:1,  
MR+Y(Q%!O5UJ<<RAF/5[O3>TW^6A^(:]3G,9[-OL],2;\6+: 'H?'V@H]AGT;  
M>RCL-'Y%@:,K&\_6L3E6X, IEH9^>XU\_-F<1#,W(\$%/@\$%?[/K0:HIXD]+:]  
MEH2?.Q>U'K3?FPIT.@&: `@M9V:67GV<^G#N>.1!'0,UR#N?57 3H/FNEYSW1  
M'0HXY3U:41]N:4-L)G017&YT)!8NADV%[.2L\*7DUD.@NGMT=,=SP#<!!5L5M  
M]S80X\*4V3@8JI&O075SV5GW?H[8N\*JY8/'\D@&HCII!+-<=80.=\_ ;I+H\*1SB  
MD9Y1[4K?!X0ZI@"V;1]HRBK&-2.[6[IDFY\_['Z,5"?'LA(9E&"24+,D^RYL/[  
M\*II.G\$#&(QZ]SG0L=]W%HG:<>.#.+8NFN;5B^T3=;\K/0T-[XAF@GH5WCEFZ  
M<\$52"9(FU\*4'<,F\$A%>+?AH3&6G\3#Y>S<D77\_XC^K!WQ[\^Q"4:\_.KNE6Y  
ML%BC>GW75A8).+N/8G<F-3Q2,^,7B=^L008<YW&9-:'\Y'!'4=B4+@D,&-X  
M8'#/DQ?N+\$NK97KR\* 9-1K#7&9/@U. C NDGU(X\*=OTW"[O2F)I/-XG#(""  
MG???"YNV=^,3GK;E\_0(7'IY\*GUJI8008+89<.\*1\_U>L+U/(&\_]>&/ZGDSS\$  
M)]Y,FG=\_/U\*X\_WV>PMD)\QMHCK-X,\SF6SJ&( ? %]\_+9X:D7P:\RC\_Z,=&;3  
MAON'@X"L7!Q36MLJAV\*#!/UTK)2")0>1O?DAH,]>#(9'GR7\$ZSOB&^%)O6;  
M"U! 1/\*^XEK 9!Y,,WM #D[Q\RO'%8%Z4V0<\*BN[&)\$S71R\_) /3N+F=09]F  
MRM\$Q:7I,?W</UB\*'Y.)8/5MDZXG=\$<E!>\$@^8QF(9>UIE!?'RZODJUG\_#P  
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M\_ ;=U%H].]P);(SOQ9YX=T3]4AD'==Y&Q`7GPMC\*W^>-6[GS8BTM\$Z43QW=EW  
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MB)^W^8A!E /E[-( 4]2M<=9%NIHW/G:FGSPP.\* ,JG'B?=U<%L\*G7B&]T9.  
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MB>L#L,=E-#>QV[-QW (8\_\4"14\*9"15?/!CZ4)N;/9^ZO&UA> GU]#@=S.R  
M,O% N;^4.60KLZ;&]]X>)F:FZ^P?\*3P\*4.+ '<NXF^ 7A\_ "\$R5"6OABS1-@  
MJO[\$?<HMN9?::4@H13;ZOJ\$7S<5\_IBUO#^Q#\_H\$C78^W? /1(8M4Q9T2-2-D  
M^9\^<\_K?104'\_VF(<1 \*A0K<PK493TF/O\_"W4I1T:W[/W=-E9UG-WD)\T\_#  
M>1\$[?JD^&TZCLRP?]BC";43L4+= "Q7]Z13?\*YU^%NX\_] \$WY-\_4? XZ::B\_] ]  
M' @+./^-\$!D\*+?X-05F5,-8YK01L".X\AR9U8<Y>^<V\*H2\_ IFFSPID[?DX.B  
MY.GF93.HF7D1L>,N]!TNS!<0.K][?V+.Z.\_B/W^K3,\NPIP;GJ%,7OI2!P=>  
M4Z\_]Z\U"K>@02 .:Y]0,FDR#SV" (M+YC<RI8;STQ&###A4.2\_\$,U'UEQ\_O  
M4OC=A6OP=811WA/Q##X#BF<S\_#MAA)L^T9G\NFX\$\K/TW@K@. VH0SK\$M5<GF  
M]>SZ-:UL`ZYV\*%#^H-.OR#]#@#\_!@--QD6)S</?2?H @%N?D9. 52"\5E3MV  
M?PT3LZ3?V&D+['\$X>N7'%:X";#\*J0\*:.G3,3F,(P&67#0?+&/J2^T?'Y?K  
MM";,\$9LK[&KN;IWW<]'#P17;FF]UM?GX.75!R\$/73TU&<>NEE1>EXW0H98C:

MX@3I#;1396G4QZ.5X+TL?N/KAB7+[ QBQ^@9LB;2V,%:N+UI\_FG[G;E2!S:  
MYVXNOT!M(9#N1\$J)'\_D-\$M6\./GSZ7JY^49ILH"T6%\JBB[!;!L>0%FDS9V  
M,.\$F=BM>R"8PK^-%U)F,9&0Y"8DV-)G JVK-9TX-JW4:O&J'U7]3+VJ1%P\*  
MKVBF\_G\_H\_221NEQK?XJ\$PSNQ8CJ/'--0)AAR!2S\*5ML%3HBC(U5XE<)VZ,>>  
M@E,Z%Q5/M9&HY9C1(J51Z[-H=O7M'-2X^1B\$M"TT^JQ>S46!-5HZ\$C0DF;BQ-  
MPT'%F)("N7:\R=-@41SWH-;9[TD6=)\N.F^F)]#LP+//BOKEPEU;'`\$D  
MN=>G2!Y;[\:5= 7>R9&\_>OQ>4@X=4@,B!=]P@NAI#4\$(WW@=(K)^>@AG  
M0'5="(0;J4S8Q<6!VE"Y6.%LSY>@!X1+[\:Z9[GL6NJ']I<S3)")XM8?G\*&  
MDT4P<8S-^96!8N9X,^0+G. "XL\*OT%9U8X!F1TH1NUXBM\*\-C&4NPB[V::;-  
MI%.1T3(T-H^994(^+ ^#+1V^W6HE>(\*2-4#;&T<A\[7LC89X+.G[PQ407'M  
M<&:3%<4K@E30!D")<XO6\*:)#&DPN09Z'T68;/SXQ6@+DR(IC.KUKY2^!82C  
M4Y?Y0N4EC+7"Z#8<J;!\AE7\_<?#DG#8%)&DN,=T;WVU0J@B")\*!H@<&=+6  
MQWU[WW\_CEQ&8^G)XZ02.5;QX\0OS?\$8X^SRJ V9HY/X+@,Y46"#2HTK!.G%  
M)M8<:S\_C,=?\_8E2ZGX>@00R%&1V^6T8\$CB%NLDM8R-]-SZ;QLPXL<U=<]Q  
M# A1T3ZDV"! (M.X=/L\$:.A&0A EI1:!.R\_'+]4VSRU?(<TO,"I)'9F^U%&T  
M&=U+>N/7"PJ6^E!2\*[OSB!H<=15]L0AS2]WT\_12.4%+JPZC >UTDZ5B973M.  
MKJG#;8.;9DOU]O[;S[K/SDV)7F0=;MVU!KH5%X^T\*Y<M%9=-C2^@5FB1#RC  
MG'JR=&M0LRY%Z,.-\*Y4Z5+SY2<+R>G 1Y\?,J\$5C!<=4\$8[V&MN';#"J8K "  
MS8AUI!L&;AFO\_-X.0;#&44U YG.1P5D58#2#&9A@2I:. /1%R%?.@H-,=T  
M7\*R,PT,(M.Z54954)GQ83Q\*68=B\$;0LI[L"\$XU0#MC)"LV3#2S-<^:~3O  
M&G?65U8IZKR9F\$-YR'(VEX<TF&RHMQ1O-Y8HK9'^-HAA8E"+UJPY8U%-^O  
M(V';#W:;^AY1]\_=4;A,D5?JL-SZ=XXUAQ-8NJ#W:,S4@Z((2['0\$'3C8LR  
M=:#\*#;0KK;!C/JP'F9C2X.;2QD(Q8W,HDXB[!,7'G?0S\4#B@6\$,UV#34VA  
MV2@R;S("8TP+[\<OT.\$W-@\_.\*QGN#[N'\$F=Q-PT9Y!PX:B@/(Z>^I)/Y[%G  
M31K1.R[37F\_U@A%50VL6L(M/Z3/\$<DN0+WJMU7 9FC\*^T8L\*XD-"4%79\*E#[  
M' (,PJOG2,=8K91E1.L':7F#IA0S;8O.TJ9F)M H# UOPT5I+JD&R=~T#M+T  
MQAO Z+14Y(YF6\$S)\*,]U=DEA(\F[SN2]#=<7YEBA?U\$4M"Q3(89\Y(35W2:M  
M&9P@JPNQW291QC\*5\0(5,O\$9\$=7U-F S\$7F&9\$" 57J)##1\_IHEC9W%`@6:  
M?-"KT1/<KILSM9B%JWIT,2WS'-;#Z<LH@6<8I>@6Y0N[BQ.4TOZ7[+Y:FD\*  
M!#W=F[RR@-Q'IS"],]QMIOK4!13,6RRK783!3),\$1L1+U%+K+\_!89H#B+MRR9  
MZ7&\!Z=\$L BQ.A-84\$M%]?N=`QB#[W\*A\_3M`^;DH"\_C`8\7KX<&!<'13GH  
M'QA-!\_9@B-Z7W]8'3^?DSV)B3FY,^)\*Y7GV^TF!CJOD'5<>#/?2RCG\_\*==L%  
MV6&4U3-#I1010%.N1@;\$A SG-!KEZ-#B>>\_RE>)N]K/Y)11W[K\_OA+,O>\*?W  
MRG<>#50^;?OO^LHI'4^#\_@?M1XNPO\_[0<20/R?7DR& \_1[QFJ\_ACQ"^^L33  
M\00/JS/LJ\*@/'&2=0)3M#E)156\*\_5VG%M^)?C9MN<A\_X#Q^UZE=(^)SGN3  
M(2V?^+2.6A;[C7G[GB'^)>?\$[YXD[\_[Y>15H\*>XOS]Q0Y?B&ATU5^+E^#\_  
M'5GO]NXF/'IQ2?\$7^O<X+I>A>\_C9SL7\_8Z].A'>KAP4C:\*SZ:<W\_>M-@1-!  
M.OK]ZDX7 MC6DLYY4HGL'RPTJ@'5R5;\$:R"(C4+;ED1\^>9D[(D7LP G7  
MF)3[4?%(>19)\_2G@#H=N3%9WBL@3P>V31&S4,]\*,VI0'?!A5E+NUF\$'ER\



MI!3Q]8(,)<8'+OKECO9C`4P/\$DC?BKJCT6WF'6&S^F/.N'?M';R]OWBZFS  
MH'#?<CXF7T@K^@#DMEGB2J,P<^>/1(:[HO#DI64QW)\$DFI1\_,P)-[:];A=##  
M\_&GGQ(PAS)VH,8\_1<O7GUR/XA 7GA2]Q07^OI%NCP)0JMKJ6+L[049%S@[']5  
M]=6\9"VYND-SE6\$\$S8RKC4!:(3W3S\!-A/5=M\*F-K+,&M)V86Z\_ HYV;^>YZ  
M7D^&>H",5?]O4N\_?V\?7NY^=["XQ`\*\_H(Z,U8=KZ^H((+J+;,\$9H<R9Q6C=?  
M`5\~];T\$O%SY.R>9!&;<7S'!YO"/(C5@"M>`6Y>K)#T.0WP>A#X5CS1SZ#Z  
MXBKR@%3AD" ?AE@?;=\_ "H<T@3\_ 4^YLW^-#\*!!%?0\*\$WA[^[[]W-P:@W0"X\_  
M\_\_1NL="!6X^7X47(SE8KIYS%XG#Y\_`R?N12"8G9#<^\$#+A-`V/P4"K;VL^  
M-V3</PF,[@] GQ]@G07A@)5N+M3[YXPC\_Y"6+@)9S@,X7F'Q/O!YP7T#-,6B  
M.??:B81>]+4OSK/\*3T/PU(M<)\_< <%QDX?U[7;V+=0]J[GL(^/@&>\_ /LV@A8  
MVW+7VJA`)N&E\*<H]YJ@4>=<CSFY"X\$^/\*M:2CO[[ CX [Z^7X\$#<S82@O[  
M<&0\A)P!%WW45\_N%C]1\*L\_#OFWFX==\_177NBC\*T#[A/YN;Y[UFW0KNFVE0QF  
MNW%KT\_T52/UPK1Z=Q3[X!7,\$<J]"3"MK!%,;9!H%"G2"YD%5)LA#PA?<6H%\$  
MP)OJYVN4!/G>DO 8MUMUW!+5JT;;6A;Q7B!\_`>`7S\*; ?ENT9\_EJ\$<H0NA  
MB80YTW;NY^ CNOE?^4>^L("%,J\$\*@&/%R\A4@+#ED\*"#5=XU-#0QF/N)7CDJ  
M3-MPJ#UE-U^N#\_@G4\$2NKNV]OQ[PF/ -=&\_N5QW+<X1S/?R]&.ND4NAF\_HF1  
M\*IBSL/UAF,\$?NR(78D5+?F[D=ZA(^ELZP(JXNLU>/TKY2#\_9H1;\$23>?OBIL  
M.0V)W@KI!'QSOD""\*CL(- 3K?O `WNZ:(0KKD^B=;Y"51"FX>XIX\_[P(7DE  
MK9^MT-@^:XZ5,=SK&O,[CVM&OQ-5H?J2"AT" ?@^O@.SM1Y0@5N&TGO R<  
MG0AON \_MB79YHF" &V<9Y`\_]<9,WD)KZ\$QY&7S5@K!TF.5#SJWU^^(^FH#PU  
MJ9Q,.R0/E]S],>@40^#\#>O;IH%]^?#Q;D&H\_#\$<@HVZJV<^8^!;8@.G\*W?  
MHU%Y)>W/SB:6UT\_/Z\_#@\$4UYU-\_R+O,V%?#Z!KTTSMV7\2W\_B51F!\_B\Y  
M]UC=WD>!YNO0-I` 2W3' XL^=NAKHE"N+\$KG3]VC-D=MUS\K?/7@0,^N(^F  
M\_B#C[\_36NI,W37PVHW77\$B3O7W1ZI29[K>!LFX"^^/7@1Z>=PI3)N;D^@1Z,"  
M53L^/[AX^/MYWLU,AS96X&38.;"!W?[M5!Q\*C;^03XL28<V]O:(UQY"7T<  
M<)H>X?P![B;DW-F?@\*N13^\*UE\^8J^ E`DO+E^^?Y7MBB?<:>U/[L6X>)1FM  
M(MR"&?,!N37+SU-`S%(SED(86X\$RRGT"4H)!FFM&\_DZ`.:I'?TT<O\_@7ZL^  
M5N!>\*=]IZ\_;KMUAM6!0&^W(\$O0MG4^5RY<=Q2MS\C?C\?B\_H^99@,QP9+W  
MZW[:J4&&^W(^/(0\_+E]A-RT%WLX85&4=>\$]4GZ&\_OW0+\$J]7&[N\$"#E2EQ7  
MZI[@]YWK3FC\*O.]\*7#[?7V7<<:CRV<+F)>6FJP6PXPAP?E;2 >H' `Z\$;:U-K  
MU@M0>E7,%PMLX S&>P)Z/+F^-(,X:\$6M0^7^3W[:L/X1!O>2CVG'9#=#`40  
M.^\$QNLZ/#,^!-=MF!WCSZ2/EX4\_(#^XJ1;\WU0J\$W:P)!EQY,6KW(N=\_C  
MM27B-MEP\$\$/H&&\$3.0;`\_'ZFEYX90/3YAYENYNACT!O\$T "66%\_K\_0N^171  
MU82KYN7+>/MK92?8/F"" OINW(W\_"[KN1[&H13POZJ9(\UYUI;GRDT`Y7S<%  
MWX^N>B" @DZY]O\HVP!Y7/KSTT[ @/%^\_CZ!/?>;G\_I@&\*E#>(\_!GL0/\*5\*  
MD^T=;S4^\_\+M^]T=]K3.5;G6VW-(.1\$>?%D O?"&.Y\_>;G%W.]RKK.SOYG  
MUOE1\!]P\RU"<SV\_I-76H\*%C^^]2]W@>%X!ZO8O;I^^E\3?E\_P3)"E0CY[  
MOV;X@&&<3!>M37G\_W8^]3U/NLH7CQC\_RK\_WV]NS>LX5\_N\$-,(/#1Y)KUO  
MRO['7\$HRB:Y?8(=),RW;F&67?X[U061^I<@+/<TH0\*A(67N"SE>Y/-6@'X[.

M#S\$Z\_]UP4@27/UWI3W\_8\*P%'X L7V62`&+[[[FEC 9T\*Y P\ >Z+O!6P00  
MQ./FM2&\_QTA'THOF?1\WV\Q UG;>`!T\_2KA@VS\*1-4\_IV;(!/7O5+Y//D8#]  
MZOZB]^!];CG\*][LS3%-'^W)Y/PUM`KHOLG3ODO=-!-'J"1:N;UL+.QROB8 W  
MT8[V/L.?R%\_>O\_47<<\_?KG<J9]\*:\KZ\_=\,8)^O)6>'WAMGSN%./BN7'#L  
M,) (II@\$72UZSXW>")\_?!+N=GWT@U1J\$&Y,\_H8ZW?7]\_MSU76<KZ'U3+GOOM#A  
M0/Y,E7ZWJ.BQIMROW'42)!LK5KR5^7?X-G\_XRI9?G\_3)SO'>%H6MJ,PK\.'H  
M\$^E5F!GAJ3W\DQS<QJF]TS][CRW#;2AXFX? F[!=S]?'S=H]?ZVS?6HR  
M?2?S7]MCF\$TXN'W<^P\*!P(UB5Q7=X\SP" T7\_USS<6(XLS(=T%I63/M[5F=V;  
MPJWJLWI\_2O<G0!'OJ(^A+YNT; ?H\_HI3\$\_UW/WW,W#@-9-UYMH]]XQW>(S  
MU5"5C32PKF]=:G^A^6>OI);:GW;,'7X4B)+@5P,F]WSQ;[QR[\*%PCO^Y;G  
M)K112.IO9+E4BXS>J%+I[UD9<S)&5VD\_/67GKOD[,1P5XL?M&O'R6N(:P2I  
MU!7!(L@#!KU+@EU]&H,\=34;@QK="00 2L8OY+@\*F-'49\_SJ ?W<%%^,+  
MJ7F;HKJQXJ]+/\*\U9,YC%()ZW?A7BRH\_NBX(X\L23%[P'KG<32X#Y8/E  
M8? J R9]37T"1[(HRG'?N/O\$;KRM;.N%J\_38]<69GPBFZ[&Y]YOR1W^Y(N>  
MRX\*U.[<="=8HK;DFHU\_D3MP\$JV8\WB@?%3Y4\*I-?LJ/IB; )L06NA?SN?\_Y=B  
M[G5)LK^5>42W-'WPS1K%R@XI>L?(4?\_+Q48]"Y#>\_KFRK9))=G\YEOOB\N  
M\_&O^/L?O""?)FHUO>7[F?S=US\$K7YN\*%^Q)\*ZX>EM6C[&9SRA/]21T3"UT7C  
M\,\_KN^1;:ASEK\+6Y?(L-\_IX\$K0O6\\_RQ'SXD\_E6<)43]=?#42\_H%Z3((M]  
MFPK"4+N]?,(K T=,N5\* &/>K^9/?U"9#NY""^V2YRM;P-5MAN\_=Y9UI\$IEF!  
MR>U9/?&2?1\p,YCKP.[S8]>QQUWNN9+4"4)^N]:V??/>U[^=/A9:[Z>'T>;  
MWUP"9R\$JQ\_U\_E=S@2R;9;KBO %!/M%9/I0,9C)OCCV!')44N#5D\_?9&N>'D  
M>1S9AT!<R'W/Z'QN4--Y&A GAL8T)I^+&RUW%DP^=Y,/8YOXO8T,"GMI6YJ  
M.\_%M(&.3@6[(T%+W3-!VS+,U-3"S-W)X@K/W'%%2Z-\?J4:'A#<.-YL:J5=J  
M8D7^SM@@-S'!NO)5%\$WU>ZC<FYLEOQB/Q=+#K \X8W8KT8#[0C]?QZ%9WW^5  
M@+\_ %U+PS\_GX2=^\_E:K>\_Z\_36DSVWG]BH+ER;MC-\\_ [QB<D/\$PF;C\_-[@+GMR  
M"MV]<E-VY('OKL89=3<%YM\_&BW;U>\_V!\$2)`%E>?ISG2:5#QKLD)\9\*C?!]  
M]]0/\_<.:8^RQ-[S]OQ<="M#X^=#1!12 WX];//A88 IWB[?/!&EY[Z0=GCX7  
MQJ38[1!H24R%Y)\_Z9W<?A349-Q@33?6X!";%F9>I(!\*X"/YN\_H'.J5/<"7\  
MN,4^O-!JY4#R;E"GN=5W#TA[Z3[]U] W6&+;P""P13)&87/R;PYTZW3<H^  
M.'!N>2L//NX=T58!DHSEY4KA?X)(<<GO=1/';JM-\_EV6P.Z=\?QK00<&L\_3Y  
MLF&&/-08"<FK<T9'7C 7C2\*C[XO&YXIK]N3Q?R9JFY;?JA-B-]F%Ksq-">  
MY)\GP>MY3<>+WZX54<":&Q;3Q\U[^14DV';WL\_U7J)H-KIO&MW?V\_?%)T  
M2OKTLZ"[O:<=:]V=0-X]NN@\_@!2KQ]@\$3E-T'/JW5MLK&KV7)XW+WRA\\_N  
MA'^\*&\_MNN-SY-13L1AWL'6U;:Y#R\$ /VZ\$GIYPV?L7\_&+!T?XA(F^2S<  
M"N.B/7?>?;F%=K9>-,U#DDW9?&ZB[<>\*)OO3]8[C@D=\MD&!9%5[OWIS\*;I  
M\_ =9497"WO.;EW]J':@/JK53?MV\$Y&\)00!N/QX\$\M/P)A\*YOS@W\_2L:P&RY  
M4^>MXFZ(RJ@X`ZQ?3KZT@R""P+X=..]CWJB^/R./4 \^79K\4^;OR![9FP)  
MD\$#]&L%>C98/7C\_@0&I#95HDX3?D7N\*MQIKIDR>IC.\?>D%QMhJZ)LK!=\O;  
MA].%#W'^6[P34@8RN8=(Q.8GKS%UTAY\+,L/D'QH8:T?7[.OSEU48ARJU9

MQF`I=3X96],\_PY5KJ.L+WMI6:L456V]K' &PS7:!!JISWU\*G2!=\$:V4(#GP(  
 MC@=Q#`4OVH%D8[\*\*76RUH3Z\.\Z5!\$AJ^Y4Q6^1V/J.\^MKZ?)D]#5;D3G  
 M.NXH]?5AQMKO+LNK51IW,,QUZBB@[ -\N5].[5@Z!A-37,-;Y8HO.\;#6`G=  
 M9&N(#BZQ;)^YVQT\_\*3Q]@%?)F;U#Q?)5JV`O+;UP2M((Z@^YMCUV[#.]T1  
 M\\_[3EJ;#IFO54Z&J\*I5NT\*?AQFLPRD\*H\*#3M8J501Y'[%6\*UDW?3%<;6U,  
 M3 T,[1C,/)>J<RA'/1=C="2B?%OY1HV@-5K9K- J#-[8FL'DTZ-CV@7N9@M  
 MWS0=,;&Q,# U`[-U=S%6A3X"P^2&++M3\]9@9OIF9[YH965<,4\%=IJ]/Z  
 MFYB:&[KO?EF-/C<L#MT)W>.:%G;^MON<(/%!/+B%-P\O)W/J<6;,W;/5P\_  
 MWC-AYR`B^T%T%R9MH2?FP/G:M9FW?V;MP@VT)[N+:&\$\_XS-\_)WM))GH%EZ;;  
 M['<&\_2LQ0+#6Y1>V4L,VET]:`OGWN4\_%;]+EO<7+T-"-W<V\_::X?06\8>//M  
 M;S!O;]L3GF+8@\\3;R.WG^.<Z9Y6^`3,"W0,#?#R1UH>WX?:D@;ZRFO;GYDL  
 M+YGC]R!4XOLK"7M:\*?,'S%?.'OE<N=VN3/ES/ZN[#!Q,Y)C(>N/[SO8>:![W  
 M>\$`PX Y')LW<Z,-L0A==NX5\\_BX9\\_G\$LN0'/W V/[FMP)S9O?':<S9]#,B  
 M?.D\_'GBMI>H81U\_23VE2IEU-R\_@")9CT[G,L-CV7;< VW`H'66/(`K\_  
 MQ4J+;70?99C(K!BH\_<:MR)'0;(9M8\$O#\_-U>BEG,>\_K;\\$3SAH\$<GNB?Z+  
 MX\33-)/15\*3X`GG\_I^PPTKMDVX!.KT4]\*RX&!JG)7Z'6/?+ZXNN20')<>MS  
 M\$]P75FOWKFZYP(\*ON9&BD9'%24S=8 V\Q5\_5-W\$(D`XK?4;:\*\*S:1WAYN3,":  
 M`XO <\_W 54WVNSWHE,WR^=8]\_>9N4?HW@L?OQ-9VS[U2/%:\_+U>@[3Y@:6  
 M\$8YB^ T@;ST/Y'/?+7[!ZQ'?;T`Y?@\\#<BGY.GN@E0/\*XCT?MFYG5XXM  
 M:A1FG^SJ`TR:,CW\*D:\_\$K\_533'1T#(]H5W9T7+1+ZD`MS\_<1P>ZZA+1;5ZO  
 MQ4JD@R43GP+S\*J,PL^IZOM788^8'.TGMCX5QHJ!7O=#<)H6A%7V>;6#/3SE\*  
 MAF<U%R5]7X!=],=2F#SB-F-OFX#;RSJME#5D\*EY?^\\N]\*N[ ^UYBC5S\N)N  
 M\*U EQLW\_V!:RB(W)XS>YR#??? W%+S WX0V`XG\_#[C>1R,R\_9GF.DY7\$Z?  
 M"C+3X8H2;76G-H,!UTI\_AEUEHZ6L(<MJ,-K8<M8P99GM@#7=)NL=:U=V6NP  
 M-.>QF#I9CI`\_+,@AY\_O<<F0+E=[+8?V[<P<>5\_\_>'CZ5=G\<!>27/PIJ-  
 M#" 9P\_<WJGXP,1.<G!ELA2XA51R:RMW>OIYN8NLB3IUO&<J51T\$O[MX>Y`S  
 M<WY\_UTR[H&H.].H`.KZH1E)ZGI\*+J ?-MVSNYWMMW:0+MS"2OWOEEDL&;L:Z  
 M/\_ "OSH%QV9]+4HNY\_X+;5!\$?NV;\$UF9?E\_5KVM[D.35SVC3J9K! U9]2/SMQ  
 M(-6\_/POT39\$M&56ZZN>^Z>]\_QHW J#S=RR#0=:VW6B-1KE^LX1E[-N]CP9:8  
 MMFD;XD#)\$M;6"CXQQ\,%FN"\_"\_6RO,/IEQ4>21/EVU[IN Y/R%6!<98Z\_E<S>  
 MS;0!V^Q[I\*4<];3G9-ZI@46@D&X\*H@FAH/P\_D\;VKR>AE)\_I@S>?1U7\_(CB  
 M9H:4CRR+FW[\`Z>CW+@\_&Q,N-,X)\_-AOD2P.DVDZ,#%R=@83KW\*&CJRL\_Z\*,  
 M9-7W50R6J\(+4CZ5=Y(L'6#QJ>S-!@523W?OKD/-QF\EK^1]9=\*7:3\*IS=  
 M%\_+?<M-UQJ:[.KRU4KPKN#N?4UQ3^ ]&%]1X4J!'8OK\_>,GT[:F\$FUEY>W]  
 M<GE64VC\*%VMWY<ZV\_T>N@S7K#X\_<:\_P^>\_5B+=4\_POKQL@='U)JM7B%4O\_  
 MGX\*.%!/?G:#NT]#)?WUX!/Z!<36;7H` WOMN)-7]# MK=(ZTQ?\*L\V8%?4\*@  
 M2#`O.\ASOC(S73&7GX![WU3\_KS0!>XGX=>-I+G\_)W)/X:Q\UR`K%5/CY.7'  
 M0EM[:SS&7CP`P/Y<<1TJMF`F9^A4)G4>[P(%>?@&UW%\#T`XB`JNOQ5\_@G/D  
 MV,;@7\_6:[\_7\BZZ>?%<4+;J\$SM;GNW-3I;'< B.=]VMCN YID(=?S,;!<EAQ

MK9/GJP>\IK\*Y]#%?6@\_F.DUP5\'+4C]VJUM=9#E;E,QZ8H!G8V)G\_4&F  
M('M)4A!D[+M'EM=\ ?)A3@28\_HV,I\_.,2\*-\$4-\$?U4;UT=SHD'0S:A-:B  
M@\$BC&JB&<BYV0@K((YFY@PE?1 V\*1.Q)289%3-%C-' -,%\$&. @4=(#JR\$0U  
M'VQ\$1T0H1DHF2X1#3-!3-#@-"@-#,%")ZJ\*ZZ,[40+\$4&9\$E(F<+Q(H46-J,  
M\$2-]KJ/94);Q17BO<HGP0QD1T00"),'02:@CXA00(C>T0G^\$;1=VQ;Q+QH  
MB3H('1(CBU"\$Y A8J1+B([Z2(L.)="CJ!'2!%LCNIOF^6L9@A!H2+FCN  
M@Z:--%FDB5]08V10"72H\ZW\$-4 B"4=\*?CM\$L-0/Q153PA+QJ+HD:0DX1'W1  
M0?Y0T3\$:\*C\$F#03U0 L0D9'R9J?TGX<Q\*AT\*#H\_[0QXAAZJ0;%(1L4<TH&)9  
M"@1'00ZAA\$BC&J@ZTAJD0\_=M<4\_\$E\*AA@UL1PU42,5)D>,2?5!#1 O2\A=?  
MQP`YL. ?]8;@%QCA+8R.X!" ,&D4522"HM\$6D!Q)@\_M(X=H4D2J<(S,-EY;IMV  
MWI\$2%J<#0=<5PAE)4?^]SD]1#M0A.105?F,2X;)G:,D:`D:#(: `:\$\*\$D.U9  
M` ,A?21'?/1\*344/\$40U\*\*Z:QI1,AVA #LA!>1<K(3\4GQHq\*9T>^H@NHT#H  
M`M11,>-"63,88H0:48+4+^T=&H<:(Z,B@<0D]R&)&@CF='IK&A@Q#QT##I0  
MB<1=ED31\*7DQ(:HS4HUN-"))(3\$".>AB00H0S7D?.J.6\*&0^Y:)8W1/,S2  
M:\$YP'D28\$A#&H\$8HCA2 CPZ.:)0<BCF10C+I6@MLB),-0'\S\$8#?@D71#L4  
M1XJD86)I[Y,2>- 0-\$8U\$0T:1!5(HRG+Q.%>,1)"QCBL;V&1)' .X+ZA9\$?BM  
MA.=(ESA\SB<(7/\$2]V53Q.2]/:9(>GHD]NJ8DN[>H&<205' ]Y!^<B@L0E<7'  
M.D1(\$X,N8R13HB;<18B<")#L[2BZDG1 !TC6J1\_-H7U1M)1=J\_)\*-00M07  
M>11'(H=D2.C%#UJ;\$N\$1C24+'!V43XH8H;JH+FHS6HL6HX!(D7S:)D;%R\*  
MY%L9#5H@1]I(\$%(AH"(412O\$AGF0Q(P48WJE:2G@PN\$1S\*(>M2,]%/[&B3  
MDH]J4R30\$30M";3UB5#H/G08:@`2@]8\_2\$>#%Z2RC9J\$HR(T(\*UC,6SV\$DZ  
MHR\$1T)!\$1!TT2>OC\$HG0!&B,&J#Z\*\*[8>A\*)T\$,4'(Z"?\$ 8U")Y4VF^O1Q\$  
M9L-W]42:Q%(\_2)KL&)3\$C&6+J7M (X0@W1PY08J:@HJH\*AD+2R'O%#TL+B  
M5Y0(JX23AE\*0=7@\$F(\*L/T<2.4F"0:B'"5PXE[45^T30P8DD:/P:(`!OJ  
MCI=\_`8\*J[N\$DS(5,4>:8%3,O:4!Q!\$H%F#1\*CD1&R `%.J64S]F\*2+B-[%'  
MM MJ\$Z(W4<W4%O4((4I9(8EM:-HE ,?Y\$,!C"KVFF\*\*\QQ"CJ]HD@Z(OD  
MD3QR\*XE"2H%&:6\_,D3E61+&,\$M: 4A(PSL,\*2#D8\620#T\$\*H0;(M5D%Z  
M:.N54,150EPI\*F\* FD1.T.,40 Z,B4"))PBP\$J@""9AF%\$1^]'],-]1>DIT2  
M?M\$!R E)53 "8E?ZH7'H-'>X]-1&P;\_W?5X;"8EDTW F&Q@Q1 U1\_=1O=1=  
M0P'1A8BHF+(:1D /2%&10:\*EMS^\$CZH:4G'(1T,B57\*;2'I&=\*\*R);=]P1M  
MP'7FNR:K)&\*:8(D)Y ;VD/5D'6R(U9!#,@A&40]B49RMDHG0(Q1@^H(#H;M  
M0U-00\11#<0]-D8'R-\$EQC2,2<-\$8- ?U\$3U4)W4!^T.1(<IJ" B5'?9!PLA  
MCZ21-,H\*O]\$2J=#C-'#U`\$=&3R\$/5%"Q9#4HA(2(%))GZDQ((T0@T8(4H7KH  
MKM10M0XM1C'01O\*C>@Z20:U"1(QT5VH^6HE\_(HGD8>JD)Q2!D6^+\_^F?23\$  
M!C1'#5&#U'\_U"P=-J(7R""9I\$NDCNJ/B7AH45HH)\* &7QKH-\*X5\$#)\$'2A  
M\$H6&\$12<:2#\$.'2(ZD('Q8`L@%3`^/"="\*\*\*\*\*"@(!`\*`\*`\*2.K+0  
MAR>:<)6!U34+1FQA9W,N87-C:6D/^P\\*\*\*\*\*"@(!`\*`\*`\*2.K\*[#&(:  
M)]4T-N,(1FQA9W,N8F(/HI\*\*\*\*\*"@(!`\*`\*`\*2.D'T,--UN8Z<3\$D+  
M1FQA9W,N9W5I9&4/ /D#`!@,P``@(!`\*`\*`\*2.K3Q&KF8V(7L0 D,4D5!

M1\$U%+D9)4E-4: (0M9@`HB\$(0`.S.%%V<-\$JC82#)"Z>BD3)TDS=TO[LR9  
M3TS\_5YF3)75TF9F2ENDJRW=NDV\_<JVW>W=AF3C5E)<0"R02!] +Z!00=%0(0  
M8!13""(6)?R`!B:(`F1`\_.R@`/"/)NG?.V\3G,+3V4KK25>392@//:Q+07%  
M-JV!>>!2P6TB45])\$=( %M\*E'#:2(`8/(3:4';2D1\$C-\$"G\$Q)"\HCCH+GH  
M<= +FA=9%".^A)M^.+A61HKWB<:V-[8D[7>K1I+[`CRQV:4MNCU5GBGOAG9  
M(TEJ[2`TWXG^\$,T7W\_\;5A1\_`9\$8)C0%92J2,!@`6\_&I!QDP(@I,\$ \*&! (9,  
MB @&`?0Q\*PTI</@F&V\$8:\*SZ\$(#V5\*%?\*,\*AC!D@SPAT!\$;.`7(&`I\* ?#7U  
M@-DB@QAT!MS3;M795]\_;/[6N1(!)H2"52@`L48-+;5`GOX0!8@9\*\$ R1S!NE  
MR#301AVH,VU"UD((YZM-\*!28#6\*H+?3E0PJ(!^\_3!+L\_=70:B1P0VX=BA(R\$  
MM0Q""T%D`RCL:"CU(I!4N)".%<(@,&HM1H03949L@U@F\_-(3\_G-N</SE)=KC^  
MZ0@X4"7R\* @&&<)&SH&B0NE[1;AMPOHP;`N#&!\*B H?LM]F>A\$4A2JE#C+X\$8  
M[]!B#\*[:DF%)8P1"2C)9I18K!7I@NN"E\*)1=I`JC:GUBB,E\*5ZL.1S`^+  
M&X!\$B1)O9 TG@D\$>4!E R.D>+!(\$BR\$4^HJ\$@`OM\*131P31%1,`"CQ)2H\*%  
M8906#. (UA)BH0H)8E00J(IT:TDX03"B%#\$X.Z,8\$H)\*@429MH:1JH%J2"Q  
ML"BE`8Q.FHG&+DYA4!,,\%W:`1!E!R:D85 \*0:K"XWFK0C<;<\$4Y`"I5VHP:  
M01#UZ H@A)7\*C1\*DDB40\VPB(%&62-"B,-@\$5&WT6<^L+N&E\*!;9<L+GDZM  
M\_I>!: [<`NR]@ @A"83G@4-P(21#HE.=FUVP%R\*M8,I5@9M]H3M)`V!8T+##(-B  
M!=IN&J/1%)E%;>"M;LX;`3%)2I+[-.Z#!CAMYU?DL7,8 ?4=Z4->=\_CAAE,  
M(Z2KMM(`P\$)Y]UK32+"1PMHN]X=&/?RVKQ%3UAM@.G;)'Z!1:J3EK&"KD!  
M&.%Z\VFVV4U"\$S86"" V&@5J3\*"2>S5Y9AKD+>!9%HBG"#&#;'DMDQRQF"Q7  
M`]?GS!@P&]1+UNG! C1H\_AHRD>N<?\_H`1G4/L\$I2\$7:MX#`O1GBOVN#=#4V`  
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M)[21`DH=:..NUEVESWP\_J`\$#KBLX\*`R^[A0).X6B>?H`[:\<M7\_;VP^[WU@+L  
MU2D9,W\$/JX"WF\_=G;1@\$G\*\*C!T`\N849[Z>L\G3\$F=]'>?%O`8.Y"\*"BDPJ  
MD[39D(#@+?!).6\*PO,%WO@KP`O8@#Y98/YMPI>H)I068R28A+&%E\$-H>T,-  
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MFD4I\*AF;3/I0>P0=U1`-(3M>#2BT\*)\W53;"@T,]-8+E"GK;EZ/OJ#F:1 ^  
M!2-BSW3<KYS\*/RBHBT)-^#&@4D W?DAWD.K?W3T[O,0I`V%T"4L%AK)K<NZF  
M?K<.M`#K;.`\*`B`.W"95P\*-G^[0M@;,\$)61C&2VVK]O/:8%BC,%9N (;QR  
M="!X/\$DYO.\*+)(R5\*\$/V3%F\_+&=C%DE;2TK!BPB192J\_`7E,0)V (V`GO  
M=0]+-?/R#//:] /@P\UQ0S1H4LQ\*)B\$"[53=0PPW1F<\3Q%O`#I;]\$/L^XW.  
MLOM9X(2\*"H<V>VQJ0WOS\$Y>L\$6[V06W'(\$4\$D(5KW2Z@P=J"UX,1ENQZ>V)&  
M[??N9G47Y+TYD(V\_-X[>HO@`7?4;[H@ @?SQU8J\*%2()>@G2I;Q .+4K\_I;#^  
M4\_189\$P7`39=QYH80:3VM`K G6\$E3D0%]S;\*LSD@!/]X([X6CPS8^CK7BA()  
MA&QTU\*+0&U&YK^`U]`D(XJXDH9FZ]>@615WD@K:+,LG6VM1>^5M839-O]  
MG<")1\^8%=T`[[\_EPO+3]?T/]'6H>Z#"\$%SZ`WPDGM"4MYVI)\$YMP1L46  
MCW2088MI)GVF2T==A@89!\$+M;T7PS)Q!/L\_K`B/W@ @#]3WWD;,\*J!OL-3  
M\*:&:3N>3K+J?:67EDF+VIEVRM#>TKA1WTUU1A3#S)R/49,J\* @##6[MCH<MT  
M#[.VX\_UM57DP&LY4\*8+MJ./41Y:>G3]FV.ML\*/HB/1)FV6"K\_[YA;/)? 4+

M`9O+?;5FN5^(P9/#L[UH)/=?]AQ4K7!=0T8\*S&F1\#)8H\_\_CCYGF[XT`9-\*  
M(#P=J4,S"#S%..JOK;'-B[VE2#4DRJ3N@+S"4?-YS)@0JD\*N4-LL@^I%YRN  
M5RU/[1'P:'S92',U;E29IO]/Y2T1.X4(N!&,"I\*F;>\*6T3J&H8.J?81H9MX  
M+D7.W<LHOUD<JMR2'=<(8!L1+O47W\$P%H>NS]:5-ICMV":\*5\*A'R\_M+B1>  
M:NV=`C0YVNU IZT)J@62^-V49@!S?ZZ\$NY:Y`3A[;]@N^?:[J075\*(#AKLLY  
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M56T))Q=;["EGK-+/(&\_/N2YGI94[L,AI/U>^&@3\Y"0)>\_+&T\_11T3UY8  
ME!6VD1/69,[I-XL='>8?8V2\_8%GQ844QP>X1\=U?V!KT!;!E<=BEHK8;Q>  
MQ+6&T@%GH<?Q'T)\$O6M:\*6!KP7A(\_IOTL ]NM7:~M+;&ASPMFW/\_2%5)CA0  
MQUKJW;=-\_"(V"Q>&SIA;WV ^\_6F([-9"+D63J6#\$>)"&XJ(Q%2\$X^#NI#UJHF  
M\*W]UQ^LJ!D8D6\$1W?#G]#\$D;=>?^RZ`M=]P9:E%\*IX3U`>D@3M".E\_UUN/  
M` WY!@?/YCH=\+M!=PHZ[P[.OMEL `P!O,^."X?[\*878RM&67?'UM\*KHN7%  
M15A`VE' @T7A#\_;MJ[VWK]+V6+'W":R1]-&97W%LB:~+A,1[8\$21,?6N?+C?  
MKWZY\$NS\%D+&]I,ZSA>=1#DE\0BYAM!GUE7G)BZ;#6KH>Q+>5%@EUYBPED\_  
M`P)38D/KV(G=P`\_9)/DUE3\_DVWJ!X/?H+1!MB@,D[A<2OF7\*K @U5\*E\$D;=  
MS?&%`M!F4F\_6H#\_MD6DA`ME/I C%#[/[LV!YLN SZQD7HL0/T?D!AD[9';J,  
MRY)L/X:I6X%\5HVG+YY!\\$OCJBXJZ:,>@\*42GA/@\G3E\$3?UG"MP>&1\2!!(  
M@`MT==[=5<!X-,R?U: HU[:1CW1ZV\`%?\$0QYVEI:[1\$<278@`2+6R\*XTF]  
M3\_7%MH`W6,U@:1)EPNX[ ]O2J=0A(HL8\$<(J\*7BSO%S8D\_..S\$PXDG!:"MY0&  
M(0,;A&6L^..5\_Q;?9<CTGZ-WNG2Z`F["XHC\$D`TX;IGU-["[7MJ5?N+%-M7  
M[\*[VEJBBE0N[SA),3R`S\_HL42+CBAW5)"&[M#F`!+4-^2H!/WVE@`. "#3@  
M8A,0HC?[0\$UB4Y"]\FGG` :0`T(&/\*T.2G=3X(:/\$AAW`3F!X!LJ<!P<, %  
M)0VZ/G+!A+AT58RLGC%N:B=B/ X(.S\*9KH\_:<#H:4E-2 X#` .Y.E\$"E)1=  
MS7=L2R\_H`W ILE#!`[NC#%3!+6'+;IKI6>01U1!(8A!5V1H^+/\$(+ALI`8\*  
MBO!76 2CK&ANRX.&4QIW511VPBX^4<"QC5TRL%S"&.UW:UU+A>SB[1T>,\*1F  
MVE^S&BRZ18\_4:69M`V&XC\$RFI]P[=L.OL\*+C/P`DE7?(6/.)+(&3,EF-NI+I  
MR;L(.3G!8W:K>]BU%Y!H(P:)]>\$Y;R:(QG?FG>=U0#O8A)\=HHP/IM4!A,>QC  
MF=[YB% @8?H5)4\$ @<HT\*WW0[ `C: ^OT<?)91]Y=HAV.GZ)#"\*7\9LP=+B\*2,2  
MC-X08>199RG&?/6UKS@+&BIO2:J21DWB`RXNV2QE^]4TL+J@L<2^X^1+KJ7  
MW?<&+JE>\$M.2` &85/1&\$&<^^Z1N@YY;XI=<6\$E\*L5\*^+W\*(%/MN"\$E?DHS  
M72`C8,R;;A;M0TSSMJUN21P6&0>:\_0R><46P7%/C9%C](N,,R8I6#, @I&-@.  
ML#<%]X33Z?K779 F]G`29`I%`\$\_/2J,RA,,E+1^+Y!9,./\_V`:=R,G1+X,D"  
MVX@MZ0=<65&\<1CD%T4\*KQV5A&+,\;\$R?WPW`TZ O=";8\C\*Y;UJ7?^-+2  
M\*.I(ESV`"R`G:AHRM<DU/+P#\*:&[X3 ]XCE)E\Z7A2A-R:\_SLVBK9;;3:MN  
MF]J%:88WXU >\*K&I@[I86301 @ @Q3(=38!2L2TTN0`I47!TD;&N,^CY(RBP  
MXXIV \&O\$:%5XLNC,071V1T\*?G7/3"+I+ICV\*L\$CO;Z.A1[&\$448L\_.JRH`  
M\$]I C!&='6?;V\$XDH)H4`KC);0J#X82XI4N)\&@>L\*W0919%?Z.%,H\XN%4X#

MYYZE\$GYFZGPY4D&L\*E(151'40)<315\$L\* @7VRB^>C !><7AQ[^ (2X\2(Y52  
 M[-];>]25S,R^PD6\_&=,(&<L.;2\$,P\_.H60U4-\$I)F>LL'N.+[BDA]O= VW  
 M:D.#@QKB??' @`X8DTZJ)#C+LS.G9G"8D(#XD/6#F^6(%85S-"CA^; H<^5\*0  
 M'PK4XQD\$G\H>1^<K:D@2I TF#Z&\$^["C/7%NO]UAN8D[U%3F'N3O%ZB8\74  
 M3QIIM5<,Y\$9\_%GMK\_.,4\*K8HP&4I90\*#@9.C?FD.\_W\$^%\$3J@</74!M^ZQR%  
 M+%>3SRJ.D)[[50:;!;%]WG .KD,PQRMXJ5&.Q\_1?)IKN=TIW+9?\_+4<.O<FP  
 MM1Q=R+=HS+@PU' XEV67/G1A;\*J>6+&-/[-'RUV2P?S&-QAT455<,"S>E]BM  
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 M)TZGR<='[4.1XM80A 0<%JT7#+OE2.V^K\Z;\*A\_ZF6;#3>P6;&?[,\*ELY[3  
 M9TC\$XJA\_9<\*CJ8@5YXS:%F4Q#QEAIR1&T44\^E.X\*\$H2!:!21"RK\_+@ZDL9T  
 M):\$N\$;-9U(%\60547R,V,B5JCQPO\$Q@"H&9CH=M!C(H[#K;Z8@M]NUY,0(+6  
 M;]E;3[X'0,R152# NW^S!79&. #5#>;BW"M'B?LX T6LB)#%- %6LS\*L8N9  
 M6H=M9)A"\$C\$!U!6\$D0'<ZV%F!-@/HP63,8:?O/NS%V;9R6B>6C\$0FOEQQ50(  
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 M\Z4>=MI9]D,(P=>Y&6I&J\*KWU7E,1VW+7,IG!N%W\*B(0YIM/H%72(@U)B"P  
 M>%B\LC.Z0S@]\*-, %F3"\*RFCV(#7W]6'M-9ER!\0GY1=\$QUZWX [.S&\$%  
 M?#;0]\RB!X-6;^/BL;:\*=8PS!.,I'?!\$5\$>RCF9-HZ16TT\$A9RUE:KAGH:=L  
 MNS'JQF+XS8DP%P6\_M;: US.?C; >G T-KM9F[&NI]>&\* &XWZ7,MH1BVA%,C0  
 M@S Y' ]^U=D85\$TB?P^W"[AT-\* \_\_\*P"EDB!;`X[WLB!I8IHV ]HC^TE\QQ0  
 MTC#H^P?.ELAN#Q\*.8+IW@\*L?^9!QR\*.E@XNCLZ?+G'8](7\$XRUG8+@J-<68  
 MRCQSL7)V<^\*,/L+VN,F!'01\2K6%E".\_X%K9%9;]4:M9>]\*63WVBM-^(?5=!  
 M2<.R%\X^P-M9!22\_)G\3QC!&O#P<B26C6+I5R8EA@20'9=N'[\<D-3SJJGJ  
 MRO0X9#@TL9&PC.XY]-P@-%AX87\*B,\*.HFNO>)\*13Z71Y:=O6\*U%G+);ZG'TC  
 ML1QA>GU/\$,L(^&T,%V^IO, <^<C.9>4P&-!XA ;R)R[VH@)L\$Q=[H#>'!%/  
 M\_X==O'-?YVU\*6AT7LU?MD3Q/BGGXP&-I#,40A2\*T3]YVB3=35069!\*M]E1!/  
 M;:Z2"<#LKBE"+2S5DWV^(V1,Y5(H?APM+O)'3P88&8"A#?Z7=@Z.[&,J7[Q  
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 M(CW(@>\A%"3@<@Z[E<'A;%@K[^!N>8Z'?H\$#^8M!Y<XDX@.ISLY\$:N9IQ+UX  
 MXY%W-B0YM4JE8X)\*TF,2#;\$EY\_;V[O0.X/RHT85&F<:?"EC(L\*@O:IRG\*,<  
 M( LE0\#5&%IJOWYK\$PB9; )&EXJS\_(]Y?+>=?.<8W>?X7F^2'14)(B#TQ@  
 M'J+W'/ETQ^DV+JOKO:;)P/((J%YGU+?+&%V]F7>396 XQS>7.(\$9?=M8?9&  
 MF!/>P7N"ZRCZX]P-%1VJ5D0&@T\*KKH4DS2FX^E#=>Y">#5/D05+HZQT<S  
 M,ILM%\$&\*RCD@.-9TCV',GM\*C(H\$NRC:L"\GQJSIT9!Y3TT6?>@(CTX,\0>:  
 MUN5K)BV89,>R6P4KGMU\*]1/-VN 3R78\$=CAGM]XV7!V /7Q73^"CT5H8K0Y@  
 MTJ228: ?D!J!&IE:/DK9^KDG<,/?>X#Q@GH"ZNE7(4!H7;KDMI0UZX-B>\_KU\$  
 M(H%?(5"4<XS[68;YX\_(,:7\*Z^Q<A>^,\_KB\*U[,%803DX0'LX7B\_11 \*,:?WL  
 MUG!6'0?0#WE`N,&##6B(\,5%B>Z1Q:%4>' /K.#BFOP)FANCL+#]1\$ P\O!\*

M0,I-6NWUX^CJYS^QG+=\A%:GJ!51"ONY.YSRN-RN3F<\YQJ5Y-NG@KJ#P>#  
MGL\GB\`HY\PZR%G0-VWKK^?&+0H:#%)GC,GO][,YXMYO)O:C&J([^:36J<8>  
M'FF1/\$\GQ>1[NQB<[D>U#']?M[\*]!AHT<^R8?(XG9UE1OQ7Z:E-O<SA;G<9  
M.5@5A! ?E;<YJZ/8M^Q+^F?,"4"?(=-@N)>2ILA>6R\> U7KIF!V%?4/T0  
M=.:7Q#77>2R9;XY\*M>]UE'XV-OO+F-5\_0;E.Q!9QHU7[-:,<A^""2Y-X>=  
MX6\$EPEL!VVE&%00[Z"Z-H^64DKNG+XZH07XBH#<U&7U%/]XA%I8XXXKIJ%J  
MNZH?>\$'RDI+7DI%?+%(59DKOS"\)[<KM",NKHX;9U+BJP&>S(JW)AE,X8?  
MAB^#5##/\$5B59ZI2=<B^40\`E [::J(MYT\$Q\$Y/%45-)\*NDD>.E\*&)8GPE  
M!0(PZ\$&"%KI(N&S6;)MBS7O+!V #!EHCOUBEK7Y-T@Y%AVGW:U2 ..!Y3%)A  
ML2I:C!N9.Q\$02VNSGLV3!33[2%@()KFW]H1U\_I-;EDP)\_QFEL<|U2>\*I2"4P  
MVT/0R57W)8=7ZH\*+LO^;N?%Y)<\_Z&X\$I:1)M9X-7B0;28@0BE)=J"A/,TB  
MTEQJE;H2IM"!%P->JR 7:K+ ZU8#:9G58M16JT-[MHK>2-W=@X301?O]NT3  
MSO\*\*;"Z&]]9XI45Y?0\_.,+\*"I(/&.B>\*R%DC<!A[D2?ZH>&..!S+&Z7#7]<  
MF2K78(:;`&&S+(`S`EO:MUH!L&7^+7]"(JY)R+<JS]\*@4^?%FN'A)<(,;?P  
MP+F%NM>(L)N%80U6T'+\$9!D.^L[JVPK089>Y.\$[PWB8TPU. ""!]X+E:],  
M6.YG0,YSO9(V(E6UB7\`B N K)BU(. [9DZ^D@N+&-\*I18&\$G>#8P]I99^/Q;  
M@!I)%JGRZNV]O)- NM+-4U:'\_!E"#SJI(P)Y#EQT\_B SS%+@-SY\$94<]//GZ  
MDFAS0B5P-&\_>B%H3QJ%H#Q-^5\_6R\_?JVN]P&#H\$!OJ;@C)UKO5\#4,7 (  
MYVWWR73Q\*AU/J7G"=,%,\$)US!4;7VM#DU[!=?Q^\*&?G49]\_N+W,NK59MA(R  
M%K]E=A\_ZN7GY^KIK#W(%GF"/G9\$<%>;K5D>4+^Y5=-V:3=[&JXE36&&^PQA  
M.8=7^IHC#4)B5DA&?!G.;Z]X5Z' \_\.:VLO2^3C:E\3(X%5;9:;(0Q9X!7;\  
M?EO,\$!Q:~/;WNNUNQQ0D%:G@FF-QPXXLCXO[\*D#O%YA"<E"&7.5]!35[=Y)  
M@WEP@M^48^>BE/.FKQ/=8@U@^D:8J-6U\_-G<&JV7L^6')\*E\*JA>AO!'70RK  
M^3OX\_KXX'"?./\_X#0R@=<[KBP/LORZJ\_/'3TP,@F%M\*@=PG\$>&\$)O#O  
MX]!C>RD-[X9RN\*)DE&MG#>'NO^T+RV@M-Q<&X2"ZZKBMP'J9,\_?6F\_)ZC0  
M-W!&6=9=D7GG<@M^[-GVWNE%"P:H#(\=VGY049'G,/BC&L.S-/R)K!MSDG1D  
MFHN#HJ,YK'#"D=&HZJNIT]D()-#L\TJ\*4%\(!S]H0%#!E,B]UNL-;J02&YZJ  
M+2M8,+!\^4.);ZD=8;+!7QO7=\O67H3-H0.<\* \_B6H^?8!@B\*NK?"7@\$=?GMU  
MM^?.`]0F>29WD(L+DRST#Y:A^YM!@WWVA2).%4,J8+OT4K)V.B; %(2!S8Q#  
M/)Z.J0(>1. :IVZ49.B6=KH\_#W9%IB"I0,#6[%T0.I)3\*\*\*%;=9-<EQ/3;#6!  
MEM9T7I-"- J\$7SV71X\*\*%&"/T3' @&P@%\$)),DC&\\_E#)&\*2Q%W=ACKX0<T-&+  
MW^@2X!C5Z1O1B;C7^STKQO-DE>%(F;T?.PU\$EGPIK51&MT65]"(^9;%ZDZ'  
M"9ZP#`\$LGCR'I9>79<APG2\_S+ GBO6J5Z9L&+TJV=S9XDM@HB;)4,]DR'M&C  
M\_&\$3\*=#:@J= .@[0=8\*I^4X\*=%!C.C)\\$;Y)\R-.CT)%\$\*%>5.JG0-H1!"Q\*G  
M;H)M"@H65\_X4(:\_DZ#"6@ABX7Q?DO\_"(CTW3>BN+P'(/%"N1NX1Y@'H,0  
M4/C?B\K\_"V^7[\_M1ZNA+?R"BZ !\_A!U=#\_?T^R8G&X>9?\_ 5=-FT?HLR:>3]  
M[34/:P=DE[=/SK0V3#>+17[V/\O!?\*PYWXWYJ\*M/+X<G^BP@94WYX##@:%  
M]RMN?3R.&ZL2@M78J:++][;+^190@6"=X0R]MPH%N!R\_-%?'\_'\O\*\$(&I.O09  
MORT9=/A6H)V6D^=ADY=!E\*NA^?Y^/S'Q"A )\_^3H\&(I(1<G0P.9FSM^&#&@W



M^NLO&!W\_PO@%'Y5LNT O\$\*=U.N?0#06\_OF)Y]Y)-\`AO+A&\*\_ \$#\_H"WZ?P>I  
MPM\*\_ )FZ>!F]?Q68\$5SE2PR;<!/\_]!#OH]#@A:GU3KT\$\*\$-?MW@[ "A6PORU  
MI^%"-A>@JA?A`/X8\*X4ZF]#)\_DU0FUTM=GYN\*^-@\_X%CCZ=[@J]#VJ-E[8:E  
M%\*<[=A.)=+)N\S\O\$QDTHC?D9)\P"?/P!0\$9GMW;WD`DO)=<#PCLLEO6"O)  
MKIRO\$3O?PM)\R""45MAQ@`E;\$\*=/)V%" 3ULAYV8O5P/ML>JO&E2H6\K+!P  
MK5K:KDR4E+;BN<8@252V.-%,FU7"U&J657\_8\6RWJX<QEI;1Q9GQ\_<.3MN +  
MMI;%Y1&Z%JCP@L+PMC>%XPTNJ<A>85-;,\$\$+F)YL3RY!;POM<A+?UA<H3%4+  
M`DOL;. 'G&\*>VLMO4;A%9 VZ&+J@S?V<( Y/P\$MV70('.,X2\$&4\$8"RWH  
MS?+VLQ=9P';IR-9N'=X+B\_0/8G\_&1^"@1I.@H\$\*;A#]E'6#&\_"[GPL"#H5]  
M?O(#'4,&?N" (#12R<X=>\*S&^X`+Y-TG5`S%5\_92J #'U^8.WQD7HD J  
M9UM/W@`^BNK.L#IXM (\_EOUJ?Y;=:Z\_MY0RY\_D7F0`#F>8VO[LL\_""UC1\_L  
M?ZH5X\_J<U"NL[>'3+P\_GW>,#6"!OL\_C[=I]#^>MW\_VE\_`K17S=HEKO/-"+  
M\_=F^Q2U\$+\* \*.Z]0^E^5<%\_R^K)`9L\*64.;8.S`X?;TCT#SS0`I#E\0\_  
M9?BBS9G?(L0O:%\*-F&#].\$>%FTZ!OB##3\_"I9KB\$U#S\_ STD/X1\*Q%\$E0  
MB> 3T/>FVN1J(GNLTE+W&.;1[T;A-[N`L]T-L6]RF@ 1>X+4(O;HH\$;MF>\$1  
MM2:"-VA-Q%\_-FA\$)`&A^X`H`EBB>4\_[73,\_R]>FA: ^N37J?6GC\$5ZP;%AZ  
MMK#M2S96/8T)SU"YA`G)IU/IB6B/TI.A\$Z0FRS?2:WIIWLX`OD1-A\$^A.%8G  
MH#G6!YX#5<\<\*Q/=9HLWCAQ+&\V<QK/..%8`F3CV`Y@Y-A^7.38?ECDV`Y4  
MY-B^4.58GDSEV/Y(YMB^1.58GD#E61X\YUA>XFPC^\*S:R/\$\+?%G5=)[G+9@  
MLOBF8ZCX+ ]5\1FOJ`+G`L/PQR:T\$>VI-"H""%:[QLR%`P-/^`P3CF9X\$T  
MC;P#X-2=\_#58>\_GU!WT,U@[XP@ @ \$5IU\*J7.' <?O9S;J[PX!E]X-\$V[N>01  
M7=C -7NIS([H=:P[FR+5`<CB-;<63:A[@<>P>WGFL#;F5+-MK,=3]L.(UFU  
MG&:W:CB-9)P[![0<:P..S75NV9LJO969ZCV1F`R=FS25.PCB][V`\$4F@\$=A  
M#GUIV)^>9L0\_7W4E"^.1)O=77\$T:CK;:M7UIM>JZRRO5=897JNKLP+JS-M  
M0]5.S8>HTQH.3.,U79` L#J)QK%Z@<NR>GG/9SHP-[C[U.!^ \_3<TB,P-?I  
M9PSPZ7=\23@7M0T>CGJ;.:TYH>\*S+4.B,V6;D,X5B>\$S99N@LRV?H#;=EX\_  
M./8/?Q63CTX=B]XS99N=LQV7CHX]@\_EFNI<` L+FYRFO[8XC7\J<5JN4.  
M/\_CZN9`000M-[\*M8`7."\_7+^EJ<C;.6.\$9G+`"-SE;A&IRHPC4Y2=!#9S(=  
M+=1-[-W9Y+LER5F`JAD9\$LWD9R&ND3-Q\T:0;R#07YCS`6:59QX\$,<XS?V>  
MWP[["M,"XTP.?1-%HXRS5E.+9JWG%G^&HMP^;MSQ,F@@[R-/[S-MUXBS/9.  
M()I6W#V::APY-VIX:VO5\.;3J>%LCU7PHP35X2<)J(. \$U>#G":O#;RV?A6:  
MZKPC-2`X)N@<QQ` :K@LR&+@`X`5\+-\$XW^`\_62NOPX8Y9LR6^DW:O?+ +=5W  
MPV\_4;W9IJ^FQ;/WJ<FP-Z'.LO>9S;&WD6RQ;Q;\$LW>!Q[#W><FP=W`+L? =I  
M4\$!CI?A9ALUB[=2,!&W2S)9]T,RV;<[EGW,S#8=RLQV;<C,EEW&S`9]Q,R  
MV7<+X=E;@.186WPT6`;SX=D;=-.86W#MCDS!6=L?+VRS`F/#-5BVNS)9MK,R  
M6;:K,EFVHS(AMA-HF1G2^0>R2:<T&UIV0;0<8[-H3D8V>XQH[.,UMFGF:W,  
M9OUNM=I]E"[R3@UGC@;/LAPC0V.<:Q=C`+L[8KB&KL0/=C8;.&@A-;#2T[  
MH-@.,76P\_S>^1B(F7IPFK^-.:#6T[(-.,9NNG#-;7)S+`UP<VS];N\*:VMAH  
M(56379K^U.(>NLQO]B<JQ-8'-O;6NH?'"\*/5TZ\$-6N;:FK U6+5;.%C5357Q

M!>DLP-'5!QBNU<XA\$ZDV@MBW'D;-R0U\*S;5]2#BV?J-Q3<U\$X1J:A.@ATR;'  
M6,=Z>)M;VE&A\_Z<W4/3A:K=-DT\$'7)===P:.- UTX,XET9!IC08-+\*#=#0'  
MM\*H:!H54(M)DTD32D:B[I\$;X%I%\*@GI8\$.>S=9=CC@6%HTYU@:./9.BSE6  
M)HHY]DX2S?4=\$,U638<X]@Z&./8.A3C61H0Y"\$;^Z@7"!1MUNN):.@!D-6?V  
MTK+/S#Z"RI5@D\$MO.=WHWAE'/B=(CZ-8J[X7[R<' +>/BW#J!:\_0@D]\*2  
MT A>;X/E8@6H\_4U?-/)+!R628N"-?]FY-;/W.];K?8U55XP&4D[!9Z>;@P3.  
M:(YWAGI+NQ?15D[3^ GN,%^<\+"#1KP0663L02C\$\$/4Y< XGA?%UH%JZ\*@W>  
M2HL#+NV\*3LDC=K<?\_@&X'8KP69W%F<YS6:KU#ZVK(VZ)>8QSU7P0!DD?I2XM  
MQJ?I\*E#CBU^2>P6B\*^&B^)!AH<\$;"1.\*=2#YCR)(<TOOW(-NX\8Q(=Z^^,R  
M.<6EWN?7&%]XG/4.E# Y[ 1[00LYBJ-+7E\*N7Z##7N\$\_\$OA\_/8TQ..>#@/!  
M<7\_NO^GD/G\_['\$7X-!WN1G&Y[&T<T,MX\$(H)<7F"\&!%![+#BWJ(@)37M  
M076;(Y)<\$P\$SOS5RZ88\_%=#5<DX388 7\*W;!TGDDEWCQIJ[&/\Y;/AI\_J#  
M\_DMQV&T]=ZUXI"60->]U5(-QA1%@R^,;QMOS\$#MHDR-UWT9RZBJ:IE!' ]@\$  
MF"?#KKJ@O%++TX7B5S(#40'NR/\_\$>'!.'PE;2N?\$!9\_!6CP([&O8;\$2%J  
MY97&5%LK>4@DUW&'X44;SR#JG)G\W%4"%WSG(?YESE"K;LB\*F?&=V)!"["X  
MVN\_VW\*Q\*MZ@?TZ^(M>X6Q.MK5LOR:"ABD.C@I=DO&) R-54J\_."O!4V3)@7A  
M\$+I6CVN1I<L#Q6\*].#XUTN+B# I32/108AD7 ^&!\$',O[PD+,M\_4#VII-  
MQ\$K'YMZ\_5:7V8XPR0@Z.#6\_\$BT\_+-5E8AB.)N:([I"HWO; ")/\$SDT-(]U5  
M1CZQT5>@#X';\*;&>Y^6"A--4R9J]6)I+1F-50A:F6!@;>;9!W@/B18.<R%F'  
MWUE\*L[A4DJ%.4\$FT<?<4?+ H@%4C2(:RYEC SU/5\*Q.BZ&0MQT8(:F%NS3!  
M(5EY(4DCUJ8T%<(H0HSW14\$ARA7C!E]Z%YOR07M?A2H%\$;?)?8=^-%BMU6R  
M/+WF2B[~66!FK[0:P)6K"F%`UTCSN5CXZLG!N?\*AO]>9MP9\6,VJ; :1#Q0  
MM9C'2D,<?%;^(\$G+U)/^42!2#UI\*^&U\_A/2W,AA\*U9E[/F-]4A7-:^^VCU2\*  
M9YT=-VWV8UDQ:Q?\*W\_8\$9Y63.8KAIB<Y4/HDS.4\_AC&KMUD:UXA?K],FJT?  
M2M3T]E;/UDRK[3K&]\*^8EVN5]\$CH8"LC\_T5+4,%\*@Q>UTJ?&0OL/:3\_3RE5[  
MQ.>%UVB[\*39(TVZ03P>>TU<0M8CEAXP/:?(C9 VJ[P\*?L\ JSI1J:>\*KE"L%  
M@HP")\_4+S JM)431,Q(M21A;J]J!B<\KO+K[A2' \_-Q+UGF2ZTZFD(,\_ "9,  
MS#)3^%K6)CF6TE6842B5L <,QA3#C&2&]M\$HT4E(1<5Y#T"Z1,\_ \$SIA\*JT5=  
M+U\*\_4?)1,;-9;.X8^6(/<.\_ZD9!<ROEZ\$24OR,O-0HK3QRT<RS+@ @ \$G;[4N#  
M'6J&]T%VDD5J\_Q\*:FRQE<; 7'6ZVAY2.9<?P\$QNGD?ERT\$E?:I'\$K2Y"A(+L  
MC(']CYC-\*AZ^66K@XG2FRM-B7::I@+V-\*UT@4BV"FUA>@.#.A3H.=.W>%%>  
M\$'8Y:\_WZ]6B;(.A-(']N(DP2DPHED#<^%KKO\$[4[4="7EQA"7BB]"G%<F  
M,UX;T%&31?\*"P=F#V71I^SOCG@8.U9^O524#2E4BJFK7'^0&[T^1^?,AUE=V  
M\*I3S\_@QH3CV+^CH3J#PLY6=K/?8.4"=R71H6UU[2ANAL5RM7A+[!0QZ]^BC  
MZU' \*%X0.<2S(\G2>[W ,P#\$!8)D`L)9)HR3[[5K:NV5CJ25;.:?2F\*>RP1Y  
M>#8K\$" <"<K LS5D69'1.\$EHTK&UO/.]PN(JFFHQ.98IW\&&7U3E\*!-O^V\$G  
MVZZI<';C<5]% "ZK.DC+K5^<X<\_!4^=WNRVHV<#4U9\*RSVW.004D/7Y<@QU@=  
MZ!>)=(^EZ2F0BZ#%MR=-,J1."F=I:SU.9M' =^/MS,T?\$L];VS8\*HB\_96; 2T  
M&7G+TAU\*HH(72;=TA?,],D0,964NNT\*7<BY]I3(Q]J,4)"S%' +V^0<7TDS

MC.:I%.(~Y'J1LNKJD\*2Y8SH\_='""@E+AQ\*]I8)(TL\_/EGSB)ESK (C2FTC<A  
M;;T/>&,2\8D'D RI/N'=20!N/B4D&+I+\_JSS,\BR?SN>4]K`5DNJ\_+HI+\*A  
MK-\$ZGU-0C\]DPLS;2VL9+5-K#>(7]";UY7A;C4@=CRR8LISRY,D8BS<=;!Q  
M]B82\_:=~]7Q184;N\*(4I/+DNS^K^BH&F5!+K\_BA.ET"IL+(R+2BIE@;  
M(8@LG9@8Y\*Y'O,J&LC]N"T<RDC/94!.+7\*EH SM%GTGBP"F:[CI>FH.KF4  
M66J I6G"GA\*)`\_B9W3[&6:G!+S=VZQ\$I]6"0;@K&/%@'J-W)JO N"X<55JK>  
M.=KI%P1UG,26FD"7G6O^:BUHV"\*@X5L]\_:ZVN=J.2ESKU%A<7TB;=V6-RX33  
M4GAP)BDY/C6PP6=2P.\>]SDH\_/WPS73`I<+`!=\*K,\$I[ 8P;L>F9\$F6T>G]  
M6<A6PRK,2VH8X%E^TM0QE&Q\$1YI6-@='U]/Y:[U3W%+:RS%?:\*>.2;]LD'?  
M;%M[ZZZ\$;X\_C#]I9<\_&-Y;[GL3WHL"=R\_1[6.4N]2A5VPE-9U@IY]ZL!WKU  
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MQ?<IZFA+8K""R@P\_ RI=L'>C<';YJ2693=7\_R\*)ZEJ-R;\$)<LMND'\*^)\*F\*  
MUL5.\$C05!KAS"CY[\$RZ43MH9\$C))\*V\_\;.(Y\*4:LXDII4U7[.\*)^I7D5,&A#  
ML\$(FL^R^%B\V41<#;.,VG>5)XM.#7#E=:A7';T-\_-2D[>\$<L\_!HG6#7<1=  
MS;/7;F8]S:#KXR; ;\$>0CBI,\1:[#U\$EYV-H]0]\*!@%JIL Z'A<B? GR&=#1  
M\$4[ B^<1W1O='=#K-W^H=JUW[]A"/D].&-<>#!%1Y;S5!H-OM0[QH4>M,O  
MZIX@>5[]JY6^`]@WT5UE#-0!LEI8@SSQ("J/+)]R 35\_B>[43\_"RS\*-4,Z)  
M\_&AFM@P"(C\_Y?1XL.% PUK>\_8P;\*4IM\_-[-]8H^SU^6\$"EIH;8"/L/\*[W\_  
MR!X8FD>GM0M62B>.9\*F)!!1R<!)\*7@=F5^<CJ;=5!-EX866\_ZNK&P7+^W\O  
M]P+\_2<R)75M:+EW^XQJ3?Q+VFV^#H%6U< CPP7R%[8'![%OYZ]UZ@KBOU:\$  
M;.:S54\_J5:6#W7R2UKG 9YPW&7,9@P7G@8.)I68"B,#H0PWA/E0KRW/I>)GW'  
M[G5NL1GTUGD\39\$6H;'!0;P5^4LXDI2(QQ(R"#@O%P\_A+ ![(R\*4(;V7/\*  
M@+K?FM0;';\#R V^CP/2&<?4P#0#D-/;8TG17)&F^MMSM02I;JP\_J(L\  
MHX6!T7]36K [MI8TN#5:"88CD6B/K\*\$H/9%?3:BPA8D]J/7W,\$USGP8]\_5  
M)AO:-<4LT\*CWl(&YKCG.#384X9Y'OU&\$WM'O2"<]"N 28%,@>J86GR2C!%'  
MO/&H4I\_3D;####^\*V%M?\_FL#89E\$OR>"/>J=SO%8/0\_BRV\_D!6Z/&<"KH2  
MI%P\_C%W[+O"Z<S67KR\2Z\_<&5ER:<]3JWOO(53RX=7DKMG\*5W@8Y&,67/.<  
M0HV39LX'Z<-!1!D\$Z&SM&+\*S1/8L0JC;T+6\_%JA!A^\_5SJF=[>L]'BC.)N3  
M\$P(AE\*JNI!>'A.C<O>-\$X">5KZF#P?JQZV\*G2)/%O.\*\$T5(.13%5/F\$\_H%/  
MDD1""YK/K3^E\*1?,\$W=A)7D#AB5&+&\OU"M,!,4H9\$'>T=D-H'E(\K-/8;<[  
M""@08#C\?CF\*]XI!3SZ7Z(0^KT[%?%]9Z0\$;5[Q\_`O2\*^\$?.MGBE \_B&25  
M\>\_IGE1%D;F+O6M\*[I#COV;NJOMPT\$;E(!TLQ";%JHMRDHZ113P28ELOW)8P  
M8H/Y8</8A"!\$!:-R+)'&KNT'WZ=W9N=ED\_N)K >M8'\_#"?&@%^+#>4#\IZV>  
MPGVMKH #Q[V]V\*3HJH=<A8\_3^3@5%^AEIXO=+&G.A,\*)<L.O3Z\_9HDSM>?Q  
M,M#,) AOAF=TL';B2\_ JS"X\$A./AQDJ[A7JY3P:H(CZ2<H+'VO6DIJ<\PL\  
MHK#Z1,I5@U)D2Z\$B03R'+@HO \$+&<%= 4107-V\))E>1N8?X(X;TJJ)#QMT  
MQI+[ %52?DN!NW!>=\*T\*+>=>)E170%"S\_:/P85AT(M&\_[">\*F&>F=Y9S)T>`,`  
M[+W\$BR<(<HXOHGM4RY-Y\_!%V?AZH6D'B!-4U)N !>%?(@?5Y?5+:=ROSS!\Q  
M?,@F53,\N\C"DL@)LL906]-F327Y(8!7M/-]\$(6B)31FR6?W\_\$07C406>=M,

M75K\SU)9C^(?2LWLSZ8(KBF<J2R>G\$=?HDIE>3GO]SCT1LX7>"M#DS-7F&H)  
MF[OTO6+C, @L574M%+B6\*EI37IW^D?%.S1-KX;KDJW1\Y\B\*L9IJ4<M:RLHR  
M\$@EU\\*E=\$PWX/-I-Y(\_@L6BYO2M!TH<G(%D(Z\;H.0J"-J)0ZJJ=\\_%BX8  
M/E0UTAB4@,9&<3XJ]=4^4D1Z^Q5\_G6MT6!K:0H,IYX,0(FQ>AWVU10<JU^:1  
M3N\*53\$:&=J;IL5ND(\Q7W1=K#^H%)OZ"HQ55:9JV1H%]U);<.R%<BM\KM\R  
MTF7YUD)AT@=@!^U\_KR=\_7[>VU6J<:2Y82,AAVY,,[Z;M&49\;,U= '3B)HWHE  
MJ.]6&=)' /X&E1\$OTC"O2^LN-7>XH\*7R>O^,\,C^ [+>X2N\*ZC8S% @58&KPD  
MHS%AOTUY1!2Z"-;:<\*>0^0D19YO<C;\*BU\_YI>OCYO-7.MZ.QLB5V6\*3O&@8>  
M,\*0"8I\1G1A4;<V#RUJ\>M"M\*>3:3:L^ 3^ .L4)[\*-= [A\_.;PWL?'\$Q!D  
MUG:D;J.%TU\*;QFBC4,0FD61,^!M%WP1E-N/1YK6Z!;3<'B1H=W;\EV%9#(V  
M5>.)]O.6]@/VYX3!,!2^W.!#:L^S]&9; \*D2QWE8<FP.+#"YBOY:\*HI>T\*&  
M>.\_. ^0<Z^UP\$P[%OL[M!A;0S(.?+T;"7\*NE;PO]W;O^<D9):7O@!^F:8C(  
MC2NG@<ND%.?STIJS(\$Q7/[ @GY#5)E@49;2RWM;/F;>R<"\_W5UN4//DP0+GK  
MI 3^Q&>% ^AD1WC(E:J&A;A9\*#[O/W?C)IAS\EQ.[ .1?:UC>&B,2M>18D#  
M#4FF, D1A>G3U0JBV:+C2+D,..?PW!9JP8R\POM32%0DKQKJ#K^\*F]^&' AALA^  
M#TPX@&P^NE:O"\_F.\*&7J4T;)-M)K4\_\!)A8X+;T@^3\*HU[6TPUD8JD> )3-D  
MRJL=;E7)D 54OG3^PD1\$&R-N;O"01!SUL-O[97-C[MD6\;^4Y",P?"7ZI  
M7\_BJ4/XG^H&1;ZM#)=(+I[%55]0\*8Y/&[:]7QF?6;"<1OY,6T6C,Y(KAH#  
M%9U1?<]7ZHWABH% <ZX5E%^]U%+3+O)2#/D2=P>[\^9N!]Z>^X1ZX9<\$YS  
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M8V&E^L,:G0I&:&%G<RYI;F9O1U,%;4"( !4^!D3^ [H"@\_%X6UNPB&4RA,M2  
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MX!X\$P0\$@@@`P7K0A2^N0 `~~~~\*90^![(#I\_KWMY[>L\KH7I,V%W;486>(  
MS\*^8TM .@5+L)1B@=14./PMB16\*^36/H^:A2H0/= "T/JI^2T+] %OZ+>L6^E#  
M.M:\_LW^+,(>\*\$#3@T5S-RL-5^ @Y;D+ !^+W%T:@^5.Z,;+DB>((NM2\*0;^5N  
M^+,BL\_%G3A8(.K[?^&VD[-\_^?WKAS3&HY\$A3^U9!ES5:G0S"S75/A2[S^\_I1  
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M^YL( , PN0H>K01JRQ9A,&!-TPORAE=V^J=1!D##A) \$P7@EY ZER7F0QHM/  
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M[Q?(G\_G)0!8AX5]&=Q0RTT^9<\$[(^7QZ+X)U%2+<!1Z#UTQS% @M!2%+6O\  
MJ,?#\_%O!.ZF^RB[7LHTKIJW3^O)YU^I8SSW\$#^Y<^\_+=6^5%2A\BQJL8Y  
MTQ3R)+#&P5BECB@CS/R)D:5[B]G0\2\$%&#=#SR\_;E.W+%N^=M;[<23LG&^]\$  
M9Y:\$%(\$V<^S0/"IL\$\*V4\$DH!"X^R?!&=7P3@-UJ3TK5D<.\%3>O?'Z+G#]M  
M(\$ \_>=MLJNUK.9^I+H#UQ[(?E)N2=N^U(0-H^X,-T7)^ @WSQ;B&\*W8^B1FK  
M]0A8AIC:\_ [XF^#1U2K6\$[DY^#\_J1\_K[R\_M#\*^]':J':0I3JO7"GSREH^"U5.  
M^54/G\*V^0K"S;]^+Q^A6\_Z#\_A3\_(+2)XB50\_F=)HZ35\$&M3A:(<(UC%F:RA  
M<YA4PH+5M-1J.>N\$/.C^O-Q^% ^YTN(S;.: PABRU-IHGI&5B&#(:6%D/0<.

M<;2QT84(\$QLW#V[0AJ;3DES[JLBQ\$T"#; AE@-P]2\$9M@C9JBAF?-\*K)(\B  
 D&DM"-3[FD3(#5M&OE#G\$2W:Q5P)&4.48M@XC^T=8\_L`''''`  
 `

end

-----  
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## 1.197 Commodity problems!

for scott@online.u-net.com; Sun, 9 May 1999 23:50:33 +0000

From: Linus Silvander <linus@icenet.fi>

Date: Mon, 10 May 1999 01:46:59 +0200

X-SenderInfo: 1; picture="http://www.icenet.fi/~linus/gfx/linus.png"

Subject: Commodity problems!

Hi,

I'm having some problems making my program into a commodity and would appreciate some help.

The MakeCommodity command works ok, but when I try to receive messages nothing happens,

everything else works fine though! I couldn't find any examples on how to use it so I'm only

guessing to how I should use it. BTW, do I need to monitor for all messages or only those that

I need, \*ExchangeKill\* for example?

The library used is Reflective Images Commodity Library v0.9.

Here is a small portion of the program:

```
*If MakeCommodity("Demon","Test","Test2")*
```

```
**
```

```
* While running=True*
```

```
* em=ExchangeMessage*
```

```
* If em*
```

```
* If ExchangeKill Then running=False*
```

```
* EndIf*
```

```
* GOSUB compare*
```

```
* GOSUB readin_volumes*
```

```
* Delay_(100)*
```

```
**
```

```
* Wend*
```

\*Else\*

\* NPrint"Couldn't create commodity!"\*

\*\*

\*End If\*

\*End\*

\*\*

Regards,

Linus

--

Linus Silvander <linus@icenet.fi>

UIN:14698062

<http://www.icenet.fi/~linus>

-----  
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## 1.198 Re: [WORMS] Cop Lists... Is it possible?

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 11 May 1999 20:06:21 +0000

From: "David McMinn" <[D.Mcminn@eee.rgu.ac.uk](mailto:D.Mcminn@eee.rgu.ac.uk)>

Organization: The Robert Gordon University, E&EE

Date: Tue, 11 May 1999 20:04:48 +0100

encoding: Quoted-printable

Subject: Re: [WORMS] Cop Lists... Is it possible?

> I'm just wondering how WormsDC acheives (at least) 5 playfields?... I

> didn't this the was possible??... But they did it... And they are

> definatly playfields... Any ideas????

I think some of it was sprites. You can have a sprite in front of the disp=

lay

and one behind it. Perhaps you can do one in between a dual playfield disp=

lay

as well, that would give you five.

|-----|

| Sprite 3 |

|-----||

| Back PF |-|

|-----||

| Sprite 2 |-|

|-----||

| Front PF |-|

-----| |

Sprite1 |-|

|

-----|

> Or should I ask Team17? ahahahah ;)

Yeah, "would you mind open sourcing all your amiga games, seeing as you have no need for them now?"

--

l) ^ V ][ l) |V| =A9 |V| ][ |N |N

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

In a world without fences and borders, who needs windows and gates?

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## 1.199 Re: [WORMS] Cop Lists... Is it possible?

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Wed, 12 May 1999 02:26:52 +0100

From: "Paul" <[paulwest@stationone.demon.co.uk](mailto:paulwest@stationone.demon.co.uk)>

Organization: private

Date: 11 May 99 23:20:28 +0000

Subject: Re: [WORMS] Cop Lists... Is it possible?

Encoding: 7bit

> I'm just wondering how WormsDC achieves (at least) 5 playfields?...

> I didn't think this was possible??... But they did it... And they are

> definitely playfields... Any ideas????

>

> Or should I ask Team17? ahahahah ;)

A playfield really is a whole full-screen layer, not just some little parallax section taking up a quarter of the screen or even less such as the waves at the bottom. Possible hardware sprites are involved, I don't know. From the fact that the worms landscapes are 16 colours that would seriously suggest that a dual-playfield is in use, with copper colour-changes performed on the background one to allow a few sections of the image to move at different speeds, thus creating the

illusion of more parallax layers. I guess some waves are rendered to the background playfield and some to the foreground, but it's not especially sophisticated I don't think.

I think it might help to distinguish between parallax and playfield. I guess the term playfield came from the dual playfield in the custom hardware, in which two full-screen displays are essentially independent of each other. In some ways bitplanes are playfields also I suppose. A level of parallax however can be any height and width really to just give the impression that things further away move slower, an early groundbreaking example being Shadow Of the Beast. It used dual playfields but also many levels of parallax, ie strips of ground/clouds/mountains moving at different speeds. I wouldn't be surprised btw if worms uses part of the display library or slice facility of offsetting each line based on the contents of an array of differences (read that somewhere in the manual, anyway). I'd say worms uses copperlists cus it doesn't multitask and also because of the colour limitations caused by a dual playfield (stuff easier done in blitz mode).

One platform that certainly seemed to do playfields more often than parallax was the snes, which at times seemed to have 3 or even 4 full-screen layers. The megadrive had more than one layer quite a lot although seemed to be keener on shorter parallax layers like in sonic.

<advert>

Using something like mildred you can do as many playfields as you like, cpu power permitting, sharing the same palette or perhaps combined with palette changes vertically if you have a copperlist too, cus generally you do a full-screen blit of the background every frame. In a little comedy shootemup I started working on recently using Mildred I have a thin strip of foreground parallax, about 50 rows of independently parallaxed ground (like streetfighter sorta thing), a thick strip of parallax sort of in the middle, then the sky is a background layer with parallaxed stars and stuff on top. Then on top of all of this there are various objects blitted. It's just a single 256-colour screen but the background is made of 128 colours at the moment with 128 left for the foreground shapes. So you could say that it is a double playfield with parallax, at least that's how i'd describe it, at the moment, although i might add more layers.

</advert>

---



--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

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## 1.200 [WORMS] Cop Lists... Is it possible?

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 11 May 1999 19:48:45 +0000

From: Rob Hutchinson <[loki@sdsoft.freemove.co.uk](mailto:loki@sdsoft.freemove.co.uk)>

Date: Tue, 11 May 1999 19:47:52 +0100

Organization: Satanic Dreams Software.

X-Original-Subject: Cop Lists... Is it possible?

Subject: [WORMS] Cop Lists... Is it possible?

Hello,

I'm just wondering how WormsDC achieves (at least) 5 playfields?...

I didn't think this was possible??... But they did it... And they are definitely playfields... Any ideas????

Or should I ask Team17? ahahahah ;)

Cya!

--

<tsb>

<sb>\*CONTACTING MWA:\*

<sb>[loki@sdsoft.freemove.co.uk](mailto:loki@sdsoft.freemove.co.uk) | \*ICQ:\* 27181384

<sb>SDS FOUNDER: URL: <http://www.satanicdreams.freemove.co.uk/>

<tsb>

<sb>\*PROJECT INFO:\*

<sb>IconExtreme V3.01 [70%] | SDS^GUI [10%]

<sb>/After a few trips to the toilet, the following appeared:/

<sb>MorrisTheMaggot, CTTM2, TimeSwipe, NIB, BlitzBFB, Prefs2000 & TMS.

<tsb>

<sb>The phone's tapped anyway.

<tsb>

-----  
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## 1.201 CP In Amos?

for scott@online.u-net.com; Wed, 12 May 1999 03:14:21 +0100

From: Jake Frederick <gonzo@acadia.net>

Date: Tue, 11 May 1999 22:07:24 +0500

Subject: CP In Amos?

I'm sorry this is quite off topic and I'm sure you all hate talking about Amos, but the I was just loading Capital Punishment and I got an error that used the ugly Amos requestor! Was CP made with Amos/Assem???

--

-If the doors of perception were cleansed everything would appear to man as it truly is, infinite.-

-----  
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## 1.202 Re: CP In Amos?

for scott@online.u-net.com; Sat, 15 May 1999 23:44:33 +0100

Date: 16 May 99 00:38:07 +0100

From: "Jonas Thorell" <[jonasth@bahnhof.se](mailto:jonasth@bahnhof.se)>

Subject: Re: CP In Amos?

encoding: 7bit

X-System: Amiga 3000/040@40 Mhz, 99 Meg, 11.5 Gig HD, 28k8

X-Hardware: Prelude soundcard, Vlab digitizer, CV64 gfx-card

X-Hardware: Buddha IDE-controller, 24x CD-ROM

X-Software: Aweb, Miami, Thor, ScalOS, MCP and assorted bits of bytes...

X-UIN: 12427044

X-Misc-info: Who's reading this??

Jake Frederick ([gonzo@acadia.net](mailto:gonzo@acadia.net)) wrote:

>I'm sorry this is quite off topic and I'm sure you all hate talking  
>about Amos, but the I was just loading Capital Punishment and I got  
>an error that used the ugly Amos requestor! Was CP made with  
>Amos/Assem???

Not really. The game itself is made in assembler but the copy-protection is written in AMOS.

---

Come in from your checkpoints on your lonely roads, Come in from  
your ditches in your silent fields where intensified light from

---

a rifle sight makes the darkness day and the day too bright.

---

It is better to risk saving a guilty man, than to condemn an innocent one.

-----

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## 1.203 Re: CP In Amos?

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sat, 15 May 1999 22:48:10 +0100

From: Liz Tucker <[liz@pagansoft.freemove.co.uk](mailto:liz@pagansoft.freemove.co.uk)>

Date: Sat, 15 May 1999 22:29:29 +0000

Subject: Re: CP In Amos?

On 12-May-99 Paul decided to write...

>> I'm sorry this is quite off topic and I'm sure you all hate talking about  
>> Amos, but the I was just loading Capital Punishment and I got an error  
>> that used the ugly Amos requester! Was CP made with Amos/Assem???  
> If you got that legendary requester then I guess it was!! Unless they  
> thought it'd be some kind of novelty to have their error requesters  
> looking like amos ones.

AFAIK all Vulcan games were in Amos. The Valhalla range were anyway.

--

See you,

Liz.

<tsb>

<sb>Amiga Programmer Blitz/C/Asm Member of Team \*AMIGA\*

<sb>/[liz@pagansoft.freemove.co.uk](mailto:liz@pagansoft.freemove.co.uk)/

<tsb>

<tsb>\*Pagan Software Team Leader\*

<sb>/[pagan@thehub.u-net.com](mailto:pagan@thehub.u-net.com)/

<sb>\_#[http://www.thehub.u-net.com/#\\_](http://www.thehub.u-net.com/#_)

<tsb>\*Current Project - Dafel:Bloodline\*

<tsb>

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---

## 1.204 Re: CP In Amos?

for scott@online.u-net.com; Wed, 12 May 1999 12:46:32 +0100

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 12 May 99 12:45:06 +0000

Subject: Re: CP In Amos?

Encoding: 7bit

> I'm sorry this is quite off topic and I'm sure you all hate talking about  
> Amos, but the I was just loading Capital Punishment and I got an error that  
> used the ugly Amos requestor! Was CP made with Amos/Assem???

If you got that legendary requester then I guess it was!! Unless they  
thought it'd be some kind of novelty to have their error requesters  
looking like amos ones.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

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## 1.205 Re: Crap Fighter

for scott@online.u-net.com; Wed, 12 May 1999 18:15:18 +0100

From: Curt Esser <camge@ix.netcom.com>

Date: Wed, 12 May 1999 12:04:17 -0500

Subject: Re: Crap Fighter

Hi Simon

On 12-May-99, Simon Hitchen wrote:

> I've attached (oh no!) a little (ish) thing I was experimenting with  
> about 3 years ago that makes use of parallax effects and a dual PF.

> INFO:

>

> # 6 parallax "sky" layers

Nice

>

> # 45 parallax "wobbly water" layers

---

Excellent!

>

> # 64 parallax "floor" layers

The floor looks fantastic!!!!

>

> # 2 x 8 colour playfields

>

> # 6 (from 7 available) 64 wide sprites used (1 spare)

>

> # Uses only about 1/4 of the available frame time (on a bare 1200)

Why don't you finish it? It looks (and runs) great so far.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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## 1.206 Re: Crap Fighter

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Thu, 13 May 1999 18:39:40 +0000

From: Frederic Laboureur <[alphasnd@sdv.fr](mailto:alphasnd@sdv.fr)>

Date: Thu, 13 May 1999 16:07:07 +0100

Organization: Fantaisie Software

Subject: Re: Crap Fighter

Encoding: quoted-printable

Hi Simon, =

Whow, you're Crap Fighter example is very good :-). I don't know

that we could do that on a bare A1200 (Joke, I know that :-)...

What about finding some talented gfxicians (ClickBoom ?) and release  
a killer game ? :)

Bye,

-- =

Fred.

-----=  
-  
^V^V^V Fr=E9d=E9ric Laboureur (Fred)

\_\_/\\_ =

---

/ ^ u ^ n ^ \ E-Mail Address: alphasnd@sdv.fr =  
 (o o\_/(o o)\\_o o) =  
 \_/\_ /// || \ \ \_ \ Only Amiga makes it possible  
 (o\_o)// (o o) \ (o\_o) Quality software for the Amiga  
 `...` `...` `...` =  
 F-Base TheBoss F-Bench AlphaSOUND - FANTAISIE Software (1999)

-----=  
 -  
 -----

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## 1.207 Re: Crap Fighter

for scott@online.u-net.com; Fri, 14 May 1999 13:36:06 +0100

From: Rob Hutchinson <loki@sdsoft.freemove.co.uk>

Date: Fri, 14 May 1999 10:34:47 +0100

Organization: Satanic Dreams Software.

Subject: Re: Crap Fighter

Encoding: binary

Hello Rui

Hiya, Rui... ,on 13-May-99 you mailed me about: Re: Crap Fighter! So I'ma reply`in...

[=>> It was just an experiment really. I used to wonder why a lot of

[=>> "fighting games" only ran at around 25 FPS at best. Just

[=>> if the Amiga display hardware could be used to get

[=> more speed.

[=>

[=> Maybe you can do a system friendly version, that has promotable

[=> screens... Hum... Maybe that's why the floor was all black ;)

That's what I have been talking about (with others) for ages... It's just impossible to pull it off at the same sort of speeds (that would run on an 020 at full speed) :(

Regards

--

<tsb>

<sb>\*CONTACTING MWA:\*

<sb>loki@sdsoft.freemove.co.uk | \*ICQ:\* 27181384

<sb>SDS FOUNDER: URL: <http://www.satanicdreams.freemove.co.uk/>

<tsb>

<sb>\*PROJECT INFO:\*

<sb>IconExtreme V3.01 [70%] | SDS^GUI [10%]

<sb>/After a few trips to the toilet, the following appeared:/

<sb>MorrisTheMaggot, CTTM2, TimeSwipe, NIB, BlitzBFB, Prefs2000 & TMS.

<tsb>

<sb>What soberness conceals, drunkenness reveals.

<tsb>

-----  
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## 1.208 Re: Crap Fighter

for scott@online.u-net.com; Fri, 14 May 1999 07:25:14 +0000

From: Rui Carvalho <grim@ip.pt>

Date: Thu, 13 May 1999 20:06:59 +0000

X-SenderInfo: 1; picture="http://www.ip.pt/~ip234558/ddds/grim.gif";

homepage="Http://www.ip.pt/~ip234558/"; dob=31011977

Organization: Dark Dreams Designs

Subject: Re: Crap Fighter

Encoding: 8bit

Hello Simon

Somewhere Simon Hitchen wrote:

SH > Hello Curt,

SH >

SH >> Nice

SH >> Excellent!

SH >> The floor looks fantastic!!!!

In my computer it looks all black... :/

SH > [ rest snipped (but kept the best bits :) ]

SH >> Why don't you finish it? It looks (and runs) great so far.

SH > You should see my "realtime lightsourced shadows, 256 colour, big

SH > parallax floor" version :) (honest guv, I'm not kidding)

SH > It was just an experiment really. I used to wonder why a lot of Amiga

SH > "fighting games" only ran at around 25 FPS at best. Just wanted to see

SH > if the Amiga display hardware could be used to get more speed.

Maybe you can do a system friendly version, that has promotable screens...

Hum... Maybe that's why the floor was all black ;)

--

Best Regards,

Rui Carvalho «gRiM»

-----

«[Http://www.ip.pt/~ip234558/](http://www.ip.pt/~ip234558/)»

«Last Update: 03.04.99»

«ICQ:28959421»

AMIGA 1230T 050 - 32MB - DBNTSC

-----

I like work ... I can sit and watch it for hours.

-----

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## 1.209 Re: Crap Fighter

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Wed, 12 May 1999 21:18:21 +0100

From: "Simon Hitchen" <[simon@gadge.u-net.com](mailto:simon@gadge.u-net.com)>

Organization: Gadge Software

Date: 12 May 99 20:00:00 +0100

Subject: Re: Crap Fighter

Encoding: 7bit

Hello Curt,

> Nice

> Excellent!

> The floor looks fantastic!!!!

[ rest snipped (but kept the best bits :) ]

> Why don't you finish it? It looks (and runs) great so far.

You should see my "realtime lightsourced shadows, 256 colour, big parallax floor" version :) (honest guv, I'm not kidding)

It was just an experiment really. I used to wonder why a lot of Amiga "fighting games" only ran at around 25 FPS at best. Just wanted to see if the Amiga display hardware could be used to get more speed.

--

Simon

MailTo:[simon@gadge.u-net.com](mailto:simon@gadge.u-net.com)

<http://www.gadge.u-net.com>

ICQ: 22707489

A1200T-060/50-48+2MB-CD-HDx2-V90-SVGA-SCSI-ZII-CGX/3D.

Health Warning! This Amiga Is Genetically Modified(tm)

Revenge AGA:UFO\_EU:WB-Tidy:WB-AnimAL:YAMM & more stuff.

-----

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## 1.210 Re: Crap Fighter

for scott@online.u-net.com; Fri, 14 May 1999 10:50:30 +0100

From: "Simon Hitchen" <simon@gadge.u-net.com>

Organization: Gadge Software

Date: 14 May 99 10:38:42 +0100

Subject: Re: Crap Fighter

Encoding: 7bit

Hello Rui,

> In my computer it looks all black... :/

It needs a 15khz PAL mode.

> Maybe you can do a system friendly version, that has promotable screens...

Couldn't use the DisplayScroll stuff then.

> Hum... Maybe that's why the floor was all black ;)

Just the floor ????

--

Simon

MailTo:simon@gadge.u-net.com

<http://www.gadge.u-net.com>

ICQ: 22707489

A1200T-060/50-48+2MB-CD-HDx2-V90-SVGA-SCSI-ZII-CGX/3D.

Health Warning! This Amiga Is Genetically Modified(tm)

Revenge AGA:UFO\_EU:WB-Tidy:WB-AnimAL:YAMM & more stuff.

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## 1.211 Re: Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?)

for scott@online.u-net.com; Thu, 13 May 1999 00:40:30 +0000

From: Anton Reinauer <anton@ww.co.nz>

Date: Thu, 13 May 1999 11:36:55 +1200

Subject: Re: Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?)

On 13-May-99, Paul wrote:

> Hi Jake,

>> Wow, something like this would be perfect for the game I'm working

>> on. Do you think it would be possible to achieve a similar frame rate

>> in Amiga mode using Mildred?

> Mind if i answer that? well, here's my 10p worth.

> Erm, probably you could just about achieve what his nifty little AGA  
> program does, using Mildred on an 040/25 at 25fps. You won't get that  
> sort of thing running at 50ps on anything but the highest end (060 and  
> fast gfx-card).

Or an 040 with a BVision maybe, as it has very /fast/ access to Fast  
Ram. Can anyone with that setup here tell us the results?

Anyway, both your programs look very nice! :-)

--

Anton Reinauer <anton@ww.co.nz>

-----  
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## 1.212 Re: Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?)

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Wed, 12 May 1999 14:06:34 +0100

From: "David McMinn" <[D.Mcminn@eee.rgu.ac.uk](mailto:D.Mcminn@eee.rgu.ac.uk)>

Organization: The Robert Gordon University, E&EE

Date: Wed, 12 May 1999 14:05:07 +0100

encoding: Quoted-printable

Subject: Re: Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?)

> I've attached (oh no!) a little (ish) thing I was experimenting with  
> about 3 years ago that makes use of parallax effects and a dual PF.

Dude, it kicks ass. Get Blittersoft to release it!

> # 45 parallax "wobbly water" layers

Did you use DisplayScroll for them, thats like the effect I was going for =  
with

the code I mentioned in the other mail.

> # 64 parallax "floor" layers

Yeah, the floor is cool.

> # Uses only about 1/4 of the available frame time (on a bare 1200)

Pah, who needs accelerators ;)

--

l) ^ V ][ l) Ml =A9 Ml ][ M Nl

[dmcminn@house-of-mojo.freemove.co.uk](mailto:dmcminn@house-of-mojo.freemove.co.uk)

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

You came in THAT? You're braver than I thought.

-----  
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---

**1.213 Re: Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?)**

for scott@online.u-net.com; Thu, 13 May 1999 10:40:31 +0100

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Thu, 13 May 1999 10:38:11 +0100

encoding: Quoted-printable

Subject: Re: Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?)

> Yup! (have a look at the ascii)

I just have, never knew how easy streetfighter 2 was to write ;) From the =  
small

size of the code, it looks like you've done all the parallax with DisplaySc=  
roll.

Very sneaky.

> Plus, AGA gives you that "tenth of a pixel scroll (or is it eighth)"

> feature.

Its a quarter I think.

> Me! (got any spare?)

Not that would make a difference to your system. However, if anyone has an=  
old

040 card that they don't need and don't want any money for ;) they can sen=  
d it

to me, I need one for test purposes.

--

l) ^ V ][ l) |V| =A9 |V| ][ N N

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

'There can be only one' - MacLeod

-----  
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**1.214 Re: Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?)**

for scott@online.u-net.com; Wed, 12 May 1999 17:25:06 +0100

From: Jake Frederick <gonzo@acadia.net>

Date: Wed, 12 May 1999 12:17:50 +0500

Subject: Re: Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?)

On 12-May-99, Simon Hitchen wrote:

> I've attached (oh no!) a little (ish) thing I was experimenting with  
> about 3 years ago that makes use of parallax effects and a dual PF.

>

> It requires AGA and a lowres screenmode (15khz PAL)

>

> Unpack it and run the exe from it's own direcrory

Wow, something like this would be perfect for the game I'm working on. Do you think it would be possible to achieve a similar frame rate in Amiga mode using Mildred?

--

-If the doors of perception were cleansed everything would appear to man as it truly is, infinite.-

-----

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## 1.215 Re: Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?)

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Wed, 12 May 1999 19:47:54 +0100

From: "Paul" <[paulwest@stationone.demon.co.uk](mailto:paulwest@stationone.demon.co.uk)>

Organization: private

Date: 12 May 99 19:34:54 +0000

Subject: Re: Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?)

Encoding: 7bit

Hi Jake,

> Wow, something like this would be perfect for the game I'm working on. Do you  
> think it would be possible to achieve a similar frame rate in Amiga mode  
> using Mildred?

Mind if i answer that? well, here's my 10p worth.

Erm, probably you could just about achieve what his nifty little AGA program does, using Mildred on an 040/25 at 25fps. You won't get that sort of thing running at 50ps on anything but the highest end (060 and fast gfx-card).

You'd need three individual MScrolls, one for each of the per-row-modified areas (sky, water and ground). Some MBlockScrolls for the static mountains and any other non-updated areas. Then you'd need to do some kind of tile update of the backdrop (the wall, houses, whatever but maybe you wont have the water?), which may involved

masked and unmasked blits/scrolls. Then finally any time left you can use to draw moving objects. Note that anything you draw in this way can be animated cus it will be fully updated every frame so might as well! You'd be lucky to get that running at 25fps on an 040/25 but it might be just about doable, and lets not forget its in 256 colours.

I'm working on a little thing at the moment which is sort of growing on its own. Its gunna be some kind of a shootemup eventually. It's based on a sort of 'defender' approach, ie 7 or 8 screens of game area which wraps around, although it might not have much to do with defender when it comes to how the game plays. Here's how I construct the display so far (using Mildred).

A display of 320x240 is set up in the usual sort of way, only for AGA output at the moment, and various bits of graphics loaded in, palettes combined, etc. Then I start to draw a frame. The top 150 rows of the display are MBlockScrolled from an image of some nebulae or a planet, something like that, which at the moment is using about 64 colours.

This doesn't scroll at the moment but might at some point scroll and/or animate or be split into strips. On top of this area are about 100 single-pixel stars which look more like space debris from a distance depending on the background image.

Then an area of about 320x32 is drawn as a rainbow of 32 colours, like a copperlist rainbow only in software. On top of this is the scanner, which is overall 1/7th the size of the 7 screens ( $2240/7=320$ ). On top of this are rendered a realtime zoomed down version of every object in the game area (wether they are in the visible area or not), so there might be for example 25 16x8 objects realtime zoomed, which isnt really much different to if they were just blitted from small images.

So that shows where the baddies are, and there are 128 colours taken up by the baddies and the player and weapons at the moment.

Then there are 47 rows of ground that has a different scroll speed for each row, which is just one MScroll using a custom offsets list, the image taken from a pre-perspective-zoomed 2240x47 image of some ground or whatever. The bottom of the game are is 13 pixels from the bottom of the screen, so the remaining area is another strip of land (a single MScroll without parallax but that scrolls) on top of which is a mask-scrolled image of the player info, icons, score, etc.

Once all that lark is done the rest of the time is mostly spent checking wether any baddies are flying past the screen and if so blit them. The 16x8 (ish) sized images in the scanner i mentioned earlier

come from the 25 128x64 256-colour objects that I have active at the moment in my test. I can have about 6 or 7 of these objects on-screen at once before the whole thing will start dropping below 25fps (on my 040/25). Erm, I think that if you have 320x200 instead, btw, you gain about 4fps.

The engine also currently handles the player input to fly around (although he will be a character with some kind of rocket boots or jetpack, not a spaceship) and draws the character, which is in no way animated yet. There is also no collision detection, enemy AI, bullets, sound, or updating of the score/icons. But it does all run at 25fps at the moment on my system and looks quite impressive really because I know you wouldn't be able to have this running in that many colours using copperlists and AGA. A dual playfield would certainly do it a grand misservice even with colour changes. Also because the objects are blitted in fastram it means that adding more objects slows the engine down much less quickly than if you were doing that with the blitter or whatever to chip ram, so even 10-12 128x64 objects can be onscreen at about 20fps still.

I guess if you wanted parallax sky then it would take a little bit more, maybe nock another frame-per-second or two off. Also by refreshing everything on the display every frame it can be animated with little extra cost (changing the shape number doesn't take much time). I've only got coke-cans bouncing around at the moment, hehe, so they don't animate much.

Erm, if you wanted to have some kind of 'house' or various buildings in the mid-ground, inbetween the backdrop and the moving objects, i guess you will have to take time away from how many objects you can have. If your imagery takes up, say, half the screen with a few taller bits here and there then you might have enough time for, say, about 2 128x64 sort of objects moving around? or indeed more numerous smaller objects (thats based on something like a 320x120 mid-ground area, which again could be animated).

So maybe this gives you some sort of idea. You wont get it working decent on an 030/50 but what you want to do might just about work on an 040/25, maybe assited a bit by a smaller screen height? It also might be a little bit faster than I've suggested cus i have that complicated scanner bit in the middle.

-- .Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

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## 1.216 Re: Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?)

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Wed, 12 May 1999 23:39:18 +0000

From: Rob Hutchinson <[loki@ssoft.freemove.co.uk](mailto:loki@ssoft.freemove.co.uk)>

Date: Wed, 12 May 1999 20:03:03 +0100

Organization: Satanic Dreams Software.

Subject: Re: Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?)

Encoding: binary

Hello Paul

Hiya, Paul... ,on 12-May-99 you mailed me about: Re: Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?)! So I'ma reply`in...

[=> Hi Jake,

[=>

[=>> Wow, something like this would be perfect for the game I'm working on.

[=>> Do you think it would be possible to achieve a similar frame rate in

[=>> Amiga mode using Mildred?

[=>

[=> Mind if i answer that? well, here's my 10p worth.

[=>

<Snip>

<Snip>

<Snip>

<Snip>

<Snip>

<Snipety>

<Snip>

<Snip>

Gezzus Krist!!!.. Your own 600 quids worth dont you mean :) hehehe

[=>

Regards

--

<tsb>

<sb>\*CONTACTING MWA:\*

<sb>loki@sdsoft.freemove.co.uk | \*ICQ:\* 27181384  
<sb>SDS FOUNDER: URL: http://www.satanicdreams.freemove.co.uk/  
<tsb>  
<sb>\*PROJECT INFO:\*\br/><sb>IconExtreme V3.01 [70%] | SDS^GUI [10%]  
<sb>/After a few trips to the toilet, the following appeared:/  
<sb>MorrisTheMaggot, CTTM2, TimeSwipe, NIB, BlitzBFB, Prefs2000 & TMS.  
<tsb>  
<sb>Sometimes the garbage disposal gods demand an offering of a spoon.  
<tsb>

-----  
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### 1.217 Vs: Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?)

for scott@online.u-net.com; Wed, 19 May 1999 15:24:53 +0100  
From: "Sasu Lintula" <samali@utu.fi>  
Subject: Vs: Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?)  
Date: Wed, 19 May 1999 17:29:47 +0300  
Hi all,  
1) Where can I get all those lovely BUMs?  
2) I know most of you prefer OS-style only, but has anyone idea/docs of using blitzs chunkymode? I remember seeing a crappy demo of raycaster in which it was used...  
Thanks in advance,  
]Sasu  
tula[

-----  
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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

### 1.218 Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?)

for scott@online.u-net.com; Wed, 12 May 1999 12:17:05 +0000  
From: "Simon Hitchen" <simon@gadge.u-net.com>  
Organization: Gadge Software  
Date: 12 May 99 12:13:01 +0100  
Subject: Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?)

---



--\_#8<==MD23739704D-72A0B574==8<=\_#

Encoding: 7bit

Hello Paul (and everyone else),

> I think it might help to distinguish between parallax and playfield. I

I've attached (oh no!) a little (ish) thing I was experimenting with about 3 years ago that makes use of parallax effects and a dual PF.

It requires AGA and a lowres screenmode (15khz PAL)

Unpack it and run the exe from it's own direcrory

Feel free to piss yourselves at the CRAP FIGHTER drawings :)

(I can do better.... Honest! Just couldn't be arsed))

There's an ASCII version of the code (no comments though) if anyone wants to try and fathom out what's happening :)

INSTRUCTIONS:

# Move the joystick to "float" the so-called fighters around.

# Right mouse to quit.

INFO:

# 6 parallax "sky" layers

# 45 parallax "wobbly water" layers

# 64 parallax "floor" layers

# 2 x 8 colour playfields

# 6 (from 7 available) 64 wide sprites used (1 spare)

# Uses only about 1/4 of the available frame time (on a bare 1200)

--

Simon

MailTo:simon@gadge.u-net.com

<http://www.gadge.u-net.com>

ICQ: 22707489

A1200T-060/50-48+2MB-CD-HDx2-V90-SVGA-SCSI-ZII-CGX/3D.

Health Warning! This Amiga Is Genetically Modified(tm)

Revenge AGA:UFO\_EU:WB-Tidy:WB-AnimAL:YAMM & more stuff.

--\_#8<==MD23739704D-72A0B574==8<=\_#

Encoding: base64

Content-Disposition: attachment; filename="CrapFighter.lha"

X-MD2-FilePath: Ram Disk:CrapFighter.lha

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bvoGSCZ/ZVW+CCCDmhMBCK+Vsy04Rro9ExV0c5wnabnKyLCqLDbVOFWo9qs/CbPRZ6oAQf+m9Qfy  
68FFZKK+ymmH0mLlvcP1bIuJdWND5hk4V1oMIZ5jiF+e9FSng0pBD06/r3foQurelCk9dV1u5Hq8  
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+syEH+5bhySCyyM/Rvr0T0BLBzmzsExXbNu+zduBd/a+Bb5IGwTrh4pvbDxiSjP8GLxAs2P3NZoc  
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8NEncobjTZaSFZydXytrmLKzleaNvLBj+uCZjPhyBdQ0TdnfvRa+yPPCSXmZxoZ48uF7Xqux4hzSf  
JpODTSfBrpPi1M5tPo4vNuTzaDyQ2DyQ2LyKRzax5O55Rk8oB5HjeY8ryfU15Qx5tc8Tk8SDw+r  
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(end of MIME multipart message)

**1.219 Re: Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?)**

for scott@online.u-net.com; Wed, 12 May 1999 21:13:52 +0100

From: "Simon Hitchen" <simon@gadge.u-net.com>

Organization: Gadge Software

Date: 12 May 99 19:36:59 +0100

Subject: Re: Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?)

Encoding: 7bit

Hello Jake,

> Wow, something like this would be perfect for the game I'm working on. Do you  
> think it would be possible to achieve a similar frame rate in Amiga mode  
> using Mildred?

Better ask Paul :)

Maybe 25 FPS (depending on CPU) 'cos you'd be refreshing the entire display bimap to overlay GFX on one bitmap instead of just adjusting the display positions of dual bitmaps IYSWIM.

--

Simon

MailTo:simon@gadge.u-net.com

<http://www.gadge.u-net.com>

ICQ: 22707489

A1200T-060/50-48+2MB-CD-HDx2-V90-SVGA-SCSI-ZII-CGX/3D.

Health Warning! This Amiga Is Genetically Modified(tm)

Revenge AGA:UFO\_EU:WB-Tidy:WB-AnimAL:YAMM & more stuff.

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**1.220 Re: Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?)**

for scott@online.u-net.com; Wed, 12 May 1999 21:13:03 +0100

From: "Simon Hitchen" <simon@gadge.u-net.com>

Organization: Gadge Software

Date: 12 May 99 19:28:50 +0100

Subject: Re: Crap Fighter (was: Re: [WORMS] Cop Lists... Is it possible?)

Encoding: 7bit

Hello David,

> Dude, it kicks ass. Get Blittersoft to release it!

It's better than "Pit Fighter" as it stands :)))

---

> Did you use DisplayScroll for them, thats like the effect I was going for with  
> the code I mentioned in the other mail.

Yup! (have a look at the ascii)

Plus, AGA gives you that "tenth of a pixel scroll (or is it eighth)"  
feature.

> > # Uses only about 1/4 of the available frame time (on a bare 1200)

>

> Pah, who needs accelerators ;)

Me! (got any spare?)

--

Simon

MailTo:simon@gadge.u-net.com

http://www.gadge.u-net.com

ICQ: 22707489

A1200T-060/50-48+2MB-CD-HDx2-V90-SVGA-SCSI-ZII-CGX/3D.

Health Warning! This Amiga Is Genetically Modified(tm)

Revenge AGA:UFO\_EU:WB-Tidy:WB-AnimAL:YAMM & more stuff.

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## 1.221 Crap Fighters GFX

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 17 May 1999 11:59:00 +0000

From: "Linda Bell" <[zalda@home4968.freemove.co.uk](mailto:zalda@home4968.freemove.co.uk)>

Subject: Crap Fighters GFX

Date: Mon, 17 May 1999 11:53:35 +0100

Can't remember who it was, but I was looking through some of my floppy disks today, and found some GFX that I did for a game that me and a friend were going to write in 1993, called Super Sonic Amiga Fighter - I did graphics for Mario (dressed as RYU from Streetfighter II), Zool and Sonic (though not so many for Sonic).

We never did the game, but if anyone wants to see some anims that show a number of the frames for each character, mail me direct, and I'll send you them - 50k LZXd (about 170k unpacked). I was restricted to 8 colours, but they still look pretty okay, considering their 6 years old

VIC

[zalda@home4968.freemove.co.uk](mailto:zalda@home4968.freemove.co.uk)

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## 1.222 Re: Crash!

for scott@online.u-net.com; Sun, 30 May 1999 15:11:08 +0000

From: "opi.plastic aka emil" <opi@abyss.lodz.pdi.net>

Date: Sat, 22 May 1999 11:46:26 +0100

Organization: calkowiecie nie-zorganizowany

Subject: Re: Crash!

Yello Richard

w3333 26-Apr-99, Richard Brooklyn naklepal-h:

)->> Maybe better send some code to the list :)

)->

)-> I'm not sending any code to the list, I hate it when people sent huge

)-> files to lists when noone has any use for them.

eeeeezzz! just imagine ml for gamers :-)) since not everybody can

figure out some stuff, we need a scr on da list

for example, i get some ideas of gadtools lookin' at

some modplayer ;)

Regards

--

opi.plastic <opi@amigascne.org>

amiga+linux+net+grass+ascii+scene = phuunnn

[\*If all first you don't succeed, call it Windows.\*]

-----  
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## 1.223 Re: CX hotkeys

for scott@online.u-net.com; Thu, 13 May 1999 12:44:49 +0000

From: Curt Esser <camge@ix.netcom.com>

Date: Thu, 13 May 1999 06:33:11 -0500

Subject: Re: CX hotkeys

Hi Luca

On 12-May-99, Luca Carminati wrote:

> I made my program a commodity but found out a little (BIG!) problem: the

> 'hotkey' used to call it is not 'kept' but is passed to the system. So, if

> you call the program while you are using an editor, the 'hotkey' is also

> typed on the window of the editor itself, and this is not acceptable. Do

> you know what I can do to solve the problem?

Here is the OS way to do it, found in the autodocs.

Unfortunately, I haven't a clue what they're on about. Maybe somebody else does?

DisposeCxMsg -- delete a commodity message. (V36)

#### SYNOPSIS

DisposeCxMsg(cxm);

A0

VOID DisposeCxMsg(struct CxMsg \*);

#### FUNCTION

This function eliminates the commodity message pointed to by 'cxm'.

Can be used to 'swallow' input events by disposing of every commodity

message of type CXM\_IEVENT.

This function can only be called from within a custom object running on the input handler's context. It cannot be called from code running

on a commodities' context, such as when receiving a CXM\_IEVENT message

from a sender object. CxMsg sent to a commodity program from a sender

object must be sent back using ReplyMsg().

#### INPUTS

cxm - the commodity message to delete (must NOT be NULL)

Later...

--

It is easier to change the specification to fit the program than vice versa.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

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## 1.224 Re: CX hotkeys

for scott@online.u-net.com; Fri, 14 May 1999 22:32:53 +0000

From: David McMinn <dmcminn@house-of-mojo.freemove.co.uk>

Date: Fri, 14 May 1999 19:03:28 +0000

Organization: International House Of Mojo

Subject: Re: CX hotkeys

Encoding: quoted-printable

\*Vic\*'s head burst.

All we could scrape off the wall was Re: CX hotkeys.

> Luca

> =

> It's Vic - not Linda - but never mind - why don't you try a SHIFT/ALT +=  
key

> combo instead of Ctrl.

There is a way to get your commodity to swallow the inputs, you can do it=  
through the library, but I'm not sure how to do it using the RI lib.

Chow f'now

-- =

[ ] ^ V ] [ [ ] M | =A9 M | ] [ N N

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ =3D 16827694

You're slower than a herd of turtles stampeding through peanut butter.

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## 1.225 Re: CX hotkeys

for scott@online.u-net.com; Sat, 15 May 1999 20:54:07 +0100

From: Frederic Laboureur <alphasnd@sdv.fr>

Date: Fri, 15 Jan 1999 18:32:24 +0100

Organization: Fantaisie Software

Subject: Re: CX hotkeys

Encoding: quoted-printable

Hi Linda, =

>> There is a way to get your commodity to swallow the inputs, you can do=  
it

>> through the library, but I'm not sure how to do it using the RI lib.

> =

> =

> Maybe Fred knows if his NCommandSet version of commodities lib can do i=

t

Yes, the NCS one do it.. NCS 1.85 will be on Aminet tomorrow.

Bye,

=

-- =

Fred.

-----=

-

\\\\\\\\ Fr=E9d=E9ric Laboureur (Fred)

\_\_/\_\ \_ =

/ ^ u ^ n ^ ^ E-Mail Address: alphasnd@sdv.fr =

(o o\_/(o o)\\_o o) =

\_/\_ /// || \ \ \_\ Only Amiga makes it possible

(o\_o)// (o o)\(o\_o) Quality software for the Amiga

`\_ \_' ` \_ \_' ` \_ \_' =

F-Base TheBoss F-Bench AlphaSOUND - FANTAISIE Software (1999)

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## 1.226 Re: CX hotkeys

for scott@online.u-net.com; Thu, 13 May 1999 10:46:13 +0100

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

"Luca Carminati" <toff@spm.it>

Subject: Re: CX hotkeys

Date: Thu, 13 May 1999 10:41:51 +0100

Luca wrote

>I made my program a commodity but found out a little (BIG!)

>problem: the 'hotkey' used to call it is not 'kept' but is passed to the

>system. So, if you call the program while you are using an editor, the

>'hotkey' is also typed on the window of the editor itself, and this is not

>acceptable. Do you know what I can do to solve the problem?

What key-combo have you set for the hotkey? I call my FLAGS commodity from within TED using LShift+LAlt+F - this does not appear in TED.

VIC

-----  
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## 1.227 Re: CX hotkeys

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Fri, 14 May 1999 18:20:11 +0100

From: "Linda Bell" <[zalda@home4968.freeserve.co.uk](mailto:zalda@home4968.freeserve.co.uk)>

"Luca Carminati" <[toffi@spm.it](mailto:toffi@spm.it)>

Subject: Re: CX hotkeys

Date: Fri, 14 May 1999 18:14:59 +0100

Luca

It's Vic - not Linda - but never mind - why don't you try a SHIFT/ALT + key combo instead of Ctrl.

VIC

-----  
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## 1.228 Re: CX hotkeys

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sat, 15 May 1999 11:54:16 +0100

From: "Linda Bell" <[zalda@home4968.freeserve.co.uk](mailto:zalda@home4968.freeserve.co.uk)>

<[dmcminn@house-of-mojo.freeserve.co.uk](mailto:dmcminn@house-of-mojo.freeserve.co.uk)>

Subject: Re: CX hotkeys

Date: Sat, 15 May 1999 11:49:58 +0100

>There is a way to get your commodity to swallow the inputs, you can

>do it through the library, but I'm not sure how to do it using the RI lib.

Maybe Fred knows if his NCommandSet version of commodities lib can do it

VIC

-----  
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```
*bmem=AllocMem_(width*height,#MEMF_PUBLIC) ; ask the system for some Free ram, make a pointer to where it's at.
If *bmem ; if we succeed
CludgeBitMap 0,width,height,8,*bmem ; make it planar bitmap 0
Else ; otherwise
EZRequest "Not enough free memory" ; tell user reson for failure ;
EndIf ;
LoadBitMap 0,path$+"table.IFF" ;load in ilbm bitmap
MBitmap 0,640,480 ;create a chunky bitmap the same size
MPlanar16ToBitmap 0,*bmem,640,480,width,height ;Convert planar to chunky
sm$="Select A Screen Mode:" ;title for mode requester
If NTSC=True ;set default screen mode
imode.l=$19004 ;NTSC hi-res lace for NTSC
iheight.w=400
Else
imode.l=$29004 ;PAL hi-res laced for PAL
iheight.w=512
EndIf
Dim SMRtags.TagItem(19) ;taglist for mode requester
SMRtags(0)\ti_Tag=#ASLSM_InitialLeftEdge,10 ;these are the position for the
SMRtags(1)\ti_Tag=#ASLSM_InitialTopEdge,10 ;screenmode requester
SMRtags(2)\ti_Tag=#ASLSM_InitialWidth,320
SMRtags(3)\ti_Tag=#ASLSM_InitialHeight,200
SMRtags(4)\ti_Tag=#ASLSM_InitialDisplayID,imode ;these are shown as "selected"
SMRtags(5)\ti_Tag=#ASLSM_InitialDisplayDepth,5 ;when the requester opens
SMRtags(6)\ti_Tag=#ASLSM_InitialDisplayWidth,320
SMRtags(7)\ti_Tag=#ASLSM_InitialDisplayHeight,iheight
SMRtags(8)\ti_Tag=#ASLSM_InitialOverscanType,1
SMRtags(9)\ti_Tag=#ASLSM_InitialInfoOpened,0 ;no "properties" window
SMRtags(10)\ti_Tag=#ASLSM_DoDepth,1 ;0 for no depth selector
SMRtags(11)\ti_Tag=#ASLSM_DoOverscanType,0 ;0 for no OverScan selector
SMRtags(12)\ti_Tag=#ASLSM_DoWidth,1 ;0 for no width gadget
SMRtags(13)\ti_Tag=#ASLSM_DoHeight,1 ;0 for no height gadget
SMRtags(14)\ti_Tag=#ASLSM_MinHeight,240 ;minimum height allowed
SMRtags(15)\ti_Tag=#ASLSM_MinWidth,320 ;minimum width allowed
SMRtags(16)\ti_Tag=#ASLSM_MinDepth,8 ;minimum depth allowed
SMRtags(17)\ti_Tag=#ASLSM_TitleText,&sm$ ;pointer to requester title$
SMRtags(18)\ti_Tag=#TAG_DONE
*sreq.SMode=0
*sreq=AllocAsIRequest_(2,&SMRtags(0)\ti_Tag)
```

```
ok.b=AslRequest_(*sreq,&SMRtags(0)\ti_Tag)
If ok<>0 ;if 0, the cancel gadget was hit
Display=*sreq\DisplayID
Oscan=*sreq\OverscanType
Dpth=*sreq\DisplayDepth
Widh=*sreq\DisplayWidth
Heit=*sreq\DisplayHeight
Else
Request "", "Cancelled!", "OK"
EndIf
If (*sreq) Then FreeAslRequest_(*sreq)
Dim SCRtags.TagItem(11)
SCRtags(0)\ti_Tag=#SA_DisplayID,Display
SCRtags(1)\ti_Tag=#SA_Overscan,Oscan
SCRtags(2)\ti_Tag=#SA_Depth,Dpth
SCRtags(3)\ti_Tag=#SA_Width,Widh
SCRtags(4)\ti_Tag=#SA_Height,Heit
SCRtags(5)\ti_Tag=#SA_Top,0
SCRtags(6)\ti_Tag=#SA_Left,0
SCRtags(7)\ti_Tag=#SA_AutoScroll,1 ;autoscroll is on!
SCRtags(8)\ti_Tag=#SA_Behind,1 ;make screen in back of display
SCRtags(9)\ti_Tag=#SA_ShowTitle,0
SCRtags(10)\ti_Tag=#TAG_DONE
ScreenTags 0,"",& SCRtags(0) ;open the test screen
ShowScreen 0
ShowPalette 0
Window 0,0,Height,Width,Height,$1900,"",0,0
*RP0=RastPort(0)
Repeat
WritePixelFormat_MBitmapPtr(0),0,0,MBitmapWidth(0),*RP0,0,0,Width,height,#RECTFMT_LUT8
Until Joyb(0)<>0
MouseWait
--
ICQ#: 33315204
Url : http://www.homepages.enterprise.net/oly/games/index.htm
```

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## 1.233 SV: CyberGraphX Screenmodes

From blitz-list-return-11265-scott=online.u-net.com@netsoc.ucd.ie Tue May 04 18:29:30 1999

for scott@online.u-net.com; Tue, 4 May 1999 18:29:29 +0100

From: "Andreas Håkansson" <andy.h@telia.com>

Subject: SV: CyberGraphX Screenmodes

Date: Tue, 4 May 1999 19:28:22 +0200

>Hi ,

>

>Does anyone know if it's possible to get the ModeID from the available

>screenmodes on someone's system?

>

>For example, I would like to get the CyberGraphX ModeID's for the 640x480

>and 320x240 screenmodes, without having to use an ASL requester. The user

>would just specify Lowres or HighRes and the program would find the

relevent

>ModeID and use that.

I think there are an OS call, thats called BestModeIDA. I just check to see

if

it tokenised in blitz and it did. Try BestModeIDA\_

I used this in a C program sometime ago, and it will return the best

possible

mode for the screen you want. This means that if you for example both have a

320\*200 lores for AGA and one for GFX-cards on your system (assuming you

have

a gfxcard installed) it will choose the one setup for the gfxcard....

I think this is what your looking for...

bye!

-----  
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## 1.234 CyberGraphX Screenmodes

From blitz-list-return-11262-scott=online.u-net.com@netsoc.ucd.ie Tue May 04 15:13:34 1999

for scott@online.u-net.com; Tue, 4 May 1999 15:13:33 +0000

From: Daniel Allsopp <daniel@thesnakepit.demon.co.uk>

Date: Tue, 04 May 1999 15:11:49 +0100

Subject: CyberGraphX Screenmodes

---

Hi ,

Does anyone know if it's possible to get the ModeID from the available screenmodes on someone's system?

For example, I would like to get the CyberGraphX ModeID's for the 640x480 and 320x240 screenmodes, without having to use an ASL requester. The user would just specify Lowres or HighRes and the program would find the relevant ModeID and use that.

I tried the Hook example that Curt Esser sent to the list but I can't get it to display these modes by themselves, besides it'd be more user friendly to use a transparent system without having to fanny on with ASL requesters ;))  
BTW, did anyone find a solution to my MUI problem with the multi-lists?

--

Cheers,

Daniel

<tsb>E-Mail: daniel@thesnakepit.demon.co.uk

<tsb>URL: <http://www.thesnakepit.demon.co.uk/>

<tsb>ICQ Number : 20783863

<tsb>

- "Windows 95 is Bug Free" - Bill Gates in 1995

- "We fixed 5000 bugs since the release of Windows 95!" - Bill Gates on Windows 98

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## 1.235 Re: CyberGraphX Screenmodes

From [blitz-list-return-11263-scott=online.u-net.com@netsoc.ucd.ie](mailto:blitz-list-return-11263-scott=online.u-net.com@netsoc.ucd.ie) Tue May 04 15:49:49 1999

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 4 May 1999 15:49:48 +0100

From: "David McMinn" <[D.Mcminn@eee.rgu.ac.uk](mailto:D.Mcminn@eee.rgu.ac.uk)>

Organization: The Robert Gordon University, E&EE

Date: Tue, 4 May 1999 15:47:41 +0100

encoding: Quoted-printable

Subject: Re: CyberGraphX Screenmodes

> Does anyone know if it's possible to get the ModeID from the available  
> screenmodes on someone's system?

Read the [graphics.library/NextDisplayInfo\(\)](#) autodoc.

> I tried the Hook example that Curt Esser sent to the list but I can't get  
> it to display these modes by themselves, besides it'd be more user  
> friendly to use a transparent system without having to fanny on with ASL

> requesters ;))

Check out the original example for using the ASL screenmode hook, in dev/basic/hookfunc.lha (or something like it).

l) ^ V ][ l) M =A9 M ][ M N

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

You're slower than a herd of turtles stampeding through peanut butter.

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## 1.236 Re: CyberGraphX sync

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 31 May 1999 02:24:09 +0000

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <[flameduck@software.dk](mailto:flameduck@software.dk)>

Date: Mon, 31 May 1999 03:20:08 +0200

Organization: M2 productions

Subject: Re: CyberGraphX sync

Encoding: quoted-printable

Hello Stephen.

You wrote:

> Is there a way to sync my graphic card displays drawing of images, some= thing

> like the \*vwait\* command?

> Is there a way to track when the vertical blank occurs on a graphic car= d?

WaitTOF\_ ? Should work on graphicsboards, anyway. Besides, most graphics = cards are so fast nowadays, they can draw a display faster than the elect= ron beam.

Greets,

-- =

=2E---+-----

----- / /\_\_ ----- <http://www.m2p.dk> --

/\_\_\_\_\_| Productions=

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## 1.237 CyberGraphX sync

for scott@online.u-net.com; Sun, 30 May 1999 23:40:57 +0000

From: Stephen Lebed <slebed@earthlink.net>

Date: Sun, 30 May 1999 15:39:38 -0800

Subject: CyberGraphX sync

Hi everyone,

Is there a way to sync my graphic card displays drawing of images, something like the \*vwait\* command?

Is there a way to track when the vertical blank occurs on a graphic card?

--

Thanks in advance,

Stephen Lebed

slebed@earthlink.net

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## 1.238 DAMN MUI! Was: MUI Question... Oh god not another :)

for scott@online.u-net.com; Sun, 30 May 1999 15:36:30 +0100

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Sun, 30 May 1999 15:32:59 +0100

Organization: Satanic Dreams Software.

Subject: DAMN MUI! Was: MUI Question... Oh god not another :)

Encoding: binary

Hello Daniel

Hiya, Daniel... ,on 30-May-99 you mailed me about: Re: MUI Question... Oh god not another :)! So I ma reply`in...

[=> Hi Rob,

[=>

[=> On 30-May-99, you wrote:

[=>

[=>> Hello,

[=>>

[=>> Erm, just another quickie :)

[=>>

[=>> I ve got a window with just:

[=>>

[=>> Text.mui

---

[=>> Gauge.mui  
[=>> SimpleButton  
[=>>  
[=>> In a VGroup, and thats it,..  
[=>> But the gauge has text in it, and when you size the window  
[=>> it sizes vertically and the gauge changes size (gets huge! :( ) and  
[=>> to top it off the text doesn` t center in the gauge,. It stays at the  
[=>> top...  
[=>>  
[=>> I` m just wondering if there is any way to lock the window, or stop the  
[=>> object from sizing?,.. So you can only size horizontally would do, but  
[=>> object height locking would be better.  
[=>>  
[=>> Any ideas?.. I` ve not had to do this before and tried all the tags  
[=>> I could find that even remotly sounded like they would do the job..  
[=>> Anyone enlighten me with the tag`s name please?  
[=>  
[=> Have a look in the Windows Autodoc (I` d highly recommend getting AutoDoc  
[=> viewer from Aminet for these things), there are tags for Max and Min  
[=> values for the windows etc.  
I have :).. And I have :)  
I tried this.... But It sez the constant doesn` t exist :(  
MUIAddTags 2,#MUIV\_Window\_Height\_MinMax,0  
MUICreateWindow 2,"TEST","TSTS",190  
MUIAddSubWindow 2  
----  
I think I` ll go have a look at the C Includes :( ...  
Isn` t there a way to lock an object`s height?  
Regards  
--  
<tsb>  
<sb>\*CONTACTING MEEEEEEEE:\*  
<sb>loki@sds.in2home.co.uk | \*ICQ:\* 27181384  
<sb>SDS FOUNDER: URL: <http://www.satanicdreams.freemove.co.uk/>  
<tsb>  
<sb>\*PROJECT INFO:\*  
<sb>Minimum Safe Distance [3%]  
<sb>/After a few trips to the toilet, the following appeared:/  
<sb>MorrisTheMaggot, CTTM2, TimeSwipe, NIB, BlitzBFB, Prefs2000 & TMS.

---

<sb>

<sb>I see nothing...NOTH-ING! -Sgt. Schultz

<tsb>

-----  
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## 1.239 dbplay v0.7a FINAL VERSION (promise!)

for scott@online.u-net.com; Fri, 14 May 1999 03:05:24 +0100

From: "Dave" <dave@nbsamiga.demon.co.uk>

Subject: dbplay v0.7a FINAL VERSION (promise!)

Date: Fri, 14 May 1999 03:03:21 +0100

boundary="-----\_NextPart\_000\_0044\_01BE9DB6.545025E0"

-----\_NextPart\_000\_0044\_01BE9DB6.545025E0

charset="iso-8859-1"

Encoding: 7bit

Hello everybody (I sound like that doctor off the simpsons!).....

Anyway...thanks to Anton Reinauer I have edited my sound player to play those dodgy stereo samples correctly (thanks for that oh so clever chunk gold disk.....where ever you are!). This is defintely the last post of this..okay...plus you`ll need the msgport functions include, from one of the earlier posts!

Dave

-----\_NextPart\_000\_0044\_01BE9DB6.545025E0

name="Dbplay7a.lha"

Encoding: base64

Content-Disposition: attachment;

filename="Dbplay7a.lha"

IF8tbGg1LYcSAAAjMQAAcYCTjgAACmRicGxheS5hc2OUzA1NfLrujbbjq/nHwB2JzHwLYRhJSTji  
MLdSSSkViSSqKbd7MeYs0gaSREAAaAAID0x/G79//7ugEkpJNt15ZH062y5a5mdnvkvsvcO1kec  
bd2DBkiTlnlpkgs4MFxHptWfrSjbyo3U9UMCONXXRLih2BPUr/CTBOMOHemzAqOWSy/LZp6bDl1y  
7uy04IIIwU4cKplQIMHIV+SY8gxqZ4ZMSE0wQyogV1Qvq7Q+QD5S4MhMiIcOFGGEbfDNLGiCGfpQ  
6mTKieH+irCOJOVGMcMRkmlAzjnRBSpFEqJJJgcu5FAf4FEMRiTxs9aHYWAvDFLLky2HkSzASoy  
y0zN44jHDixjSq/0pVI/lsodjT+SLnl6cf9PP5z7HIASZKkT0DskqHevGqRFGNSNz79rjQ/jpk6U  
Qzowl3ywic++ToflmmU/REAn6k0P43LstNA0kyMdOJSI6YqIRvEySKibtHkJnMMn33rhiiR+NMeR  
CZjKwke8vUqZy6WjHFH1PNIMWDgTAjrBJ2cobwlMyhhSkaCGRHlv+n/MdDAokUYLjTAo+L0Y00Iy  
UzJZ1FqSCWGGaehYq+gyHbzDuUJ6QQUyvc34cSIocE/jB5C6EOUyjdgtcmGVeijTkyGZoBI0Snn  
LvEnpLC4gYI9EsmblMBF7T5R0qMj5YpkxxqmnRiphgVZCB34jmJEMxppicu4MqI1fQXIDARcOszD

vc+OWmIkGAhPONzJQ45u72/z/z5d6z17P3SgnPFtcHG445d4N/fB0fRx/ggs2+jVRuenhd1Dwuuj  
2uLe1LDngGk6PT9+7zXvp2Pjr+XX19i4vDJAq99OvrDDt6+8vD2+Td/mMO5r740/2EI08qBzGeGW  
SdEuEJnyQZV9zsjmKI58WSWYISUyP0FpHODj3OH0bu8jULHqxiWw1DB6cuAjVPxUg4ZEExkV+VAR6  
jjIoTDh6Qmijrlcu44440SStWrPh1GOGezZszyg13SAAtQinLi7YQ6EGAnFjUFfpJzQqDAZMZIIAz  
RB4ItApI4WlvYCCF/e493g5HgmRRjNPYJOJD8SkzA/ANTEWMFfsYViC9MsikdIVunq2BoBha1804  
qyUcCIJZP5UHrXHL9CQHkDt121YoZODk/PxQyzWeDk5iXVno9jiEcXJ6d6zEiC08m3ss9E+R7VdT  
9dhvvtOpt2Hk+TZ/xv8yNXWHT5KswtR4xlGf7U8e9+UNDM8CxVDSGO4971Ehyiz1Y4JkF+ukzTN  
XAE8gCilPmzARm5aJi6hHRySKv45aPvhvrMPZiLF5ZfJ7cRnpyqm++Hcygo3bjX1P2essLc5+R+  
gGss4D0G5LHkCfpGVXg+mWkMmt8XQWc1cJE/av8VSFBFfgU+zdhgRgB8334c5b/RJypf6fznmfsx  
PQAtQ+h6F2QeI3HVDLTPZ6+wwNppVILZGO4d7aHmsF86Q3cdyPgw1w9L/kMrwWnoLWj1tuL13CG7  
Gy0OYAaS0DSM1Y94D1SEcN/mHr4NfNIA7lwe1nrsFibW7us12tVu9Z4kDvGR8OMs3wfTa3wDtIat  
/9AC/6Ns+c23oLmzt/dzor57nRPCrzmYg2yhG6+ARq62u9q3Lb2rb1ntXyvauw9qjwuD3etPW3rj  
2s9sPeV4Zty2sCdqTN3OdTCTIZLH2hq1IJXmcHrkgCvYXOxrYHKY5CzHx3xvNs9z+eEnXlnreAIB  
7H1/TD9NQ2s4OxAXgwobl3uealThKTftLxfBGoRbPDGobub1zY8h4aEcwVG4g4RMdveFuheue/PL  
iZ8RZmsSuPGb1Vcf9h6TeinV/8C5IODC5mCekIt2pMJ/xpD2UoMlhcQ26BqX8cOSMa9ZqnGhHuO6  
PQN4ZcLXIFTuJFninxcPn/vETaWvG4OTaOGW2uDkjTDI44TwTZDMLIDZqhGpu7ZQyxxCnbDZhzxd  
fxqf6RAr4qS4EHU2FHHTHypmn+22jnKEeaCOOVcOmHFykYoQk5qbI5+45hLB+m8Nn9LtuwXRZ1UB  
zeyIoNxUSVSiJ44vFsxXtW2WqxKDuSKUCDCWc9CZFWrC4n6ZRQ1zh8U57+4vh560b/W2Pr+zY19g  
zJ5sTX8nl+zYPZEaMJyKdtPL5FYvb5cD09W3Ek5+lyKZCn12NnWcFkh57PTMpfehENncDOOGTKDK  
1stQMtPeE8R7XMfn5/b5tzqid1N/k5uLUsdpUKCjLCgrFjQ4MNRMP3MK1fdIcPEIOf3HRct/QdZu  
6Zh+IA4IBKOKnKNRrhKJyOMfnculCaiFtQTFwiCFONA1Wxgs4jlBsHSghyJrIBeIMJSf5FG9iDQTN  
AY5EDuUK2NzEkKbsjgZD4gIL9YhgTQkIKxRFAoEEgR8RbIIBbubNZC8UtBPrOBZ5tl+ooZs3h4O  
OerGRx3ePk50b0uF21YseF1hLKOegn5veVfQWpZiNkuC3i+PH5ScNKiEhKsvZsJNxiKDVEzsY2kZ  
02kt8fHJhXAxMy843X3siuHoXs+ub2qtrvWyizjYjKdo21/aK/CbMXX7gTuqwiOSoWyuZ19jfnsJ  
m5nEfhYw5WMD+fGtwVWTA8XZJZ6+pXSOBli1NF/UolfwD29o9q3HEmIMKYwjM1MZ5sM2EcY4ZzmF  
gxLKW+pyUaE3/b0L9Q6Wf7Q72KZYYSU3A4bgW2Phi82Pe3BgsSTrO769MPsQHgVBSGnElMeAC6X  
DWqqbRps8ki+q/xei+ua7EdXDhhKO8KPhnJrhtSFP78wEqAQ5zjykBjU1YgBdKAsYGxIWiQJKInM  
+SHZhOm0N9g3VqTdT4xGO5s5gm1WTytzdf3Zuu3N8mbNuNzbZP/GI6fDe5khykdQ31DzxFzseVz  
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 To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie  
 For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie  
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## 1.240 Re: Device checking

for scott@online.u-net.com; Mon, 31 May 1999 23:22:54 +0000  
 From: David McMinn <dmcminn@house-of-mojo.freemove.co.uk>  
 Date: Mon, 31 May 1999 22:51:05 +0000  
 Organization: International House Of Mojo  
 Subject: Re: Device checking  
 Encoding: quoted-printable  
 Neil Bullock's head burst.  
 All we could scape off the wall was Device checking.  
 > Can someone tell me how to get Blitz to check for the existstence of a d=  
 rive or  
 > assign without a requester appearing asking you to insert the drive?  
 Try setting your processes pr\_WindowPtr to -1, resotring it afterwards:  
 \*pr.Process =3D FindTask\_(0)  
 old.l=3D\*pr\pr\_WindowPtr  
 \*pr\pr\_WindowPtr=3D-1  
 ; Do your checking here  
 \*pr\pr\_WindowPtr=3Dold  
 Chow f'now  
 -- =  
 [] ^ V [] [ ] Ml =A9 Ml [] [ N M  
 dmcminn@house-of-mojo.freemove.co.uk  
 http://members.xoom.com/David\_McMinn  
 ICQ =3D 16827694  
 I am Pentium of Borg, division is futile -  
 you will be approximated

-----  
 To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie  
 For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.241 Re: Device checking

for scott@online.u-net.com; Mon, 31 May 1999 22:27:39 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Tue, 03 Jan 1978 03:52:10 +0000

Subject: Re: Device checking

Neil Bullock churned out *\*this\** drivel:

> Can someone tell me how to get Blitz to check for the existence of a  
> drive or assign without a requester appearing asking you to insert the  
> drive?

Not sure, but I */think/* Lock\_() works...

Also, there's a little bit of text on page 111 of the manual under Exists  
which might help...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *\*AMIGA\**, and *\*Dogbert's New Ruling Class.\**

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

I have seen the dark universe yawning,  
Where the black planets roll without aim,  
Where they roll in their horror unheeded,  
Without knowledge or lustre or name.  
-- Nemesis, /H.P. Lovecraft/

-----  
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.242 Device checking

for scott@online.u-net.com; Mon, 31 May 1999 21:29:59 +0100

From: "Neil Bullock" <trogldite@trogsoft.freemove.co.uk>

Subject: Device checking

Date: Mon, 31 May 1999 20:26:20 +0100

charset="Windows-1252"

Encoding: 7bit

Can someone tell me how to get Blitz to check for the existence of a drive or

---

assign without a requester appearing asking you to insert the drive?

Thanks

=====

TROGLADITE - SOFTWARE

=====

\_\_ Neil Bullock

\_\_ /// trogladite@trosoft.freemove.co.uk

\\/// http://www.trosoft.freemove.co.uk/

\\XX/ ICQ UIN: 27873010

DigitalD.UK.AfterNET.org: #trosoft

=====

-----  
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.243 Re: Device checking

for scott@online.u-net.com; Mon, 31 May 1999 22:31:28 +0100

From: "Neil Bullock" <trogladite@trosoft.freemove.co.uk>

<jamesboyd@all-hail.freemove.co.uk>

Subject: Re: Device checking

Date: Tue, 1 Jun 1999 00:35:09 +0100

charset="iso-8859-1"

Encoding: 7bit

----- Original Message -----

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Sent: 03 January 1978 04:52

Subject: Re: Device checking

> Neil Bullock churned out \*this\* drivel:

>

>> Can someone tell me how to get Blitz to check for the existence of a

>> drive or assign without a requester appearing asking you to insert the

>> drive?

>

> Not sure, but I /think/ Lock\_() works...

>

> Also, there's a little bit of text on page 111 of the manual under Exists

> which might help...

>

Cool, thanks. I'll have to find the manual now then :)

Neil

-----  
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.244 Re: DLL is here!!

From blitz-list-return-11251-scott=online.u-net.com@netsoc.ucd.ie Mon May 03 17:02:57 1999

for scott@online.u-net.com; Mon, 3 May 1999 17:02:56 +0100

From: "opi.plastic aka emil" <opi@abyss.lodz.pdi.net>

Date: Fri, 23 Apr 1999 23:57:17 +0100

Organization: calkowiecie nie-zorganizowany

Subject: Re: DLL is here!!

Yello Blitzwing

w3333 31-Mar-99, Blitzwing naklepal-h:

)-> windows uses DLL's ;)

yeah! when i saw this posting first time, i was pretty sure somebody

done a windoze port i blitz ;-D

Regards

--

opi.plastic <opi@amigascne.org>

amiga+linux+net+grass+ascii+scene = phuunnn

[\*If all first you don't succeed, call it Windows.\*]

-----  
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.245 Double press release

for scott@online.u-net.com; Sat, 1 May 1999 23:19:51 +0100

From: Peter Price <peter@amigauniverse.co.uk>

Date: Sat, 01 May 1999 22:29:12 +0000

Organization: The Amiga Universe Organisation

Subject: Double press release

Resent-From: Peter Price <peter@amigauniverse.co.uk>

Resent-Date: Sat, 01 May 1999 22:38:41 +0000

Resent-Message-Id: <E10di2H-0003xh-00@serv1.is1.u-net.net>

Resent-Bcc:

---

This is a special mail to announce two things, one of which you may already know about:

a) amigauniverse.co.uk is GO for launch!

Amiga Universe is finally back online at our new address - let us know what you think via the mega handy feedback form at the top of the site.

b) Screens conference

For all those planning on attending, the Screens PPC OS conference is on Sunday, 2nd May, starting at 8pm British time on ARCNet channel #amigaUni. An ARCNet server list is at <http://arcnet.vapor.com>, and conference logs will be available from Amiga Universe and AmiSITE first.

Thanks for listening.

Best Regards

--

Peter Price - Amiga Universe - <http://www.amigauniverse.co.uk/>

The site that gives you everything. Mirrors. IRC Channel. Mailing List.

Administrator - ARCNet, #amigacafe and #amigaUni

Taglines wanted!

-----

To unsubscribe, e-mail: [blitz-list-unsubscribe@netsoc.ucd.ie](mailto:blitz-list-unsubscribe@netsoc.ucd.ie)

For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

## 1.246 Re: Fast scrolling (George 2)

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 18 May 1999 01:16:25 +0100

From: Anton Reinauer <[anton@ww.co.nz](mailto:anton@ww.co.nz)>

Date: Tue, 18 May 1999 11:29:27 +1200

Subject: Re: Fast scrolling (George 2)

On 16-May-99, V Bell wrote:

> I've attached a program that I haven't touched since February that  
> demonstrates fast scrolling in Blitz. You need a CD32 joypad to play  
> it - as it's a Mario-clone - and the buttons are the same as for that  
> game.

Cool! That works nice! I love the dancing flowers :-)) I've got a CD32 controller and it works fine down here on the 1200 (040 + PPC).

I'd finish it anyway (even if it was only ten or so levels)- it'd give you a lot of experience doing it, which you'd have for your next game anyway.

---

Seeya- Anton

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed  
for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.4)  
<<http://www.ww.co.nz/home/anton/>>

-----  
To unsubscribe, e-mail: [blitz-list-unsubscribe@netsoc.ucd.ie](mailto:blitz-list-unsubscribe@netsoc.ucd.ie)

For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

## 1.247 Re: Fast scrolling (George 2)

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 17 May 1999 13:30:35 +0100

From: Blitzwing <[blitzwing@goldweb.com.au](mailto:blitzwing@goldweb.com.au)>

Date: Mon, 17 May 1999 22:27:20 +1000

Subject: Re: Fast scrolling (George 2)

Greetings Linda you were dribbling something about

On 17-May-99, you wrote:

> Tony,

>> Why not ask if we need it?

>

>

> Yeah, point taken, sorry. See my latest mail "Crap Fighters GFX"

>

> VIC

>

> P.S. Another reason I gave up on it was because people don't have this

> piece of hardware (CD32 joystick).

>

>

>

>

> -----

> To unsubscribe, e-mail: [blitz-list-unsubscribe@netsoc.ucd.ie](mailto:blitz-list-unsubscribe@netsoc.ucd.ie)

> For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

>

Regards

---



cos they dunno where to look, I bought a joypad the other day, 10 dollars or about 6.50 U.S, and it's got autofire switches for each button as well

Blitzwing

--

I like pigs. Dogs look up to us. Cats look down on us. Pigs treat us as equals.

-- Winston Churchill

-----  
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.248 Fast scrolling (George 2)

for scott@online.u-net.com; Sun, 16 May 1999 11:59:50 +0100

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

Subject: Fast scrolling (George 2)

Date: Sun, 16 May 1999 11:53:11 +0100

I've attached a program that I haven't touched since February that demonstrates fast scrolling in Blitz. You need a CD32 joypad to play it - as it's a Mario-clone - and the buttons are the same as for that game. It runs in Blitz mode - would like to have tried an OS friendly version, but it just wouldn't have been fast enough (dissenters should note that it uses BLOCK extensively). The gameplay and speed are virtually the same as SNES Super Mario World - in fact - the only difference is the inertia that I haven't implemented. It makes attempts that I've seen in AMOS look like spectrum games. It runs at 50fps on a basic A1200 without fast mem - and still has plenty of time left over - in fact I was thinking of bumping the number of colours up - uses 32 at the mo. There are, however, cosmetic differences between this and Mario - i.e. no dual-playfield - due to the 32 colours.

It does most of the things that you would expect in a Mario game - jump on baddies - run - break blocks with head - break blocks with spin (if suitably powered-up) - knock blocks up to kill baddies on top - hit spinning blocks to jump through them - blocks that start to fall after you stand on them - slides down steep hills - walks slower uphill, runs across crenellations without falling through gaps, etc. ooh - and it tells you the time when you pause the game.

If a baddie touches you - the main character just flashes to let you know - this is so that you can see that you can run from one end of the level to

the other (15 screens) in 17 seconds, without skipping a single frame - in fact, I've tested a level with 100 spinning diamonds on screen at once, with no slow-down on said basic A1200. The only reason it takes 17 seconds is because some bits are uphill, and there are a few.

However, this preview dumps you back to the Workbench screen if you fall off the bottom of the screen, but the time limit is set at 999.

If anyone wants a better explanation of how the scrolling works, than is provided in the README, let me know - but the game bitmap is 3 screens wide.

I don't intend to finish this game - as I got Zelda 64 while I was writing it, and decided nobody would want to play a game like this anymore - I wish I'd known 3-4 years ago that Blitz Basic and an A1200 was capable of this. The file is 88k LZXd - but no doubt people who find these attachments too large will have programmed their mail-readers to delete files over a certain size.

VIC

.

begin 666 George2.lzx

```
M3%I8`P"@0``\> ``````*@$``H`+@Z7MOC5",3(2WPA0U!4U-)
M1TXN4D5!1$U%#P!X1@`Z!P`H"0`"@`Z#IP&$\G<+Q^#\G#5)%041-
M12Y'14]21T4P`A`"@ `AHC&9`#X(SU+;Z"GK.[!+R\6+'C?E<"EN@42&PD
MF&684/Z`234DFFT;: ?C8_?X:4[@`F9D#H8`$K$HH=II>_^]=S:[^-5 6L.
MO:=WONM/- $D@+X[[3;N]3:>2 .(^)R;S1W>TUM' ")0333^WGFM!P`I( H
MK))N3;<0T#<;*"QRSL3%HD`T($$EHC13<_R0QQ()/Q1B ``Y(#<! .A6S@9
M`0`@@`_K[^A1QVT4$@3-*0H$#L`!%R198Y 2RHV995IH\ [><-(B/.@@@!
M92),B%?BQ PC1'),LB9AWR:D"9 RE2[**B6>YI.,@@1,Y%$RH& 4(*"D4PL
M][PI%,C,(T%B=FR2B% ^*F2"% .!2`P`!& , "X=R-,DP@*8GP6RP*+EI (A
M@ XX@%) HSDZCW!T@R6<()1Y+8(,]'P`U`CY:VM,J&EF0UX`$Q2YCRQ+;--
M`156:6#YPGDT7"+7**-$7TR298##*5*I*8!,IA?!X 1T]4?@!?(G_%?_)NEW
MO1Z@M.?<C__W]97CWV2!4,CGD2I3H@%I;:FID )>LJO?;E9 OE@#\IN4L@
MMR2WL>ZGQSTL#C]#CYE0R1 YG]E/[Y%+Y^>RH0RO(3[,+6431H*(N=F'("+%
MRD6R(@C2UU(&B@50(!03:L$*H<%DQB(S@)3&G%QJ41"!&12 .)4EH$ YH2GP
MJDCP<'; 8 % :0!P22>"H$AZ6*FFA): !2[:M(_3#0%!4025#1RH.'/31SB4
MT- `GVR0VRP#4&>#% @`*Y/I<2NN #/425 <XIP&YQ=(@%D(5`F1N&BOEY !E
MSB78J/ C&63$F,H"ZDQF#%E<J:\&:>#1>#K*6"B`HV\>'C[\WFD2E=:<&*)0
M]#0E@>A`2`!H`%9*`<+P5I_M @VD/"3TCD6&LO7!0EB>R2GGVZA94E%2KEF[3
M7B3"1%F&XD^ .QF40Q2R"C2,.H6Z$&;B!H(H`-"0`RN34`JT,"@,'0KX*W+$P
MP**P1JF%AE@B`-8$&Y91GX#29;305,IBD"Z*!EUX;+4LL+G51L_J?!S9A8X+
M/MLXE7 %9R5`L(",4#$6R/^<<SK?M&W!AT8>;8VC7`J75;2588%6X4;::_B$
MA&9]<HL$49$1B+:C048%T-IJ3E6M([(BJVK41TN <7O6V(;9<TA<@!G)7$A
```

M#@G1!K0SI T&TOLH0ET^^VD)4L!\*4%2%J5U6&#^UD#/#8 %&H&3VXLL1<5M  
M2NUAQMF\_VH2T9\*KM,\_HY;BR@/H20D"6^%"70\*3OWU.9)LAJ&A"0"A<V.^ L<  
MD(S8\$TI P-P\$0M)+4MFK]5\*!AD(PX:;AZUM2\NLQ\$S6J1QS+,JGIS-#R"IN  
MV&A(7AL,T"U8AZXB[=.A\_-/FM>.&&.VK>F!\$62X!""E":6+JN!K=:V-)ZK  
MXYLQ+GBT1XF>NVI22G%5`S@6+H='+:>&,%[8JLAS@E;>LT1RLXT\_\_#S'/ 6[  
M&=\*@>, 'NV<L:\$PX)IRH%Z(A@M\$#U&[L#H7M5M!I("X=-\O5I!@M>AD!P-  
M04&(V^!<5`\_V854;!HXX]RBB%C2(PH&E"ZR%)C5=>;MN\$?VLC&H%2.+^1E  
MWM+#.6?&Q,\_FJ]EG!-H(OL +`85N0RN7^0"-\*2.9F7WU?)Q8!GCRQHZ]&F  
M\_FYM>+B;5FMIN<L\_\YJ^&M23@SVGX, (SH&U;EZG"#!7#;UFC0`/\C\L@<U  
M+07U+<RE>QVX1CQ8:%2)\ZC%8\$A45)T-><XA9\]H;ZA+-VO,\O#-+\_E\B=E#  
M0?:ITS3UX0Y&G%E,`550COF,D.=1)Z]VD%9 VVDD`JUL<^-5VCHGJ5[HEZXR  
M5@;S@S<YNW`&4)9DP\DRJ[\* .);N+QZ+700\F9LLG>M<ZPH-JVB86JED1D8  
M1\_X@OX3?(`K0==)1\_LJF2M)V8N36\$AL&C-27^M<GQ3H-.9;\_B"@H"<8(C(  
M!Q1NOQR0QM<2";ML]C^/3W\?J\$WL%MIO.?,41^DS# PC3#1#J-+F=,ZJVW  
M8T@XO^Z=:5\*HL:M=:)Z2 BEC%T@\_U5V5]NVD+W1".6A-<\_R`@JZW"2!&"GA  
M#\*AA\,+ (IS8I1T7;)\*ETZD`9R]+F-:\*,M^!\_R="EGG%U^C\_YG&R1Q"0-O  
M#`@65ZY#T%4;49]+[BX:YXR.=1",%&A#OL>.L0V=SH28\*^LC?I8Y?L;SV  
MC[^+;\*/=#&WZ%18%G/8P:U8]9Q#7[&79?("IWK[#KK@JH(1\$E%\$1A+4?\?8<  
M>Y6V@QJAU.T5TA\_!%W7(\_ZT@:\_=0,'R\AF^Y+LD3F;<=I=N^9; ))B5')67?  
MI:"UBY%;A951WG.K\*#]>!JWHX3HVTV7P5HAS<\_TQ]:BTL.?/I)2ETS0[8'K3  
M]" ,9D&)0U.8E@,C+7@I+@+P#E#K>CW(L<!VT@<ZUM2E\H^F:M]SA<EO,6IG  
M0(6T\$>W+[7#EF3\_2=@T\*NRKL"\2ZO0:!]JS\*P@Y)RI/X\*UJTM/R#Q+L)N\*'K  
MC@ON. ^TCJ4W+?F:714#1)AV0\*?&D:?.D17OAD=\_0['8R3Y^;]L8G7!]L,\*E  
M8,^M>[C/>AL"KWU&8T<DN3>ST9PP6^206<\*2;4^0,IQ0D--18<\ R/'8PP0  
MI 1T=P6-R5,/72\*KJ)NT3XE%`>&\*7QQNY33AP5<-'+1IE2%Z\_ K%?G66P\ZU  
MV9TL'C:?2I\_LDR(ZM6/[QQ2&V014;%LR\$1\*D3(66\*GSWDP\$#)#ZF[\%69)65  
MP\*\$RJF';9+)#L9J-84LA`L(\*OM&LE[H\$6!A;:W341\Q3-ST\_\$1'#J!]?[5\_/K  
M;-59G"FAEO=+I6\$K/F)Y85&>2E\H\$.[7D=MAI\*][\*0&:\*?9 VEMPSKU])&C4  
M)JBKBUKMWP4/X09W@EJVG0:\*21W^G.!O38RF\$Y?[MP"2T[C5?A\*V2]0REA  
MQ+591&3:8;F&A5)%;U7@<=E\*U;WR!\*4%=V@0SFO1QP\JR8<FT/AR+Z;HJ@\*9  
M(>\_\*\2;-C+(BP@`\_4A?8/HM@<8V9HBIO[8GNQ\_8@TS<-)T89'\$2\_KO.LDJ4  
MW^>[JG,?L90FE+G^;"S1D).FOL!V<-GT>"<: 8\*\>6>ZDXI8R'ST\$=":K"  
M46QBV0#\*C4\*(\*AK4QJ(\_8T9^/D5<QO&NT-CC8[B\F[.2O!;N\_BKB/<BF;R  
M?K6CALHZ,T6/>]AEZ%74%/42R(C8MW\_%<UWCOAC6M;S=((">>Y713T7,#0=Z  
M.ZA?JUGH<^5X%V.!5D=VXGU]^ =!A#>G+0&J35AXI>Z6/:QXT>R<1H1HLR&M  
M[V<\$7C\KBL^0;VUY#CG9P=,XKJZN@)O%?-##&W9NHEZ/VU4HR!+,2=-K\_Z  
M5P@(J6[X&VG>.:&PXJBD?!D#<\_SB1MUXAA-1V0.:@:63D #& 5;&11BGY&3  
M6^)\+XI',5#:"\*(QY]AM+E@DLBRO'+OV-S)H.05\$\*6+7P55\$U=!<X)JLPZN  
MQ`\$'/SDS=BKU..7 A/I00\_P:[!'H0D>`I9[<V0S)"Y"!ZG7C(US,#AEI:\_5

MFYWE6JHRL=L/->9EZLO:;YQ,[\*E45QZ^"HNBY?1LOY1XI'%@\_T`G.PCZ/!H  
MN89-L/10:V@C\*[]9\$H37#M+@Z\_JX,U)62K<E\_R\_E-X9C%[OEY"O/Y-TD@<-  
M/FHC;@CB"HA"(HB-4YI@X09>[JT<%\HNQ`^/ES-W4G?]:.CYJ;[8Y2@9<9-  
M>@?DY)67WOF"0VH%PC2JQH47/K-(&3PZ7B7N9:933 [U]E&4I(W&Q];6P`  
M523&X \W97`W7/H'%MMSU\_5Z,M-\_SO)5%[@@ V9DWU#..^:T%O:.G;<;S&!  
MGNSS"I-4Y%51AE/>;DGM>4FKS:,\$E8=556@9XOM.'C19M)/RD:~Q#OTC88<  
MT\_2>-T\Y&J>Y\WPQYAW<@9!?(M(LD44+BU%G.%9MUKG; ;%^;=Z?8Z:: Y+  
MDBKL\*8%?H\W\$<+Q'(\)N>:\*NJ5SS)#NE[\_TE\_",0\$R0\_./[H9 @+\#6T=?\_  
M-Y? I[4?!<"L\$@F\$9=)?!;QE;SL<G8B>RI?::I40[?0<O!.K-7OB'6@&; +  
M=%#5)H=+@]7A&]2M!8[#<U:1CD?FS;T\40'GX'F[\_U?8!ZME8M0KX]\$&,U)  
M4%\_C=FMLAF87Q4A\TM4G' ]<,2R\*ZU,@?#XAP]8U]/(AG&:5M.^;J-W2GKU,Y  
M<YXOX<Y'AK>'H6M&;G\$<'[ZS^ EK9V5UG7%XP8\$?%+8"P^\*A[\*2KL5[M7@'  
MRR#LVJ"I\_2>IHVI;+Y%3M0(&] 2\(:;<L8-N"J1\$8?0UTV^ G8:SJUVAEK  
M^9H%)U(/B>>@)L;=GKV?\$Z-OJ^USDA,>)V\_<VMZ&!'URGK#)Z3U7T@QRQ  
M^/W?@G N0:(D3!;?;NPSN:\_,>I\$+DX-UG?=(.V.%/IW\$:3\*O7U5XT-;T:M95  
M+1-)\$"WQ2]I)I\$(Y3ZB\_Q(4,I:QBT:V<W+V"77JO9-2E59JNJ B-)E\_E7CA  
MA?TUV6O(J>[H2\_E>W":(DV>E.KR"1K26NT#W48<WY=1H4'H>F%<QYA=RH  
M3W.O@ O;[!H4:7\_%))6:9?6<'=4II]R3%#-SOL#&H;6[C(&;\_46F>LT:@  
MHJ5E^XNI)F/LZ\_CFG!!VNT.^CN4 >(\_(+V-4ZKU]"7>S/-RU(J6EYD;E%]  
MVG?%Q&=//\_L09L1>#T[T3^O\*K\$#=M?[\*G7:C>?I^C)=7%E0[F5\_P<5\KV  
MNB""\_MU%98G?].[Z#\*;7V&X\*#];:29;QFY9D,U?\_3B^1^8S?'/:#O8/A("4  
M"PUC[#Z\$[R:~OYNF9N<HQ<F,A'5DVY;=N-@L'A9PS@C=F4\_VALCZ'0WDI]  
M@C<LC\$BYD42KZ0'O,W+O]T\_O2PH%1!Y^G5&Q#P4WT\$F"F6T3#%7I9:#D-4M  
MZ"6&6=XG[ ]D;&ZV\_\$6SG%"R;QD8@11]RQ66RY4KKJ\$R##\$SJ\_25.YGN][>I  
M=/Y<Y31<TD]THID353%RO+DN-:T447GEL=2?&K?\*X^/)F-16E@Y9F8WU7R\*  
MQ(E E"2^);.RW)SJ#JV4UI,Y+9SNN>@#GT%T9\ICR M:"98M@I@%!R\*9;X`  
MYUY-VO@-.M;6JM\$(% MHH;//6.7^!E3JVQB\*B<\$+B55^!PDNC<\_I-VZS<D)  
M\$J5H>3\QQ[V'1 \S:)O\C!2CD5:3&EP(IGW;X4SG\LFZ5&;N3CRWLP-2\*ZM  
M843M"5LXX]6AMAUR\_%2%BMH=;1]'E6R6EYOC]SFH^M>1H>!<R94+,(HSP7  
M;41"FPU!' ,Q=QT9H0KXNE#7FU;I^VGH<?2#X:FIVSNAWB3LR>8R:U'DO+1:  
MRK'] [4=\(B3&6S9(IHHA&\$:2^F\$#M+O=Z\$)]H-)W]OF1OL@I&P=+=/!13":'  
M,L&S\QI'Z'C4@1\_=X'\_FP=\_3-I'(M\_W3SMGFE I;>F%H?O,Q<LI!'QYIE9H6  
M+^Y;4CHZLS\$BS)\O[VJN5.J1!; X3\HKJ)D%2DMOYL+SB]B!.BI9)3#JB%1  
M^7YS3C1[,T2!!2JH4R))\*@!2C+N7Y8N:TD' ]\+F[+F)IDT+6?.U\*1.BDMA  
MR3EFK% @^,P[=]/[%TN\*8\_5.?8D2HDNZ=K(H0(ZHH^2BFEO2AF\$A6YY\*9H-/\_  
M(41.R+2)8D"S\*2GEJ%E\_RX)9;N17T:\A';"U8#7@K0YMWU+\X"G>T6\$\*Y#M  
M]7TLAY+(Q.:7O.Q(K2C"X6N..BK8\_=\_6\.\*5=0@1X\$6ZX\G:B.#XV6MP=N,\$  
M3+CV1%K6:+BD.UFQ+I':OAPA<6' KJ!J3B82\*UGPM#S'>6KKN,8QVQA;%IO(  
MI6Z0+(( '4<\*I+W8)/-]467Q\* D#N[ S<CH<SU-41?SK9"\_'B7FO+4@<'@&C

MK;U-KK70..QJ@!L1\$%\%[C'WV32>[P>/'=<5=U=8M6=)2(+,1/IN\*:7,M?1O  
MOL!Q3?H]NIO\$KZ)NAZPAMC.#O[7CKZ(HY=JVGZ#W\]])+ I."Y)JJO\*OC-/#  
M7!LEO/09<TGI=,Y?'3R0W0-1C=Z"Y+)FA,70ZD?LZ\$-RAEMCK2.&07 4)NV  
M8%NWV[CV6J/@3N:LU>&2\_:(686E'%+J;X]X;TP04F4EI%62WF'\$P\$B-`<6P  
M)7'AS79I9OC%5 U=\>AZ%NA->,;9325G6 I4=<;7/U3ZT6/3XQD23%A:S=>R  
M?5"S!X130 E/SJUVXVG4\$LH0V0K\*>GP5=KAFKN#A?;N!"/W"4;O<DPRK@":  
M[U/>&]5Y`#7F<^:H=+CR500M\1#6YQD3O.K?YC1C\IHY\_O)2&6EX=I9J\*SX  
M1%)'-CB1[4\$,XW-JUX[C4!\,Y>4GGO-5'E!MV:%VIO4V\$>9;?%,CX![/V7-  
M3Z<,W-.\$VR\*7MM30RA88?K>+TFQ>PVP8=NF?LG@:#/++RUU=C5>:[AI>[\$X  
M\*HNL5+=/0+!Z=KH`6D%`9\_MMP[H:5+OX)\*5]O@?OM:3O"LFVPYQ<(S=:5+ S  
M#WFH2&MQ#E3V>6YK>2FH#N"CP+WWBQ/ 8/<!+-+486L[8/?RY@)XD?D)W%\$  
MLB-H\$DW>\-IFFC&,\_':<U.5PEEXI6.NC36C`%?;E)G?6[BX/>UY>X4><+!>  
M&W)>=DGA)\_N(3I5?978\_&#S%/=&>=\_[(>K>HS66`!P8.LB]%7WZ=(Y2!^+%;  
M1T]F0\_!O'0<OYR16\*)K\$F=>%#\*1?7HVF/?1X:I(8U%=?F."KW#0<>09#W5Y  
MO\_2@"F8R8K[%ZPEIQ?ZI?,Y""K:IV1BA=G+-UBV&T%RGP:Q\> \*MU(:"3CO  
ME\_D&5@V);G%-D(8:YN115\="\$FD?J)]^GPUP[[NM("F-?<7K:A6`&DQAF]W  
M(^AT\TOLTBJF2[F&3\_VQRL^9X0#1X5`^YADJZQK\_&/^6ZVCL4IVVJWW\_);T  
MHB9`^\*R@F7CVFA)V:B=S,\$+4:V30T\$@S7=J)lL8L5)ZFN\_B\$?3<5Q5+ \_7W\*  
M\QE[#SR(W(!YR\*8XL,>!NMOU)#OKA?^J;1+&X5XR@-S?PFTNL+O0]5UR1\  
MP=(.@=W`<NB5X\*U\_H3LW3(T/KR+EWFV/1O&-XX]RGP!AEH5/6'9\_R6'P;E9  
MKN)J(OT=QXDR-(R!J)'#=#VB295&\*.17\$-M2T-YKYF\_\_YO#17\*J2T(:I[&P0\  
MPC29)EO-RFJMVGHOVF0LQ%3P%N0@;+?\*KQT/-E7FMAA1\$MT^6D\*>IGR\*=:  
M1J\$,V/N6\*S;%VX))(F>P]0/9SH9>P@FA[M(SQQYJM@F51'/H>7R\*5D\5(TS  
M"<51;82#>-TV\_UAT;&/X#9I#:G3:G+ #5(3 IJB%1#RZOAY0L\*O\_A)B\&\$1\_  
M<D@=42M%Y<EQ5\$8L\*3=S1@/"ND\HJ'L7FWI=60B7?JK7GI:[A3UE,CCU3%  
M5T70J\YZ@!;[I:1\>H\$[-MAV48X?D%?KV#ZF2V09K)C.[O`F\$`3ZVNT>"  
M<( Y6K]VAZ<U/YJ\$#M.#UOK^-,W)^,%A>M?KOPK^L/]\*7\_@<C2[OA)U+L\_  
MQ>LYUAU6 T9'?F,L\*I\*A;>%\_#']2\N\_UD58--G\*8(1Y8MK+3XQ<%\]A\*+  
M<ENCD;:[OGWV;I78E[89M(>2DBD+V!J?D5?/0&-A8]%T`3>.7.L#`P)D8T:6  
MKQSBS72J45ON%Q/F>227ON]C<(`MADOB/LH`M.@.GXWU\*:SD@^B@?Z#5S^(V  
M=4O7V)S6[SP]\$DZ'9;;'U:()C>6,G&4>X\$ZE=8WK& "W.)3!\*D`8",B[+9  
M5MH]9F:-+)]Z3;1M%;(&2Z5(#H"S\*\_&66-F"3-I,,,30KIFN]3.9J;TV`FHF  
ML#%#PRC22/\*CKXZRLD3;8REZQ(MW`X:,ZS1!/SY\6@L-Q&['H1Z/?[Q]?;7E  
M0&=\*UM%?KA-+T7`R!U7)D=G<HTX=8NR[`QL3FMQL02\$]FH?-W C\*9.T=|Y  
MY`L2ZQ^@%RE 7+M'I?&9] /2C8FU`ON]KL[U"1,3"@?%GT7G:.)\*<\$Y?2J'2  
M:/T9JF2A@(/P^@?)]UT=2?GE#A6W)W \7+=T%)N%86E+037OKBPN&8/KSR]@7  
M`NSV`Q\*8O@EL+#U]YHDZ'1KP0Z]W\$%36FW>>L W8\*)=@?E'+7=C[?0/T6&%  
M5)K@J\$\*N"6T"M[PM[-\_V>L>9CVKXUE=>\_(!:B"S!,[S6^OI]0PW!;CKMKA\*Q  
M`G?3?S%K3R1BI&KPS`NP+@'1B\*<7[U%+/[+[MFH#)=.%4Y9U?U<YAWNXY'F

M&MQB\$F].\&KZ!WV1U+KIW2>R-<&V4!F!I6X?LP%Y:QG,6-S;^9;)G4C?VLU  
M,^O">O(&[7E1.-L;AG-\$#6??R0&?DH@W2Z^O99Z.UUMQJ +S^#4,+FD&GWWL  
M1TSFT&L\*RH-.:/Q\_ZBP\_G-TR<""ZB,9A=B/5QIS=[2-USL[K(GLF- H1\\$  
M;X8>47W!09[V\_FIY-9/BD5-B/Q6&/:VD-(ZP#\*SE^;5 AI?LZ&L0,9P&H@M:  
M-9DNRO)FZ3UQ4]7VB;;F03)GPT)"&9JV(JE/5H ?^=VAOX\*M+>MM\_9I%+S#  
MK<!;WVV2/WX:Q/[E@I34V#R:I.1[;YY!OO<W;K65BQ<6 (QZEFA3OERM<S5  
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M\,1C^90B\*RZ23FCY^\_6:OHP6K,%D)\O:P8I7/2A:D.777&5#F\_ ;?3<#NNUE  
M<?\*WR'VTA6)\$D6S3[B0:%8^QVAT^=/Y"]Q,+=\$WYGBKZX-IX<[(I["HZ4RJG  
M\%!'B2]!B2:\*D::!S=9]5.-%B(5G30[VAIKU]SUK;'K&(-^5\*9(N@M;/.OJ  
MGIOP"5>&\$W]<'X2Q\_\_\$H^\*.)\_RU=I[\*]')!Z\_EU039]\TN)?VQ\_>63O5V  
M0V.R^RU=#7 W";#E;M66B2?ZJ3OFSGFQ?ECX;H#IFM%]"-M\$O&7@6;^E4(<  
MXX353@+,#F\_SGGRPS6G3G]O,A734""RF.'=-?+Y4(8G03L\$4^&YP5IX/+AK  
M>+\$SCK)]"K:0V'3\*'D\*?L^BNJW!!\_:1K :M/6PURSK/V'E12FNKO&R4U^M4  
M"X:E"Z7\$DS\*G\$K;/84U11<XQ#X8"TZ11>R6L-CVA) # @ 1.014,/]3[L#<;"  
M6^S;\$Y\$VZ\_7>+@<TL4-]KK3^8B:^^Q1D!&8\$ABP^CYN\_S"1J?'YO7XK;J-+<  
M[%];Q(;A^P=SE/?,%C=. @J>\.:Y=X./K[KN>ZO+S.H[UU6 WZROO-4#[J&AG  
M: >2GZ@1%3D-K=N(Y.B4\*\*Q6Z4<M.M,"MWGR5+^\*];89I S\_U\_MMK5S"V!T)  
MTBVMH<;6[<!P1VH! '\_;W6B1Z\AN?YI7;TFE?Z2!KFMY<]I]"K=79C2%8%'\_I  
MWP"]>O#W^\*>4K.'\$B&M5\$[KQ7 /5X\*^>>/VVD[H%&"T/B"\*XG-4"#O`%I!  
MX \8R\$R4<&'\_ =SSJWNR-RM<GH;/?[7Q'KKSOXNR<D%?:WG#PPLMIER1?4.\*  
MA\_Q=B,68.>HEM[:OS%O[MG(+KR[/7O?R\TGR%-S[J\*P;4+41DH\$PQ'W,+@>X  
MK\_UO1[:R\_07C\RS88V"].CMN77\$2O8;MO^TF<3^92]H.ERM5);^+FZUU>  
M(?2&W0^B5[,5].>G/Z:\*B/\$7M3(8E7OO)=/^-XZ0&NXG"HQF+<RR\*C-#)NN  
M#SC8[&,C:\$UE"AW^W:(QJ% @GTXE@OPX+P]V,-<D(\*55[GA"94WOZH8D7SW,%  
M#PR/1MXIWW2!B[\$H\_&26W"ZTI6A5ZA#QT&O4F"U-0AUJ2+=U+Z10>I/[V+01  
M@R.E+;L2GFGJJ^H\*T:#+ @/616;/( \*C=:U>E/U#3VDDI@MNJ^E:H?0(.LX  
MX+=W3U"&.R<4@N\$/@. @CC>(L8<- ?R8D",;''<NP0''''''''''\* @ \$''H  
M"!ZP\*2E3CG[??:(A)!4U-)1TXN4D5!1\$U%+FEN9F`&8!''<0''@(!  
M''''\*''0NL"C;-!R!T<GEYX-1V5O<F=E24DN:6YF;S ''0@'''''';D`./@Z  
MVWU-O.^+V17QZ!0B(\0Q".D\$NUX[U"[Q""S970Z5']0^2.B&ET;O&B[.] +0+  
M[ ''''JH0''''\*C>+S)JM 4UBZ11U"B\*+0VK>D(Z"\$31VE">R.CCM2T&4VM  
MJMVU2UNA::51;H+.?V!3"\$/H,B0-5W##;!Q=Q\2!1'LQNETPU:)L93V'IB0  
M:#6BP/X@(8! [V-'8QL^F]4L"ZQ(WBLY6<.!/AW5LS'"52L1<& `),33P(#  
MMHW\$T.\_CF;V"!-H\$:"R\$B2T. ZODN[.I0#D`,[4DW\_'LTX..&CVC%>8W.  
M?D7A1&PJ/CY;%3CE\_(290NC\_"KAI3\Z#]+C' 1/0&7/=PWI?OE]<LVE,24]  
MZZ;&!.%@CY0L)WH>"[;,)WT+&#RU797+1WHSDWV&>5-7?RUHR=LM#E\_%V<J  
MU! G^G P\_&990#2I<90''''''''\2O<''''''''\* @ \$''H` - [?EQ[@^V4  
M)''''-0M#;V]K:64N<VAP<P^D),''''''''\* @ \$''H` - [?EMQ0Z>,"'/V

MW0U.;T-O;VMI92YS:'!S#P"PE@``=KT``H``0``"@``X#HK5&W?Q ".9)(?  
M#DYO0V]O:VEE,BYS:'!SUTL-=4<8`22`F1`"H`&\_XW6`[9E-NSHV[.!\*I  
M(DLF<4XAW:V:JR!8`L0%`ITDHAJ(0)1+Q-B]V6BJT0'+DH"! )MB(Y..7/2Z!  
MR,8DJKYPI"V)+ES#D:G8>V)V(&-JVU`]]:H!&1D#J@``LZC7`JNWW>WWN[W>  
MO?M[W]WO&LOL\*-VWMVW;N`[=4O:N.<I9W[=OEMA;3E9+)=I4NTI2D%PB9Z4  
MV:!22!\_DP<Z"DYA"\_1"\_D @2Y(E9,%Q"A6DHN)H+]:79+N;0)8:>-[%DEB'/  
M;3D<:80@MV,@?CU+(8P@'8D,^\$.A3\*\$4V:DXUM9^R/F@<.);&:/O.XYD L  
MA0>=SXKDC\*1S21D7F0>:#SIC-#/G?EDCGE9\_\*@!%[>&H 8H4\$[@NK0^E@&<  
M" <1@.ZPKI;@D>"ZWEI QIU/U!DH'E"P\_ANS\$1\*!#D!YR@C/-T#IK\_O/JB\_>  
MF\_&9=.,=5K\,1\9T)KA&0+S,.\_6&.8%V@C=D@/757(7KM?)ZBU%-U64;KH  
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MX!#WP35&DKQJ0T<U@.R\$!4:.)F) EV0-O1VG<% "E,0;A[@'RSCX6MW!0Q9W  
M\*+=,WPU^H:\*+ETDGD3J2\*W\*V3D)5B"B^@ !R+2BUK-."V( (9)IOZ=V^F'P2  
ML#"@9QKE=#JM@KIE)Y@(G4+9RX221:C\*RJOI[8AR93E59E',!L/U2^F7!O@2  
M>F@4\*,=8",@,(\$\%5"%\$`I0!IMBO,Z0Z)^"FXN;R\G)S\NGMWD"6R+^4:  
MA&X\*4%/D";NKU%=<TU!3 B1;V6W\$WFLZ1["(3U"770!N\*%);G%N@%#(622Q  
M+D&N4Z91@LHYZHF;Z54"FW/T2N"K0#-75<EPD@.\*%\_4/<?FJUGR5166D=K\_  
M<M"](6)#?(4H)Y8I?;F6D\*J;2@RT\$J-1+9:;Y\$QPE CDYTNAQ11\$LPY;,%  
MDID\7D6YFMY4F?3%BSM">4X'+D&9]H>OV@&ETH\*2U,':0!5KS0?:P\$G0)Q!\_  
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MY69FX60C903I&7^C>E4+5N8W9RH#%\$8`.2(Q/7\$[9B\$DQ1O?&DV\D(V"8XQ  
M2?U"#L7<Q<K1RI?W\*WAH(A5#@!C9+@ \=-FFD\*P(O J!A64DXA!\*#UXQ6X[1  
MG.>&.D0Q!8UN5CJM-FNFC9#)"7U9H!(R[=,S^YSLB7T"OS;,AE294H48J6;  
MG3/<R%V!`7 =8^\*\$MQ+7S"^.VY<=RI+Y%H#!0LJ5L%E]3 /P.GX)Y6D#WP#  
MVJH\$W]TCQP<5H:9\_](!%K^<.OPZRE9.G,TS0(JW\$SG6KBLZ(PG"#K>)"[,\$JA6  
MGFX\_N\$\*;VZ4X3F&S7/(YK2[M7D+#I"J%H\*>KLA4!LE4"-=C/5SX<RWR\$8 L1  
MLC^[Q1A `A"8(3>2]Y603W!`!;8=K;7!\$)`&R+59;!P@B(5J95I.WC,@-  
M9-;N^=D`0[\*Y5`>U<8`V=V7G7`"+)R]0LWYS,C\HJ<I/T]8KPLN4J;Q\$M0  
M9^Z#H :J!\R\2YF\_1DY&?R3N45V;8M"\*~"R^I!"S\$'0ZG<9A0"LR8`!<5%  
MY^U9\_Y[03!#`W908Q\_5&#:9N@6>@OY@ZEZ(BVV4=].3\$2S!2+DXS.09: "F  
M=G:)0C\$(N&#\$G"\*HXZ+7@\*VV+K9N&.21SB\$T;PK0!7LEI1+)VYB[F3C\*.-W7  
M<R5 !&).Z2P40\*:@7\$X>@.' "A@+7-8!:5FX!#BLT"QB&2ZSLK0%A@4>BYA>>  
MYW%\*JBRXF4 76":(-D\$K4.2\$O6\_(\$F;BS\*V+:QSSJ&\*1(R)1P8;M4:TV8%D)  
M)X'(MI%@+PF7IK(43C7@%0"28%2! 5 N@WBO0<@\$UA0R5"#AH9#W 9AHX?  
M"Z:]4J<(>-RFI?\*2"?<4C@3M&PP)[2"D29Y;Y\$U\_4B76X<V.74,H)8R-;<]J  
M#&F>U%GQ)#J##9S,NE(>TKJ/:2W>#L ,8P3)84-0[43TG.66,I=KUVG-4 0J  
M#I% 4Q="]I50(.>7+&NW\_="NY"]RN3G )PE[0R%^!UMC(A=Q=-RM>&J^V<H0  
MF1%^5:\$/!\$#!#WY.!ERD(Y\*O\*2Y]?"-SLR(D`X0^A6\$K\*4AMPC^1Z"-W

M@1L`?'%]U\$(W[IPUCEK/"@8]\$\<N@"\_"[QWY)HG30&@7PP+W9C!-+CJH0N,  
M2' ],9>>+RB:E\_<)(\*@! #\_C=-.0F9N;O\$SA\* #])9K((SK#H'BX^.W':OL  
MCH!>X\_;NP=N(\$")JQ2HKP;::W+6ZJW29W0II'.3=<8@!'\$Y^IOH`-EC6O?C  
MC",<>8O4+;GRXR^2X0\*#QQ%MI3AR1:-UBHSM]"J!427,WC9#ML^?\$/@`T'-1  
MC6M ^Z\*T?F08.8?U4TB,0@7%Y!0Q7-;+MSS7MC["?:?IN "N9N46%EJ'JUIQ  
M:37!TX.S`WM\*FQ3&XUFN?.\$# 3[GZ)N@J1BD\?\$X\$A-\_M9!3U4P,6HWX\*JT  
M4K&KFG\$.A#78M?DM^(K\$REQ\$7)Z&AT#)9#KI%70:1?@/Q35"]3@<)\*DEM]Y5  
MX(<RAX&LL[\_/WS=!^!6:: 0,2OI\$4%:#D8>1B9F)\*K/!5]H&=!98)5 ;37X%  
MOM /K0#%&<=)ITFK#0#;0OJ\*@ ,IKRFOZ\*=6 [HSN(L3CL%<V48?N@=\&%\_-P  
MXT0<75W6!--F:/,T7.Q]\_R XU>VZSH!@ \_>42: EN#"X4'<`\*-^='[.R\*@F  
MTTE/'2XP`B&J'U)O[=]!##P6X%Z)?VZ='X\*"=\_S/9?V5U)DBEZ,?XS@[ 9D\$  
M-(DS6\?R[/U\_3/H+819?/B;H=X0(&-@0X#25S08W ;,%&8.S:<W#AL(RCRR  
M> R5>DX]/.7.:XIKB:[EJF4G(P5\`\*7\*L0XQG2-4ZG4V:@BVI'%,^\*O%PK:  
MY(7NJM6WNWT(YT(VMN)\RITYL3T`K,&@1Y5M?L 8'+(\$4\*%(\*\$5@3P3V0%@  
M%<C :I(X#D!"9S4L<#31`N;B!\*]D0"2:OA!3&!59&+04(!4SEE=3D66RGR0R  
M,!-93X S+.P`@?:B#RH50&>?K;%J\*2E#005UV104@L2\*:T\*D=2PMG5RFX9G3  
M,BW)+77(YAJSE,KPF2"U6\*`2!8@() \_6!]MHT?"XP-/]N'9A?R-41"%FDX  
M-2R2%E[.CKE"QHJE:7QSD9;9BK3-1!==2TBT;K7\*N@Q+)?KJJV%UJ\_S,,RR  
M\$70&>OY03E;! ,A,T!QK0:A5PN-<)#!5:[O3E& H0DG`BRG\_5 \*T%XNT:/C"  
M6<O-QC:@NRV=8.(I\,F?EPP.L;TER,&E9="";(ZMF@\RD-;ET- 4\*R%^\*  
MINFI0JB?W]5-Z4\*.,L#(. #&18#+\*DW6-C.1GFTY8Z8+X+;%9?PU4X3B4K  
M8 U`K 5R5\_CUM++V\*F.\*G"J"]G-U N)N!P0PI"0DU[5+7(NF>Y<TW]9J9%-  
M,1%SRER1CFQ8N=TLJ=F'PDI=Z(S(WP#L6.#'+3(O2@T<X1P,"KW\_X/RF;" +  
MEB\_JX8RY?YZD.812Y7#I[F:\_SI"8="T\$HA4TMK4P.R@`BXL0>\_@J#=P)\$=41  
MUC7,73/GUHH>Y>(U&Z1]!4\*W0#]'W:B<4,\$9(O3Z+CNR@AA>ODA!P#"OJNK  
M".%KA0G>FKJ X2#FN\$IH[@)+B+6;&)L"4 'TJ; &CI)QTQS@\$A= 3/:S`)::  
M&PTE\*:-8XFU\*"TS"U0>H-V@WY:\*?4KL+|4-]50\$3LXK^&4"+X,(X#!)#3;H  
M&Q1&"OA1:,:#BDV#-%Z6-[LF5?"01!W:2O(H!J,FK<91E6H46[04SHQ\T;;  
M#DA,>:,E\_L;0P1AH94@'8,P1(PY<4IACRV?S496U`[X,7C(/X/W>W6+Y5VO:  
M5)?-P5C2P N!U\*-.^."BEPC.,7\*\*N-=W]!90`VQZ.\V70:A#+<?#L==JU\$++  
M^(4`%Q"H@"NLM]P=C#?@+ZRC`RE]!:"K\_HJ#F+)XC/D%<HYQ?U8-S@TK  
M.\_ Q32A\_+'0N@Y\$(SQ-SA <#6V/EV@4(P3PEK.0;\*,<T#KM<-.XYXG/XV?"Q  
MTX`YE+LZ4/P2D1X3\*3LI#C1IX+'S\(\*.[\*T[<<R 9(EE:9\$<R9"/49V6  
M(%=<80T.BV?,TAY"(["C!D/7)XH(%-(Y<`SVO.T(1[X32]K:@A2%P(\*@^&7  
MH(\$#) O+'@"3GH- LT!-(S^>J.U700\*M[B?9U]6>%#MXH+!J-/UK A0#:%  
MK:))H'IZZ:QUTB%2A"%9GD@;8P`@?4(\$L;1+H!E!>01 U@M\*OW4SH)GI[;6A  
MHP2&V-HNXP:4=-;\*T\*S.'VT<2B%@L\*P>U&MX9SO>U1EN\$V/H\$&Z:.\W70877  
M7>SASCH-MC!<5.(3>@P&08N>)"A!4KTN. S0%+TP(!DZA1)P93C820\*[[&&I1  
M[3]6V&4\$NWZ[^H[\*Y(GL9L\* D)S>9\*(@\*Z!%`58%=[3"9S>X/;@2"\$^U]\$R5



M'266T\_'R`G Z/\*9O=#157A(9>/8N- A%6"FU00)]YM4\_N@USX#I L24"1%\*\$  
MBH\*Y@0@J#9%O;;NFQ@XLF\*0CH"L<O<]0NW7N'VL&JOL]#<'V<O>->#=#EO?H  
M') 8"O=-T\$[U]4!<WEO1. ,=.KXR!+0@@@P[<5I&\*ET9HP'D8\*LT)0@6QBK%  
M9K1JWJ^>#IX#;H?"RJI9Q J&-"8BX0WP/;&&</E6,U:Y\$+#[+6D1\56H\!AX%  
M1 R70\$52N\$5,&EI:=HUY]&-@75JM6M K/RY4HY4X4RFX@5+T):T),=NF="I  
MA@29D5N943\7KC^>V479;3.,PI:X8"\$#<N\_T-40"8A#8<@J5;^4Z3!3E1S2!  
MUDP1^LK9O.8E8)M.F@AEPGN?-Y 86(QH>"%1X&="&H\;JL&#\*7W]\$\*SR[GJL  
M<C2ZU@QWFLZ"P^6LLSB@=T"A[=#9H9<'? 38&+!-G#L^GW0-]'KL%4AXKS5  
M6E\$/T\*,%L0<WT=MB#L .H#S4H\$0KH\*KIJG1A#&(OID(I?V\BU,M2]=\*K"Z\_0  
M)ZH(WJ@\$D->^FNV&P@1IP%GAS?>:\*KYRR@1:,7N68 9]^JTM'K@<O"H6[X@  
MEG '>1\$?'S:[N[C</U)^T 8-UNUZ "(N!3LQ?L@/ RIA-.KMD^,I?>&3KH)  
M"K7[+N?A`#3]P7D.@C\GL@-)NJ@R4Z\_4?1FD-GX0>:[H]VYJZ NNMUAU%.U  
MV!RPR]" +6@D\*P\*06]!\$#J<MU\;UE`H<]EP9&E0J'H55G%VH'S?CG"6:B[])E  
M>O<%4+I44%6EB(43BX1FRU%\$0OTYJG3+U/U!!Q;IQC3.[6?IMFK;@55KBZA(  
M3#9FXRVZ\*M\*8YLE%/E52]JEI+M,(!JN.<OI9:C6\_UX#MAV\_\*G4MQX[ZW3S,8  
M"J9"^^ \_;0<9J:0%PXHI(\$#4Q\ BCEUX"^\9U/M0UU\$,AD,+H,;^S>/:-%AP`  
M'6JL?RK('4U3T\*@D#K;@[3]E8/HTC1F9[CQWFJZ"AUOTVY0;U6>\$D@`J5>M  
MDV+!TN@F\$'A;T: H#/0A60\$/D-! "&@ "74%)/!@)%'0<)+#!-)Q=VUE;P]G  
M/1CN\_U]Q>E^=G?M9MI U\*-)0A8/WGEO .>MVJVQ?0?,N[N@FC;K0")A:AB8T  
M%5#+J-3Q]PH?\*(!TVBK6`I@VY4 Q`!],-\*GSVA\*+VFZ0\*[-A#4\%'@)J98\*\  
M!6L"H@X18Z,O>0>Y08.RWZ.B"-1'Q5)55\*4\*1=:'\*(C:(<:PVWV%C:XIFJ]  
MJ(.H)>ZM1+CR-=#&@VZ5]^=!\$JU"5AA2W4IW7/O\V(!8]8\*3AY#PI68>\*/V  
MPK#5VG<0,Q%<>,\*VG<?+H#`F"E]@Y ]8'RT?RC\*D=\*B QN[UV\$74+HYO)CQ8  
MIS\$[SU="<(DM"/\_ "ZK/]`6]H"!:=)-#<BX\$1-,8V"R@:92AHREDGUGIR74\*  
MB9:UQ5+9",B81AAH),U.7:2'DY8?JXC;!&VR6UB=-),U6FAM\$FDU8>U@"2W;  
M=],\_+LW'R'=TB(PK:[\_95W^\_<K?T!C76J2<PL\$A=<6+^ .RV6B60<'(23I  
MG=TO#T;=IR +YRK>"-1-2T%#3I?-TFZ#6"EF3-+T:E(S>IJ5'IR2=ZL.,"]<  
M4 ,R=#/[U7082;\_?ND)E6DX\1RMIC?A'50@'8M'SG,D4!%<>6LXJX/?H>?BH  
M;\*:V/8>T<?T?"!\*30B6>=<=VJDOZ@"":1R=32:'N8\*/\$3-B=;ZT,/LK5>/  
MD)4K^7UUJOHX,R+?7']5> GN7L"@;^G'F<6N#U?PG5:Y&\$# (&&GJ&7!<?\*  
M^`G?MZ(&\_,NJU:J!J/N5#N%3AT'^@G6VK0"EMNU^<E^2>,Z,T]K/:O.FQ+  
MP<[Y=F&Q"N92GST^<O.?>[0\$NNP3\$\*-"I:2.U((-5?1. HE),PZ9DB\*4::4  
MUTJ<'@"WJ)JHC=35)XN89F3R"1FS;2\UFYN8! &/UC';KPSGH-VF9:=#+K-O  
M5F N;,+MF WU'==`3MHYY8X(XJQN@\_5Q]MZE@@).M8%/TJ"U5"U)"V!@-Z  
MO8"OU\*GF83#\*/3ULI]JK^EOUA0(+%&348V>K+SC&PCN&9,Y&SQU#DO0N/7Q  
M(#&%):% 5\ C@=F@E2-6]Z";W ,?89;7]NSLYL"JRX01K9?:5[5QF3N:`MUS  
MDX2XM\*=<L%>.RJ2;,C7H-E?9@K!-QN;2N9^T\*.N5A4=-C][2CMM?5>QZ6;=E  
M%:ZBQ]&0[=00=LY5G\$VJE&?KZ4CGRAVDZ(.5\*5FBU7@YS5,NRE9]/NU.\_S,K  
M"1)\.5GY^;4+VH41E##K/-]6:LJ'#E1[L]>T`#?;^\$W >9ZR`>!E/5C@/-L

MHP=9::SQ868,237/FT\*\_3](.5T5F3E?>TJ]KNL&\$" \_TO8#SS'ZR#/MI,\F#O  
MZ\_2.@& FU88:QYD\`4#Q&YL^OI4707B,X\$M9LZAQI:Y<>G\0\*S98/H'WV\_?F  
MK,?N\_1NK%\*' =H"9H=?B>+%,X.AJPZFC;(:"GQ3Q\$MT,&,SZR+WT6Q8H'!D-6  
M6I\$/P4\$OBGUM%=:0SEA>NWI@<6->ZMX&16/SA3%I7\*H?NL4]M.)EU- \\  
MI';W`M=;@')&8':(.R]F9\+?4B@/(EQ0BPY\*G=#%I(\$!LK>/'J2;^#VLK48`  
M35#YN\*TDIJW9Y-AL00X`D"?&[6EW;:+D-OX3\*XQ,#K)UH/YT[4\*+K\_ "3)V]  
MIYF^GKY99EGNV;6F4V\$AL-I9C'79SM)[->47M5F>"CE\_2^M3>9@R?@0M5O:^  
M!4X[0-GE'->\*>1EU[DP!"13LNBFEF:A?J16#]^@]6-.K/:466]ZRUKUZ9@UY  
M]3Y AO\)PF8,5L723&O>EB^]1+.R^VJL4[G6H"[BN:F?Z#?IM#9SM"MOU\$I"  
M90TE:AE?6"&-FV;,T,7.O=ZOGMMJS=8/75V;?^U5VKU8\$R)UK2KXA#YP%0\*P  
ME%PK7389E]N(\*IM>#\*P%8IN%.W8K1N8A#R!),R"<#-B<L@S\$,1?!"?&2>T  
M\*I@'E@N[\_GV@H1,^P\_7I<KE4Y5Q7+0):D>>(RVZ5=4J\$XP@ @HF!-#(%-.)J8!  
MK0UL7V.YBVNWM-\A"T3":.)XVDTLNO+K>9>0#0/,Z;8,D^%U./CP A`X# "  
MF\_,\$V<[];ZK/7-?]G`X=4!6PQ)-V=W+^#Q.51IJ3?2UV,L2N+D2+:L)"  
MUQTJA:H,9M-ZZ%' +\*Z7@Y55OVEL"4O;SZA>HH&.@C)T<>" ]I.4@5TR;., <R  
M;RHB1"PK\*6":X3&EXTOOU!S'7#"E#B-@BR.3B""+7-<2P\*9PO0Y#1 @RPQZ5  
M[0V %\H\*\*LR(66X/+K+;L)O3%>)W,G+1UH9HJG=-<1!\*82!ZC+: [+<OE\_TZ  
M,WG17)FJCK9\_"QU1IE?ALHC7L+L!ZK92>G\_+HN" ^&>BJGHJ--/R#V#RDS,7  
M7&JY>TDSN!D<"4#4B3+H949N0%BA'L`Y`%C`!E%32\*UP(';\$BV@(&1@JA8?C  
MT&0B+?BI@!&OT7/I#^A] VR>W.WGKY64R6!=B!8:\*U>1I9U;HR!"C:,YN+.  
M)D]BI[E3V+KO>?I)4E?SWIV`B<P\=0(!@Q>!5S`H"YPW#%K&;OE>FE,M[35  
M\$;Y;::8S`!`K2 B+<LK&,77-J!LLVK=@Z4C,97ID@O,#&6[O<0<\$TA:9V>E\  
M[Q2ZB"#QO.\$T0.)J5+7](?)>"A(I'?N% @!&6\$T\*=DL=,K0PL<?"VH%MP);I;;  
M"3#?4E\*,A!0W=4\*+Q`ZK`U\$LBWBX+?N[YFY.EPO)O06<ZG61PK[KD+:L'9^  
M.;YS8RI+AX"0DY]2U-5IQ88!NUT4=\_>0!DHIYL\$,J,,H+MDM;'Y+KJ?;S;3"1  
MYT`Q#:RY&+Z"@<%#L%5K\*3!0QE!A0T= [YATQ/(W!'&98&0R,QQ]/1F^\_JM  
M%+=SWTO823(Q?:VZ&';)Y"TC.QZ<-H>2YLY9ESDNC6,EK5>T+<@WGG`T,AU  
M'6")1ELI7K8=( [&1>=YRK2S?'<[CC/X3\_"E]0,SZ`U\_KZ!3JY9]M`H9OJ3NV  
MOAW+1V[,&:X.KH?PE2)Q`X\$L-.:@9J;4J+J(HR/H2.G!WA#V./@P B\*\$F:E  
M;=C;L0Y@4HA7DL91GQKCK=\*A24Y9:VR;58\EA#&NXC/GE-6,W8I@S#6T  
M4O4\$9AD9#IF-3/Q`F FRJ1IBI7DEN(-K`<L+4.;@[8BDE0AV@Q:R<+>CG#(9  
M1Z0H:.IK05#"KNE&/RKQ#, :917G!:=V`T)E5C1 9H;%Q\$.R9,I,)ZJWS5H  
M!)#"\$X%B8SM\$FP>4OZV55<M\$9C?GB9+@\*DKZ\$)W:=5:XSN!VRL\*VQ>\*\$OS2\  
M:LFDUJ5@67H)&IDCV@<J#7RP,4,QDCKN=[:=J" T+58\_4 ?CTI"X4!RZFN2T  
M-RAW\*-TZ&U\*"]39'/(6MG6%9HI33FA4VM\*]5@H-!M\*"57OST`I=C/+C8#25  
M7L8')H<WSF!0,-ZER;\_O1C\$8:S\*+82HR1'GI.])O']&9:4\$1\_.\$;)NM=N@F)  
M47\*5[-2R7V>15>V\_[J-D:EX)(LHZFZZ60UE#,5I6-Y06EJ5\G-FQ+U.K)TC0  
ME<C\*FCEQ5E[DOXODT=4S:FD]PNB+Y`IE0)4];4\*U3H[8OGH^.<JK%T.\$^801  
M^P8VBRDHY\*.:;7F\T;G"?,&YU%\GWFQ\,<:T:<\*WI<^83D/'S`N:Q?(NYDYC

M\$+DQJF+Y7IGS:\_>%\*-0FS\*Q?O1[\_7XN<>CV3U(="FIK5D"=<JW)3D%\,K7D  
M]<V+VJ"\$&:\$B#\*A.7E,MOD]V#P3\_4C)W<L7UEM&JB;\*;%]7'SG[FQ?0].CV  
MC\_"9L F3\*->\_&\5F;VQ'+A2LE]<OUY]PL4\_\_KG/65A1-U6\*9\$+%M'^<YX<  
ML2FHZ 7OU/-ADD[K(JIV4!\_0PBK?KC?G(JDJ,+("2EAQ,9,`?"46+#)OQT>  
MLU.)3LH63N#XP\_9-K"Q'D T%%5LO=<%FZ]V;\LGL\_Z/LEWI!HF1IT<(\_@08&  
M9.9GS'(T[%P6Y 4@%]UP%\D&FV%HYB"#(,S=:+Y/WM]7;"E]\$@7;=5A?)  
MQ9O0#BH:0)) O]G+DVD6+\G?"!\_<F;%QJ#0%'7IJP\KC3JABW.S<%CS%DP<  
MJ\$9B^3DS8NA3V)6.4BB9E\$T>9B^31[9-K\_\QHX]QZ%\GYBQ\WCU%!\$7,;NAR  
M6(LODR;V\_>R+G/I%P7J!258<5EM&9\_B18.J!=DDD/LFJU>(1T/C.Q34`U E9  
M;A2K"OH1?>/S'H?)-BZ5ATDJU"[^3WQ8EJP"G53+Y/.UCVKBYS^Q8L:5T`  
MZ;/76TL:KL0MO&GLOD[WV+%G>! %>(\*\FK^Q3[^^D6SD<+N+Y-AMCL%&=A)  
MA5%A!T+R9\_;%E"X\_.V+GKI!Q:9T\_] %JL/WZ4#34[70?YO'3%]/^S[IA>  
MQ\_O\_=,7T8^9]NF+Z,?O/W=BYLZ2 !);.V\_S65?\_O.NS.@/YQ3IB^GWS8]TQ?  
M3SL^Z8OIQ\_V\_=,7TZ/[YS^18E\*Z BDJ5@?DY76+UV<Y46+K\_V7.<[-5U  
M+Y./UIS^Y8M-0\$!=C4?OTW0V+X+?TV@V+X+?XF@3UK8O@M^3Z!8OF[\_GT"Q  
M<T]/^(,4^N)HL4^GV/8OL"?R<.K%+ E\F/RQ%E:^3C[8REH7.8%KIJ]>@/ &.  
MJRGR8N;%[00ODR<6G6BQ? ;DZW6+V@GYSTQ8F-0Z 3+7&LS^35S8GK"Q?\*\$  
MXN3EY8LL-U\G3ZR>6+%SJ!8.:5/HSW+%K(OD"=4G6BQ?T\$[Y.OEB6@U?)T^L  
M>M#%SJ!B^D89Z#^L\* E]/S^QU8%<Y^PLSW\_8N0IY)Z#L7^T?%SF!RV<:ST![  
MJ.ZP6\*?3[/L7LK?R>];%+ E\GGFQBP?)YWLXL N<P+V4C770'FQ5:L9Q3)S  
M)-\GKFQ%KD[Y17PDW%V+]/8/6#WR>^;%6N:[%>)]%F\_FK-\$P2#H[H#]\$!:  
MA?\$Y/V+6KA?)Q]L^U6+YN/,GVFQ?6\$YSG4BQMH\_2V\$\$SUF?R9N;%M6&^3S[8  
M]JX7R<> /M5B^:SS\_MJK%(YE^#XQ9L#FZJQ?/Q\_?ZIB^BG\_\_U;%] 3^3U;8  
MOOE^SZK8N=0/ EA6>A'1&Q<&34FGFL?!H:=M-U,J/.A\* &:LY%#.4IJGQ4/C-  
M>RJ(\GV+@2>1&@Y.OE8.<?39B\1P+;4:\*7E-"-UI]>#&X4XG@&Q<^VV:5/  
ME>Q?W\_U,4,7/T/BJQ>>NKU4HN4O[5\_B9!PC@#"84LX0X<1ZVL12X:+Z\$/2\*P  
MV%J+IG5^(QGEUQ>5#]O7%F&TUOS[T /40<1[^L7V<QRW)#4\_T=6>[6P1Y0L  
M7D4QG ^Q>#4"?JK3N R32YYNJ\*'^\_8MUU^4RJ%1Z4Q\*QG\*HC3187XCM?8JK)  
MMH.+F5%J[DI7/16Q.4MBADU0^"#BP\*O\_S(3\_]8OD896O")&DC/)&[%1#7+H  
M?--B,]T\*VI/?4P%9W<.(A!E86X.T"IJ&/#4/1MJO2UYL=G!BQ<10 L;87FX  
M9VFSTNJ/1+I.GEXG&RSZH -"&&F.Z4:G[2TO\$YZ6.IB!<E<9\,7UTGE0T"X1  
M<2.7]BZKW3UGUTAWGXN^G,T9.!2.VR,\_D="7).E+`K\*)L(2-@O(T&V+%`@6P  
M-B;>C?6S9.7(V76+BC^R?3\_4`.E>1<IL9\*/]8QR+&Y4BR=8O:PF4<B&:/:.`  
MG\_M8UK^N@/AKBZ^132OZ=+7G;ZG>QV8]:B6C&8\$/AR.@5BZIE8S^EKB;2NW(  
MUY4A3.!W0UM2:%A3N\*74&70)Z@1J[>)R<L6V^^\$KRJ2+L[Q7EUP#;XFA""D\$  
MH]G(\*C5=T&;9#O-NL,[HN;F^GUQ8+P\_1VHI&Q.6K4LQ"3RA8O^C(\$ ((;\*ZM  
M>)S7L8W!HCH#U;A)V^L7N\$-M"8LZC9]O>%.&]B\CK=P]I\*]<^%J(R3G1E#&  
M7>"L6/PD-HY+\_1:F^TM?5\*\*QKRO\$-A&T)2TE.EU5I-GZXE)?<DTV669-XCY  
M=8O<>\_0VY/\` .OKW-CFH1<1)%OAJ0AI&:Y^1UM-QWN.TFK9[TSB=K+%GS\_;

MM/D!Q?0°D@1U:9O°C"#10:U/P@ZUK6 VH45"[^:!4?"66-5IK#PZJBF@<+2@  
M5#K,!C)+ -<#,#,DV4:M;B-,Y(8QH6)'BC&7B(I+#"M6\\*9@S+?\*9<H^+%B  
MNGTC!X?Y7?/R\$':FS6,CCHEBQ%@LC2I3E&.:<UH&9\*V,%M"0IK!F9TRKD[ZN  
MK-EFZ>Y[W;T/R+%C] -@</REFPA?!A3NIEU@B;V3/\_E9;+4HLY\_VB1NF"/U8  
MA/E+K 54'L2.W3]XUSP/=""%T#3&\*2R7X JQ@M\_VC9)@1LBP\$\$>MM<@;;"OZ  
MJD^ R+'R'E]L+&T%3H=X'NA]U\H(GA?\_P8,=FCWL5\_4UFM3GG4V"\$K3Y7X(  
M16R]BY^M';=9C\^4JEN'NAP!\$;-^1ZZ(F%,U):#8\*'?- M^T&^W[82@;%Y  
M>EHIM(;?(ZN\$55B.E)((8B9A([-;ZQ7%,\_6[>QL-T%\KPK>8F8^L7>?B^1>  
M8+\*NU=K:K!U(6P[IT6H\$C\$R5B]H53I<6:\$^7X?U)%]LLE6<!#&GO\_6N!U]IP  
M-@B<.:K/M#53SWGMOA";Z5^+0!F+(+4Q@1ML8&5WBY\_F[8(>:U/#K[D85U\$E  
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M=S..=K4!LR'1:A"1E YTX\$==Y"KVY,&^N)\T^\$5O,'382/6O(-@2%@[S<7  
M\$2[;&>\_MI%:]5SKD+%@K#J@1LK.F[8X7\$7,KV\B?\*=@^17(5RJM\*W.+FB<7  
MJVJ4WV'/'=F/)(?I+GVY]D'7"\_U)@Q;84PSDBEH-N(/V"G1!&?IFW\_PT#2@  
M9,)4U"TN3;(5\*I@?YP4%=TA="K&5^Q:,H(?NLN5,UU33\*H\_Y&K:=#%=OK  
MK]<T# #8&RFO2Z#, @BOSQ\$2YK--AW\_EM\$\$-]/5Y3=?28V="E-(^N4XC  
MOX.X9C0:R"\*>LI\* @G4TU3:]DOKM;4)7H,\_JEP?\* @Q3WIIW%#P9TE\_3V6[V4  
MLQ:6^0<0K.\*?HKB.\_5@7YSJPS7>V]Y7S&Q="^"L9T.%5NG@TCUF&B1!R1[ML  
M7+!07[\_L&+QV>^&]ZHFOV3[9:%?][5T<UUOIZLTZ 1#&9L?&5%^\$;\*I4PL%  
ME4[ X(DH\6A@G^0YP<I3 \$3/4<N:\_U"+RE/21(E>JN"BE^D% "\$@Y0KS[\*R  
MQ7ET!]RK[J1?G<?Z,4)%J=>\$K.41\*\$ (F5+=DLN77T]"Z/3O2=!F55FX94R  
M?PB+)<\*"D[D1C+W 0TZKG>EN5WKIQ\$>NX?5)%[2=-.Z-BZ!^\_SM#!&)<F6>7T  
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M%1J5YL3)\?J6D\_ ^<63Q>E:3BGX+50+I8;HOJ0[4I&N=-3>S2:L]VF+H0UG=  
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MN;B-DF;>^/X'ERKD/B[\$B#K3+M7DP+^JVP5WD"F2F?!0!5.,QA7\$]INV]WR  
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MLI-"&S@:R NRY9G)((Y(FHL"9UJKIT3AJ!?'V@)'?#R+L3?R,F\$;ZB@G42[M  
MBSU.H>@!'?O(0^(W8G<\_MKL+^4V()).\$X=WL+/UH.';IXR(ITU?(":8Q'.W\  
ML,AA^N.V(\_F A!-'J[9LQ8;LP4XDA8)&H2)1)M\*%PLH811A8?.?<'(D/PQ(:  
M0UJVO%S\_&.X^]L,N\$#B3EK<!#VM/T'DX1).\$HO41-AN)CQ@@@<4UBPJL((  
M2>8>-KfVL7)\_'(C,0!,-/1@T(IU='M&\*ZI,4N%BA>J^DNB>\$;RDFY\$\*TK9  
MZXQ)L8B!D2XA9W7N>R[<X><S@;G-<2K+\*O/N,A)9\$&)QW\*4.F4^H<6(2;!  
MC2F7JNR"X@TD>76=.!7#\$!\$#4;#\$0//I%"#\#\*H7!K0&;NF\*D%4;,,9J)%+  
MF.D0Z56Y' ?NB::7")<6Q2Z?.-,<M35)U1VJP7^!]@3QTP:4+GKJ%P5TS#S5  
M=>@\*( 62M^94KU)]%Z]Z:/Z;RJE@V=%&43LX\$/U3,5,B?\*M:SSD\_HBS(KG5  
MT:"0%<3ASI\_-JP0@,,2;,\$;A@P?#\*N8S7\*#,\_7PD"\*\C1XSE;X;=A=Z\$  
M3@V@V,/G? F=UALR!"FF;+FP)AZNV8'J!<P<XDYN;\*HU=(A]7J1ZK(4\*G^),  
M\_ZC))FBO+,"M-Y9)IR9H4V^XYQ+!-@`+I)]-Q:CB\_'YL=F.[^0IH2I,F'3B=  
M=C42"UL\$V#E-M8'\$0 6E7T4FP/1W";;) ?LY" I[9\_ADPO>=JS]P\_9\$@FXRYX  
MI.&"W8' ]/AN,\[2@?F=F[U94JGOMYV\_:[18: L<)+WB:E\_:4VW F#!:LJ+  
M7POT&%B<UIE/S1L6@,B("S,J6(U ]5)Q)\*04H<+K.9(&)"[SLD4A;>I];2



MH![!%Q%R-?T,F6"3A5@Z3B!#P>BK0Y2G[! @O"+>TG\$ECIE!-R)?(Y8"8\_?\*(  
M\$,0R&M&\C 1&:Z5&ZKYT(3EE%O,(D""X0:V"ITWZ#<4L71I<])D:J2T:9H,  
MR1?#@,H\*)"-)]>Y\$N"+V\AD55O&+V+Y20!M).5)S5+O=?WR: ` \_H&U3!U  
M7);.<2GV.AX(/?Y\$=FW="J8>AC1`FC.-'EW;:Y[&::G\,HDN>!PLFL/X;\*/B  
M;!3/QQ2XCK62\*.0H?-S0Z\_6/H S\ 56SIRQQXWT8=BECW\*OJPG7YVH3LUUL  
M5"XV<'HD+>"A+5!K@Q ;"YBCEKEQ]B:-]C1+&YB-R2CH:VC"I0>H`]"^\*=-  
M<H<4,BEHKPK6P<N:FY5Q5\_QW9SLM\$, [X3L&?0(SPJ\_2!+Q7N\83;55(!WH>  
MP650,TKU@QYA`62+#6A8QIQ?@V54]2RH<%8`%L13`\*T^-KR.29\*NYU5E0YZ8  
M1T+;2I<@H\_].:U^;?HZT%#M5P7HUBCTK&Q'QP&H3C-5P8.:MUP<%TDP5K@7:  
MZF1VTS]<J.J37\$`QK67%#E\_TBIIJ%J/3' &A :J!WU%P[<VT\ER3)\7:KGU=  
M3,R'\*(O"-@K+: G5,>:=J[GU` ,:H<Q2&"H/@FX,U<MR6GR6TEH`ZEY3S&53  
M\* @8QUV?)B-9[\*JV`7IW[C3H\$E7<?N8U?M:AH[5S'>\$=M<%Γ V45;D7096&A  
M;RZ]U@&\$HHRDF+6QF5KS4R]9H99;RQ\*RA\_W0'1"LAU/JHF\*=9-X?<N1",H!  
MV7LUW7AIIQ\*O9C1M@7[A-C9]?F]YMY)599POH&E!8C%U;G,;9[JA#&?7#\_@  
M5BE+#\$>1`CZG#UXJ;?7)U]4>&G-=[XD57,YUU0G"LM6X.&=FP2)"@LP+;-(F  
MF57VT)N1;^NBDV9=5K;FM`77[UNZ`>`23V+@P\_PS\_)NP!X0?BMQ=7ZC;S5  
MLG!33ZHRJ\*,>H4%-DJJ\$@JY^6Y\;E@+)[&[?F%W#K,[T(;L8;\B2)/1NW!<  
M\`\$K4^\*KRIOS[<&(H71)F&\*3G\*81`F95<EU@LD\9(ZJ%X;7T6N&:=AT^Q9E\_  
M,^>-BBVBL6WNFG[7/7Y6H>BM7<+Q5WYF;\*#TTUR+`6+8D]^W]\$:YQMX:C:2)  
M6^>%1HFEXN\_%B\_>S1A,\_6P&C\$&PHA\$]T-Q! 57Y6,; ^NC:-ZJB;U?IQZ.#8  
M`EZ&P;@R>V5TE&#WC%MHS%,R"JNI:C(F%E+-\$ Z8OD4V?3I#U"2+8%QG-@  
MWU@/7`HJJ,Q+D\$=4!R\*U^M4]="F6DVG/>CUZ.N]'H#@;,"J\*#"W6SGT4I7  
MQ8"H33M5/H2B5E;#V:.SL&)>2X%W5/>DS3-6@DZA) E[:[A/"\*DJ\*HHKLLL<  
M`7PSJUFNC\K-KI59G"5]7<JV0PC:([!IW.KT8I5F+7LQ4858JO==\B\*JU9U  
MJW-\$I,9/)TLP,3VPM4X,0Z[[/NUG XJS@,U0KH7L;NZA\_53U=EJ,\$5VL[-  
M\AC\`H"@ JI7U7)IK&>]);+F5%?Z!\*E,ZA+\*Y&CZ\$,9/-K7XK#\_KH' &0R5O  
MC5:LO2L;,<<%%V`9NW;Y>'I 7E[M]Z<%G"V#.]/W;,C[1;UR.T%XJ\*^;WF  
M,?J"ASN/D<`,`P>1PXI[Y<K&R,D)B?#0]\$>CD!IW<]Q%]UTK?3BN]7CTMOH=K  
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M[Z0M#7`WH.;Y)G0+0TY%PNH\_AD=J/2E3!%)K" &X0#"Y,WE;`RO:N<B9Y^>\_  
M-AQL`G2"XBCR!O+6I\$XWNZ4>+:/UR#/?3X!>7^1MQWTWH<L/+Y3?U.' A[F-F  
M&,];4?WH">P=JM47&]A%\$ -V .?.%]PY.X]0\*\$^9\$0"FT+6A=Z2F]F?"%B^  
MQ^]I?)H0YLF1#IWZ\B1!7N/F>XSK>JG,0`KP38J175;0XF72.O\=2/=>FNU  
M!W .0-JQ7OTS-;:16O>=P@CE6\_X7 `Q#\_SA\$9SA JS25\*/6-:D2&M2;WVU  
M.9,\$&T3%8D<`,`X]#.`7F7`\_R:\<2G\_E5ZM+S(=O7W-(MX2]ZO4D:YQU]U3(:  
M3E8).>KR&!Z34W+9,R!N!SX(O<?'G\*NN\MF;D6ZCJUJ;WZ\$18\21=[FAP9J  
MP9^!UJ-YN?AN./5.?I<=^K/"9X"9\$S+PX@ND)2F2AC&L/-LRVB#T<M1K  
MG6R0=5E1:=,]@36\*1FZU7)OZ,26[:YJ\*3+=M\$77%[+ZE"5]E+4/B"JH34@FN  
M]<?[\$&S 6=#R\*S6VTSH5Y0WEP-;@YRR\_V-Q\_]2G4H7H<X."1B9%]#":CLJW+

M%<4L@/1+? V\*S?CEM\_ "-78^Z`1'GM&+]2G+V\_ZC::Y??Y05Z\*P2#O3I6`  
M1DMT1\Q-Y`1K^OY @?<WWJ^2\*O=%\*R8473%7A7TMZ9ON8]F\*\$26\.#415H  
M=(|L:S#JAC6VP&H?SP->^I!R^#GJW"43@U0J.IEH^\_R/!00(/\*JQ[T!0V  
M`?8E%Y\*K:\_91X"FB\N0\]1?!BD?C8/I9B<Y'-S"?+~E7.E:71I2X17BV2  
M4JD!/0F@Z<\_12N1 ,YS I0G@,0L!,\$%, C1G&7-(SUYKQY/:?W(<]8<?<OM  
M\_WY")! [>\$9E.X479AF\*AN\*I6'I C!M:#L)?\_J' ".O\?%.H#\*D,;A<Z5+^B  
MZF-R1!TJ;YY-QD@ @ZPEOS\*R=B\_]W;M%\*^&A!"2;R`O)+S(-K.13!X\$FR1ML>  
M^#[K-PON[V^T6\_`HGJ]:F73!^>MWFX6N3Z4:?3402G` ,EAN& OG?FOP&O?  
MT.CE?5&8>8NZJ/T84PJH=TSY&2JY?LPIG?.X4W+(=S+9GKV=M\$M.:TF4Q+H2  
M%%@=#U>HIJ=>I`J1C4.4+J&I,<;MRR!<>\_UX-ETV-EXSVL?!%]&Y?#?.#(\*4  
M6E#H8J(P<&!\_7KZ;&XB;R=W\* )Z.2#%JEPBA7U(Z)0?.@%V-RK>5--7.^F]  
MNJ)2U\$QC-,W#TJ!FHPRK#R\*:!4P\*/7G& ,AGLTE)65@+(|6A&Y4!JP\$MH9  
M>>EAM?C538V?WV>6KT0"(K\^P2]\$\\$\*PPF094":MS6]:2V/B,.)K!\*~17X  
MZN` ;M(X70WBH=2B4^M";USU:A:9>[FFZFN<U:]77CR:GG\N>^P0(BY37H;\_  
M.]&U5^MW] 4IJ(&T8%KHX3"A9&(O\_E>\$1VO]&4ZY2\C0I4\*U"I7STZ5%09  
M`?2OWKR/OS`\`> .A V:/B+\_3Q@OG9P.VT9]WWE?=6=TCG-#-V&]GR+^EBMZ  
M\*J\*#<M+\*+5FC%]NS`&);/ 9#9%2"5SYHMVC?%"IL612YIZ\*JR4@`>IZJ8KZ  
M%5 RF& )4WI[+H]@E\_W+\_4^97;/A\_Q[@CN6(&QD&-D+/H\_O0P47AN[<#)">D[  
MP+^!##\*KX.\2HH)HM?S\*!%)LJ!3K;HSV3,A&\_-07\*B.^\_C !(5AWXOE3`\*D  
MR5,WO2)@06,B!QQ\=JEH)2<%."8194XU?TJSM4K:0,'PY^KX #"CQ8'?&"  
MMYK?<+-%J=12IIM3!162XM4\$2\$E\>9:ZD; T2Y,`0@U D-0I^EW]0VL&5 ES  
M!+)F6>K`/\_Q/U3C@NSW&X3K%]Q?W5!X#,OIMO?TK0#D]/%[ #\_N&!?!]!HS%E  
M1\_B#.7B7@ \$>=U(?15VABM#\*+EY E[.:0K)^(2S\$(E2#?(0;9@+/5D5^C)JC+  
M-G--HE\$IU\$O\_W1#U240DLLY9?=`0(Y>(^GPH4\$(SEY>2\_"ET4LTX\GGZJMAM  
MW WY[>0]^P!` ,U?S?^O]T;`\*\*)G73RJ4:G7:;A\$-/0A0#%-9<.3-R8)PGT  
M@T!!CS;B)N)[8EKQ%M^34",W./AC9+E![3^TJG!J&#2IR3N26XC\$9":75+R;  
MY2OP:\$(8,G &Q,9NT#4X2V^F-\$\KPK @""<'T1I+AO\$#1IBY4,5%0"K-2+\$  
MK`1 \$&!1B,1\_B1I4AV-?2I%,)%='&] K\NKJAQ/W3K@VU]00LJFU\$V,<[BB  
M8EL2;\NFX%3TXGD:Y;`Q`7=AOL 8C(T1?U(\6/?X#<[ PHB6\$O1H>\_47\$BB  
M(K/3QD\$L"D514%U)75I)4WXCDS `S):BEBS\*^:"N%B2")%E3N[TQ6CA=> 1  
MS\.(5)YV^AW7><KZ[JI&\V?`6P`2!MR`YOVWU^]HIF%7H6947FX0 C.UI",  
M&LD\$]U` (82WCY #E9K8\$U ^5:(1W&T3NI@;ZL() \O;\$Y>\*U\$?+HXC9L@("/  
MX,[B"WG0U\*!1IY)I,(Z)5](JWX\$HP-&O^/@` `#Y0A<R` - A"X,+#\$7!ZL\M  
MT24+0.!\$)-80!\$",T >X"O<52+R>T"\$)F/:65F5/&K)H` ]HB(9:I^4=:(\*4`  
M8;V"[W1YCRT7+3\*B6?3^0\_4+]^E]"NQ":Q:U88#GP,/<;AWS:H`]:&4\$E%-  
MZFW%VTPWD:)#DPL"4KY+OS\$E+&8TRDO,\_3C?8 P))OF":2@3R^IN7.FKGS  
MW&%T,@D`AXF\*O/A5+\$G\$S!\*WFS!DW\*W-%5ANBZ\$>?BJQ:J\_Y0T#M/U[!;@`#  
M`\*9!A:~\*? R.#M?;?E\_\$OH.829U`(\*3@U\*ME)MROV=4TE(-8M^D`-E0;D66  
MU]#2<DM>,WIM\$BSS+IJ:ROG\$;3IH37Z7C=."/75W?441, ),K&#0H3B44@%

MOO=]>U,"^DTRFIK2#,G% C%O93C\$7A2!MT>.UL/=,\$`PYINA13.B:C:93!F  
M9M9QO/PS/'309 MZO06CEFE)\*NXC@#94RSV\>W(96O!&B+A%D15/3GH3N ;1  
M5R\G12J49\*CBR \<-0"VB2N4N5:[XO#Y\$S :RIOT?2-\_/@ @9JCH6 IV@TI7  
MB>QE]+3:[^E<.PJ@&P"XL:RY71>(N%%KD^\*CU-<BO>\*V59+,EK0\_D4`'JJ  
MA"[JG-;FW8N%+C3I+#<1\*C='!IFHVZH49?GXC6D5P?WNOFRA1W #[HG [MD/  
MH06P6\*A1KM\HF3(#9SB)\>WGE4D9DU\*K/V.\$"K()AIS#)I8 \_\$J2BE]X!=@HB  
MI"\*IB@21:5#\*E9>]R[A-7U?"K1\*388\$6++N[ @W/NJ>3!TW-Q7))GGUW\?M  
M\$43TGB+X\WBV?@W:7/LX22\)=LKL!Z>B!K7AD,\*EZ@71\*@P4 ]04@DHK7\A  
M::%A\*JC6,:SW\K/[NW /"+ %W8TS95(D[\$SAY17B!F@\_FT4M3@4?3NZ!FRR  
M?/U"X\$T\09(A>LL7W-D!#7C!\$G1\*)\*&!\$Y&+(V\^A!SU7%B9\1K\X=-G  
MX:C8B208K/^0^A9J3\$:H]D&&I?!4B;KTV\_MVE(\,&1IW@9@LA]0Y,Y&[@;7D  
MQ?#\*/<T%\$;1387T?:3Z%UO 2!E"O-W]A]!&'IPEHO5#/CG^ZG >#]>P`\_BU  
MX#T-ML #?XRX#S"Q.P#?W6X#(SOX`\",/"HC 3\*:<UD64&W!::N[\Q.JUTU7J  
MKZ38'/8RDM?X7K8R\&ELBTHS[\*@(JG)EU<ZI5FJIDJN\*DA;W&[%>.7!M>>=  
M'=\+6RV&=C:8IX+#@;W\_07\[A'[JTIU\*DPN!K\_N0,2/AB[B]#ES7XZ(1P(`+  
MQZP![^Z]4->KX:A^9@75U H7\$I\_5S,TG4.@J\$=7\*:%3X)8BIS6\$G\*'74H\HB  
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M/C7-^KWZV.TWK5CE5536ST)/3)LNEJ\PG#^56=6[O\$JK"&3TIGIF26&##0!  
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M8"ZI5R%URRE?5"]/0]9WE..\_/F#M5V6-J7\*32LTC\$\-W%#),-&@ ZEK867  
MF7%O99GYIAR:I2L`NH;[+ #-O`R%[:4R#<209XK0)4X0TO-I'O(8U2KQ7=K.R  
MU.\_^<BP[#)%2[;L)9A)TKSO\$14@G/7BCGD"<B,12K&'3F7G?];,A1N< ::  
MLXJO9I;YG25UT]K,M -Z!=W5A3-FI9M0OJF/1Q0Z0LO&8E\_C>1E;8"YJF%FZ  
MIN"(4'2P,W5D65BR0KPKRI^W0E%2S5SP<UF5E&0RO4+\*")&:XS12:8<@R5R  
MB'RJ\_:%+&A.JCGOJQ\*YO>,-O>D4B44G9;JU'ZWK7JX<^#ZXU9UEN@WW\_#%FV  
M%+XRJZS/I@,'B!+=:QTD-\_;EJ(%&3Z'G=#]JRH=>CG-%F>SH2)=S4]=O^-]  
MDG28&+,U\AQ6.3PG6]U\SF\$3?JFQAI"MYB23J\*TW)-SY\_73U&7E)9F(SHLQ  
M&%!=C(@QN\;\$'. \$(1ACP(TB\$S10N]DOF\*65MZ-/,!K\$G\*W6J;X\$(H)OWZ.3=  
M,FRL[%4[ ^G,8'AU=DRV/FV+%QAN\$/UEJ2XTLRX!E20ZX`>JG62F3LWS^E+TA  
MDW:G8']-611)H;?\*LIR+\*+Z;!=(N"C2\*SLT<[^!=F<K@8;=A<K8'0/9]K)J  
M' ZZING=3I1,5S5\_!PYB\_+&GLJM-5I6(:\J)ZEL]%\*UW3FP:O?A7(!9:-^F0  
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M2(1F";!\_-]>NP\_MPU34\*R^V;Z9DO- EVU(>57EFBAR@B"U;KBE%EGA4V?  
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M>4TC2RD\_IC@&9\*99WFQFH:YZ6%<(36/LR64+JT-98D(NWCTRC,'#MY.Y97\$  
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M0;2Y^^A?"3M(<[+)-K;P[9=XM.NA-)\*%+D:&4ND?U0G[F0L24(^G+:Z95=  
M3-#6=8(MC2'JGN?U4-'\_G7=X;;N,>"W9>->Y=6U\*^KJ9+\*)"SE\_&%\_N\_J]/

MVN?R4>Z%WUO\$?# <V.<(M2G4\*8RFS;R[AZ<N.(REDH6#;>0\$,4Y6?(&::;-N3  
M[X2:'J64=Z>N#BW\$&X\*+7YC^04ZAFOZYN9R<%WVQ@W"AF<LYC31TZ9RBIVE  
MG\$[7\*"CE+'44:03,!-1,96!3KF'49958T.TTNRI??7>B.NQTEM<US;\_(2D0  
M]N/\_4S9R/78Z) .F],[.CYU=KY#Q#Y@&J'+O),5&C:],33&7/'H(?\$R7LY6=  
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M/H8?E&7 \_G.)S6:K;8?&.7 O-L<.\D1\_B;AZBBX(67/E!D<R@:(X1NT'9)"  
M^#[AY]40O&Z<7 \_\*\_\4T#G0:<^2C>K;\$\*%[K9>MM5\_=&\*8DCB6\*\_OI]\*>.95\_  
MZ"HY).<T/\_W)4X70^2T1?%)1:W\_H`@6T?R0?2[?;Z;4E;[X9!(A%P(D8M]\_@  
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M7EXKGFNZM\*^+HND7I6V=?H!K7)%S[8EY(.^2)KU[KO+(NUV)1,GFPW\_`O<^W  
MU5\$"9:;V1XY\*,H]]^,@??45\_9&0KDY JY=[<3D5L7+\$%:6<\*VV)>"I>175R[  
M/F%9,2O^S]>7KN0O;FRXJ.(HHR0PI;%DY:U\$2RE^AP+OP;U+\$`PDO\_D=BKE  
M!:147D;Y`W\_1\ \$H9!2[Y\FX6X:4E\_\*0EJ?.T\$V:09XO(\$%24NRSR6V\*ET  
M00!.4+)NB[(@K]SW8>>RNKTV`A [ZX +N4=770=>?"U\$))S\Q4D<\_G0!70I  
M5)Q2X"+O%(2\*3S/>E79\$"6\$>"X@^ZHX-U8=\*<^A7ER\_#P>HWX/?E#>!"M%  
M> `?VL@&F\*#@#F7.@(NO8U(3M<()=\*)P!551T8H7+)=?DW,)JT<WE=L2]=EQ+  
MFB%<0X^;\_.[@-&8E%J3<+"J2Z\*L20\*\_]ZVMBY>7BZV75Y=(3#N/Y\_E?5PF  
M7R^6R&1NZ%R.YM? S5:;TB4!@! ,3.<0^=V#?IV\_`6 `5JX\)(%OI7OIS+E  
MBW);," 0IXZ%HZ0YT\$"5%+H15?4Z,:(^([=W0\_+\$#];M?\_][OC?W\$VZ7?/-  
MI/ .PK^;^\$D@0K^WU49PADTN+H,==\_R,!\*Q%.9V@.SN1DA<C@%2@7\$3/9+  
M;<EWGSB9"1>W);87<LDJ]^`KG/B?W`B]A=[#\CMP>[XU.,:D`F)9.^A.V\*N  
M(>R\_O=I0\_DB,)GEUM/:&&78FRWB^E9,)V-S84=O:E0N-6&)W;\*RHUU]76\_DW  
MX.H&/YK!A]M:BP:A/]&P,)MQ[K]"(COL\$L8]"^-A#7LD;WOP@C \_(:%F&MI  
MQ\*7D.IN(/1H46PF%;AI4\*;DWBB\$9V%H5N=M>L@%/D?TOZFE]/T[0IOV#P'I  
M8U0`!.\_-?&#`=#(C\$S"UWJG75&E'\_]5&PJ%99C@JZIT#6)>VC%8E9 !%UBV  
M-@W(FJCV?\_ZXB X)EC0FX&%^BZ,QN(8[B\_ HS<!L.9G89A%?4:'LBQK\K&A  
MD\_]F@(L3=CT%BD;P`.1\*435 QUPR6M<DC;?LKG. V("CKFY-R)5\*:V<UEW6  
M\$7D-L%'&@KT[SQ"&-AC#@K#\_<;#4\_@`DS&-\$CE1VG/48 BT,X6%,Z2&T\*4^  
MMD95&3[]P-L?U4]\_Z\_?SH(N-'9;41^\_BS3 >&HB%Y\$S<D:?!G[&U/KX?Y^  
MCNEB3:P%>U!)S#`1U.:;\$';Z[A"CVUS+8&":L29<W[PZ:H4^.A]65!?:D\_3  
M% =C5# H@4H\$S@ZH(\$5DU;+ ZST&Y !),"G;I^3:%[A]T DZW6>EV?=XMU1  
MK)HP0E3PR4H&,W<XX2+LZ.BL(=PX=]LJUV?AT.2+5=\_])"Y!=[!3W0KMA7  
MT=+/XDR"CEYG`N2JZ\*@!P01Z%/Q,S9\+X0;D:E'KSAR@T9"%!:#<W9GRSQ][  
MIT! IK.C,33!J))H\$&ERR"SNAPA(8R\*AWZE#C;=M4<+F=N;DVV2?N=WTQCC\  
MUJ=Z:U/7^>\*)\_:[]LO=R.]HW\_G= 08ZY^0F^(Z-=:#>Q`^Y,W>&7F7\_8\*:&[  
MCY@L[\$\$O\$3J.3OWV[Z32AK@#.WH=JZYV`N9@75^V<V['=0+?+7<T!>)6&B2Y  
MAE `[D\*QN@DUI(M#1KH:JD\*\$3,R1A1&)ZPS)PS%;7H@ \_DSJ1\EYI?K\$K

ME96]O6W3=COGQM\_[?P&2TB0=B59;M+]GW"C]=T.<[=SZM/0<(DHBM7#1WX&A  
M2NQ0BW-]\$8R.1X)>NG3'V1WYK<Q5IAB O7\_0P63.CDUN[6S:R1ZD4R&[N7>[  
M[.Y;=!K[\_4`/EDO@RCL4AWIWA.,]UXR%/([:^JO ;#"\V'8L]-&4)KQ HV  
M'\$H#18WXICVS#11D""^"JXJ'J<\*]C"G(<[>V<%V)XE4@=L?)B3;[=D<I!S".F  
M8AD]NCG(J+SU9Q)=\&D.'RICGN 1E=>[KR\$!PU'U<WCAH!Z&T=4WRZK+@'X/  
M1?\*R?:BAJ0O!\>VN4E\*T/I6^%J)0!4+Y4\].Y4/89 ZMP-!.C7]K%M]6WNX?  
M<N\*UF!( \_V&O\_ '3+S7!A(J,G<[R[,!5P`Y6R&T#RZ` 1]\$\_@F&2%-RX:"8+#&H;  
M75450,EP.28[>RCT879US%4-GIZ.Z"J2KCL7H S^!U\*.;85\*ZJLZG3C5%:\$B  
M7T!\;QA3JMOOI%P^CG=\_10'?0W=O'T:%,A:D):<K4\+DQQ>C'P:7CZJ3KW-5  
M^R[RTS^`\_R?J15"U(XU(PQA5^["?P\_Q]7D[7O\_Z=PHZX-[`Z C>1&"%66#  
MI0+\*H\$CZ\$X,H( IV9KGH129C/U NJ2 Z3-:0(@3JAU\_A\_YXPLAY]6O'O%M  
MSM/#43\*+##R17(3AW]D<6[R>0I1+I28B\NJDA5"3RO3<7//P'Y-AL8T%?6\_V?  
M2&8%OUGC:;!<DJ 0?C'\*TT\*JCDCQO'OP2JH`GK\$DFPLX;+A@Y/E^;(\_#?D,O  
M=\*B4\$5CWP0<^LJT:`,)>#XEA!4)S4E.%\$W%QY#L!">V`97L.&+VT27Sv`@0  
MKM]">D:B15UT,&!SYE[30,D C,1)&HA[DAIJL+?^0"">52729<RS;%PV0!  
M?]>!0!O7'?@A-!RKH4AV"5SC5&38[,+!\*F+5?=\$:8V2Z`R6=&D=K>V:Q-]O  
MYEF\=?=B.M)>\$]BDWLVS^O\*;3W7O4ZCJ"0,894A4PF!'FQTD\_[K? \$#G:N  
M!FDC+>N?5Y!,,\$R`+0)Y5@-];H6.9%,>5ZG0:H/[FS\*TNOQ^8A=W>Z=>.#  
MR76>VKSM"/#6T2\*.\*#.#.4G3R-F`KYC;@.3\_]HXL^<S<)/^?2=TLPN""^3I>  
MMWM/,^@R8#9(DPUP]^0<N)+JJYU9>>N)5]A,ZE5ZEQ9;9/'354JJH\*TI6 1  
M^=B@3??K]XX#;W:YP9O)W[GW=B76;\_NW(IN)#%KL[O09QR\_%+\$SY3H-`!R"  
MHDK[[4YK'?,1N[FU.S1R("X?'^[T4]]\*+I%^;GA`1[\*BV-\_(/C"ZW:B'=]O  
MDEN%).)\$D^N[[XX02&,SB3)@]0AM/OI\*AD?T'\*@CP#H=:WJ]#NH!X6=\$; A  
MLV%%\*%\*>8JH4D>[2TZ&(OGNS8` ( E0H[!\_U',Q=]SOJ3\_S\_]2P3Y\$!P[[X'!;  
M=&G79:'TYGH8H#TU#H4;F<^8PIRU.(2DE4%IF3K&,Q\*B`[M0N,)<B;M>NWRX  
M"OR90'D??7U8F[-9=KVTK57S^M3=47,K)\_JKF\_(WDA<APB>RS>LY;<8.T;56  
M5^LO> 9\*AF`#CS@![:"P"L[9SZ:G?K,'0Y<!JJD)2H0K9F8\*5->96.E9CSC  
M+8A81-U3Y9T17>VW.K+T`]7YRP0@/>QYNT/`.%K].GY@9B@O2<.@R"#3\"  
MC/NFRW0!\$T!,Z%"\LB\$Q`)F+CI%F9\$J#.S.G&124:#L`P4WM/U\*\_1(?5=JW8  
M-TWNJ(DN07Y\*636LU\_\>549O%W5C^M.;LO:Z!WLN0N@>\*;O?66EL&ZLM.6GN  
M]+7'%LK%&2KVHF6.#C5 !Y1&4.E%>#YQ9YFW&?;"(5W8R^Z7FSQ8EVN<(G,J  
M\X=SM\+G\$;F5(96'"P7A[4J=Y;S-+X)/6T\$VL0L,GJ,OC"QCB7@ @H5)IA#+P  
M=X 0,<.K6)FW\_?(>W^7\*W#M-@#>!(`O<@ZK+D[.GA-+KF8<7=Q<@JT.&ZY  
M><'JVI/W8XPO(^>Q=\*R+>R9^N>%B=J>O>]1TAFV]!/H>8`&O]0^@N^  
MB;"TN)E]5T!<7M[23<1^7-?SK%)D\_YZ I,(HYV7CEDJJ[%RX<T\_^[ G%6V]  
M(/-Q3\*6E&2@^`D53LJ;952OVNV!ZUT5;:OH\_`0N]Y]&-(?KG7#C@ @!N71U.  
M:QP\$AYT`)R\$#Q,EKQ\$S\$W,\$6">PFXQ7NS738'\_TO/FG]Z4!F'X'XE'V^8WR^  
MB\ +P=O09-PYAS8P`ZSVUK<@=A?+BQJ|/<ZS`>^C%C4WD\*4)O/:@3E\*Z\*S2W  
MJ7/F[1[DO\*B\_@)QB1-;65K+\*YSAAH)3FD:MO=S@.`BFGLW\*:L3?-YP>LX<

MZJGV,SM@O; QN0?&>L8T\_.\*@/>S1<%W@6@%G#M=?.YN9BZUCN-OM+1]>[>S  
M[TZ?P,\$YE8TTSZQ17RVM ;3.S=\_\_30/72.````!A3O7M.;?1O@\*<0>9'!EJL  
M+PZ,D\*P+\*,5=B";AG>\_0@+L"2HF2A^`W+\_AF84.%DQHQM.B9X\$-53DW<%S  
M%3LO=JA\$1N5)?(2AP&M[Q%W0D@J')D"LD\$EEX=^X61U0Z[J\*'J 1N+BZJL\*[  
M[I!@Y F5IP89G:!/>\*?6N?.P-L=O/6&J!<[ .SBS)\4,KM30I\*FDK+BCS.W,  
M^K82["78CH!\_0L9/\_TH,J?\_T8!O#M5@`G\$GUB:&[G51NF8\_,&>\_3#>-WZ?  
MUK[!BAM-Z47Q5A7]:%>'YO?I\_WG)%^^1Y@3!A5.P-7JWX+IKP#W+8NA\A-X  
M[4!.O-T9S'6UV\$[I>Y!^-YTC 0K%"W(\*TXN9F8MG<Q6E;S(JT!,67B-F9\*W  
M?QAR;#Y#CAA\7N\$?41?KO?[]P\* ]A.&D'7]Z!;=!L@^[HDVSM?CX,[/E-]=  
M<.RH&%S&L4FX;C2<&R.Q2;G9:?GF!@[\_\*6@`PR528?HIOIK>7AEGQE!\_69#-  
M0#(1VA\_@]3/9XD+ EV#`U#W9\-.%X#\_T.GQG\_S+3 5\_'.G)PJI0@#!)U(\*<  
MWBXV'@#O#\$B9T.&!6X[ON?'L'#^C\$78D![V3))VIRM4+Q,(-?XWOC3(>;N  
M^[MU3^Q^[]PT'B&#D\*3,P@ T&\_.R8MD;;G(N+H\$CR/[]@8,CMOHQU\_-(?7%O8  
M^`"".&S;9MDQJQ680A0H"PS>H/G\_]<%3HX ?'A""1>S8]0^I1I:D;QQ8JK?7  
M]TTA!A-%,)2:L1E2(RKFU]KW5#;VV\*1B]?=0D\_T[ 1\_AD\ID@#^2N>`.K%  
M:ICR:N0B&%WY,+RVVKSO[T"3%/T3C6)GADF&TZ0!\_\$\_LL248?#AE'7IW0[MBS  
M?,'0A\$!"7R\_R?H)-!-\*&'863<#)XH\$)TIT?@'D;7CU%3@ @K.G<H)4P""['Q  
MJ!)O^T@^`^E!QW/U<)A]=7PXZ0#M9 \$W1 ],R&3+\*<[@QFC2MX/GMK\_<\*@.,  
M-[T@!\_7X,Q2`\_TK !A2E,6?\_P/DBX"9 >3\#(<.<T&7A.+\*.BV[O#:  
M&&6&0"]\$V<-(!I)J'DG7CP'OADT^,!)>`#L)]H8,Y\*>J7 56LR<FBW7KMQG  
MD\*!\$%E'#FJJ=;0(^U52G-D-.1S\_5>.:E?(JT=<GD\*'R##BN4=#J1;E1:>51  
M6/38Z58]&'BPYO ORYQ#?+UI\*+\*] W2(\$S#O:0Q^2MD%4//44IX2\$8X<+Y6  
MKW4B3+4-ED>OAE^9;9K/>&B&. A^ZQ=@;T9<#X8WFU&""Q68EK%FFN%"%JJ%  
M0,\*\*0C^C-@PY%MB86\*\*B;5?::BJR2JF[#E>YW\AM@=<\_EQCA7R!'J?D6?P9  
M)@,.,= 0\$;CHSI\*V%@JK^ID-Y]^\_E,1]A.O9TY\*X[Y[62G(%=J3\_@/WGY.Z  
MG2\$^,!)^9OF,\$.NNG=.F:QZF(WMW4#"P;7EYD?WQ'=&HE;\_3KA6GL3MK#Q!  
MTW))JG\_?2952X9EGR&2&'X@(@)WQMG;\Y6T@V&AQCRP41#R6.:+ :QL'Z""I  
MPBV'!:+@\$/1#.M [+N)!V"27XVR=;<'X2I%C;!Z7W-YP,"@S5#,3\*MN@8  
M>X/R\$I@2BP3Z+S% /%6&3L5@]3\_FF8@&L:E5N77BF/OC+\_I#\$[W&=P9.,3.  
M@?4'?5##!3Q&]M@/\_P#^C@[]DI%2T 1P\$;1D!Q?V7Y.(SP;I!@O[\*>.!="U  
M)CG57,B[FV@S&#\*0!@DY6\_E\$(%3D-'XG/-8;-"[T@\*>!]OK,Q)U?7""8!\*B  
MCDL#-5:C5\*3THY4^S1!X?AG2F30<RA`&\$263P\_\*V8@\_]S%RI:8PXWY\*-OB  
MJO15>I96Z.;\_E>LDVK2<R\$JY +(M5/6Y2ND;%( \_?O@E7)/W6X!;KIY,<?Q\  
MBR"/52N0\&<H9!A+UD!V).8.X5K\*5LH:6\6-5>8QQJ2[8/Y\* @!6Z5% @9U'E:  
M[\*U3EAG+3\$V4%CF5NHL%:F149%D160!\$N/0#QH??QK>F'\_J%/" =/'"UH7W  
MTEFX[3EZFU31,O<MF@QE# ,5SA/\$A47Y![1\_+Q:\*L\*7)VXR=].K=->KVYRC  
M7UW<!I^F9D5.HK-[R)Z7JQNR\_SD1/7<>L%KV0TXY\*(4GUY";J<AY/>SNNS<  
M"LGR]7'H;[DYH?HPQ[VE%T: ^D-,^N]-V9\*+(\$W'LED^Z11UBLS\DON=#5  
M=\$D.<%=U\$<^8<[];:\^PSYITRKG.I.BUTQV+W>FL[!!H%)P[W)S6&B^>YZ":.

MYXORLW+P(/=FK\)%1U88ZF:)N7WW\$=>\*"HK[]MR\*#8O\$(:R-E41NM!%[CJ  
 M/6=^1B!&@+O1N^Y)4N;SKMF ]@;M9'(B:/!\_CHZO%P:QP9\* ,)\*II]CU;;U)  
 M>O+S'99ZG2&;;&OP\$^1.FQY3%V4&1WH"S,6%B?,"\$-\$FJ)-2XP5R&J;;!/  
 MG:4Q9NP2(LOO@L("\$K:/Y^Z:)]40YL@V+L56;VUN\*U&=V1:/HB.V\_X"J)Y\$7  
 M8 2U&"HU?0IY[IGHZBANP;9+4O!/Y0'?\*IX@#);I"[+BPOM\*K5&W)3NY\*\_  
 M=:KR5C:V=B9V-HI"BD/#&7'7\*-N"2G0TAU--5N%^\*DOS^7]6\_(DY]2R+M\*TR  
 M"%DQ7=Z",W7S9>&+O8Y,7E-N=L\$B>@J+|ZK@%D.3,!7U]EF[R"F]!E3^:DAP  
 M[NPF@'FFSR/V08Z]IUBPURB7V!/D4M\*;0/N-P)/\_T"7?@0E1"G(UU9EK+45'  
 MT%V\`()\`;/N65V%<J\_IW<UUB;+0C2N0O\4HJM<M4&D' &9H5J(;I%Q2;Z<|  
 MP6L\_>Q\$\*UWG6]P#|3:Y\$]B,T?C&^2\9+M=KULPF&W';>\_DL'I]\*)@TGIAZX  
 MPBPJ/MZVFN')+VSPVHBQ.3D[>@4+F:E^2^ \%^\_ 7`R(JQ+GE7(JY"53:O1>Y  
 M^J]/(S67M]4O]N7ECM\_++V8HS^>\$GN+Y9^C;\_9I#D3!7U"@?O-^?9[\3:W0  
 MCXG)H F0Q>0D93' @M1 `I"Y54,<YPS"5:Y:E;3.Z TS"8J:2+\_2?SUAYOKF  
 M<^U+)15E&TFIQ:~WMA)OWA-<B5Z9'^TN',QX9<IP- E,)6])%MO#%'>HFT-  
 ME-N\*QRG\SV\<^@D\_\$U4T1<=(4.(4\$ 74+JE +,)[\*;\*?7J\*05^-D(OSTR>AY8  
 M=FR)WD.ES)F&NXF7;6V\&DV;RLN1#9)'/&SNY=+H@7\632&/V2R8B,S/9\_  
 MCZK GK3VY<E6CR;PP7HWBY2]\_QOF>'J&3&Q(K0/QFL ZX\$9H2HEE#.6B\*;L;H  
 MYGZWQ[;'0[8.<2H5';I+\*J2'=WYK0UFJL[5NFE?95H5RE&E.;J@K"OU5C-15  
 MEE"GQKTTJ\*2IDBMV+?9V0X8!FSQAV \$\$=];#Q&Y7L[(A7>F,Y<R6 Q<M 6Z  
 MXB!)UQSJF=J"FA>=\$RHC\$<Y/G=!03G#V))<[W1E?X/@;:AVM>/7@[=56.W<X  
 MVZ?Y7.4"E)N:L4K>UBP?\*>"9MCF!(;8BKZ\*92R8S7->UC-S 7#.45;)\*9("L  
 M&=H5S!\$3WZ@6\$;OB!0I7NWY7D,)IU=X\*5^V^VGR=8\$.`OXT8NZR1"G>P&(I  
 M=HTMAWM]S\_S#+CH#)]N\*L:D\_Q.(\$M\_\_&3PA\*M'P/\_2N^+0\$;]E)DS%JMJI  
 MK,U+?Z\_6>"FLU\*ZVZE=:;XCV^H%K1.-"U^K2^;USS.E\_5U6,EDK?&M>ZS=8  
 M\_%P[(YL\_D>=H>RM7-'?'1=X\_\(>/LS)G>S1U]EWAU+P@N6;U[IY&^Y7!Z;Q  
 M\*/[/QW@=\_;?!+OI7\_X0^NG3M?\$ C=#)+&9M E\$-.Z #)95\_D.U[K!@C\_AO>S  
 MZ=[V`WSO\_B@1B.7GI')OIS&<@R3/ ]&GYS3QR0Y5H!QDD@H;\_%MGE S>CG?  
 MW^0A#)-S>.QHP&!^#%GP2 `U;^H9)"DO-UA,3YHZ+UL\$.Q(JGBB,B5C\*NF  
 MLYC\*8CE\*6V,34"Y."V.C63J"X9^4M=6>%#@2@(<<![W3PG)24E\$YPU:A(  
 MJ8\$@<%H=&AXG4!\*C/ARE[0"FL@\*\*H2W)A61ZH@NIQ0+('F#'Q\$,AU)DFP:/  
 M3."SE+T0-:Q=H/#.1C,FGNW\_9\$SY?J("@3]R^@!AYY>%GGD8`II,X/Y\$!?"3  
 M9,OA:B.SYR,0?B8X#\3O@AL@#PRQR?AQST`?-Q;.!6%@UY\$J @H?J6^;(T^  
 MQ\*"S]B#@)9J"/QR+/>->U>/[A;+;.RMM&KDJ@Z.P6K81PWA=+>5&ZK\_[>6  
 MCAJK=DQL[=8[KW 5ZKNJ9]YDX PX"N"22;9F;?4[ZW2VUVE7&581+OK<S7BZ  
 M>'JV<144#[WX@S`BK+C7S^9=![<S<[65:KW#3PA.^-A+[Z^OF&]\_OX(SXX)  
 MP!7P',(RYG7^6YS^MK:RWLM7:/4O2;\*.K/]Z/1V:&0PK=##D\$J[IOGBH'^^%3  
 MAE0[B?Z9]'>H9)&TQ\_I-(#;!]MHZZSK\*S8S[8T"B3!]V^@E=;UE<MYVR O  
 M\_AVPKWGO\_I/(? K)-(/ 8==#\_S/< 8=SS !DGS,R6P1:YHM!+9&`B").#  
 M&YDV0;LC#:Q\*5VJ!]&/0=F17OJ-0K8U-;6UY:H6V0-\$Y\*Q3E05)!^S\$+'X+

M(+Z#D(S63,V0Q/YMTT6'7)?MN9]-@;IT<.TD<KM-!N>&'PF3\*'W4JUAYA+2V  
MN."Q=\*QDI=##H#L5 IW^OWG^C3 >KPE/K^P5V3Q\_NCR&.\$\_N&083-E `R29  
MG5]\*^Z6D^=X\$796=<4<'C\_(- ;Y7FT>0NV8KLJ.GM"''\_. 7WRN\XKN#'\_-!  
MBO,5!LP-8UP,[\*ZY6NG3"LB]"O\T<0P\5E\*#F&SGN"G Y3\*]Y?%\SS%,5^7  
MZ[K-:P"6&7-"S!N50EZNO-5"QJU6NI:-Y1]C7^Y=S7H[7^2CNGN5E8W=-CQ<  
MKL4R&\_#^D5LCU\H;5AM8;:[5=:KA;Z<<OY<C>GKWO;/BXY+2(KUTN:6E+\N^  
M77E^3T?/!%[^>9ZJQZLYK\*72F>4F^4/(HU>N\*X.X-=V2%)5"L58YR5X5\\*SO  
M^?X\& ,TUY"#ZV(L6JL6=:9+.,TQDYFE8REEX+V+BMMJ\*\*YUY4]Q ?[["'\_  
MV>0%#>8H^VB7S\_<W!,]Q>=.^737ITJT\+3WX-3TN\$3^=\_9TTQA"&G 33 4  
M7#GPAT2](,Y\*H; &36<F[C#PS/&VX=NX734YTCI[,6I8:%AKH&'\_<5D1&\*5"  
M3X3E)BLA0NH<C2HSXX4J?#;'?[N4X8\$\*8;UIMO/%]9?:J&087&F MA+7+KY=  
M<L[42W>MOP)WD#HQ3A]SVGQ4"[ J\$X]5T^2/]SY3%-^D[H#"<<^X\$%1^3O(  
M782:\_%^T>Z%B\*^;G#X"WQS2,(E,%HTZ@RK@Z<[I3WJ>@^4Q2T7]3[TS7=B  
MPX%3\_>Z\_D;MRBODE\IPW,T:I\_%/>)%+2F0PL 1H\_HX&GNO3XK!+BG4M/PPR  
M0!\TQ\< X>>N@^J^4E=9ME:>T4/ ]=KY^G=F+&76^?5C\_-/8^]]@#^PR\].<  
M#)T!AF\_,\*\_\$(+EG&:O46=2TV2PV-G<>)^;(@ YLW\$[3DB]/)(AET0FC>]YD  
M0!S3XHP%%A8+RVXRG?15\_\_0%\_6BAO^4^?XW<VEY #^NF##T)9J)QOK=U?  
MG:V^I^X[4J4/Q2U:MTQ65D/N1=\$Z07]3%3(CW3[<8U[>092/4<5F]@W^SDM&  
MKJK':(.C"=\_U/.\*1F<./)@&0L(JK\_]XJO9#;BW]P3\*KQ2JKA86^:3P9QYWT.  
M,\KK<K%W<W7DB3QZ1KV\_^MG#L?&56.&\.B&AM>8:PU4QPC=W0O>P1W?V6 #B  
M-;,\$H>;GA\_/G^R+^0^C09KAGP(#AQ;8"6D&K"UM/5I-R,5Q@#2J5:#6H-97NR  
MZM\*Q5=9\$7>\*NV-S>?)84BZ\$6+,Q7^S#1,K\2ME%V=G=S\*[L;\_S7:\*[&V.R>1  
MNI9]!HH0^VSE:J9Z]W%[E^'8H/?(5? #DLO&?.G;W:\_EG4KD-6T:&KL9?.  
M:%^2M%EP])IWVB#L\*Y1\*WE^NDOIY\V\_(N7?D>7,>("R8]U;\_EZ43E)CC,S\Q  
M0IS\*@\IJI!%87\*\$32!2AVIQ\_\*+\_),(%.!^]:C8Y1![W%F!0!C#%?'BQENBN  
MX/H,AS;)-5R431&6S,,E%16-Y=58BDX,(K=O,09\T4)K35:<E3>J<6E4M#GS  
M?3!O!'A7U^C1&K)B"OSIPCE9K!JS-6=.] :EJ8;]HG9O0T-P0PO)IAN>RFL]  
M[\*J^-KVD^?!M!W&\_5-K9QAICF[BC"\*\$@)Y(-6<L6.MJQNQ:ES+!H:M:<TM@8  
M&/=G)]^O;9R^QE3&-OS@S\O6G/B/7UV?NFEO;-=IALV!=!K=9^Z&=IUG,UFN  
M][.6=)("&:2H&-#^#V8O/4Y.T!SKMIG\4NBIQ@X18;&)]^./O9?JB43A\*Y  
M7Z!CVP4RG:M5I5)%8B=-1:#20;4#6O^ILWV6NG<,6Y[3#F]4PVE=W1JR\$IO  
MSUFK?PTI6D\$\_K4(1@+RL5J58-TH&D,;#>\*0\_EF-5HLXTW&5^/Y<!J:Z=F%J  
MD+)3Y+RRQ4^OS=9W;P!VU3H65^<6!25L,&/<L8^W%JT6?CV[Q5UGV9"XT+6;  
MDNCRYR.50^N>R\*LSG5/[34WK:\$W&!1NS"J9G\$J>8\$9=[BL,,,52,1+=VL?HP  
M50P\$PC^RH0(X)DIMIT#EI012&(\*Z"AVW=&59-,C]3G C;\$U<2D=L;<\_-<6<58  
M2Y2U6WVQW=E>\*R(UG=98L6)LM@NQ@[WW]O 43Z#+V(D>2D\_OY2\L8B!805>  
MJPB1;N1B)GCQ\*MU[O39SL1:P^KQ\$#@FZ\_,]BG@I21)D3PE-=\8M=]OSS]  
M>!\U-QK+7]+X@ZLZ\_=C3=GE=\*Z9UZT="U,?)E(R-6-,U\*/M4:Q7X9")FBE(U  
MB58DY<3>K4IM:)&E`W[^\*I]JP=EVUSY3[,J<CN"8X0-\_\$\_BA=R+6!W;GX2



MB&LMN[XWOSK\$3=W+%HS>@^KH[#7H""H:A(9^T>\6E/W\_%5/'KO\UY#0-UMWD  
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M\$3;4&P96Z\*ZN[T:<MF(.B%85\_,6]H-&5U"V(1D@NV@X?O#,>&X\$?C%\\_OW[  
M\_V?\_LYJ-#7E""PJ"Q%HW6N";1FA>LZLM(T%?Z\+OO)?%QHU3(Q5I3QY\*#R)Z  
M43/<L\_/5=+)T>\$?E\*]1.]YQ7GYT4IX&,UZR/]G!BX:#:\*\_VS(\*H)!MU"\*>>S  
MAX2>,,Q#J"\$;"@`Y1L"BQ\3\$)\$?HTUG)3S\:\$4"H13&2\$'7^A)+-O.)^4@  
M0##B1'V)MGJFIVNJ?&QH:&""]90I>+>BO\_=)\_5(\_=SLD6D7S503WC\%R'=  
MD+\*?^<&&\7@DQ/[M.Q%7./A@U+(P,J:O7O9,)(%IO3Q6RD0K@ &\^B1T1]JI  
MZ\ZH";"G8H2X@Z%'8C<0,H%)P&(^O)\$?-3&8G@.@JC]F#(=63LI\8!ABLWT"X  
M(.E-JJ-RJQA:AY"<\$L=81O2^9[&9.YPY2MV;:'RQ['F'Y4ED3?J] KG3+]M  
MYQW9P6&\*O;#)-;]S\*7VHWNMCQT0;:IOU(HC)X77,.19\*/P@1433.RB6CS7V-  
M\$@3E&Y>M>PQ\VKF)G:>>G?9F93,R+%7>\_;&P-K8DL:8ZL\_KOZ-O(OJ1U3#0  
MF'@5<((%I6:D?B6095[[9.=8Z^W.X\14)&-DWYZ.Y%WKRI9#2L=U:T3R\$  
M/3O>VCBC'9IL)"JDA;94Q,O)5^%:/&.5CB)A>U<L\QVAD??<4@GBJ\_TV7/  
M[0] :/'\_EB']^XJAU6,0U>FU">O7Z\_AA[%'S0"">V^C,2-VAP+&M[K5CNJ7B  
M:77>[HS ?K]09-WK1\_?Y?!/"HE1Q/N<U3Q+6^F:L<-,^=6B/H:=2,Z#9%,:X  
MC6TNVV4Z+C8Q5WN\W;CHLG>4-FM#+JQQU403=8L?HCX63JNG2X>1JR/\$\B''  
MO=N]J=Z-^:!N4M-5NQ<3MQ<+F+D.`YU':(<E%&+GPW5<%)8'E#,&B>9W%>F<  
ML [AX"]2;8P7:#GI&3D\*)=XZ):["AD\*CER\$I@CZWQ;C+]\\_O3FOIK.9B5KA  
MQM=9+;!EV"HTD.\$.\$[=-<)>H:6\*C^\$0^M\_>D5Y6+K87;\*X<U?\*\$HH<;^B  
M7CJ/,[]U.M?6:1BL?SJ=3\$A">W3HLBM!G?N.XH;(:M T92T#EJH6MA6&F88  
M6#W24?</> YL^>VV:Q#UEZV@)E!\_+9I7U8)/7OR.O"A(UM^L2RNZL^3ROQ\_  
M;:&FH&/\$@"^,)KJ)A\*%H/F/F#GA71XUVO(9.SJ^=J):3ME/>J2N5'?;=S.  
M\$(@J=;O%LS:?O7\$X(?9KOO"A5SP]UK.[K"L\_C5M!6\$D&&""F#MEJ;VRS8#7X  
MOD 3VU))^PA2\_8;L'? ? +E^QK?="0J3Y CZ.,6QY^(<JK'6OP:\_"Y6-8X8=A6  
M^(;W;[/3CU%O?+=+3\_J!0[P+1:>2<.IT15%E<5\*!Q]'Q7WKO9J)W]6P]]^P9^  
MNR-19V?=) W!@R^.:+>%\$D,-DFW4XU<\_!J^M:%#TF\_O;"6G9,,GTYHA3M  
M,:!:%-P4.0->L#Z1Y\*^@Z^=&\_D,\$)\*"W.\_&HP^3\*=-U)!\_WP[YG/8U>%+X+  
M:~/MIBP/\$ZU'[P^N0&M]BF0,G#===#-@PI?;OND4#"3E#-H#V7EU'"-[?7H!(  
M"~XRP#CJ!\_H]QZ,^PZ+'P8,!UV;!I4 CPC2\_XI0U&I?OW;V.#Z!][L?;A0HQ  
M",5\$5L5\_Y)+>QO3.%\$=Q'>]W%&]&\$^02NU'#/O^WW%Z=H2LI5&^^T.Q\$VCY==  
M\_S\_UC#\$#WNRC!G"NS,58W>3+AO3YR\_M/7LX+'-O+NO8\$>C4U42=UWC /P+JQ  
M^HG&Z !KX\$TR:VL?'\_URO;H+O 'U2O5X8S\_-&%,/O./H/=GH8H))KLJ""5  
M:Y@]CCV.MO#DO;+<GOQ^[^94G=6+A/3H[R8Z'6SDTDC=\_W7T^UC#G\_L<D?M'  
M>\""RG[UVQQ]L,=; D?U!Y7C[C\*!/0'??QX>%GQ/3]/?B[RVJ0^[[YI^L\_A  
M/\_2\_#>UR+0' /OWO.A?A)]URSC" \_6J2F^SR=EC\_(#^=7+.' ]JWW]L\_^I?CO  
M5G\*[UW762=S;V]5[6W>!CU-0\*D2H" !(LGMPKT4DF.>V/2<\_Q0UQ@&5B"OC5  
M:6KF:Q4.OA2"/=W%2F>2 WS>"A4.)FN&:85W7=3^X2/JW\7\*O.MV2U2.>K8  
MD7>.E^3<>(4.P&\_\*U SNL)(?244QS!S5N22GE.VCPCCL0%(I@MZ8&6\ZN#

M(-UK6OKDL51YL@')YE@QT\_[;2?H0PL<K];^:B?>].\W'8/UDGGPRH5UYNEY2  
M.V[[+\$00V(3NN0(09;=[HO&#24Q"OCV!O)^-YEO<\_OHQGFY\*FA01ANU,'O4:  
M280)\*:UFI66A\_?+4J32\_<[-'##?3[5^X6/WPQ-H.D@8\WG4=UZQDH?:YU9S/  
M#7WA;PISOZ/Q9\_KR9E]?K=@&Z;YAP).<-SM2N=O)MI>O/3\$7XC1,'IP\$^%"\*  
M836\$`1IC6EF@C3-R)0H+.,1L['>X?YRQ;FY[CJ=O)>.(^7X\N73R,37\_V-  
MUHS+F)FJ8<;Y#"@JR@)\)'&?M>'V\_D>J\_I=N%5^6MX%N60Z%=HN!KA%;6CN]  
M!;5ZH\*/Q1=.:4^%U\*RR4>&O\_!Q#OJD9J27\$)DI'2-U][\_QF;\*0;+>YSI\*I!  
M,P8C\$\$S&E-[/S<<(/)GIS971N:KYJ%>A5^QW#Y8\_Y@Y(1XPJTLH.\*3HQ@9-:  
M/X[A2%B!DNKO89/WA]S:X=%^?? R6O(-KJH53\EUHVH(PZ&RH4C=5QY^0T R  
M\$; R,CX9DX3'X<;&T4CH9\$#[U@J\*1Q1]\$\+YVHH\_ ^7N#CF'#C\"CH#;8^(3?(  
MT\1-?"MCA9<;;D\*X]H=W:%X:"ME&I2<,FVI+J@N"[O.77B0D7:-\$]O0]9Y#  
M6#.X+:E,U?\*1LRYK%'M\*O0]">%LAR+'1QGH\*AKS7'^5?%&V&#)URL.]VJ'N  
MIYUL;QQ>0[Q%U;B\_[:7>VZ,\];J=O%70WL>Q,AUGX9:ES\*6Q72W<7BZ:?:T6  
MXP\7D3H)1XLH#^F%1QUC-3F)G\_!>N\$.U&>EL7&)!7Q\_DSE3"=V^^!A>(M00  
M239A79U [HS>@K]\*\_7.W/</I;[G5K5M2#F[VY>AY,2BI('E=D=O>TTZ\*9"P.  
M\9;@/S.+2C>!Q-P?0A>OACO[+P9[\_Y5DKE?;P0Y-\_\$[,;+SW\$3D9::7A  
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M1W=E/5P]I4]ESG(SU!1(K2I=.'=2Y\*7\$.44]->G!"7H+0\*-A]KFE37S.C46%  
M1HJ:##2.A!.^O@?'HA'N\$\*[[Q?]5XJ@U4+5BTA<3MS;@P-F\_?GA <-^FI;  
MSIO3)E,Q:&</'C[V91UIBP;YBN5;EURLO(<X:A1^A\_\_\*T-Z^(T3@>@&?VM<N  
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M:#57[H+'072SV4S%B7"CR/P!.XT74O#4IP1\_G7>,\$ON^JG\_>\$;=+E]>8KR  
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M!GT^CEYWRW\"&'EBP#U)3LN<)"T\*MI<ODKMI3N(^<E/5'E'#3&/08M3-%+O.  
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M[U&:U][OS62+Y8]Y.SQUQU+\_O0/"!\?{4RG@>\_R!5+D\EB+%WB]%\$P1?6(O9  
MJOIO.F!@\_V\*MAF&EE6CHXO3?.[@"G11YNN\_,!@3RAF%XH?,##"MR/U'?M9;  
MMWRM]/.=HVZJSG?MN\7.SYY9:AWZ75UBAG&E6TC^Q=[95WMW\_Y/W9B"J@'6  
MJ^\$/V8OL;T:][8O1EJ?VKO7H?4=A:TB='W PWAVDX4[XB8>/F!,57[\*"O1&!<br>M@?V\$SZ!]>2!Z;O9=\_PG'>MJ#=\_Z'6'\$U=#B?%\#7A\_+VN9(UTML@\_K>IUAQ<br>M.M"Q\$FL\*\_2&>P?R@AP2!8?\$X8K\GM!+>SHY\_!\7GLD+?7UZ\*.AU!M=NV/G8<br>MF4)LOKGIN@F;:D%7P"#=^3ZFLT9>#VH&^Z[KNNQT]3'Y"GU@4WZ6==V[7OE<br>MO;-(^QOYD+:NZKK[CZO/<CXRG;HVZKZ.8>HZ^\_F!1Y]>C^^\*[\_:~%9\_X3\_R6<br>M\$.!>C:%BQX\_ZZR>BF3QAJN0KQ\_N!=^&\A\<WW4@A3S<I^OD>T]\*^7ODS:%A

M<Z60%\*)@YG@>"E@J%I'9'<D\*.&K35<M"7I7.0E#+I3<S\7QO?ZU.,Y##)%ZJ  
MV]7+] +2Q<DYN/CW!GB]X%X;%U7!XSCWKOF05SK7\H%P9YXR=C9).`\$,;OJ3]  
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M<[P>!SPR%VZ":5:]4XW5MV[?(1<4/B4:\*7MCSJV`0O`)\(8^2:P,F%&RU!  
MD\_&P<GH]@P9%];I@\FLW'8>#I;"I1O2[@C>)ZE#56,+\/=5E 9M:DK0U] !  
MWM1"J#,&?Q]]\$NBHO?FO^04TX =4-RM.QTO1CU[7TO=F\_NX2V<[Y9^XP)OA%  
MC5L+T5]9LL#S1G4:N\$T`3QL9%YT49#1D:BHI?<+KBY9W-^7\$WW5F" \$6ZHE  
MOK)\$^5<&3)^: ^C4C%)X'C&\$ELKM,CN64N-VN\*2;N IN"[DDR\*^3U6KK[E1L  
M,?JF^M1#V]&%Q<%8^0>!\_5^-1Y%O\_[9!QN\_&^A"EA\_6"~5&\*\*\*2<A>3DKY0S  
MXLZ\*P)>E4TU?I-A=2TN&2K.^V:Y]UF8P \$YBB3U3G; ^:N\*E\NSH\$10I]B7  
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MMA'3CDAO.CSTJ\_\_Y+B(C!-C:RJ\_X+E\_?']O[R\A0\_61,C]94ZYXDCD'YID  
MGXBV?\*B(PYI]9T>@J0S9SJ <T@;/U7D]RH&5:I]IWWV+?^VV9;D@3[V#++M  
M/"O'-.Q;0]NGM.OSN6(D^5&"W=:>IES,1\_EIKFDWVNJJ]!<?' +X5\$6OH]<G  
M6\_?;M\_U8VE CT>S7UM#0.0':P7+N^9W7)-VZ%XR#[Z7IFX 2\$NK"D\+WAH#?  
MKRW1\*?+?/AS6E0&]+PH2\$'+,S]/6H\_WX2QPUN\_T##"\_'TDQ.,EDD0DRH,27E  
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M"2'XYR0UJLAR'8"X+M+39'Q^WQ>\_.[9G:>DMTU;8D@E.-(E!E]OAG#FD%5  
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MSK4/3E,0HY;64%\_V1'#7MKR-%WPB0C[5\*Q(6W<)0FI4GKX,\$@>3[DIIH\$?4?  
MDQWKD;^(Q!%^( )E">F]3U\_U.SB<-. \*5#0X^(1E<GK?46QV,D8C"#7+6=7Q  
M,4#[T//Y5@V3VP'W=&J7I\$Q@=\_T!J7I)Y1#J&UU4^X/N!>:OCHU=-9,9XRV  
M0"M;T )\$32,@OK?Q0A'7-RL&"\_2%QT ^]8R[ ]J\_7' U\NJ%\D) E/O \_B1LN  
M!;YUC!EU:-^\*^I.A\36^Q>W'!' +5#2?S" ]IQIOHD!W(0D=QIOMN:6G`5US  
M9YJX) ZR%\$CI\$5\*L1W?M5%N%/C6=]J#59JR#IOI%"6.#.XRU2^ARKAN>5H@7  
M!HNEX:^AE9)OL\_0SRUXP?2!DHS&"&JAA"OAOI\*L:M625%NS2XV6B,([JHXF2  
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MVFB/0)@^5\VB1B+!<9U,'GL)]%&"WF2VLX;Y43R-@WKJZ3U?,QCB47R/7RH  
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M,\3PD,\_74.LW\*RV][!X:!!\_=.,9)R.)E"~I:">QLGP??VU1E[%N,G+W'?=  
M;%(Q674A!-^F"4Q+%4&[(PJ:WMC +M/V\C7\<8=V<"?R]I!;I0KU(;15JU2  
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M/4:C\_PNESH9:3H3,H:PA)`\YXD2<@#8!Y5NGAK6L: C8D95<'<.ESBXD`K';  
MY&'#1RSSF/HY=C8.\_8"Z!>U++BWU38=NMFWQB^PWO\_=#Z5T"(D@>^>?Y2GNF  
M17\$XN1Q8)8=Q!,4K#Z:KF(C+9H2&2 .X-WU(+DV\_X22!::LQ+GQ)J;\4T]2\$R

MC,@\*I\$?QK3;U0<UF\*77P"%?^L2L="XX\_>[390E]DJ4Q6(C'9:JZHIV?^\$NBH  
M-R.E?O[>YCN!L.E>JQ"++"UM0/&/Y?';2>W+%S6CWJHY(TB4R2.N/=)0HW."  
MLTAX2K'BMIOJ]/&W\_V;X;F'KVS@=\_S"GAC&I8?=7&JPG4NZ>3.%RD\*XP=W;\_  
M/!]YX-:%9SUGL#KZK\_-BZMX#X\_0'?\*(K>]N^-H2Z\_+NZ(WB4-=G% @EEJG  
M!PR\_V.G\_!#/?[1Z54O.TOWJ4@29)@\_.;5<0U2FC\$YE#[03@3?0S"U></7K  
M\_TPGP;-PY6!%2A\*\*\$V1A&)N)X8,]HRM'Q/9,!Z%73HWK\$8.!)D&^KM!]630W  
MUC@<#.^V^,QD=S/HO3J7!^G)Y=D1YC?U:[=2\*T"B-P3G+\_LB!O>"02A]4VD.  
M>.\?E7\$IH;- \ (2NPXE#H0YG%8<+ \ 8)%Q]W@O^6 FENTN!G65]]Z5OY>:[%!  
MCLXA9E-?&GO.F;3YUE\$WY=2"RX?&C@\*0E99ADI\$3F;E35,>6#+\$ \ 3LD&\_QF  
MZ'RJ01O'Y"#,4QSA K]1\_R7\*:\_@EI\_\*[@W;>]G\_4"+> \ PJ\$^Y37;>]VQW%  
M+T:EV]4W.8O\_68/-DXPI@H,7+0:7'G%3^8L&P:]J7]5+T(1Q<:VF55/- \ 3\*#  
MY="?-J[DB9/XS; \ 24CHJME904>/2<WV%ZSA(<6BF \ G[F9G)65Y")=) H W5  
M(FD+?>]T%4)@%8\_YZ9<T\$QSU->:\_ (S0)RY7^\*\5]'#ADQ]E5'CU^5SJ)^,  
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MW\_"!\_%R(T-5RS-^<,(+RE5^Z5/62@F>#PCYL,%L4%&GEX=]KZ-G^P6\*NL\$A\_  
M^SV?VOGA^,\$X9N2[#X>OV:/M)RD/R=,?%9UI#@ "\],M?[\_#\_IWS^V<L]'K&;  
M\$VXQHGOEHPBF&]' WHMUIKJDWZN<K& U= \ MT(+^ \ KM";=X>Z2 I&M +BW>  
MSM.%O"EB/ &'O#: F[7M@!00\$XO=E7?!,V"VP08001ZRW]TP9PDU>\_QGQ4:H  
MB"5#5K \ P%&\*E\_ "#Z]J?)X(2T@T8'/1I:GB7U=,Y".[P'FY55MK53]+J'E6'  
M&^HE\$VQUF4(E71#+B#G>QG<A\*X^%O\$1LH>G;FU<W6Q/DU6M6#X]WI'=7#--6  
M,!ER(Y!;>-I4&]^ARH^,H#43\*\*\*7DH-^3A0:[NG3\*3]Z<M6U>.G7^Z!U<G-&  
MLJ@'2A WGW0)<9N,^L[FB?OWPW% @& \ S1GATL;XFP!-"P.?Z^0;;0@A2QGX1K  
MM@O #E6VTQBN8-[X0Q+F]L:#?SV"9<-5/ESX1:?( -X%/!1YO)[,"\$4=YC  
MCALO:M,<#<&#?#5J@!H&/8K/]>HQ[9L^<]!TGT0,>M("1BI:%^\$F5)WK83P  
M(@H-I C\$)\\$W/QCNN\*2H&:L \ N')B7\$^2\$F^:>+KX7QWD)EM1,9PPP21?D4  
M2/9'3BHZU:,T' &C\*;X/947("0Y-FLUBE7B.FJ R?NA(=A(IIPR)]?F^Y[(  
MYC^X5&4XS\$Z)',JH^]9\_K;X%>G^TRJ4!U.,Z[L^H^NWQO-4&V9H5\$FV]TD  
MH.W8^L+E^O(6MJ'E\*"A)\^46"0RYE2#MVEE!\*?&:&RGW!;,"Z1'4P61XVTA@  
M9P0)#M2H,\*I%Z(1&4BD:808&\$"(EE)7Y^,(+FB\$=!AIWU?'FL-7&[=8/Y"  
MH\_K\$DD<AQ(' "604I-42[7%!0C!I'63>#23\$:.+1^S)^ZL%\*1S0C\$/ZQ3W"  
MJ+=#IW58\$1O& @<FRB0J22&^UT91WD:G6!XW\*(S?6\*C2-= \$%!\*,9]'C\$QQ \  
M'\_J(SDEL'%6-++ WL-SMMC&Q;IK+K&H/4@1F^8J)(K:/FF;\*-4S JEP[N/H\_  
M6%-1/ \ GW87J#N7IOG@-&,-UYI\_KXVZQHC)'\*;\*@R@=D1V\FV-' \ B@)V]I\*4F  
M^UKII!&V3Z\$ \ LZHV-K0]&%R4C?EO'H0:D/C.03^4P]X4[B#<)<M%^& \ KA3H5  
M/W^R&3JQ[K;M\_W2`09@8Y8=B5 /I5#,72L+1=8;)\$" Z\*YPVVX^X>>A+U'(  
M@V0H#(@P-\*V@O \ ABKN\*A88A @V\_>BX%",WK=1(+L3X,TCN\_206=4%RV,[1GD  
M8!.M\$=Q80X4@.!:>=](!E1%U \ I-VHF\_X>Y#V+H\$VZH86^L@\*<:1F \ [HVPJ  
M^&3F>@)R\*WT0"[C3\$EF34 /,&YL5S\$>O1,6#\$\_/ &SJ +,N@X0L6O[\*Z=&!&  
M3R0 \ #340S/C3&HR% @)NHB6&\_GS60T5I\$8<,T^=XK^B8\_H!H;(S+QZJ :[>%

M6IZWO2\$!/5D2@7- .&-ZNTY"0WP,=!L='Q\_TM[>9A(DB\_X6,KATXCX:Y\$WP  
MTQVQJ +!\*Y+>)]N#%O@->;5/3X15[X9<4\0?R6=Z]VV\RXNT0^OV8"SJ\  
MH?\_'48F:/Z'S)\PYA\_(&0)\*3UO?";\*3\$M>\_8+QA+A<J@3S8S-Z3C&R:1U[\  
M!/I:,1)^QRU?WOQ^\$WW8DVW>VNE\*M#:IQ1P9Y<S\0+];F&3A9-Y'L\$E6^ZH  
M?^GW-!OYH:4'S?[YQ,Z+Y7'5)-CP1;[O.=4MU8[M'WOGZ6DSC\$:4#JCGF  
M8A]9P?<X[P\$^?2;[=PJ%NSCOB9B>L<&W>6G\E&3?((GKPA2 H],8[V&:#1%'  
M' M05],<8!Q=%>//L!0&U.;@PI57QY4[?J=OY:V!QY4VKW@BR'D@\_\$\_=+H'>  
M]8&B[XTG/TNTO)/EV;A/VZ((AT.XP5.%BTC5,>JS9ILRT<=ABKOEU.H/\_R3  
M/RT^F"=\_M,\_15^IKN((P4G,8KAUUHQ^\*\_Q^\_)KISJBOG^WG F]^. \*S\_\$9  
MHQ1ZT0^<DCWH^SG+-1#^:\H0T3^^\>EG\_ \_Z::5CL5S2G]O88^ZY>P1/\_KV  
M]ZZOCOV0K+-Q-K]LHJO6G[N@0&15?XT"[^+?[/L+Y3^D./R8D('T9\#OI+PM  
MG^OXG8L&R=C.O?Q9?>X\_[IP9[?-.MTFLF/\$!SM5#+ZF:\AX<\_WB;ZW9^T^S  
M#]"M/]'!37!?!1[<\_8;/N/0;BO\K#1YS73((VF'G]\_#)\?2)!V""SU>%5:S?  
M\$[VZ6U8S)7T\H^GUFZG;0@9\_/E\* @MPW8]%2(J.M\*U[ZYH85OV!M\_N#\$FP5"3  
MM<1(&@M)\JOS!'~ @]M 9(V=5FL41\_PE1TS(-\R,\_5[DV^5K:(V?#?);]1H#"  
ME,[+^,%;WD5\_?NYL>X>\_[8N,&K4J6B=[\*N\*4RK-#SER4?&+)(N4^9O@#<W2"  
MP\$#M)U#5-0V59!/0A\$N.%\*Y0\$!8B%\Y8MM@AXM^??\*C;<<T\*;BR;0TT>U V,  
MMY9J\_CS?GI<W^UMF\_K;YN\*?88WVYJT@]<48<&JU@UO]KXQ@70T<\$P@)I,PS  
M""68FA1CVT<T@S=0;-Y.=Z@YWU)U8%(N%Z7UP2?09^R^G449T0F^PUWWY0]  
M\$90DHXE[;UF^L">7)TD!(V \_U!#! CCI\$CBDPI2\8D-XAWBFR&CK>(SHAV  
M4=^V28\*6CH5W'[14"JV%-8D%XIF;6%-?CF"2-2\$(TBK77=/'^!W\1!+Y  
MHAP!,H=4U)K25RXP)^-LL\_&/:F%)M8T)7G27R30D:?(E)]I.>P62\T#+  
MM& 6T>O"."FJX\WLR=++(MTOY/A"\GG]5\$=6#PPF5V,8OTAY[I58! G[CDJP  
M3\_1PA5D%%35'6V5;^Y8X#'^!?:&:K9'I-5@:?:&+K7C]\$C!--=BYI&@"9Z1  
MZ2,@+QZV(J.#\$BV\$;S=8>1LZT,<F\_0DJ1R<UZ6%G30)FF^GZI%6#5&K0^A  
MUM"!-\$CVWA<@3NQ^9A&\_8\$\$EG2D;+^C[6##)SZCVB. D0Q>34O26FD,2Q-&/  
MZS@D!)=&AV.A%/Q,8A)2"001/Z]/1--WP,+PF6["N7;RQ(>LG+B7CLAGNY-  
M^0^N=MFD.FB&/#;D16H&8(J>MCW^VC.C/:83B^K%<UDK>W\*Q2.L'+V.R<  
MT.TIRHJ.Z7%#K=M]\_#H;P8 -E@F]`,/X21S2MJLW:0/P>S=&LQB^PFI(LJ:X  
MZDZ?@H&.33P]^C4F^4N\_X47!]C JZY6+ \$"FS+=T]OF!Y3U3(^C6QFRVE;TE)  
M>+DDJC!1:B;+D1V^+EO))P<GH &9'1/&];+Q&A5I/HDX%Z9K9U!C."VI.K<  
M\(-^XTHE^I%)R9OQI6W:&?:FD)9/AP!D)",;'\.M\$0[I\$!HCXTD?@:\1)JZ=  
M>V^P-ZD/^/3B-P:C`>" &BLXEQH(\_E749[O<#9:?'0,#9'-Z6XNRO&CD>S.  
M^U]W^-'/N>Q[O!HSGH?C497<@8=F('VOPV6\$, @AVG51]XP`[2QOR0&>,"  
M\$&3R?X[F=FU T.W(T=L@"Y\*+%T^U80SQA-KT;A(^:VWIV^J@OE5LSSH4S\  
MHO.ZZ/=BGB)019,^2=0#\*&AIKMN64O-N+D\$>EFNTQ]]8I\*(0)4,0LE4(MP7RO  
M/DG)?I6 \_O.!ZK?0>1A"P)(F1'(@OR3];[<-2ZB1K7]&SWQM^I;-W-BJW+R  
M>I?'#O?VN:4-W\*\_XYT]RX(14\_35>S@E#>]V!WXFI)'ICAKH8>RDH(SQ:S6)@  
M]Y!%A\*56^C-W3OA>/HSG)&\_]4(T)[WP5@5H3VI<D524&G%\!'"XH:CB,E!

MQ!-+A;%.64OWR?+H;T\_ ^:1A]XB.;J@@DVLJH?FV^20\RI-#5'R,T&2H\_D(F  
M8;ZVZ RS>.MSTL P2\_!B1O1;71\>&(-<CF+FMG>ZIL:0S(\$^WYI?C\_TNQ <  
MXC[\_39K]#/ X^S>R170\_R7O\*GT]-P-0\_,ITCX(#@LHB+V?Z\*2!?)B)R\$;8;[  
ME?P^1<#5M@\_Y)\E5D7J[T\_R7+HZDO^<^89PFW\\$\_G9\$@<XL0![.U?BV9A/Z  
M<GVUJ]&O\=LA!GV.!OK6\_7-V0R ^="/.NM;8>]3CFGHA8)J%[\_'1ZV49,%F!  
MKX.HO\_,9;!&;Y%K@AXK?^"U==HZN]\$\_C?<->0!WW?&%UO8=/7N+Y/X\K]2S;  
MZ+X^B14CH^T\*?'R>2#D8MLYSC\$07;,S\_CY((;A+!%P:(^F5%"#Y/5>[?4Q+  
MVA:(S:(T?0VCEO!R^), (ZCY/H8VJXPD5HU>Y4=JV)#N;E\*[E;2J/H1MN\*=  
M(\_?)B0\WE3[X^K8%D5B"&G5RE<'P7QV,GS7QP<%4'^#VAKO7P>,M\$JL.)N4N  
MH5"=)FJ=F@RUO,=Y&@5X4C/C+HC4DE/WH9;N/ZTAZWRKSN!MOI\{0>X\*Y\*:-  
M-5>7VM)C)O\_86\$KN^?P;?6<.V KUXH+X&NZW>.>RC;T8?4;[=U545LAK]S&  
M0;=5OLD9)OF\$:"Q4'WVK:L!7QFB9L4>J[+C#@XB1IK/=-P065&D'J(F\_ [%  
M4;DNWTVU&YWB7>/6>[]=C.YHRZ/^8@HP3Z.8@^,D3;X]9NT<IL^Z;OA\_\$5-4  
M[ZKKJLFC2IGC\$DO"B^+UX1Y-%>15%&J\*\$I)PD%ZI0DU/?JE1D\_8GJ%2\42  
MUB,K7MU49\*R#WGI1';X+(2HS&ZVP7#1\_30=<18'Z/]1&')#W>3\*KK2 %QD'\$  
M7E:K0Q&<29%)D^11^ETYX\BF"J-\A\HC-D D3D.) (HX=H+C\$,!SX\TZ^HT,8  
M\C9IHS'NQS7D<BH4(K<"^"U\$Z/A>BU5!LJ&(^B^Y;3ND2REMPA#&0,:KC8AUK  
M1H@!A!)JU&0W\_3&B"8O0Z>Q?/"80CHJ-6'..9<C@GJ@DE(=XF/2;+^?' \D  
M\$C\$K\$ORZ0O<AZZ>J\$V\4=5D06V\*>5GK].^OKJZX^N;9UY^>OU' .:=T?0&  
MH\_%\_\*7&>?E%1^\$-FFX/F.X>MS\*^PS65L&!\$F(\$!J,N>K854#?E-VWQ3\$6  
M@>Z]),O@WBW4B;,)AEV\T@RMMY2ZUP^!J]@OKC-;:\43O>VP&^3NJK?9  
MU:DE(8D>F!QQTVT^EE1X())Y(P8XQ7?\*<0=)A4+K\4G,DW06ITX-OG^@0[:=  
MBFID&8)KD\$O2=)Y^JOHL>6?2;U&.%G%\*(PGMI\*!)Z >NX5U2B/:XCL,\+^"R  
M2\$CP'-OK7O:LH6\$OH5P#)#OX(Z)RHJ<&.R,;5C 7OS)A\_)@'K,+^?MU4AL7  
M()D+[R\_F@'^+\_!/#4KPA]G;=#^\*&YPTY8TR^%[?<H7H[7^@<O#\_?UX-%\$Z<KL  
M.>B\_YC-N=SA9(@%O^)\*WF\_F,XX>;%7ZK0; ?<T&A>"Z//#%E0H?CLN8)-XVC  
M^+=[Z:E#S\^119)(DQ=!CN6G\*:\*2\*EZ2,;FV#\%0,T&AM#]OVWB-5KBJ?ZO  
MD(RE/WY%!;[1J,^8\$\$2<JM8ZZ0B\SXZEK^UCKY^1WA.?0!N#5#B7:V+2?PX0  
MFBC^X3 6^(#>8<\*(/EQTTDF>84EHU.@0=&I9UH[?^-)\*R&?I<I0!&!"4P/C  
MCBFLRE.8]6M@#6-<+ZC6]]WYE^+=I-VEH3MF'#LP4PWCIW<#?BS\$H\_=]DF9  
MLK;7^1U?&,3/(J^O WFTF(H)K]\_N V?8JI[(F?+JJ\$V&W(YI,OT(Z-7H1  
M[R;08(M8:HP)Z XOK(JQWBF\_?:VS&X@TEV]&LL@[YUT\$1"5IM]!7%WU-#&M%  
M\*SO(EA>#HW\$1^)\_M':)2NE3G,'L)\* V[M@F GH<"4)8T\9M%HUFZQVGGOT1L'  
ME83XU:8HF[%F&]LI=@\_1P7 S!.R9!%+\_1YDW]7 .Y=)\$F\$9\_/]0)\*H/Q9P\$^  
M?Y\_BH-:=DL!PLIS(T(0[[\_S-UNVIZC6VIXM)^\_4:^65,8#!G6]MX;L95QM,  
M+!85L8WX0U;'1JM6:NWTX.M&WT"&AOAK#;[1C4W\$"B9WW=?WL%J%,>S6!K7'  
MM%=\*PJR8#@]NR"A?Y>\$(-;^Z\]"\*,\*1K-/J.1;1^Q3^Y]P5UP<)]/5D  
M,;,%5M)\_=UC H19Y%0 ,ED>(892^-OXF1GLG=@SIZB^ <4M2-!&=W>S60H/\*H  
M]H?BR/J:W=Z\$>5/\_W#B#!...8^."> \47H4@ Z<&ORV58E'^=(JRLD!JUI&

M,&Q\_R>[N>=>%#G[\_Q5 &!#AO<W;/]W[\_LVJ557Q>]\*E)1\*88(:\*"O2#M!  
M7(>X:W<,)XJ#&9=\_0U7VT\*C:GZ9+\*NBPL\$;UF6%6R#/#RAI!",3/2P!\*-,%  
MVU%#Q Z(@B]O\AT,\*=-K&W[6"QL"1M\_XS0;T)&D3F2!WXYFSU9%0>&O]\$%3O  
MPYY)(%.[J"KS3CNO3\D" 299&X`+5/I\$1%4>);P"BB=9-!?'1';&ZMV/SY.[  
M[>(!2N=,D.Z=NZLLLX&"AQ4?&-ZC>I;^& ?UVS2QGT8FPP<3W5>^\_!5BH,BA  
MY:Z\_/0;Q,88,UA^B@/3W4:\<6"1U5QJ),/9FLAZ\$`>L]4(\BWJ' A+(Q5#9>  
M.L\$/N8CP\*PCTHW[30I'!0.?WTGEP?,@Q`[\QPM(\*%55\`OME0?2A^BO<&= O  
MJ=5;<,>5^]?[GIG\_>K!\_[NHC.%=-<>=^(^<Z<C[P& AKOW^IPEIU-1:<1UO  
M[WZ\#T V!M\_P5TG%>N+P</8;\_996J2!#XT9%ZCG)X16\*7"&MX+(%J>G`YYT  
MZD2".D#J-L-Q- -%?W8EC:B3>)"@ZD%\_NV/?WIVQC;]W@1K^9!4=^3NTYK\_  
M?+V^]PIJAB00\$\*?9YW().J;9&#S#SM>I3WNZ[YR[,V0])@-(\$B8M2ALE!  
MJ\_==#U>-7D\_ ^1C"F>YM50E#4" ,&)(D2\*\GVZO\*B/->/O5T15HU5</\ H  
MO0C^UYK"2PDO4EX\_12-SSV2@A\$34,,,N"-O\ 4+' @#IOJZHOR&A7RU7L@^  
MZ);)M(#.VRGR:B.@5D-<;(6B]RP4A//UJSNLFW< YT-(YZ4S;UB0JH[?%;AE  
M>?3"#M['\$/]J- A]\_DVRF%NV1R%&,O>QTU\*SL%]V?UB()1?T%"E".J-]R!U  
M#Z(U?J.5ZZC!A13L5-V&F\*^-7>=9O<3\_<@YK7\$R@5B90)F27H:TX7]Y>X,]\$  
M!H\$CHDA\*)L>7EI0D\_1"8C,]">MT4B7T\`3CH3,F(!S80<NSZXV\_AD?^NL')X  
M=[&(G!,GWP<9MNG/F<P?&KKC\*%=`QN^8//>^0'/^';R\$?YNU?;?"\_ "H\\_\_X7  
MO^J!AFQ\_XDC^KJ0T;\;L\*P4J7P]\`PY1GPUSGO?-G\*HK@EW?%W> AO%??\_M9  
M&R\%>ZB^BO\_G+-MZOW\_<ZR^F`ZH/5]3;;]H/O7/@+\_[T\%GL?M<G:X?]D^/  
MV#?O00\*+0^H<=HON0?J7/70Y6?G]^ ELZ?&\$ (9+H= %0/%8VV;^O\*,-J^T  
M]293^0[N3,S#P',8I^BH>\*QT\*K;OL3\$:`&-GEH[!\;\_\*T"B^YZC8[\*7/QL,  
M4N</PV;R!(40&P^0>HN\*NJ4\_II\_V'\_3D^J?PTT@7GQW]/II2R\$\_I\_Z3#30W  
MDH#+,O\_&&K1K""0U1+MC;OT118;"E=OA]\$L^A4=-,PL>= 10G\$M`U>&O(C  
MJ=TC\$2NUU/717PJ:E%?HIFQ-Z\*DJF -VH\*=7(/;O=G[\$]P(JCDNWR'ZX"B)  
MF<55T'-J<2NZ&"D(FM'\$4!"P!#4E[K\*&Y[Z+=!ZL;GP'B=Q8R\X\_\_+J3/-<=  
M&5VJ9.'BOGGU6\*(VY^HJ]RPH(T\RA!&ZVZ^E&55AAT((5SS8)\*5M1#GUYL  
M="S>QYT);3]\_<I8T]W1>@:/<@\_A&'F2+2C\_0W %- ^@I?/<"(F4K4)'TWR:  
M1/,[AOV5^H688H.4?0R6T/Y,Y^MP7>H]/[3\F-\_GD8F9"V='B!\$1\$@@34J'K  
M\$`>99Z;[\*&.JZ]PAWHYE 4=)]P5PT& 8T1!U?=%BS'\*4&6E\$+A&I>F<[.A.  
MC+%T;:6MUPRAK"/9=)?X^\_!O?0T<-V1^M]?6Z\U3N2%@M;(^ S(``4(!7  
M90@C`A"\*0)(,`M#SR=)-U22CG\$`DR\)N9PI7I)Z<8FORM<H`T"4Q>XYO9G)  
M]T<D("%M)4'7S::/GQ&A4@WR?HF'^6>K\$VZG1<X7\_&;:8.^?0/C]P/-R']SX  
MH\*<30RH&AEEY5\$1T-/RGC'0!'0DD) (\>]?7O\_GM(XST`+"VVV1M'QMJGHYW  
M,D^2/W)-L>PX,Q7=\*H(BB%)MD;:,DR94S,^XTX5D"A2HI\$+Q1L&6ZQD=C\3(  
M1\$SEM\*J3U1UN\*4NN2: #EAJ2>@\_0LFYSM&STL%BI:<CR%3EE1W;WFZX#6>:  
MG&;;&0[U\_#1K6S2OLW""U(=WUL\_??7,OAV.N`\H5=@&>W!'A\$RJJR"S14F  
M44E(312Z43(HI(I\*=#J2W2(Z)-T2K?N4I6(SH\_-(XLA=4?YY)!^D0)21S>)R  
MP\$@4)<@7(+S=#AH'S>Y\$U\*(-B[S\*%#@2N#]XK 0XMK+,H:@9@H]J ZC: %0

M60MD>/0/G QW%[?VP%NDZ=F.DG7^U\_>7&9(X(9. X5!!Y^" TBD(8T%\$(H8  
MO>1(AQ/' :?KJUW32P\$1.(&7.PVI<%A/>/RVN',COEZB?D'O#\$\$!TG#NYKT  
M[54E('"#F&)&310YY=C!;:~V^]2Q[QJU7=+XN!JP01E\*%[1!@\$FFKE3XJ.,T"  
MTOA90JZ'KSTINCUN\_<\*\$&\_<0[VF<O(\$9RP^+L=^1Z.%S@SR\$/[L1E\_T"MYG  
MU!6@6A;WBBF)G66)]1!\_=&X+:/A5A>\_:QV+V@`??OLD`5F2:\_@\$NPZ.(E=I  
M?R-G5(-C)V%"FTC0-.T?\_6EVVAGH9\*K@W=&6OA^[O@#D<7'>HF[FT;RU.H3  
M/"1I(<RS",?8^MKT?2NH.,>CUH^<XBK@9G>&@\_&GP97W5O&?^0ZNP-Z!,]  
MA8<\*^P+3PBXG&L%X@ !GSCSR8NZ\$>SRQ'>ZF8 !@[A,\_G-\*%Z;589)+QHBGU  
M^SWB><' /5;RK\$(J!EUS7#)96U66@%,9"Q3GVO%(EF+3Z=YN8GEG8!(4MJ=  
MB!&GMM\_,YW>'RY(^.RSAG9R,6 98Y.^ (WQWP \$T9=BW9WMPQ !F.B")E-:  
M^?[@.#6F-QF/N][^X,"\_7<L(/4]6^X0#<R%[R.\_GF8>W&2\_T!W@[^/#<\$NLY  
M=X]\_U^R77Q]3R \*A%FO3&-+PM)Y#NPE8O#VG^V"4C!\$&V/RX&1=,VY,TXS@A  
M8AEF< -/QHP^GI]Z?5APG\*V2\*';UE I&2&FTJ/A08AG3#YI!M6JYE+#Y\_0=7  
M#!^PO/5&!"+%C&YGP%"5/M92+Z#.Z;^<+!S=)6/]\$W!C.Y\*8E0U]V>A7BQ^  
MNO^/3=<O\_J6@]N5#\_P\_I1%1S4Q#,E7RJ:[R%%M\*\$2S.\$K"B3.W<.%TP\*-  
M.FC2> \*\$\_(3Q3&^0=F:00?XZ>\*.?[?/1-[QAE4F?B+R=97\$@!@%V`0QE?44H  
MWG+JN<\*0@B^5!C"&7X;"/,DRQ<Q\_RQG8-L1#<)%?#:-.W+3KOQ9NTK1WPX\_  
M,/8^SC^X9LS Q\$-&'H/(" 1X11DTR5HJWM-)8WRMU20\$J?\_8??J\_.;G3PK  
M#&E=NYV!3;K!S=LZPH)LOEE">^C>=CH=BIL+C3\_N=7T\$[\_\*H]\$\*.T%(GM^\  
M0%Y?)4XRU+.\*M^XK-/-V^,17VMH1(8Q%E9WK#!J5E(!G9EHS@BGCPS&\*ST#-  
M@CFT;T(Z:TLVUE\ @)KIT 5Y[:CWB^#TK?Y^"D\*)UGYU<"M#&Y1Z(+I,Y^:  
MC\*)@>A?N ^F+V0.A@R]?FN<\$(FE!(,9&7H8U30Q&HO^F-<Y&TCG=)\$"0X>5  
MD%'%#^R\*3Q.T^KX91>[.00(/\_ PBV-P7H%1?AW8Y4G4>ND<#")4E0)\$Q/8SQ  
M>=CR?VYT1.4GCB7J'8"U]Y\$T^ZTIA+4' @ "4\*EE?V%0\_9=B#)BS(C@B+>^Z3  
M\_ .ACPD5,YP1^\$X@WE-9D?4\$,1Q\*4=R>J<\$>.V\*! \*WUV@,..>QDA#-,%  
MNZLWH&"D5/JOF/GI]A^\*"-&R (!X9Z6,([5(A!(\$T9GAPLRED7MB^6/IY\*R  
MPKR4EF\_\$W\_,S81"EXANF(XD0<W)VV/'ZC^L5ZR<OD3=\*?&5!GO\*%W\*# E)JI  
M4NO[BN-\`&'?6PCHX>XC96Z^QHAUJ..HHMD&F10F8BX)\_IE+.#,[L^)\*&  
MI^-4H"3^5,Q!:@X27&-!P^>F(/R4%2.BW+>^ORJZ8B\_<Z(L'(W:>KN^G/X  
M8U[ /U7@+TQ^&H/IL(+AU)C!0LG#%:W.%XCBHT3\$AGV]-HP9L](.P,^<S99  
MN+2\$KF:KVL"-C&D9C/ -5#[(4%+1U.)IZ:]=+D?L]-.W5]>#^9(8ZF3@>>8T  
M-Y1B(^2O^QH8R1!SR]'D9\$9AD+4:9WADJ?.M@].BD/83VZ.;M&7]IYIT2-PB  
MTKN\$/8V("ITO\_%'\_]>!K\,)I5M;683=4[B';[2<XVOCQ2O!!SS3<8W<=JES  
M8!C!\_'?EM27B79ZF%"1; OY^Z2]>8^M\$\*28E(&.,)"YF0;I/A-"CZWB.I  
M(\THBNM:>JN!/ZJ^#6^YZD#P>Y>IXZ^G>!'E\*.%DB\$I:1R,AH:D+6.B9N8  
M(V\_ CTT- <E-\*2AP0T\*<DI1F^Z"SUF!/=VXEZ9[IL>8LD\$Q4^T\_CL,Y-40>  
M^CO,<M5S!3206-<&/@O;(S `^6U^C?/E"R3JT\$N`HG\$1&-./)1U!9&/QJ  
M6T)YZAI6J,KAF1&,9/&T+H/<Y\*\_ @O8H@OQ)(3?EV]5S^7L1#@^/8%-RS5J\*'  
ME">'Q.69-M8:K8U5=,\]!B/P& P2X^\$EV:?[^LPf389^4N/NI)]GDGI2DP



M6G[Y&QC#2-T(4)HY[1REV1%UPNG1'3R]E'1'UIF1G^GD9F:)J-YJ46Y>D9[C  
M. !WJ\_%HS'D9/5Y0C\_TOT+ +&4,\N\*AS<.N;TEOI)R\* S#A;Z[/TX\X /  
MF2\$JXDU[9IAYAM81-IUYZBNXW#/HYPNSL.^8LV.\';+AYYDY[S%\$\V27+>  
MY.1\$V.F]T;OY] /Q;IGVWR;\*=%:[D+S8U2SRT@]K#+0G9Y'. \$[ ^ B8<WR'\1  
M=" \_GK\*[YXGY;F9&O\*W\$Q#SD3L9ZW^24Y5E93G@\_ .CRC2E7/CL&YYZB&TO 75  
M,&!SN(L/Y0\$\$D^CJ>&(7#)>'RN,V ?!!CB3P\_W0V\$Z%GM>\_R"\*(VIQ#P" \_  
MZ#"99US]UMCXTWQ&\$1:6'A^F6K\+F%Q\$J3YAYVF<\$,B,C![A#%9PYZ^ O3O(  
MR.Q+~?&?'HQCMI 'D08XW\$\$\$\*=#EZ\_G.OY#GKVWV2.]2LRY#/L4J^#SP8\  
M"&?X/ZS.\$Q8[LLWK\=<XHCG6C:,:)S-5%^-P\*682-<18<DK"7!!GGK9)!B  
MMOPBTLP!72/0\8J<'K."TG#>1L^>F." 5]E^M:^-3\_(/1;7MG\$N=Z<(G:<  
M-)Z4RT7+J7X9YU#)->#Y^6:Z!Q7P\;E\$CB^<PXC#&B"W(8SHHM-L]VM,A)0P  
M-+#)W[T@%U5\$+GAY%(A(3AQLBF 2(;?8!01`P?3A\$QV#QR482;3S"L1(QSK  
MJF\_AY\+@PW?D)B8;#SWPSXU]&D2\$&AX-EMRE:(J4;3@\$XRBZL(/S2R+)]L?(  
MYC""'E,CPGA\_K9\$KNB.^(2(\?OOBA[R."DH<F%97V@\*,%Z4@D7V#KWRSP#  
M:V9>GR9HPMCD\_'B9HQUP6R\6>2S:R,(9LUO7HF3[I?&'!:(D@7,%CPNYQ9'  
MI,7\$/2<#R]@.YST>5KHJ.22..4PSD489J##91"/AX"-E[L^%WA(,R CAMM@2  
M0[-\$'%./\8-/Y)(MH[P 2ZX\_W&/%0^-(S\$-!7[> @,\CG^3\*W\$#!?2[KS  
M\$D?[\PV>X1W@FV+[1\*MDZ ,HULPB,R<ND E")]\S8RG@)K!<(9/AB!,O6IU)  
MZ0;YY#[[!>M^0>T6ZT#K\_ \*W1&\_G3BR`X6R93).\UG+[\&+\*Q#L]=[8PS(.\_  
MK@P\*BQ").^%EYDW%2;J;>]FC0.)N\_3(B+G\++: 3HQK^V7X6WA=A^LG"69\$N  
M76\_&AF%Y;0.=F:S"NPS>7X@\*K3QD% T%W9:Z\*2Y7WUMP?%\*3EV!"@>3!5G3\*  
M]+6=4?T)X7:.\_IH\_ QJ )R\$G0"\*EK8RO[ ^B7^]5D1]7IFEG0=:%?'IA8LVP^  
M225J([AVW'900EJ\*.,VWYSH>(6!#,E8(ZO\YLP&T4% @&M:60\_\$8YTCT\_#\*)  
M`NPS\D+FD6MF;7!L^6V@CX!%O9-8\$KURRU\_K^HIR;8#' -5N@\*P&L@:L<]@  
M\* 7&M6@R;7UON?7("EN:VAFOW^>U^05@";"23#(UFLCB3]25RF)ZD[&+L7'S  
MA9X&^T>6!>";JN][ "2\7WHO?SSYR8>!0\* @1O%QK0^]M.8+MH]=#TN(7A=R[J  
MZ'QB;MWQ/4 J@M=1#)/5K05\_[>P,R(.DB=WDK\$[-]M%HLMKG]E8C5CMU^G([  
M41(M3H2H0M(\_]&N:6>6L^D\$0=6[ ^152<^TT\$%R\M(F\*!+-FU5 [8G[2(3L\  
MHZ6^/D#CDMMLU.#M@L^1^5UC>#\*9GK>WLG"U;[6'+J%D"3F.EW3\3/#>]0+  
MZ&'/M2YRO30SU <#(MTDA3J'I:IG0=?<KTU,(LE@<(=\T4[-Z=6S4\*57H8=C  
MH&IIVRLZV]\*HYZ#+6\$I1[0AKU)8LK\$GUZ:F1\_IRIJE3IM41O8^X3F-5<)63U  
MR\*S>;+;J356(UR E6\_WL)%D^Y=YA32RRE6.W)AD5N\_&@X:K8/OF"O&A0UTD&  
M.B,L\*]>8V%IK6C@M=-#\*\$AC"\$6NVRK :)\M: !LWI+;,\$?,'A#&D' @76\O.  
M"U5#+4#?=D%M45B[T(4H3O);XNF\*75Y?I?6;,<(\%#)GP%UR7[%/"P3RIN,&;  
M3]&PP/&Z=6Q/\_J.&#T"-P&D8RBC0V1]^ .H;\$GW=\1V(%TA\*??'-R\*> BL 0  
MA(^%\$)/6@+=^A(9>A\,6=DBOGV9ML%M)("X:+OL)9,KNR6W/RRT&5:RWZQO  
M2K+?WTR".+'XN:6ZC<4E\$F6[2C:E7#5/@0//TY&6S\PG"]V3(B!0BVDE\$&,B  
MJFQ\_Q!DW'#B(+#D^+);L5V/D0)9!%<\*R(.CDN9Y=-;CS4M"78!7!BB QEY[L  
M\$^T20NT4?11^9KH'.OB-!]5RUL?G]7I28'I!CF=/UBD?08,%9C!)?\*Q;<J9Q

MVT\$+"BF8=EOS\$P'&PA=[UR"%HQ&=E.\*#@#66@U )YD8!NQ2\$!5"-F%S\*+6  
M%=-H&X 1Y`BV5FI;0\_`O46K-'L J YQ:B`\*@C# -6N>RE`%C6K08MK\_6WOVA  
MI<C['X#[@!W`E^!Q620D@WW])XD;62;.;3&"RVZT!2WVF\*Q<39)/UL,Z'>S  
M((M=&W-' !&Z[- `(0![F,]4 )4U MT64#64X UFL3`XM40(#U7R9 \$4UB(  
M`\*:R\$"Q#10-5I\*5%=:, "JJ-6B34&A#VY>@<NA6%+'EA?I"\$'5"XGMTD4WHH  
MH+J9Y94X-JA?6XGY6(59<TM\*?%U`R`RV-V2,B <IF0#`D;LG)SW93B=-K=G8  
M6O+;BJ@T+%\$G\R7"TW5)71LYX5"LSVU27\*PC,D6))6')X6GU8G0\*B(--0#N  
MQOJ3\*).CRYKOU , "Z%0XU:IG;H&DQU>URZA2H+:LD@P`W`R&5'I.:C!\_!JVH  
MEG(U,-<\_1MV&(@,E=/7(U?:79@/<#\*( @W%!E["59\_7\*H,(!!KZE3=O;#++=D  
M- (U7@?<,%NU;Z`R#%\*%RDJ9>,2"M`VM7F;UJF, P-R@3B!7DC\*\$,4'APK0!F  
M[6L#;8O,`A#&D+@7V\M."U5#[4!?=C%M[<2("8HZ @W)-:%=7["4@ @ZJ/  
MIR-!CN1UFS#1H<!/NK#]!0@O/\_SEOPY\_86SMX`/["W`EK YW87\_I ?"R#Y  
ME0-\*%0E]BX&E4P3OI,!F8%,RA?:\$!%&G0FA1D"T)KQ\D@6L)C [\$`NZ1B[;)  
M6EM3)E4VE?;QN:T/[H\*+^HL12\_E#B\D3S,3\$T/I5#52DS,@!\$AA+^+!#5(J"  
M&4!5`RX1Q;0/>3&[#-CA(!5`.B@EL&A/@L\_'.W7^>#EBUX)(@5-#8-L[/=  
M,HVI1-%09GT+76(D1 @YC";KJ<6Z--&W1I#09Z#K@H\80;XSAH1\*FEXI+@[!  
M1W,,ZWYB8;`# .4E88RA=E.\*#@#6`<H8PA^2,4Q#)&JJ'5\$\$"G=\_48"A\*]<M  
MM?]/J"K4GL"\*Z!:, \*T'& :!<\_5" 98K[FW+6CEI;^^)? ->(^-LPC\$W>L  
MF))GS4KQ,6I`Y13%JRXGG \X7\_-0@8=9>K3#\*CY""(>B M]]FA!,D"XWX#@  
MOL0ACW(J(3UPXQ7\_?["D`A \S5F!%FLH@>\*5I"(40ONM&J#+RPW2@T'6"XBA  
M53-H21473SRTYQ.(<@J>BD1!+Z5PJ:X`TJF5\*R""@RF;/CIL1HOE)%O(ZFK\$  
MRV'70UD"JH@ABOC35\*0CI8M5=5,R?+@JR183),1C?&ETL4P=\$@7J%6A3J:]&  
M,K:63)T\*6GH5[\*,-4(JT:TF0HT&66\*49>1^<D-8?0=\*A?:U0<7@;FJ\*+6&/  
M<[\$H5<!\*]O>1];\Q"K`GI\*MZ\_86:IU46\$ XUYE5\$E:K\_6R,")\PKRON%"V 3  
MYKWE,H8UV!MGQ)KD?+E>%K5%1 R("<QZAM;.:5\> IM;-4T8 )L`4QH51;:  
MMW@6I8>8@\*IVDFW?6\$'04?"50(-+2=TQJZL6\$K\_PH@\*.N#JR==\*;1++!H">.  
MN%\_P'D ````: ``````\* @\$``H`` Z+4>ZA56EG/C/L0U'96]R9V4N  
M<&%L+C,R#P!H``M ``H``0``"@``T#J#Z)AW9.P159(-"DUE;G5086PN  
M,S(`@Z ````#(3@P/X`0H)-\$D\$ E:0M>\+8))1U)"T\*'04HUJ"\$W@T.2-  
MP#D\$H&XXB81QFZXD:82MXF@`\$P`F8 ``1& C]A3`0U\_[^K\1<\_.C0>]20P  
M[O9AAJ:8M:FBCN)(E<!731\*4\+B"70XP.U@<G&^@Y&/'-L`!\$ZXC/,YRG#-  
MOIJB2E\*^^=R?XAN>=U>M[SIRV9)I6;!K;=?LT6E1JE,"\ X0C;"JLL\_Q `T  
M``/`Q\*`0#2? ``"@(```\*``#@.BL#6:303J7<#D (1V5O<F=E24E54PUU  
M8E ``!JPH1\$.P`W\_C5=4>99UYF1(\_6R/.U2"\*C];+N]/\*ZLSHN\OTUIAP3  
MB&D514U`>LKNC7!<^><3C]3YCX YXQ.<1.0YQ['P0RC7QX1?.<ZB)J(CSB,8Y  
M1%Q -R-\$=\$,`<4`\_9OU6]O=[\_[]?>;NZ^-PTJYLF[N[>WM[?9][X-52EL  
M(D,DLV9=V3"2W;U TB3X9)LF^<"\$/UP7T";X\$"3&`O76C0-(0PA"A G3`%;7  
MADO\$D(0A`A"VC&B?8APQB(#&T>V2/L 98F!VOMI;HWF8PA[!G?QJZ?4I8T@]  
MH)XSNK)NIS\$Q;86>X54N5\*G[DKJ9GCPIJ2/U2\VI5>:J`J`JI4J)`T`FJJI

M`K?H0&"A"C:))'K9/2#&=K[@W "=LVW!6LED`(%:J2,"L+<'HS57+8M+WX-U  
MM7K+AJ@'E RHLHC4='4F:6C,D34<B@6VSK(<L>L>S>75:\*\$M)J!P!9KJB\$!  
M:\*];&I8?45:ZT@C2T6KB"6F/ 0\\*41O9&N,^1AR\B/!<2C X#VTKCM6/W31  
MI=W\$T0T\_284COZ,2!XQ)M-0,."UUT8X2'I3W@F027\$\30QD-\$R MQ[E^BC(D  
M!87IH!8"18.Q8\$AYP\V6#&:\$ZE""L[!R+#0/-P2%),E8">PJ!1#8DLM TV  
MAN]1\*B&Q)I6%::-\$U%4Q&I(:L+&LM8#JX7:PG5(M;1!-A+&?V^KN;=3#SR@D  
MMB?%\%\$LZ:7I4:1'L&(L"#LVM4::LX\$U\$ %\_8)^A22Q022'GHP""L,EE`FU(  
MUJ,[QM=7SD;(VFW\$R2YPX \_XU6+FV0X\4.^P5<#G)D+@\_O'DQ\%7/4+4GZ  
MMRCZ.&-EE)2(F \*X>0?#"\*Y'[GCF R]N9901<Q)\_!8F\* @;4LWZ25;<\*1SAP  
M11\*2<-H3I[7H2[7T8A \,^;\*U+U7MFV'O<\_+A7.GY%8EP;S[1\*94BM% @B):  
MAK6:NUIEY[\$34,OTL.!#PK(-I9:6N66=8;\*BU/&::5+<MUYHL,+R\$(G\_!:]  
M\\$,>KMV3MM1G!!M!M3]2/;<WX\$K]1(\*3;&G&EV.!Z,'%=W!CIO</4^6,P  
MLR0QI6MCF YJC\*!\$;AQ0)SLGRQ?W6J!;R<\)D3THVP26AX-@#&,GK.M#&EC  
M8:\7JE:P1,FU^5=868 "EH:Y>0X,<I,`&\]DJ#.04P!=8,,\+GQEUE0,U908  
MK'F415\$!'WZ TCFG#Q0U6\TZR 8NT7F(ZLLB`78X5MU,Y6@NII%ZK!=\_3.@>  
M6^NI[U8/-\$\$X2/H%ELJB12GLK=SZ9/Z\$[?@"G,PR>]LX8C+:\C-RF.:KFE=  
M1F^FUQ)CRH:4DM+9(59ELYHU0S;C^YF5U2T:HZ-2E1.<S&HV; -;1([&R6%.  
MI:9=D+/D6=V!8HKNJ95%R]ESP%<X@?[-:KZ/+%G.T>6Z2T\TX:9^-`<5O].%  
MR2FPZM'+[&J]&QI&V+.71\*T"1Z KQ11K"\_@PZC\$@9G\*N4>7&=US6QF!-(!"  
M9&B-7WFA+LY\$3&.HN8HIWSIE\*O/&ZV4U0-%?KA8@FYE\^""VQNL0942'<!F:  
MK^A">W//A0]BBZ&"QF=(&]VO,W7+]:<FNY?>L@71NOJWE^2'!EQ(FH\_ZE)!  
M?"&NUNHSB3V=DJDG\$>![UI=)]0&Q1<@!S?/#ZPWA)@CW^[I.U@W[=%'#2D6\  
MJ@&1TLCO%'58L?.]Z3&JKKVHF60"NC-[NC@]E#N!4SAF7WP&O<&0A[]EVL "  
MG:30;/8O'IO5F"(%\*X\G:UR@'JB[6W!+^\$-G@DZC3B?=J59KHKWW62Y\*PQN  
MW H.L,G#;7B#00K'/+,,[(EU(C&M\*Y\_8AZ(:2:3>%-O:H!:/T?X3[&::,'  
ML\_WXV/P8\6O.,Y:^ \L?A.K&.Y#,9/Y@OH%&&^STNT/A#DKG-<74GWD3S O  
M#.-"FP2PU'0V.Z[AS5\_>]I(' [VO291Q[5;R<SS-13(TT2\_S'SY,KVZ[+=\  
M?<.E.E\$%-(PV/D`V9'E0[!&M-L,@4\02@2=6/GGNT/R6Z\$+\*#D4'D\&D04B  
MDT5G8!L;308FMG<&7T263@#\$`J6M@HT\$H/A=\$HT[F.!N\6A\$>Y6+\*,\,P  
M&V5#H,!%4&45!H!MYFH>+L@PVHI5\$8`,W;8#D/<\*6&-2W).\$U).0^8TZ1V  
MCA77::&^D!]&3>QR0[2P&8[@X;!>1U-D\*8\*MX#1A=++\$W Z!.S^2..H@6+^  
MMWB-J2)0"\*WDM&,PO+LM5%16Z;2//2C41\$\$J9XX\_5K#6[REE0L'6C".SP:GT  
M1VU,9;,#-)G>S4KJL%%\$-&C5-K1I#08077#.!"[R'0US-Q.D6B"N/3E!4?  
M' .I36RHV\ZN \*FM@NX5KO]-P0CF"[/,#)U\$ELS)>ISK#-:3AND2S4%A:1[  
M43]\_QS'6!>IT\_A9>):]Z\_&C:[W\_4Q#WMMF=6L/SW;P'L'!E:G21QLS-M9  
MY?C\*,1U17T?RDM2R+~\?(D6=Z)\$-C&OS(;S^SX9.<POCIX]H\*K3.A[B3V: '  
M.4O>KWMQL0^1EPR1JB7#/(1YXI@'KE/9L3LB.QVBX0]P'P%Z@:Z)QG7O3I[  
MG]VD0>\$Q]9YZ9OAVB.ZG87-CW9Q=ZCL\$G\_E:&R/CNETXG6]-9Y;/V1Q[H[&/  
M7=P+HX<:/<V:]Y>CW(3^V=0DU>\T#^(<\*56.#7HE2JRC3]@D#([7(U?1\*C2Z

M@]UEI %A?\*IG:>TG;BX]@,\IZP'9>(MWT WJK/T\_P9(#R(E4B9LF(EK'K368  
MY1&@&7E!;6[[4Z<W/>'#QWQ63-:V,;Z5.EZS<!(.\_Y+M'?=:;C\$9NX(J'9  
MW;]MZL%E!L8"07"M&ZEL;)Y ,C9R)G!%9L;:]V"%8- H;##5L1!CI"F67Q!Q  
MW!GK+5(&)U?G%3)UJF(&<?Q.V0>@>.O#FVP&S M)>ARG6E.6O&5SJ\$R4`7AC  
MPZ(6\*ZMHM!3+\$(@7CM[8T;?'5\_:P?W\X0WQ/?PBA[/5P-5-Q-VZL QC5?W]  
M\$%@CCWS.B\I,<W9ZM]YJD8'C7Q&:&.P'>\(CS\Q388[S%R2U'YTAGW`\$"BRE  
M06<-/0"%;&\*AH2(X7;TVSV>E\*' TB 3"[])\*S#,DCY34,;%\_0?RDP"T:E8OG\_  
MEBA7\_PA#RP-33%>^<%S9-B#=-.H0,`U\9@%-5CM\TT5,8D7\*;N@RJ1R+1SNIO  
MCB\D`.,[:;KLG9@J3)9KZ5Y(-":KA`#Q#4"J(8,57D^(\_P9,7CSPCQG J2SX  
MQ<\].AB!N&EMNY'2R.FOW/<S=0E&J,\*P7K28W0?LI\$/'VD=)%[,\*)5H?V=I  
M#JQ4,\_Q6"K9.\$/E\*KQD4& \$Q\DZ"2--HY]F!LY@"/:R\_?M6L+1\_3'6WU'>LU  
M#8TH@XV[C?EAMEPZS;P)RC]6\*/:IV+.S.OK:EA"3Y54?3YM):N&"W+X[ZZ'  
M5.TKLQTC)=,LS.<@.\96DPA@V95K%!F<U[++@93A(OYKT"O:3\\*02-\_\?X5  
M?4T5IJCD<"A)11%\+JD\Q-H]#.!F\_AQ;]DF'N#!C?,D)N"2D/ZK'N')2"82  
M;/\_W),CGQK\_(S7!E-%]MT0)LE6]V^ (N' A^,6"D8GB?#P/R\_<Y-J<6<YQ  
M>S?Q10<Y2VUG/>B>E2'Z2.G9=LB(&2BKLOYK.W7\*VLXERS'9?#;.870OH-\_  
MC.19,JV9%I%'WJ2'5AG!!):)K\$DYR0JE-O]0+BT.0,JG!552-J:Q>BK;JI[  
MD/DN^F\_8[UV(-;5YJ+Y5E!\_B23R9I<+EFF'Y-3Y9\_,U%)(,+ES+N+>K4T8U  
M7DHD->&:&/H7-73KGBB-8FZLBA.G\H-H8\T<Z-\_R3>/[W%1;5V&JR.B>\*)Q  
MV2[:]YQ^R\_HW`H7/^:HE[Q<\_Y4EE\_/"SL3PAQ1LC^X@\*<S\W0S(;%/IGD/  
MG\$2QHX5W?DD5="&\*]1+][H<]O6MHG/BI2>C'X'0=<^1<![GA3I8,/7K]\*I3Q&  
M\1&!ADBU\$S\N\$XX#6=+M/?B\$'-JG[ZVZEP9>W=UZ/4NF&-UXW'&T%Y\*^B-P  
M] 9D^F?CLERY+>Z6%\*Y?10HH[\]+.+]8^.-[=2GVJRYSUJ<<773.N\]/?  
MZFKMT^<2&G%-]8WO'Y=9\_IN2HOVE2IRX]J'/4:3Q1(R<'E-\$N<U\_N&;GL&7  
M?XM]O\*;/M>-U73.R,K'74/7H9=OK/U5';9;45?H\+LCN\*,97;[U3E?\$U\_>5  
MRRUP4&'=8/W P,X>GM[Q`\_6\5SGY]97\_H,50S\*V-BC=E>X\_F[& &<YQ@3X!<  
M:2OE,%;Z&5Y76&!7\_%YV\*\_!08W\_F I S;3HS0D[KD5=ZFHQ3GQ%33T0R@2\_O  
M(OJ]K;]P[<.G.->)#5V/+;GZD-6>D\$OW^^B+24<5YU2E\_B'N83#@R+3MWIJ  
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M,.[^AT57?WL<\%?NWU55+]IT&F738\21^IR`1W)BL\_2QVB]7]+R[A\^-<I^  
MV\*!N&!S.[W5\$?]?9\*[TSS\*J1N3#,\_SQB^\$\_T(2VH%\_4>P.=6^]S^ UZH? %  
M]V5^MT/WY\_ME,<3]%%\*?LP^\_S<?]=W^SP&JN\_F/P593'H7[I\$+O-TROX8A4\$)  
M<'H3)\_S\,X[<>N'0='3A\$58(1:.\_)[,XSFV-NWUIN;5EU\*AP\$7&\$-&/WS,M  
M@W">E/\_G\$]\*@OW\_1^\*!G@M->0CC\D\$4A5C[QX?LCPQW\*J&Q7\_Z5C+TK0^\_/G  
MF^X'&-Y6X1LD%]]78M=[9\$F9'>+\67K@"S/E5\*N=M3&,/H\_!\*)3)7(J+P8I^  
MEO\$QEDL?J,S-[^DXO/O,.K#"B%>D'E3;>7Q&/&1L%^9)2>717)Z&/)7N#3>)  
M7P](=1^CS22E#./JMh^I.=P4)>%UTU\$I,).-61TA!0T9TC6?\$>44:79\2#\  
MZ97&4KY2;\;F[GED-8Z(@:=?91)\*1[9PC+HQ&2=)(86R73-%9=1(BJ2X';S&  
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MM\_W>%\_NW\*/2WT41C"]E0D[S]"W>6>\_[CU;/=SC^\_7]<?J))PXIO(\_J^PWT[\$  
MS/M+UM=E!Y(N\NR%=Z90Y;.@9!.;<F\*0OAZK6:2[3>T1%]9E6^]=MF9FJ)(  
M+U8T-GKW6YS@X3==KK(M\_VA:CT!I3?L2PY"WZ.Y;03E<N=3";?\_-A;PKA-\_  
M-@N8T;<W9JFS@OXUF)6&L!8VR6V%\_ZD5DE<+ROV\*-X]Z7^O0LNXYLI\_#?(5D  
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MW/2;457\RX[8R:.\_>5FI!/@06B/WZ\W?NBMNU'RM-4ISD!\_==.&?^A18!QEH  
M4C\^C)'>^%"K?TXD.YY7OA!>'M)V[8O6%C5F>9OI?T':%U]Q%\*1J>JD(^  
M8+.T;7>E@BY>3)6NBGUU\*1'D]<^XE.5[RXGZ57E-\_X/IH+J&4IZ73YMV8]G  
M1X03>'D^\*[\$\$?+ #\*X^N92I+P8IS?>4!+K,OH\\*\*[T?ZJ C)A,W?#\##.";ZJ  
M\_=P0X&%&,F<SSFSF\_X\$<;P^>C],O!)-!\_RL+WFC\_=7.2B7BTZ)Y"XFVZ-&==/  
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MV[J\_&\_)O1/UY\_8/L7O:+9\_V=X7][]C\DS7,\_T447[A\*5ADFQ[\&`'#.#5"&  
MU\$/"A\&U=O!IS044>!/;(R37^D.5\_7^J54"ZU"4NK!4\*-F!M/Z7-L(K\*=/:  
MOM^\*RN\_MR-2OM)'FE>-[&4)MO8-2S>?!>)31"LT94[@4W.7O&LZ?]GB-W]:=  
MZX=?"POF6B,U\_\_!.:0!O46:<YWV1(NB5;5V"%QGB\_\_QX:(\*%WMTH)M:CCV  
M:7M^UNDD\$J8C6=NV>8\$470MFE[(W9>,BNY[%2EOF?4/PY3MB2\_GHR4,C>3KF  
MC<>+\$H\>^,&A/\NV^8QT:%(DS&L\Z7>09\_+F09AY\_?FP,QMN\$&IW@V\_QRG>  
M\ (KMW^\*N)2QH7+!</Z0BZ!:&DOJZFE\$N1P0W@[DD.Z#O7K,?S\*\_@N,;@IN):  
MT#A5&"XMUS4=W M?N?TJNDGLSU[\_=W1]#/#5L:8,QOS(T= X1W-X<6(N)@.[4  
M>:9/\$/Z^;OUSFHOL[O'\_&\$Q%=9.OG@7C\*O@\*RV#)1F^%A]/F63CS^OQEUXM  
M]F2]HVU@^C5JN>W],U";\_8P+[H?U\_%\_IH^Z+,WE\!\*!Y>=G-(\$ET^L^T69%64  
MOU'[\VEXV2D+X3R\_]#EO\$?X=>%?8\$4"CY+GS-R=]R6JEJDP1" [KWXVF F)  
MGUQ>WS=;ORL08=>NZE\_\_A\*K\$O0OY6I8\_5.(GO.HU94QDZN^Q\_)ZFV?8)/+  
MBF/\OA6AF4&GCYQBGJ\*K=O)3QJ^RAS5](4[TZY#(\_41G\KZ;P[UBZ2;P<  
M?V^UN(\Q=V;LTS\%JU)%?04OV1OXGIM\*K6C^7+IQ1KFO[4\*2HZDQZH^(  
M+WX1A,OOTML]WU+\_\$.?V= /S\FP\_92P)(H\_--K7N50:+Y:X1TD2>DYPBM/1  
M5^\_F</=^C7,\*OWN>LBJ,\*5?1<P2^Y0;\_!P^\_RQ^>;241)\*9]K2!P;/Y1[I  
MJ35VQ S>ZJ(O26B04!\_UZ-]:Q7I:N% M\_FUG\*1\_) + 8+=I\_D#YH, F-ZY'[  
M+[YI^KU\$^K(9\*O\_?'0[@Q5DZ0[Z\_G/])%C![D#PMBQ5%>HJ.T(JO\_V%SET?#  
M^W6;DWI3<\_ARL=(7SY2-1DKKP/\_M2(ETI&<(4R+(%/+7GA[HYZ\_CG\*#Z.!  
MOX:AZD?]B;CV!+SVG6D\$\*#T%/J[SZT\$.<XT]+HUI\$9RI]T !F#5:ZCJ\_\*]\*7  
MI(WJ\_&B];-:"]0R=\0R!^EHZ6\$^5QNY\$\_J%5[\60]6,[\_\*\*R>J".NIW%%  
MR\^8H.8"R6V<P;HCTOC0C\*:?.5&WJ]\$PK@5GLTK>+#[\*/Z 5YW6.F99\_;  
M1)F\_&SATN%0L]79>^Z+C9UX+\$W^T2 G4+#O:3LNW!%L]^6S\_B#,Q>PE0K@C\  
M.X0]F::D??4\$1&?BWG\_I)7@<1=5[9T9J@;RP\_3!7=5:1^XK^%Z ]& H?^1 (  
M6N]^#BJ\_Z\_#G1Z-1? +J"U"D]"8G\I"KO/W)RC8H(3NF-1.4KN5.WHKJ+  
MSQG\_FFCTM=#X?E&&Z\*R\_K9KJ/)YRBE\_=^[0@-' ,M\*/F^\_D\_KC4\*1^A 0PN\_  
M\$EN9.\^O5?KL85&]FJX\*2?((?^PA>X\OH9WA^2[^KG\*3&@=.?>2H9KPV,(HV  
MZZY)/<X)?U;&E,=-24?C-\_6"+L.WG.D%T ]^9B,P=:GK\$F1D.M^L]]V0>/-\_

M)A[6?ZRL%'NS7@CXN?NF!UBQE\_%#B\*DC\27+,F=9\_Q5 !7CZRJ5JG]9M-(  
MSLZ=K9E!1S>]O45#JU\7&WV"7E\_P4BOO@!\ATL'W?:-\*]@@&](5C?RAQQ\[\n  
MN>;>":RZ+5=BRWLYS8YAAWE-]\_RG!LP\_;>W.1\7+YKT=@<3Q\_?-+O(\\_BL)M  
M:HK3\)=CDI<\$\*I4&?4;G>5-K0QN"S'&/9\_ZZA6?\_?ACJK89\_O]GS;4M\_[ O\_  
M+33CSSCR/))<NL]/E]GO6CYS]/Z;K, ^%3T'O)4^W+.>)#='\_A)\_?R%R@<YH  
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MO]"7L+FYF3)JZ]? /]3[N^8\_O]Y&[V^1\_K\_ELF#\_T<WU\_YO##/Z0TM['[?  
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M^6GKVNAM;%F\_( ^DO:D6Y&3\_BA3]G2JTQ!;TSQ@3%^7A6!A\_O;#]B1OS\QA?  
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MZ;H[QUE&\$[KY'DQ+-Y>38Y<X,,)U%PH=U+Z8Z/7\$=CTKY\*#?W2B[\].`K87I  
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M]J,&T:&\_[F"@JN'(?U\_\_9-]V@/;/;G^-YD+\_QOE\$N0/\_13JK[PO? \*60KV=  
MM-;WO8%'\$SG&ELEXTWX-' 61,TK@;Q4(\6^0ZD"\?,A"F 6-.TI\*^QD?\\_\$\_V  
M,M&<<K7\*DH5)9W3XU\$?03E>J\<?G="8%`K5\*C/#0>>\*UY+K%3P%\_ET,%OE  
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MWXRE1PQ.V[T]F[K\*T'R]##VGG3EV\\_-Z^V%PD\MO2:;)(U356Q\$\*2\*<8VSO  
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MW;.;E0=A6W-<]>R" EY6O?;GE7(NVEV<\_?K!I?CW5WGB;WXL=2\_2G@\*,D>]3]  
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M@&&QE\$=D.57+8J4K.Z,JA-5L6C'+V"CEE8\_K:%)%4V^R\$4V^&#[TV9;3\$G>  
MZ'J5K-2%+3&+86TH=IJ\*N\_(\*K6V:\$Q.KHQ1;T)966HD912&C"MR,MM.B[>@5  
MK=OEDJV@X\$!!KQY.--)Y-)Z9IB6=YV@OO2A,([OOZ9)\*<\_V"[^8F9N?\$G  
MODU;O@Z\_@,?]XU#A"[(\!].<@VZ4[LQFGC.-4^M3S)K8F@D1/\$:-TX\*WWO6  
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M0<R=Y/<L<%/^U<94EAS.S7P8-.NS":@/[\*]3FY\$LQE];4JT\_GRW\$2[3\_ZRT-  
M3HI(V<?FL87>\* YEG\$HQ\$3]@/:7>0-8<)]D2"P-3T-OX7HGKJT]/%60^D+&

MO,G342]<QC,Z'E0-0'\$%;UT-T279LB9KO49EI=X\_F.\\*G2'=WY\$@&Y/4WP1  
M"2=\*/Z(E\$VBO\_F;\PVC=N%J[BY=\*Z-N@9;1B)>Q)-ZAQ2UY\*(I3/E=C;&!:-  
MT7;09XE?)I O]<>R\$VZI"@,D@\*F:E?4X\$>A<\\$N)(?\_E`H/8\! 2#N`Q  
M44&6/I&,QWO\_D[(IS;G;<WH;QNE @7?FI0/U!\*C"3O5?=-\_TN#^880;?PE+`  
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ML)O4D`N2(\*YXF>T\PA2`"6\_`5-X\_D3E\$]/@GY]PO=RO[Y]&7=YJ,?8,3?O\$Z  
M^&?C462#M':O/YUI\*"Q6!P;H.RQE&Z;V.P.@VU\_,@ZD6HNM:R?L:D]->\* \_CH  
M?[:\_T <2C\_34+6T]WZ,T%":(8,CB[4FRJ[U]W4-7M;%O?/XDF))K) 1?B] 0  
M7F:F/^ERYB8DV/P`EJ0[YW%\$KB.90EZRP5SL/JV9)V3P1!-4;K51W+^&=BJ  
M`\$;YQ\_>)YH;Z& `SYW54<-CF<0"KJX>0%>7(&6=9\_:IOU\6[WN\*\*U?8S\_\_.  
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MX8,IS;\_#J(OJO984]L<..":P\T<#I;9OGOJB\_\P]H1U>JV=BC^#1018`+\_Y^  
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M[%^>S?EGD9G@OE-OT429!\*K?HM2!>?-2>;PB\*P?2>AW/U!C[^:X%=C=?VG"  
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M+&49F8;3\_M.1M;Y6>[L#83K42=W>/BOSWIHZM8,:`\*`UF OC6\$%H^5I9%Q  
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M@LK)!LUPKF3Q\$^6!:=;)(HD@PEK)S)HL`^:J\*U)B4&JB:S/IL%D4E4E)8TR/+&  
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MQ3-YW\S&7NX^&9LOG\*E8V13\>[JRV">,<7?KQ4QG"\_-6;K]WJS<,U^5@>&1  
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MT6;^^:VP^]F+E\_J"5Q(%ZV-E/.\_]J5\*TYG/\_BTJ`B8DV;GH\*7\AD>%\?E)JV  
ME(?MX#8N77S\_-U+]"OG3",3-\,@[Z2?TZA<4XRX+>6I4\3<4NAL`/W4]5;\*4  
M]U1&'O-K:\<QKKZM@Y.L-?3Z^7Z>LGR`#""N^T3\$^SV7FN1E W)4C7[;?  
MN6S\#=<>10%O;'ABR.!-ZKMA6.XHK\62,=-N+!0E9\#49=>W@`\_AKD%V?^

M>OZ=:7'M>WY,J(I3XNE/=H\*;\*^!CL5HC;YB[N\_7AQUX W9RT +R^E2/^P:  
MOC^Q<GND=QGVY\$@;DNB>?'A\$F&EW^>/C,>'!1I=+<\_:L/0!/[\_15=N^<S?%  
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MS>];OZO5UKNQ)6XJYE 4F2>F,174/Q):@9'R ME&Y'\$5,(9\".WV7@!2':\A  
M8\^X:&%2\M/\$)(<.)",03@>'6R\G.4'-SOWJ'3D. :HES+8SY#MH&EKSA  
M[</>I0C\_5=G<.]<-K89(Y@X.!DIE<[:("77!GO0F13S1RW\*(@K3\$E"/\$)#!9  
M+<^>3:VX\*ADKM-7Q'% (T^QIL(>[?][I\$WO1>]WVO-HC0N^!=\]G<M:PZD^S%  
MVNP0ZFGL[L9]8L&Q!GJ(BQ^N7WEE&K-?@&?Y7\*3A)[CQ-KFFNJ%1IC&B=79.  
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ML.L%3SBYM3]XG9L\_.;5Y(K(J[>"4L+Y=>;'S(\&5.O];&K[>^D\$"E3Q5Z[VNP  
M^6=22Z))NX!A0+]\_)\_DA@?RQ,Q^K;O\_;;@;3[3US4\$PH ;70\_6LSNJA)[I1  
M,P&WS@6<=?O>IA2FC\0,HP.\]5I>V6\*8\*)1>0!BA\$2K!^%:T04@12;+>S  
MK+/" ,1::8\$"][#84:+WTI@`2(\$SN63"A0J@!P6\_11H@8@/+` ,R7K06D<=0!  
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M8R[W6TL\_N4&60IG<03P->@N@F+XE4\$J2!K:9\*C%HQ)8DY;XSL\*,H18QX+)4-  
MA;\*`HT\*;D\$SKL=Y^K)/0GE(2[Q+LTSB-X,J+)GX.@L8\$5R>YI, \$9PJ"C (#  
M\$>K!H6^5/5B@-1&Z>2=QZ7)4(<833KI+@KD:L@O.'A<OZD5!>@M"/ /U51U  
MY-&[24O3GW>J-7PT`;!D);V\*UAF'\_ JM%!"!9\*ZW3\$==6O& H5EN\*\$ .7:(JU  
MNB^(2(J\_25#I@I',(B.P8US]UPC0)D0TH@'(0UG0\$E)V^AUD6XH7W-;MZASU  
M\* U#[P>&T?[\_#4]R[8 [K,&:(DE\>VCT=W5\0O![\6=X>'M0D=\=VD)DL;"&  
MQG6[)]!#KJ[I@E@4\$-A/!'5UZ\$KND24\_V8T=RI6[QS&<,RP;L-950/ANU]J  
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M]U]!QX>H;G?2?MOZ4\*!1B-"P0@FB'5U][X9\$,1%)I-'W 9+ YEATK59N%Q  
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M` ;811<I+2Q7HK1MT2F )]?DRF@M;^@"(!\_,\$,YTB\40(\*-HF4\$/B1 /IO)YJ  
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M'KG;P)D.\ \$4@D2IRQ!;7;MJ6HRN.[ "NUGVU1UCD7^!=!,XJ0IWQEE ;\*  
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M`>X'A%JP[OK?0"J=!8<166BE8@[ %H[#67:AQ&,6-WIY:IWM(@%0N7OL"OB[<  
M54+ Y1&13O;TK)Y#`N7AG=]020#C9W:@E,?"N!R'I3'NSM(Y%#E3"8"3\& >  
M'8.%VY@(WY\$9D';TO"NI?&72+Y;\O:6\*3OYX#-ZWK%/NYPVZ=U\_[NJ4(] ;  
M6+0;RQP)94,>(-FJ@1:())RT`@V:\$H5GP5;JZ48,\_FIL9G= \$L8@%K!SHN]LS  
MT"F"480"X)](V;9AS8=4FH< 1PIU09@262(XM3MG%%/NR-MO\#AFLR=(,+SM  
M.7C-909F=M3&`&+F.P[G\$@[PV+9PZQ,SJ&(9RQ!G=L5\_\*Z+P&VV!,\_) =Z  
MD+39\_PZ:3=P="5L8\*KL&>F?MZ0T2^4RC@ "T(<(!I:\*ZF1 ',OM;\$!ROS\$K  
M9\TT)%7T9(<;YK V#L<-L 19)%STRM\_\*ZS6B!B[+, #YVHMY:/: 9(1BHP:/  
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MFENFH@5;A9'9P#`DJLR+[B!]'-4?%\?N[\*E[L<X=:1[8)\+>@8WJPF(`&Z:  
MT5K\_/Q(V/E89.NPZ))9OX39T368/3K60IIR(=)4Q-'0]-&WE-'T#])V=T05  
MWH,T)J8IK'G4"=>T,875,36'G<,\*:Z""",CI5&I@'(A6;) 4-L49<\*(!78C.  
M-O.%K(K.IDN,I)\$-RA63RBQ"@HQH"(CB&OJA\_X@I ;)/D50R5C[@]YDMED  
M97\_/M0,>(JB1S3T'!"W\$@UVTF'AHN/KB\_(960E -J\$[PLR&GHR00DP2C)\$E  
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MA\$";QCU :BC+:A[53?&;`7@7>R.;`%(T5X%5(!8Q# 36C;WU76P[\$JHELIZ  
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MJ7VH%\$F08C48?6R Y8,Q[2PU;Y%0"RZDU(^+HXGEE3&U6R)HX6"4O'(83LAW  
MY58Q>%B,A30F7)@Y,=K\*9P"J8?"V(+4A@\$C#-'&Z]?P'AR@8L E8(7%Q,Q<=  
MW/E@,#!<.EE5#Q4P'-L0LHC7K&\$P9"076/ /A(\_CP18A>2\_PZ \04?%,!F!Z  
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M=&\*O"XY JG#[[:'6I5<\_L,E!K148J:5<@\$@S.S9 804PF6R(/1.,X@9R  
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M-,RZ\6ZS[9];SD+W\_)/(&[#\$QHG];C5S;XJ[#X@TFH>X\(^8\$63GZ\$:%DXU  
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M,X\$?%#]I-6'78&N<8.??MZG<D<W?N!+"L>='F4@4'1G:KK:/DJQ9P4?%UF\_L  
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MO!2K!N8O^J\_P!?!JIIFB\K&:P?BL6HI\_ 3[\*-X)A )K3HH.)\$R+L0(2&!\_AZ)  
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M<AV1H+'!K[Q\_FJI.,N]1W3VZJ=+<IGSPL\$<32'ZV\_`J\_\$P7& ?\_(S3%OH&

MAR\EVC&LB\O[C 1Z++\_ ;+O1I\*.&LP72SY\$2\$(SC"K3:7%\*?1. UE\$F@[5O;  
MB&K:>\_S>HW7XK?:>+7BPV7(#,,"BU""KDU2PW2SZ\*4E:FL4I,+D5WRZ!TJK2B  
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M36FE.Q\_F4^`VA"@\_\IJ7=(GTI<\*Q-\6\$(VG::\*)3+Z;D><]J3A=FM(^+JD  
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MJY=&D/ZHY!9Z(.2;) "QM^#.2L" ") -\*>LAEY))VFZ(9)G3\_K9UH@Y)X@\$D\_:  
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M\*%WQYDCXX@E%L9%2V.V,5:#017%C=@X'K#%"D.\*(.\*T)#08-[P,HTPJ\$LCs  
ML"O)\_@-\_,,\$ZFU6%JH9H%9SO;>!X\$64B%HFLI\*%EE\3]IR';,6\$SVK'9' [ ( (   
MS<O\$]0) C"AFEAHR`%<# F?O16K3L-F)5&&BZPBF,-M8VQ"3W2=3;8>8K+\  
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M%7&X"BK5S!2ZW-B.7ENO`J]9H=Z%&W7!M.;HV\*ZX#.'S"KM<:S%JT+K1MM!8  
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MCUGH)=P9O DN>[O4!1Q?Z)HIH"K4\$`7M;S=49"L7A`<E8.2X5W2\*!Z=\_\*  
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MZ5=&AJ/&2N\_4P@ZTLP\$NJHP;A-PLURP+B(3SF3]V@TI!\$!?!QLHV)W;WY=  
M8^81"@;1`4I30JIG`XY8R@5%03]\$`5.C':PY2.\$`8D27%6,/#UT](,LG!Z#>  
ML#B@V%SB5" &7\$"'/75!P\*B6IC#&^FB@+DH<-]WG\*WQ5JUM6=E9\_JWM6#NA>  
M0FLGEP`/K%7M()8W!0X\IW036`%Z3#P60RN@3>""%9,!Z\_:^NJ>8,M.3\_O>  
M)AD@"[ R(<8JZ(OU3"/9B.JG7.@1I((-L!P[%<?,=#PSO?0=\*!"=05U+=8!D  
MH;\*T+W@F&\8A=-3M\$G1V1>9E\*.;3[</Y;,BGBG)4"5."7.@KXJQSRD=3+GN;  
M8LHL;\*A\*[S;R9.1"C'0"\-.#(WG (D(-FOOX848DT B4)VX+^U DT.C#QHGR  
M"D%!!!(P,(SYQF!C;"VF-E\4SZS"PP#% 2XB\>U#32A %6P);,UE0.C@TU  
M;A3@'J#"DP-VX\$,0T/ /-2WN/HPPBM8@T" >:&]- (P%>(+\_,9NSM `;8+ 4  
M+/I;/8""!.^G(P(BO[~W+)H`\$]^X\* 1,;0A]\_D 2V%2 5S]3E@A^A!PO  
MD\*,"(K@V2IV]"H1?9V3^+W%P^(9\*%&#R";A8RE>F;?3.\*MN]3U=8FCJW:\_  
M.!#5<D 2#`\R&NMFG]/-78D0^D6--\$(<=>\*YYKD1NP2Z,^U5S7;0^=]\*J\$)G  
M\*!>:9)'8"9";O1>?'B.\1Q(BS1>&00W6 +,Z2LBST/R .<+N\$/V[<!WU  
MHA\KB2H[<ZS^N0B7' S0"J0A6[XDZ8&@;\*R M'APN0^0<U5V-!B7>NNC1L  
MLJ"\*!.Q4E%7P(G7E)>?"@::I;IFKY!%' ;[/ZH+DL"CM<V'JZN@Z[#(7>^%N  
MIM3\$8K">S,8\_41)W<5N)L:"+@U+)J8CL@?ER1"F@R]H)^L0P.MCDL(5-P2V  
MSAAEA-O\*!.5ZET3Q3<%53M>>T03L&^`-3=VZM=EC^S!)D\$V1,Y\$1\QJWX`')\  
M@WM:,N]\$@25`K(>@]QC05SH6,\$;-0`0`7?92FC#P5\*PMTJK(1D2\*D^`+= \*  
MC%.ZHI@/P?;"9W2\*JCXJKEB?3V.(,LEMH(I[I&/0%-J%;&QG>]1VN4B5[/+

M(RGM.R,>3>TQ0&(WYQJN5>R2#) #7BT=`+.CY5I'5^FN(- \FT\_3G4,]5VY^  
MN+([4+1-+V,FWD<^\_>]W>\P.O>KF^3N;W'J.WCN.;CHV\KWHYL\$X&\!N  
MUZO>N\_7FZQQJ[:V>;G'33R:WIN;-CC;-\KJ5M\*]\*^:N.2O\$N]KFZ!U%HOW  
M<KW.;GG<QWH\F]TYCI'M4\_JMZKFJHYB/.)O1.8B1Z)/Q+<2YA\*.T#QL&QP.  
M]X'GA\_/\_=U^%=Z[>S3XW>KS7FMS?Q\7/6Z:SC.,&X]0:H-H&Y\_TWJ]:S5,V=Z  
MH&LUM-.X\6SUVFK8V+!LO5)JE62NTK-%!A7K6:VFU ;HZ[FNY=N9]R;T!O1Z  
M=)KZ&ZH&5/6J:ZC:0&Y'K\$FL(;0@;D]1IJ\*-A ;\$'J YJ,ZX^^/SP\_/M+,[  
MVF]W7[K17G/-3F\_3]HMVYCND?WHP-GGNNR\_#U+UH]=T^Z:\*\_<S>DUWCXVHFVY  
M-NBM\*W14W\*71\*R\_-%I1=X#ZYHJ=SNZ;BW%STNG3E?2+5.:JI5:NJRQSS\$JD  
M35<3\*)\*1\*H);L2XH\$G(\*8?!')X<GB ^@+>Q;T2H(-Q'8EP@<TNPE'0\$<+Z.  
M&S\_V^.'YZQ/427X#Q'D2FH\$U+I]&T0;">-A6?^[RVE%B8HEGP(Q'D2WX&XE  
MXR72@.BJKE1\*4)7!8D31!(,@,(2B!(2X"!\$@ @'N\$!MRM8!3#R0E9\$<5^H.(  
M0=5]M[\(.F8^X1VGK1\$X-O0R3<=YPL\*J]%9%7E08F7?>VX17D[JDQM-7D FP  
MJ+8H%;0R0P<K(S3)E16D\*@\?;=0?&\_9@"4^!AF-#PS3JH#PTZ)M!@!)A7'[0  
MLZ>1;N X'C9&=!\S'15]H)YY%VMGO>A#"2\_8DU'7,X>(\P=<2@4('(-T\_0V  
MJ&PZ9UISYE4\$QH4>7(M@43\_0T;B\*X29,YF]0=W4H"/04X=\$<G"95I)\4\_+  
M="V;!82V^&[9!LB!E!+ ,/TH,8EG!D"Q\_B5&I"/NFSRAUKQ\$XU\$]4?6L,<B<  
M8B^:?'E'(G)'Q8H10]8@+)^\_\$\$!\TRY=??JC@\_;V4S<PSK\$JED\*/T@\$9S%NR  
MG5\$B[2,4\_LB#B8YT46)QQ]\$V(J0(#H3%/D%=0-Q.PJP2C\R1XQ\*B-\$+D=MU,  
MZG;W,R+IPNAR\*;L]N\$JMPY39,&A/\_Z#!.EUN+0[:Z'M9[1NEES:3)629Y'JO  
MZHD0EY- )9,RZI-BU6C=<[\X<67L[.7EU#<)C8EJN1(BFC\*/#)\*)\*H\*AKN(  
M1Z]%M0=L/SUWW;+SX!YI/9]D;XDA&F"J4H?0?LEL@P]\*Q@YS"W3A\$J\$@CV3  
MX1#RY\*^!AM2O)A -AOV9;M'>1:C.\*.8U!F^THR)SNVP!1G"/P(QVB59.DN  
M'\_=L5N>CI4&LS+ZS<MFO&TIV(5FQ" [LRW).I-(ILA%/9.N9!G[0@B/;1>:\*  
M'VRKC\$1EK&L\*4WI@`6=9ERUV6Q1"=XWHT\$W(CZ\5^I\12MH=B5%53C%#)W4E  
MVC7TYQ&:C6]KGT33&#[02<<#7(1R-ZPHSM\$:NC\*W:\*4`MJ'@/PPM#DFEAK0  
MH9;:&"X8WU/C<UW!.CX"S14': J0(?O.@?UG!E;"14#5Z/;0-&U'OT(6L'X@  
M+\$RQ4YCM\*[2MFYV=1U+>1%K@&^B;IG@8:6.BND)"K#J[1+)'M!WT14`#1[J  
M1+E5?D>T%0VCT!JF1ZHM+2^T8&!!M3>\*#V0^P""8BIM=:Z-U,E/R@T3)+WLX  
M8453\*\*BYSK9&+4=T=3^/(:5CU,9U %W/84ST,J(DH<U@2%\$8BZ%?"W-JKVPY  
MF;RI\_3+1NB+?'`LL"\*GGX9C4H)2M!J'GU"498PQ9<)#=T \_TL<\*0.\$M'NX)  
M\5YU#8!T/#V-T-U5.ZVK;7'-;]&#\*A/K?.K?;GQ-L8O-'@LMX"Q)'C?NS-  
M8A!\*6V&3IY=C"S"YOXO:.[%X\$5VBBZU)'0"29@\*QE#\_A(07Q\$)0H++HYI&'  
MPDR5^FN%1@,4/&/\_-R,0-56Z4ZF#5UO9-IEVWX%.E=T\*\*?\GFNTHBY\_O=:  
MSR#QUFY(0V(6^ZA FD0V\_IO>:Y5O;<9)+( @[:WW&M(%,)UQT;[9HIU3EN</  
M9CW:D;[3H5A1.JI T+-M-NP816TZ[\$.SM@8^5X\(\L?:<RFILH%M3%V6;[45  
MONOJ#-VAMBFI@""\$(=<HV>S7PUUL1(([,M>C( ^MVG0#;]B,CPU!'K66<W"  
MU0\_C[Y!TR>6B<\*&,[?LI\$@-+?<&J2BZ\*7(H.=C&LP0EFKE VY>2@UH-\_CAA;  
MWY ]P:E>55B\$I\_[@M1C\_-JEXT1&2)P&!M4P=A#H=PM DO@EI-/6K:\$>;AI"M

M:1DDI.7!,YUT\$3F.UAC7=1MAUF3H8(U,L\_%:4QMH#(R4RBH%IE:YP%##8 S+  
MJ[:@<':TDF,8Y@1MV\*B\$J<I2'4T]WY<B`M@+JSE2\$JUIT!<Q(`UT:3>\*0`  
M]NI\_6Y\_Y=H5"F+)W+Q6[F,N[+YO<' & /8P<M33.G]"/1\7;(=3(T[9[=L/@'  
MBW6?EJDU4]ER`XVH9%\_EF+Y\*7"Q;\$XHW]U9\N=0<ZNWO,+GK/O(@4G(J"N'O  
MIX@-6D.3;?2)CQN?[SD5PIC^<>>E\_H8,X'<[9FR[?ZJK+BMD2F#OQ0Y=5%S<  
M\_#V\*KNP\$D19#VX\82,UM/,`PPH]&XB:0\CFY>JLJHI3[4\_5O8GA2;1\*9.4.  
M1';\$:2T?G(I>RK!&D)B+E`QT+[PC[+D8[0"E 5X3AL.E4.%V5\_ KE10F`W"  
M';7K8"^(G"/0B&H>&39),@?5:T["<MMK[[ '<\$7 A#\*M"RR392<X]S]!JG=R>  
M7C1HW0HD`LAA6;/56D'0-/<1V#'4)%N?U<9 J2`%5/;.,?;2L=EDZ(BEB[]  
M158G\*\$'F;EXE4)DR=V7:5VB'90<Q8/E4Z\$@.\*6O)!10GJGGY\]EB9&(Q9J  
M23\$2N&DCQ1R#NY2X+\$ R!D,+\$:[F]XK@Z0<U-R-W/<"5<#FH@1(L!!!Y2B  
M6;OV`^`@Z6IU4]\$G0>+,Z,>\_=-HU#6!:\^V3T\_ZY \$>X.6N&@X24D5EAK1B  
M;`<OF,9 DDW)HG`NJ+ `4/F4 -%Y\_-V@EK)<F3X\*A\$B%1\*0!X]P7<P[]>1  
M[`6B7#;%K.\$1"@]E<"\$=H->DR;/I`CB\_VY<7S'-Z' \_#\K=.\$N\*9[IT9P/  
M=6A<DZ;A4XC9I=#!-5"914MAH6O=)<HWJ6)[(T@K+G &X?UX@#CX5FB)]J92  
M8\$5ZZ[B;I3\$I4RZ6A"TN\*[5<"WT#L8,,".U!OD61!XI2N\$60XR/+KHH!XQ4X  
MMD0?3XH0R%=:ZQF\*DT%(=Z9KC(REVG4/\*5G]P0,%([K9+DZU;F!#\*=MI;^:\*  
M"=:S3 6-4V0S8DZ(2,0-?R>]>VA\$Z+[B:M([\_NY!#IP;X>]'J2>@DHR\_)<R  
M,HD1VK83Q\$'ZRV038O2J16(:K2(J->)JG&\$1V(QR+7&<0V QF'B1\_4\*MJ\*\_H  
M@C8-A=[GY\$\$QA,VF:CPQ`X5#A/\*PVK`AB![,F\_HDB7(IFT1[0LU+9C,<9!+  
M';@L;I'EL :&#F7#JVWIOKV1/\$\3C@;5U<!@GQ-E.\_P#-8)%7=[1B:-Y,>T  
M9C19CV';`QVCRL390H"NA\$X;E2)HN=6CKC(`TS=#%%CRD\$@)Y5<2XT:]@V%  
M)E0:\$5Q--[I;&@=LXGLHJ#PJVIZPEIMZV=DM6MU%0R0.I6#P##NEKBHKIP5  
M+"EC\*N2BKFG]&\$IOZ@.\(Y'%:T42:)ER;8OQL80D\$)R6]<P61Y71N#LV.IHT  
M8!2O);H6!"I955) 3Q7\*JRA\_HS+\*(NRN\_3J((`J#"/Z;RD\_(]+<LIT[V]H  
M"\_%J4 5T;)9`D@3CNX@D\*UV(L([XR8HT@GR@WE(;3`^B[(V-\*3VCB48M#\$2  
M""GS&F<R+@OR<;11U>#\_JK R1NV\59)Z2Y!VP/F]);E@/3'\*-P\*`NB&HT=J  
MV\4]88UD[V#%:3\*\$PX.CHI\$6^`.;E4[[,2QVR\IFXY@\_Y#Y?R,X(@U9!- ;  
M? [80\$6!+10R?NIP(A#33!"!SL<1S2E:8UH`74L"FIQ0>6 MVISX,BHMJ!CM  
M)W0F:T#M<,F (O9.[E<1N`&Z`#@P%.TMK)R23T>7G'-XRHGK&)T>\_X#AXPR  
M#6W9S(;N4""B(`8:G0NJ/7,PZN,<#,U%U;EO-G!@^:-;!0R0,'&V@UM:.#  
MODW %<X\ - U(GY0LPCO\_?'S`UAES[Q29(4.!LK(.OU!S0&H?:\*J1FQH%P3&  
M1&3?)HH)?5%-EALZRQ`U34,1^\_9#=7166\$-4`HN[1+^C/X/57]D5YC/H@XF+  
MOO\DU9U\$;43H'5 C.X@%<:ZJR>1:~T7RU=HBF%H#<Y;Z:(NJZJ24&>YM+;;  
MJBO`JC6>-+@`N905BSVC52HX:PL18Y\*IMR%HL;M(?\$#IS2I,!SC#Y@PD0\$.  
MKL=05Y""RIO"K;CF0A6'6',:HG IT@H8Y.4!0#DAN/C@`V ":-OA'Q7`%A?  
M`G(`B(4(LG)/<\$WP`^&M;!H0%[I`G `J#JH\_RA1U"M0WJ-JA^Z#:H[K17.@2  
MT,6C2] -T8719:\*KCN\77C&] [J/ND806DBS\*%40MRCRT!5"JH2M"K0E4+ZA  
M:X4MCAZ)2<>11JBK;8`8PRIC:F!X8\_:8KI@7&/QA23"l>%SA1<\*>A)\(^%'

M+3^O\$.P[<[A ")21%%\$2T1(Q\$BD>4B\*D3<BV1=D5U%C2P>\$/T492HDJA6  
M:%S1RZ\*NB?HLH@U%M8L;+&Y@^H?1T6#(V& 6#K\+FP1;#ELG>]WLC;\$;L!]  
M[80"E4BD0IV%(8IF\*9Q33\$Z4AW&U%#1284BBEXI-4ZV(N(N)\*BTFIEV6ORP\*  
MV!QBU;'6Q+L2F\*\_8HV(64WVG"DZ4,9G69;F4+E\*RFMLICL]7(-E=I3;\*=RD  
MY3IP(YPX;CP<"9<=MP?N/'K<%5QM>+KPC;#M<3U+KEJE\$6A4A=(72%WA9,O  
MBB?TNA="\[C?NM!M"]T%P.QZJN0N+@B."\*N%TXCSQM^E?'OQ?XDQ:<M[R=N  
MF;Y7>.WQ85/4\JDZIA2ZZ8933\*>96\*JNZI:IE4K5-.DFW!Z7JK<J:GP"/ %  
M7HVOQC?%X2OP;?SUUV7@&\\_OR.^(?[282)7^FQ\*JL/0\\_82<B5E.(Y#49[B  
MZQ\*T2WB21+ )+!)7!\$)".4(6@C;!(6"4L\$;<)+ "%H2;!\$;">81G"2U-#I0M,  
MEDI-EJV>FCC:D75EU\*]2^\*IKI'OO7H;U&ZENI/J:R3MDC&2DDDD255);>2V  
MDK\*2YI)6)551OQURKDF3I!;D#Y)TD5A;X7P+=%IG:U@<X><+>%^%5Y79MB[  
MX;PMPM8MZ[#LFW"WA;A<U\*\_3E)[4O\*EF:2T2'\*7Y5Y:G\*HE5+NIU4I:D<I7  
MRDZJ2=2C4K;+KBV(9I,(D:B+0B^\$7TBU1:%<5D\_D4BZ1>8M:7=3)I!LBLBTB  
MV1>=R'D[(J=\*3I2=(WI!:4GI;=)<I0605WK^.^G?2KI-=(YI(W2NZ6M+!Y#W  
M>'Y,&D(:^1J9--S3#2I-(S3NILM+,2%3G<W4TK-(FE;3===P3K3@]TT/-,&  
M3),M)DJ,G<R2,E\*9=#)<R,N0E"<I+6,7<S69UF1IEK,JS)\$RIF4=D;9X>4Q:  
MB5KIM"K27:6M\*EIVM\*/2!9\N3+;+6E6TUM+[2FG-3=>\_]TMIK:76FNI/N5  
M=2%-L+NB]FREV75ELV1>R79:V7ER,O\*6H-^36Q[V3;(;93;)K92;(W9)V1M  
MGA\H3GB=F3H\*=);I]TCI=>D8TXQ,(%2)7V5U6=+[I72%TC=)U.]T&W5KIVZ1=  
M-'2'T]TT/9N="EQ).7DYC+GJ<EIR?3FN85R5N4KD%<GKE%<BKD-DF@:U]W  
M!SD^N3W(KDC<J^1#Y%SR,>2IY&7R2?+\*RTOET^0-R?,K+TI?G+Y%?&\_YKY" \_  
M(7RF^7W(^G;JW];?\$/Y/\*WY1VK8K(VDC1[ ^2 N]RAI][ @IG;!JIXG;'>ND  
MX(N+Z53!DFPSD)3U:SL!\$1\BMZ(\*J=@Q)\X(!SNQ0!W#X76U&3,)B=><&  
MP'?-V\_CCF:N2ZKM2) 2;=";Q3K' ]9D4H'P'DXW?@ @R1J.1:-AGRG4NM+ "/N#  
M0W5IJ=2Z:MUUY>L15%%=- (MJZU' KU6^2<3QN;L[KY4R9%H:A)99-)\H9JUW&  
M%8<-Q]Y^DV(LEK833H;];'NV(LD[QZF<3@IY-V:+)+4+P;\%""AU^#5QH=U1  
M%4%U/7)>@>\$J\_QR95PU'T^5OSSR7N/03&' +B\*R[ST\$>,%WC\*)<K7N=.&(QE  
M.MS(-'VF'B1+4FXP3D\*KX<\$B2U0>BL?2XRB>+ ' [&BX'(#7K>>[Z!BR%5\>9  
ML.(,<C>+N#F)HXZ(< X@VE0+BE(5;F\$0169,@\B<\*:Y#@Y1\$K^]1/FX8:3C+  
M#LJC\$X))":TJD#?SE]SGNED)\"-]66\HA56R#I5;EIG>NBB=U5H[K'9WZ+##  
MJ(E@R&(MF.4D-I)0JJ(WD\$7!.T[B,Z)0VST^-\$.M/RD0TA%V8L,B=/?<=0@  
M\*,/F!2 D% \*\$@0"(\*E"(K0K&)2.#TH3G+O39A7WQ\;2&31^2@AHX-J]U%:F  
MN+"C7.4VGHFP\_(4AB9B@BQ#;F4X9TC\$H(96C.,&4\:[^2)%Z%U\FG3;E#  
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M^SC^)=/2=K0Q1Q+#30>?Y\_IOD0`F&G:V'<=\$/7H(&VO4<ZA>XO'<C=V53 6J  
M#:@:7EL3NQ\$Z-^E#>5K4\$+13K[T^+2SL2L#Z!:0>A\*:G29.B@/W8Q@I/6B@  
M>77>G:.)AE#N^\*8`ISBJ+,YW4LYC`+O&]&'4FNF3+DWLER%F!F:@T[Q09&1  
M81CN\$;Z])L0`W3MT6(923&' /)8YK.>04/!8N&./=\_L^T2O/>(\*Z@7%)O+  
M175(Q(\4%&P."C,[9][2035#F(7FPY&.P4\*4WY%)@ @2R.UU\_.1V3(D:T>>3M

M<VPY9]0!9@T:"OV%HFQBZ3U"4/A#JDIK[R\8.C)(T5-\_:!SJN#0`610EQ"-,  
M>#FGSG1"@/!%2=L44GADUZ(BR`\_EC=!4,B/Z28.\*(M@^D=JB<QR>]\_5AB\*P  
MJ,J#%E[+[RK?][B<TA99>>5(JMJHC\_VAQ!X(5/]Y:#HD! 2A(E@4J1P3=LO/  
M\$<Y\$V-0+ZQ H1XN3EY!6V2K0 8AI&'\$^+-B\*\*)A^\$9Q^ OPK42@0QKV/V>  
M\$)3A26(GAH%Q\*Z%\*4PI&N^LLC)?ZUP0V,\$PZNVQ\$=SF>M9)ENN-W+AB,;0=P  
M(FA8>V(3PM7:FKG(X-MH63EC\=&ZV#<3)DB6V,2(>?G!9<8O55Z#(XOK\$>@M  
MUB!RC.#Q?C+U>PI?QS+HX\*?-,O!C#IF%4'0<BG+!6I&-\*SV-8:.)/9<HD\_=#  
M))?N`PK@/44R]6 :9.)%`.;!SMAOCVW>)U3CU'7\*-I4\GW59=-%6%R-OC<5  
MW)\_>S\$9KUR,3XS3RG?WT+BT??HY+CL7)UI4]/[5TG4I49V9/\_P=>>:N4&0%Y  
MA>0/+;5JQ[Y33+86CY#-T^4=(K,Y8J\*IAXYI6%G>UA.5I00=6YON5L=RS\$\_BL  
MNZ86[;DBO&75(;6L-%RXBIPLBD#ZG#HA-01K/Q.2D?Q\MUP]YP8^//LSM0GC  
M,PN.RQE!WB=\H31C^AE30?\*>` @H 9GL<(GOD60I[^S+9W>Y;=V@MV?8;E  
MB\W,PE6K;KXP\BEV=]0]DKJH'D)()XUO\0@C1X\$K!O\*6Y372!D\$NKO% 5F[Q  
M01KWWM4./J@:26@G+YG<MX\\*S^5SA24,95[M=Q'CF=DF@X+,5\$C;M8FU8.X1  
M4VE\*]X!84X(Z3BO&=5A`X0PA8IQ/2 7C[E]YDOB\6)I6\V)R<<=3Z\*:U+VJ  
M5G=M4Y\_>JJVL`X0:B,%C!8FF-!I\*IE,1IRQF+"O.PWCX4Y^~9)85H>V+3O6  
MP#(E\$G"OA]P\*48NS\$UCT83ITX20:/6(C(TS7TTN=K= Y7(RM756)A\^2>ZZ-  
MM..MD4>.=5S^X?7^G6=;(%)>>)?6PR<[T@<CD][!-!QBBW:\$%,28HR`7R.ZT  
MO-Z1(DY(+2@GOY%Q+=/J1DL& ^\*)EU!C,AO0E\Q&#\_1Y\_#O3;TXP\*CL2<P  
M4VY04S);I !0@HS97'5;!1F~5M<(3E]0G?RN+&Z.\_#LNX-8@&: '\$-IV76[  
MD4M!:!23@J:GC4&D(1^8P1P\$8T.F\$/TOJ9AD.PBJ0S#,(&SY&63N<HIGM"+HG  
MH-.LS,3]B([&O&3N]8;- "<9 `1CVKU2SG<NP+/AJ2%2)S`K76@K39Y`<5SAW  
M&G5-G8M?C1R4\(%#)-<59&1NIQRDG^ )#P4!!@X'0N'H9Q5Q[\$X7C5!6\$3=  
MC]4-VT"%:!'0\*QV5Q^,FA[> "\_;ZYUGECQ,Q2I@WE1,J\*`&XX\$[> R.RC#-64  
M<(T\$T!?!OJ C.YR?PCAC>+V5-)XXF83,VCB0=(K=\$T#%Q#EW6^EJ<7.&#>UR  
M\$(D@28V&Y6X\$\$RT).8'N\$0;XT<Z8T`DQ:?.-5> <0%P\_PY4+EAW\_G,<3R%Y  
M\*(PWLE>[:JXV G+)W#\$CHOQ.=#Z\$"0P]'\$;]D(1""PI(#140MS1MZ'FFFL.  
M>L3G,VR=&\$QK6V6914,94@F!:69=2GRB+,9[OHLC<8@[!\*]1GBUY9Q\4'+ M  
M0LJ+@NZ]7GL14(6E&KTv:X8T`UFR1 K??OJC]E9X;2PN1NU2[(T1?/\_XN]T\_  
M;[(&,TO/UP?1>CKRR1G!Y"@E?%1:W ^:Q\*5FT2:F4L9%G-B>BBJA8#P(.[=/  
M0!7?9F,<? -H!J\_&JE"?VTI>\_5+EKMC;DN>1W+IAD%:<8,\$\*0(3Z(\_P<\$UM"  
M'[6FHU\B("KS)P\$0?9I-M.-]>8UR/ECWE1\*\*)L2:4/E!5'0"UCR+A>TS3\$  
MH7K9'K')!X49[:TZ71E\VIG3([R@S,S1XTS#)J<=-9~6"?XJ8A%HSZIMV53)  
M;T%LQ:U#\$T[VT3F@(DUSUCE"\$SUBM6\$!::;=R9)M;DPO(M"9\_C35#QXGL\$\_84  
MOY=XA\7W1K88/<VCC36.]1=?!B0U@\_RM/&QOPL!0VA<-Y4F:Q\_#2\$;O0Y+0<  
MC+D`7796IZ@.&I)\*QA31\*@\$!-%I;=&O@I"(4T4&!7PB1:5<N;V8O1;^X>\*-  
M4)6-7;G"F1;+`2NLTMRPQNVL0F\_2[9812>.Y&':PZ];4+BB7@?R%ZEAL)J4>  
M^8&+BH6I2NEU6?3C0,)CJQ+\*8)IUZ6S6#\*:KU-VD?N1E0(++5/?\*77K'D,R  
M!L7=:WJ@);W8/<U@V6Q[[4!0[OS'Z+(\$5WHX"\*TO38;`D,U5W.JA());0GR



MYHG]1J")@4XN8HH`C+;4PD\*.(?";\(\_O`7/'IOV\*#QUUX>4)\$&JJ'OWIN1  
M9[QWSY10.S];;PM\*RWUO)"M'E?O+:W;KX[:\$2M;>-'>(\*RWE8/%N;N />'7  
MV]YPA >;E68YO>"G6WXL\X328V6'3WD-L#Y7?.'M;Y=V]VKUX\_IL05\*>%2M  
M&[56G?=V>>2]%9@;>-LVNPIO'+N#JZ7\$;<^;[<L`HUY5NV%J\*WB:U)0\_[  
M]>[J&AWJ""U[(@[QC7F[TH4VDWWGCM]8=\*NEU?Y<'&N=)%R?L.S#S7Z1  
MW\$G&G<^1,HB\_>= [Z@V:=<<F?.IA+(^=,<!8]Z#Q"2T6"^-/X'NH@:3?^+UQ  
MV1]!A'Y-7@&'X09UJK<JU=VH[<.;]SXLCL@9S@G,LJ2&Y" ;2=QG10&[E-(=  
MI1H'>TZ#+IU)H5DYN5J\$#!MKP'X"\$..9 ";>\_Y]+<'K-:AQB4%:(M1I;?<K  
ME6?M8(<Q]H0M"782R%-C.\$W5A?>LH3T'Y0:Q1\*O'\*9>0HHJL#A/FQ+"\$?Q-&  
M?,?2/2R;C7AZ]'4E3-:2ELYY13S!C;ZH2.YYI(T'')YA.BP/H\LD54]\*>IV  
M0\*#W\$Q:;)R3U2G)X\$:R>(OI4/I8JT+^N41 A#D\$L#GJ8'L-0R9MJIBHW\$K\$%  
MQMX(#'A+@ZU8! C-M>%'-0Y4;I#ZPZ+\*<R)\*IR'938G6(A10`.;X\*L4ZP>L9  
MQI""]7"-7JQFM1,Q#1XJB%\$&83/6?!0\*)PGY[]7S%9\*-V3>G4B[>A04NXI+,\*  
MV\$J%\*Q?46E+LQV-52[CX\$/'<2N([@XK:[#F@<LAV=QN\CS(\*[SK<&;N?0P\_8  
MU#,G<9:8).,H'&&>,5R&;(\QE"2<!&#W%..S0.8WL\$[C6\*I37DE)R7H.V7(  
MJGAH-04THY?+. @DBK=4QU7S'Q035:(]E"IM4Q%VK4]PVX?TS)L#P&)NP>Z  
M]W+)\$]J4:Y)]8YE@Y8H'1<JG(268S1\$MGSBE'IK1N"LD2Z@@@A@?ZQ;)L\*'-(  
MH.K\$XU8WL4G\*V(579,4<4"EH'J"4CY \*80%J;S'<47TB3=[TBYO6AY>\_]\*  
M=BZ3"@7 8WM-Y.,F0V2\*\*"ZH-Y50=3]\$!I(EJHNM;GZ&!ZVU,H,\*)E%82ZB8  
MY>'NML%H]J1[WB""]5W<W58B-%U005;]BW.(3\*O&)\$V#0H&%0D,U;EU?+\*=D  
MO'@3PIFG[C%>Z7787=@+K(EC9@(SDBV#4X/Y2#DIQ+P&:6`T=^(7TL\$&Q`  
M'[82\$Y)!@+6P/J32=.T5!]B,(OX6RRD.\*@4ZVPJY\K3,F=J@TIK10J4IJ-J@  
M-5KJJ9XN4J(Z7E4PT."O<U0TG+\$G2#CC<4KJ5\MF!:WD]FT6TPNRN.\$9O9'  
MB.:B2V MF\_USBH> BVZC@!2&67DZS!W`L#6^7Z/\*!2)@/4HW]UCZDG%1W+&4  
M\* <K\$B9-R3RP(A5G: 4Z';0P4')-7Q@W\*0;.'C6W.:3V5F0GCHC\*1`JUE:81Q  
M7RM]+]\_?X' 54@KBLC+Z:IEVK7"l.2B<2+ "[ZB=Y\$?8=;\*SL&F/(E\$:SMF  
M#<\* &1;KOGUC'J65>[-]"L3[G3;FH@1HXG&VICU\* <D#D!8XTR6HBP6:T=M#?.  
M](-\*C`XEFA?"Q:Z&?0V6EX6!Q@F3S9B\$A3@TL]0U!A[;#8R7\_9U?!V5MOR\*  
M9[@Q(^"@M.\$B. LM)F\$'HN^QZF#[89NJK#KM;@5N>16@I#M4\*M9\*#0#@GOL  
MTWH\*\*%D[=D-T#((9%GNT&)T<4ASCZ&8HQXG4']%!FK9Y:0<F'J>&P4!W2^!F  
M3\_%<Q+.H7@UN.O'(BWB('1X6Q.\_2W 90E"(W32@M,)[W>>SX5/I=G6\_]%)>X  
MMXB]RL+K.\_%=>;JSC1V\$@/,)\OJQP3 &1&I7XK-\$1/"50VTK;<T98KMB""Z8>  
M=XBR##1C8TZBZ1S#?;/V\_)D>6:PIQ9?6<'VQ8W\$S&DQ68-F1&HS!DU=)[SH  
M+;8BXL:C[\$\L./&K>-M>W6I4W28B0[=I/%VZUVV@<-[!\$P^->&4!/CF".^  
M'\_\*B\]G<"-RJ?BXD8[>V)L'\_"-&'CN]9Q(.,7%)(8-];>P2RO=8BAK,  
M19J(&Y'?&RUBU7?'"@6H\*R .+N/\*>>X)D"N6W[K'F YDIX-T?.9Z6=N:+("G  
M8H:"C\_['VI\*EA34EN<YC<0/(@)AB+4'J)=Z66[XWCVM\_`7-00THGIV)UM\$AD  
MX3V@:2<?:QADQS+'G3BL'G+;%).HV2=3A(?8,PWM)Q&&M^7,[#PH@ZN84J34  
M<"\$&VH3((T5 ]#9OGC0=)J\$5:1\$VMD`^TQ/>,R]/]-:KT.ZIB?!/GCG)G\_8

MSFNF<(^@EP.2A3ZVQ- ` ,KGB2.Y>0QZO+Z\$[M8<Y\$4MI>Q5XY(0[;!V\*%&>  
M21I0FG0B2-+&\$>A3^L6/>\_ .V(YK:F+VQ>65//BHV` ;@+NVV-"((I6Z4,VS/  
M/EYJE!IDP7").FX&>V;,:.WZ-X@YI%O\*]CT-235D<<T&Z3/?(B<=8HC#I2<I  
M5: ]9I?^X#R4)0L\_1+>D0E%1\OLD"%1P#F)#O+G:3M[+B,)RQT@)4N]0\G.@  
MR,Q,+\*;&;SP^IOG?M\$5F-WY-<+KMTHTV%6.Q4!4I7X++U\*HDJ3U7\*R+,-AYV8  
MV!;QFI;TD(O1.MEH\$R'J+S,F;L'H@\_ERU@\_]\_7\_2Z8X[/9].9P\*O4F'R#B%T  
MT6)M>HX872\_"X6476IY(Z1[LCD%.X\*FRJ%,SU,5OXW8,3<)UM:V@#\$9Z`#A6  
M])?N.H.\$)+(ORK)C6D="<'5B)51I<'CIXDTH2SZ2"+&EBNX7QJ^0A!5\$AT@  
M4I\$R&NA8E^^"62+< SJ-!XLVIH@T&2QC8?8)%U38.U&)&MCE"KT<U4X!)DZ[  
MD3I]GC(:\_@PI8\$I)-4&A2K,F>)=M'#:N\<CL!\8JB\_\0GY<3 >PD+7IH2Z0  
M<#19T@6A[6P;\_ '(S5Z,76XVT2('8E\$5Y\&)T<8KDBT7[H.V#X9UK%ZZ8A?[S  
MB\*HC.:(" YZ@F.U@;V D\*!&E1"#L=!OZ\4=BL! @VX9M0P;0&9")98`6&-  
MB85Y6SXW:\*<;JHQARE]-1!4NFF,M7.P@6Z\_RJ094"%.?&ER!1\*DZ[(GSN9=;  
MQ,J% [ B.5\*8+Z6Y7\*Q8LRG3D86SS!.Q\$@U?\$3)0D:\$FA"\*6O\$SUM(UJ2AG  
MN!,EC\$U,SL>)07\* QFC8FQ[4YF%S0=CO<97LL0LQ,IE-X,1#BXITJO #"%Z  
M02+H1?TP+\*4>#<\$70>#(\$UZLD+W#9!T[2?1F.6>T/%E@(3\I2D60/9)+[\_]2  
MRG#A0E%E;.%WB:WTI.1YZ4&=V% @4Y9QI(SW7TOY[VG.2EH /F06P.XDH5<DY  
M>5&T\*A[42C79/\$,&\_II6,(IN\*Z18F7;DR\$8EPLAK!F]J(KBEB4N7^W+F8IN  
MW2F(\*O9B%<O=\*ZS%B5":+##.7V-%;-OWMRJJ 9,I<Y52OHQA>923^<JJG\$  
MQ&#)TJ>C%Y/W^0.&.Y#@'!&QNFT\*JC3"9\RE1 ?';:5@:&>L6Y"H9VD\S(RJ  
M^N<[\$BPO7CD56!3CF]"KRQR"TL [Y;(B^G 0^W"<4.;PY6=R6)ZAEZ\$TK^1B  
MV.,6B&QBL(ATC>AT,8B^0X.M].0U&\*^];D[\$(\_60DQQ!-3#?4.\G+S=":\P%  
MD^9Y%VYCI6>BD)Q\Y4J:S<STC[(((^2IV74YN3+'J]A&5.;<X\SL\*C3)"Z>K  
MCZ\9L/[>K\2!"D2K(6LB.B ``GE]N+%><,F)8V/<PQ2<O(-^B%Y>GM\&?)&  
MYM08.CR^B\*Z.F\_&1)\*HHO-1ZQIST!KDWVVCCKZBCKRQM,P!2#[\T8US5%JO[  
M,ZO0AQ!T7FJ+\* @GNW3TM/8Z[4C%0N'.A!+M'<?J(#L#U==D-GEZ&>SI[<ZPD  
MZHAT.'/+>;Y48KFI=3%/LM5F!LSZ>G\_.\$M ,-<!MS\$=F#33NLW.Z6(8&. +  
MT>3WT3S-^6\*?(CNZ'?31M77U#NATS-J=O:Q9[K,[/9V2[[\*9<FZJNP,XCX  
M#?-T-R\_=^8,E03T\]QT?^G\*F-X\_JI^C(-Y.=PZ:6BD<\_BIW/3T+@O/\*A&=1P  
MOXK0)9V-EY^QYSV1!?!ZV0<Z.^A[4L'I&QMJCNI0K<>|=5?HBB\*M1%R0P6ZL  
M:5.7O.>6;TY.GJJTP6&N>D"-..77T=8PY/FKHC\_4S`?Z.\$^/V69<;>C6E\J%  
MVA7@Q\*[(A<Y^#MWFN:II!1T](N#TP8C2=DI!G:%\Z(.IZ8H@%9YCU/GIZ^8:  
M&RSHXC[;Z\_I8S4^0\$QME&NHK^SD"0RQN>F-M0SVY@[+XLO\*],/V-7U\$@O^GI  
MB^=#UM?3SC/0CVRH;3W99(4LW(?%PB^+7\*^XO\*>7Z^VL:TTS+46LO^`O(J&4  
MA2N7+(23GUF6RI>^ -N]PHU\*^Z.(C48YO;G:\_<E#OHJ#&Y#^RZ7QT,RR/7<QM  
MH](VY=\*FK\_0D%D5^A)Z^SAEXV7I8=9&Y>IP"^^<97YX:\_Y<3 +V^+.S.:\_Z=,  
MG+N(#\$9M/29V382G]5^C?V!\>8ZAI-\_\">HJV2&-#?0%,Y>\`KZ>-'J\PI^  
M[C.ON\OO%['^76B\K^8A8X8&>L;3VIW/#HYV(^R^A@8\_.;&1KS &?EY\_0W8<  
M\_\65['[ISV\_ON9H<K(BC;/N<G>T]I\_]\*.:YYALR>2IY\_KII<!#YO0,,)5C

M)-'S+E@0V;ELC /O0+-IZ=IE@U2Y?U[W+>YIXR(![4,!'\$9F/6R]1DC9[(V  
MB(ST=07X!0R-ZO,RL,3[U^3SVW.L8^#RC7!&V )=]UBTZ?GJZBF,<S^4\*R"  
M9#O^AC+T^M-G[]?[L1WS9:/Z@8RW)\_!:R70!?,-&^YQE^!.>=)Z&68.Y=,#  
M\$#N\_T:K&J<#33J/P-WJ[]=F#/#D\_TR;.:I^\_OQF='3.Z/^@MD&/B:Q^:/4#\$6  
MK<PW3V#(W[RSUP8Z6<]CP7VL\_&1^D9N!:.BDCN?[C=.,YMATM8\*6?R\_/K'.F  
M<O2AC#(^A6J#W9#-^R^9YT ?TVPQ:</GBT<M6(H<[4ZMEB^/>V!>3>QT!76,  
M/([@Y]]E/)\?SZHNUS=J;+>I9C?L'#8]2[(=#!TJN3D-QFWF^B/ M!R]MHC+  
M#A XJ.QT=(&\:L-&(O(?[T[ZCD&,O?P^90H=4)GHCHEO<(/)ES46;<S(TY  
MXHY;=Z&&73YG</P:O2\_[^M8-4+SYCN;S<O+8CVR="\$%9N3]C\ 6F=8W6\Y6F  
M@UP0/WTL^3TZ(X^]B.69C;29^D=@L;@SWG(TF>WOA>"\_5T\*B/'XZ>G\*(H[  
M3U\*+ZM^=]30OWRSO2?O07F<T&5" 54Q<-852UC> .?#9-!@NSJ7CJ^CF\_-S  
MG>[\$Z4ILX?<\_`GQ\_W1FEI.:@">4C%MT]GJ:G(\%=,8 D=CV\_\$/Y,<OP\$ZG?\$  
MP+32\*=015^SQYUL\_2 /&H\F"Z/;1XDI8+Q;#.OSC!!='\*/UK!/CZWN\_\%  
M^N)\$-WBQW^>0W+DN>^^?J.PWR\*I\_\*]P^=[&CJNU>VU/(986.^XEW,0IR)^\*  
M]&>>^FH1E PJ9P09U3@TRG>2/"XG^N,[P<S\$9U]^\_GKR,!-M(.;?0U\_G5C\T  
M\_DV\_K]M>Q@48Q5-^QNK9W6O0"LR\_K:</F]#E8PX;7N%9CX^KO 73SP1W]N  
M6U^2-SW\_Q84C2M-ZQB6CN/<7.?A>CSL/WJ\_?\_O)'7.DF.U>=\_V\$^:\\_95VS[  
M?(%9?,1S1^0W,\_\*!;3.?]1AK[-L9:-.S::EIO\$[S^WHU50\_]`3[[5!W7V  
MP\$\R7#WC+\*.Z9P!\*^(P9F?%.^!W/#\_POK\_OP,T0A/\*<3)<.R.\_1/.WAK,[X  
MIWLT^JC!NGS(^%VD;CU&YK;.#2Q3,<P95 TN@Z&?T!K]O RO6CV9NAZ.']A  
MYOP99@(<G\#4=\*FLT=[/W=0-GR]:^OZV/4^9\KWLAS"O.UZ\_FEH;\_P?C\KO  
M\_%<^S\QFWL6XGY?L<V//1@Z.TY:>CU=9AH=-RN5E18O0RF-C&^5EI1(VY#?  
M.QI=WP:B^ZB6<%O9A/\*.< YAI"1.^ND+9>EGT;U03.X;]I:31'/KZ?9,!G-\  
M"/NMJ3DCQO\_U>2=R!6V/%&3M+%LF15M(S+0.)!I?VMP\$K MH-G>P< <(NRL9  
MIAN%=\_+Y<H4AOQ[(@%W[I0]);&F0\$DT^RI>1\$..\*\*=""%N'99\_!ZA'F%%YPT  
M6X(ZZ<O7QW8;'8<[80SH81W8"S8,=8(:X1;0"JYAK5A9%A(&A@&00K.8-9(%  
M)\*""%\*\_AT]UOC=@[A-.@'0"&["F!&7"Y6^Q6#\$6`:""U>A%=1[X7L.YL  
M-6L(&L,6T,-:L'(L% L&?4,A&'\_E\*W.Y/IW!GOV-? "A1[N^/[ ^;!U+!<%!  
M.MQ+\F%]6"]6%<6&&&#?AH\_4\$Z\); (;8M2%VT#!\*^#[##3L29WA> 'B>\  
M.L\*K85\*7?1?(X3%GI:WQFP&W05"=\*W^5\8[P?%ZA7<PI4>^^8S J.HP;8I6O  
M4^5XA\*%OA?!L?3]-C?-KDK54\$ENQU?'5B&%CLFS9U\XJ@4%08?H:-97S?8  
M6S8,#8%=8 E8-OH.N<Y\?7",#PSY+J! I.U\_]T\_KY9T^6N\$)D \$^U;KRFX!5  
MKP)15ID^G#B54?S.FJM\AL/L,M< YH0\_.H^XD!;]#8U\*^>;!,K!\$]!K=V?  
M^ZPC-0W 8^JBOE<[^O0]UF^Y:M>A=8+C\%KT)(J!/]M6]\KN!-L)HT-"J%  
M8#"U49AW"MA\ I#@U0@6:(!L/A<P;KP]NP-C0I!H\$<4\*%B%F?'Z1?7@O:^  
M7;=C3X<RHGU<^-"\$7P//?LE]?.-@6(&9^\*9Y0#XRI6/B>D)+1/A=P7JPKB^C  
MR&D"9U<#Z7=7Q%8?1H#F\$?;?7Q/8!78A'9@[5@3F@T#0608YWA\?J%];!/+  
M^)+"%-"%9HP!O2K6^6 \$6 /J%!!I!@9^2.#95\F%MZ[>5:^37 \*: \*S!D#  
MZG=7SGH^ZK1\F!U6!46"1OP/DP^UGR82&3B@H?0J.X/(K^Z7SWH0^X^CM &

MKT%D.\$)IK?(`STJX&\$ZRQKH\$!'8J^35@\\_@N6<\$3ZMOD[O/AG'U\F!-  
M: T# +<UQN, Y\$;L!HT\*%\* DY\$ \_7L^D\_CP:T"953\=OBV?;?3O7]?( -@1U  
M@!6@P\*2&P#U%2KXPL K,P7W=RM;YI8)@H+<I7QUH/2T%": "H#.2LV5%\:FI!  
M.F4%\!S!SVYOYZ^99\KS#4% YF56^Y[<#Z^`M"!!^J4E=/ [PSF4^>"P2!,#  
MQ<L\_X?<&ZZI]ZM@SX8[;\_&\_QWN6Q2@1ND7Y\<\*N^)Z@OD)TP3Y["H]B>A\9  
MM;B?/04^`PA`J)\_7S%8/=H+/T+?E.77YC/?]Q,MOAK@]7!96\$26(864"KD  
M8,?M&]>%=D!KR9\_-8P%G0\_,H2?\$6M?USY\_:"\*; >E+\$T^%5AK!@188#@-2@+  
M<N0KY4T.#2\$=!CD8F?;`PV&'/BL83^;T6O-.SE5\YZ Y]&5@&`('QV83UH  
M2\_\*(#F\$7SV8 U"0('/?6V6\*\$28.\_AM 5K0XMDK\GO`V<O`VVZJO@.00K,  
MCWT#CBF?(!0')5?Z`]H5=6%>R`#B@SOQ3S`^1 ^.0H'? &]7%&\*&7!@  
M&&);Y)%E\_UF%\IN -:%US"F`W>@G7V?"RP5Q0='H0U:UOG^@JW+\KH\*K0W]  
MMLU^?.EN?)Y(OHW##Z]"9%L?-.KY'Q\$[^G!/:2OGRM2E\Z&75-#G5G00W  
M2J:^0%!1+;##"16/-;0\*FDWX><B"]++KYK,#K,#P<\*N98?':X7+0D18 NH  
M07T7)HZ^`="#5B %^@U&0+X7T\*XV`=6 MZ U\*:ODZ0[X,/%@^?7#-(X;WRO0  
MAF0OQJ@&9Z&-\*\$\_GU(&S825MH&LQ7S[J1!?-M\*3WJ#T@-R-6G,%\\*45&BZ,&  
M7Q>!LU-X\_=QWRFOA5PH`A:Y,7Q\$H>?\$#2#!=++X7T'+9`WSVT!8\*#+2L^%5&  
M?#NF!Q]^GII=?+.@I!0.TG5\+6'+6\$-6\$!:L]]:R\*M\W3]O4 #A9)8DB"+1  
MY7Q#83JX@;2P5BPL]0ZNH9;G,^%>@9@A!\$! R@]C@1;1,^`M! &BA=@POP  
MV`P.9D<&J5KX!T\$AN IL0NM`I>IAU? <@ QHH15:`!>H-U\Z,(;L`HL#LL/  
M,T(<6(\$6H?DT,1J @1!0,HH2?\$WY=\$ ZV`LV# V!+6\$!,-+.,+4/WB%E>@N  
ME-U\*V /6(568958)1H>`T,&J\$`S2\$6/A-6:Q>L-UX!VL(ZT\*>6"26\$";,\*U  
MKX&?# P987CG5PAK04N84VH`OT`);^`-@%U@QK@`Y!@+5AIZ@K!0N(GU96  
M\$96')6&R\*`%U F`A 90-OIO5Z`:'Q,\*\$9%"X4&1S FO#ZPAK4 3=A;/Y?8>  
MSH\$1L+GT`X=`M>I^2A&SGC/@B/=`S+\*"\$E!#BMGO=][,/:^(K!SK`<=#](^K  
MX5L)9<\$1H(+4D.HE`#,\_]\_6Q?8 O8A79\#J!U+#4U`A\*@@IOX6#6I\N"->%U  
ML!HT\*NJ#")#9?;=#Z^>Y#G/0O1U3K:>@\_XO-T/6/\*0WM\E=Y`R"(1MH@?TE  
M!-5LXX\_</=80WH\*%MS>&Y[2"<V%-6\$-03\_)I0"GH29A-?#YAK5@]5@DE@"FA  
M0&0D"FE#AXAZX^=T!.M@G5A]5@<VA3BP0F0H!?'T'![=Y>SN;"?.,M!ZR^)!F  
M=NU@)\KK!5,Y\_/AFQGQ:A@\$X-CD`#-B%MJ%=`^#MB5\!R& -F%-V\$MV&H&  
MMHU(I RC0(Q8058AC:0@8H'2?\$SUPDY]SY.6!\*6'26'\$6"TSJOE+>9\OZRE\  
MJ]G"V9^`M!\*?:!SNB.?(UPAUAQ5@`EB%#C#&S"NE! "@]4+KYEL`QL -<!E8  
MA9:@1=0!"H(24 3Z: BL-`P!:#LK"=1;SZ=:H`%VP[!0?]PQ.]MTE?,\$]\_X  
M#856KW[ 55OB\N&U3Q="U%"Z@PR;82&LH([8V[0^Z2G@\$?3Z#21!+2!F^3  
MV`TV&/6\$;6 +6(-6T+9F#(J!)"@Y10D6(?QB"\*AQGP&D-I#BWRVOR9A)KXC  
ML&WT+%PTGT"D-"9FA@+0P5IPJNAU["OXE((\$+V/GU1MKXY@LGE`TKY?T!/Q  
MS46BAU):!T)#NL0%S53/A^80!K4&@\*"?N`WWAMA!SX0V(/6L-YQ0>/?9K5\  
M;F`=B"G(&WR&84UH94,&- 3!;0SGP+O3`-%].`R 2)"RLPAU0(#(T#;6Q\_#7  
M.@86GX-4!IG?DHR;2/@[T-NKXET'0Z\$F#`=;7R2I@\$81H\$^;K(^)M:!FEB=  
MS\CUA7Q=806H(=5@>GRN84TX0T:PO2T2HSF?"BQ "V06K,!7T^0UZ^-;#K

M%+! 9'8!%N\_U?#5A%%C"F@\$)\_)'=<^[N?,94 7[ZK7QO87780[8!K8P#JP  
M\*BP"BPU30PQHD)DU!B9@;>C',=VOKX]<\$S8?E8 %H0\_,H(WT+O`Y4\*D`7P`  
M!P"![ !!!!!!!H"0""@`\$+K I"65>\$)R%\*5S\$E)%041-12Y'14]21T4N  
M:6YF;P\ ( !!!!!!!\* @`\$`H`(VX`!6-1\_`WH-M2 I497AT+G!A;"XX  
M#P#<\$@`E@0`H"0""@`P#I\$)F0CU9PWHWU'"5=O;V1S+C P;@`%`;@`  
M`!D`@R&`\_N"77UWU5R7G=>A=:5;2TXP=&NNZW:NJJERNG/:V@Z?;F@-NF6(  
MU\$/M@\$O;SWJQW@;!0`L(P ]@@QA18)F?`@`""=@>GD`GP`3(@`&9`M&B  
MW\*7H':T&,M((7M,=T0\*`D('3WPS8I!\,&O?L=YD`V)0[1L-CD:BUKUU>@;'  
M&\7BM':Q@T>1!H'!X'0J#2 >Z03/\$AG8#XH[TA'>(\\*" "\$=C2(CO##.P8\_QD  
MO,+\_+\*,@0&O?'X[!L!Y^;A"\$PKC'DPE" IHAS<"UGQY0D.\CGFTGQG&X%`8T:  
M5\$4\$2: < .V("/H!HMF800ZD#F3#T5\$`B<`6Z&OS Y1>;<V#V(L0@-,@\$P`  
M;5\$2D]\*\*A"31SDIE?Z7[M@3\*W8H!` ;A6S9NV%!F?20M"[99`)\*R/\_Z[#3U  
M>NW+\_3FRHVQ!SC6%B\*RQ' ATFDJ\$#DD3/M1.6DD<R1LT\_] =<0(]\_(#18@V6  
M%GO[(@8S80N7`4T<>`T>#;\$`I?#Y\` ,5UBN;]B);KMAOJ\$AU06BFGK;)=\_  
MO\$\$#JIS'7Y"R."WSSU)H,,"@E\07X9D`TB\_B"WQ\_W:4L<BL/M:\_BM\_@,%R<  
M?IC G2LTJO>D<W7[\_ @ \$X ,CH2.TZ'J[T#A+( K'+0?/.N)4-^?F)1\_HLI  
MK3GI1ATK6/5;U\_P)N&Y-L?BK0<"B@^4^V&CA\%#WK\*KR`^?2#I5N;Q<IK[<  
M&?(J:'\_8L9K<0##?Z#EG7-=/PG2Y?NNQDJ# \*L6.]S\$89?(H8TM3J.)U=.VA  
MQJ?/JK&V UGD1),3G>GBQ+7@K2UUD4]80!\_UX+71XO7S=P>Y;\$G-UN;OB+"  
MIF#:'4=-?T`X2K>NP]GJR<!S99C-5&2R;7GG=" .R7<+M=,2.O?, -15BT5%4  
MWLO:6S&/516K9]9:;\$@JW+4C"-IO6M1V[,'./99]6Z79%@GYAY-?<,6#<4GRQ  
M0H!VB.K5]]&?#6H33/ MMK>I=S^[:SH)67K92L3OR(YNU7D>TH9JSE-2'  
MQJ"9UM/OR7HN]:^ESEQ2FL5U",]G<RN3EDOR\#F[G2E]TQ8!K=1"VR@,EEM  
M[:T1&@>F\_\*BCMRD[!5W'J.C'?5U^>7\_A!#AK0@>U?U-%.A+A>U7I:./0?R>  
MR!'W" "1\5W\$8H'UJTTCRYSEQU:[IEYZ4G8]2UN6Y =\*9Y#:<L1GSELQCOY=  
M=;G7EM+E\_TNA;;CR/J[\_ (2O\*JW>K I\*E#=U81OH'1NE1F.S[H5F/6I?#3V%  
M[G]>BRM4B;+X5HWBM\_['K#I.S2R,[\$6YLN2<V;(')-CLEJ@^]<LN=7OS<,!!  
M?^9V\$=8&%3U&;&>GV/(D1+0J6BYEN6T\*`\_!;30^>NTOZFJZ4H=TA;B:7%2.#"  
MENYLJBZMJG\$]I1\T`&\_MSFQ9\_OI:F\_>\_FVE-@]8LDBG:5HA2,3]^;A+(6BR#  
M?EVJ(RZ+HA]6G).2U51%YJVJIB9;\;6'9;?M;+88YX>?&X?<67\*IT\$6J<(JU  
L\_7?55/'VXWCSEY^MK%SK432\_L0VVMONRP KMI^@Q:!?6IUN:U.\_+>@`S`""`  
`

end

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**1.249 Re: Fast scrolling (George 2)**

for scott@online.u-net.com; Mon, 17 May 1999 12:03:16 +0100

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

Subject: Re: Fast scrolling (George 2)

Date: Mon, 17 May 1999 11:56:14 +0100

Tony,

>Why not ask if we need it?

Yeah, point taken, sorry. See my latest mail "Crap Fighters GFX"

VIC

-----  
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**1.250 Re: Fast scrolling (George 2)**

for scott@online.u-net.com; Mon, 17 May 1999 12:06:23 +0100

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

Subject: Re: Fast scrolling (George 2)

Date: Mon, 17 May 1999 11:59:45 +0100

Tony,

>Why not ask if we need it?

Yeah, point taken, sorry. See my latest mail "Crap Fighters GFX"

VIC

P.S. Another reason I gave up on it was because people don't have this piece of hardware (CD32 joystick).

-----  
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**1.251 Re: Fast scrolling (George 2)**

for scott@online.u-net.com; Mon, 17 May 1999 06:01:09 +0100

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 17 May 99 11:21:28 +1000

Subject: Re: Fast scrolling (George 2)

Encoding: 7bit

On Sun, 16 May 1999 11:53:11 +0100 Linda Bell said:

---

> I've attached a program that I haven't touched since February that  
> demonstrates fast scrolling in Blitz. You need a CD32 joypad to play it -  
> as it's a Mario-clone

Not to be too picky, but why did you mail a 120K attachment to a list  
when most of us won't have the fundamental piece of equipment to use  
it.

I don't mind biggish attachments, I don't bother to filter them out or  
anything, but sending one that's useless to most of us....

Why not ask if we need it?

Cheers

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

[www.shoalhaven.net.au/edgewater](http://www.shoalhaven.net.au/edgewater)

-----  
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## 1.252 Re: Font Sensitivity

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 25 May 1999 14:08:00 +0000

From: Curt Esser <[camge@ix.netcom.com](mailto:camge@ix.netcom.com)>

Date: Tue, 25 May 1999 07:52:54 -0500

Subject: Re: Font Sensitivity

Hi David

On 25-May-99, David McMinn wrote:

>

>> I think you also will need to add #IDCMP\_MOUSEMOVE (or \$10) and  
>> #IDCMP\_INTUITICKS (\$400000) to get it to work the way you want (you need  
>> these for Sliders, I've never used a Scroller)

>

> The gadtools include file, which will be in amigalibs.res, has some  
> defines for the different types of IDCMP messages you get from the  
> different types of gadgets, so you don't need to specify the individual  
> flags. #SCROLLERIDCMP will be made up from  
> #IDCMP\_GADGETUPI#IDCMP\_GADGETDOWNI#IDCMP\_INTUITICKS. They're very useful,  
> you just use the kind of gadgets you have and basically stick IDCMP after  
> it.

Excellent! I didn't know this...

---

Yours electronically,

Curt Esser

camage@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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## 1.253 Re: Font Sensitivity

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 25 May 1999 13:08:43 +0100

From: Curt Esser <[camage@ix.netcom.com](mailto:camage@ix.netcom.com)>

Date: Tue, 25 May 1999 06:52:36 -0500

Subject: Re: Font Sensitivity

Encoding: quoted-printable

Hi,

On 25-May-99, David McMinn wrote:

> =

> =

>> Thanks to help from David and Curt, I've pretty well got my scrollers =

>> be font sensitive. A few questions remain, however.

> =

> Can't remember helping in that department, missed all the messages \*&=A3=

&^&!

> Freeserve.

Heh heh - you helped him anyway - I sent him a bit of your code ;)

> =

>> 1. How do I get the Screen & Window Title Bars to use the font?

> =

> If you are opening your own screen then you need to open it using a tag=

s

> version of the command. ScreenTags I think. You need to load the font y=

ou

> want to use then set SA\_Font to be Addr IntuiFont(blah). Note this is n=

ot

> Peek.l(Addr IntuiFont(blah) + 8) as the former is the TextAttr (font

> specs) and the latter is the corresponding TextFont (font data)

Or you can use:

Loadfont "Somefont.font",somesize

---



Before opening the screen if you're not using a taglist.

> =

>> 3. Previously, I used a GTScroller with no arrows and TextGadgets for =  
the

>> arrows, because I could make the Text Gadgets "repeat" if you held the=  
m

>> down long enough. Is there any way to get this with the arrows in a

>> GTScroller?

> =

> AddIDCMP #SCROLLERIDCMP. You might also need to set the \$40 (I think) f=  
lag

> in the GTScroller command for the gadget down response, but try it with=  
out

> it first.

That should be \$80 - (\$40 is the "disable" flag)

I think you also will need to add #IDCMP\_MOUSEMOVE (or \$10) and  
#IDCMP\_INTUITICKS (\$400000) to get it to work the way you want (you need  
these for Sliders, I've never used a Scroller)

> =

> =

Later...

-- =

According to the latest official figures,  
43% of all statistics are totally worthless.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

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## 1.254 Re: Font Sensitivity

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 25 May 1999 09:53:44 +0000

From: "David McMinn" <[D.Mcminn@eee.rgu.ac.uk](mailto:D.Mcminn@eee.rgu.ac.uk)>

Organization: The Robert Gordon University, E&EE

Date: Tue, 25 May 1999 09:52:31 +0100

encoding: Quoted-printable

---

Subject: Re: Font Sensitivity

> Thanks to help from David and Curt, I've pretty well got my scrollers to  
> be font sensitive. A few questions remain, however.

Can't remember helping in that department, missed all the messages \*A3&^=&!

Freeseve.

> 1. How do I get the Screen & Window Title Bars to use the font?

If you are opening your own screen then you need to open it using a tags version of the command. ScreenTags I think. You need to load the font you want

to use then set SA\_Font to be Addr IntuiFont(blah). Note this is not Peek.l(Addr IntuiFont(blah) + 8) as the former is the TextAttr (font specs=) and

the latter is the corresponding TextFont (font data)

> 2. Is there a rule of thumb with a non-proportional font to estimate how

> wide a column should be for a given number of characters? I don't really

> want to make it the width of umpteen W characters (or whatever the widest

> would be). The only thing I can think of would be to adjust the column widths on the fly, sort of like MUI.

TextLength\_(RastPort(blah),&a\$,Len(a\$))

> 3. Previously, I used a GTScroller with no arrows and TextGadgets for the

> arrows, because I could make the Text Gadgets "repeat" if you held them  
> down long enough. Is there any way to get this with the arrows in a  
> GTScroller?

AddIDCMP #SCROLLERIDCMP. You might also need to set the \$40 (I think) flag in the GTScroller command for the gadget down response, but try it without it first.

--

) ^ V ][ l) Ml =A9 Ml ][ M Nl

dmcminn@house-of-mojo.freeseve.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Don't throw out your old P2-450 yet, why not use it as a doorstop.

-----

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## 1.255 Re: Font Sensitivity

for scott@online.u-net.com; Tue, 25 May 1999 13:20:50 +0100

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Tue, 25 May 1999 13:18:28 +0100

encoding: Quoted-printable

Subject: Re: Font Sensitivity

> Or you can use:

>

> Loadfont "Somefont.font",somesize

>

> Before opening the screen if you're not using a taglist.

Ahh, didn't realise.

> That should be \$80 - (\$40 is the "disable" flag)

Again sorry (what the hell's wrong with me today?)

> I think you also will need to add #IDCMP\_MOUSEMOVE (or \$10) and

> #IDCMP\_INTUITICKS (\$400000) to get it to work the way you want (you need

> these for Sliders, I've never used a Scroller)

The gadtools include file, which will be in amigalibs.res, has some define=

s for

the different types of IDCMP messages you get from the different types of

gadgets, so you don't need to specify the individual flags. #SCROLLERIDCMP=

will

be made up from #IDCMP\_GADGETUP#IDCMP\_GADGETDOWN#IDCMP\_INTUITICKS. They'=

re

very useful, you just use the kind of gadgets you have and basically stick=

IDCMP after it.

--

l) ^ V ][ l) |M| =A9 |M| ][ |M| |

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Don't eat yellow snow. I don't care how good it tastes, just don't.

-----  
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## 1.256 Font Sensitivity

for scott@online.u-net.com; Tue, 25 May 1999 05:48:25 +0100

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 25 May 99 14:39:30 +1000

Subject: Font Sensitivity

Encoding: 7bit

Thanks to help from David and Curt, I've pretty well got my scrollers to be font sensitive. A few questions remain, however.

1. How do I get the Screen & Window Title Bars to use the font?
2. Is there a rule of thumb with a non-proportional font to estimate how wide a column should be for a given number of characters? I don't really want to make it the width of umpteen W characters (or whatever the widest would be). The only thing I can think of would be to adjust the column widths on the fly, sort of like MUI.
3. Previously, I used a GTScroller with no arrows and TextGadgets for the arrows, because I could make the Text Gadgets "repeat" if you held them down long enough. Is there any way to get this with the arrows in a GTScroller?
4. How do you print a bitmap to a printer? So I can print reports in the font used by the program?

Thanks again for the help

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

[www.shoalhaven.net.au/edgewater](http://www.shoalhaven.net.au/edgewater)

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## 1.257 Re: Found pointer on/off routines :)

From [blitz-list-return-11267-scott=online.u-net.com@netsoc.ucd.ie](mailto:blitz-list-return-11267-scott=online.u-net.com@netsoc.ucd.ie) Tue May 04 18:37:57 1999

for scott@online.u-net.com; Tue, 4 May 1999 18:37:56 +0100

From: "Andrew Guard" <[aMIGA\\_dUDE@assign.u-net.com](mailto:aMIGA_dUDE@assign.u-net.com)>

Organization: ProPassWord

Date: 3 May 99 18:30:16 +0000

Subject: Re: Found pointer on/off routines :)

---

X-Face: ggbX)L/8Qm]#Tpb\_Nl\_7q?KW7ol,Y@chVk\$,D.@iuYP.XrF!x!!Loz2}.x:X.k[9A-NjQsu/gaPM\8EaGyX/Sw92G>5tg|VH51w  
VM\*4PG63s(pwT&qE@dB\*lkww:

Encoding: quoted-printable

Well, well James L Boyd, OK then but=2E=2E=2E

> Hi all,=20

>=20

> Someone wanted a routine for turning off the mouse pointer,

> but all the solutions worked just for the one window=2E=2E=2E

>=20

> I've just discovered this (see attached)=2E=2E=2E

>=20

This did nothing for me but that might because I use GFX card=2E Of

couse I remove all the comments=2E

--=20

Think about it, ProPassWord=2E [mailto:ppw-subscribe@egroups=2Ecom](mailto:ppw-subscribe@egroups.com)

--

Satanic Dreams <http://www=2Esatanicdreams=2Efreeserve=2Eco=2Euk/>

V//Amiga// Team Amiga RC5

--

603e+ 233/040=A0PowerUP, 32 Meg, BVision, Zip, DVD, Kickstart 3=2E1

Pace56 External voice, ISP <http://www=2Ewirenet=2Eco=2Euk/>

ICQ 21765436

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## 1.258 Found pointer on/off routines :)

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sat, 1 May 1999 17:29:11 +0100

From: James L Boyd <[jamesboyd@all-hail.freeserve.co.uk](mailto:jamesboyd@all-hail.freeserve.co.uk)>

Date: Sat, 01 May 1999 17:29:00 +0000

Subject: Found pointer on/off routines :)

--BOUNDARY.1749234248.2

Hi all,

Someone wanted a routine for turning off the mouse pointer,

but all the solutions worked just for the one window...

I've just discovered this (see attached)...

See ya,

--

<tsb>  
<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk  
<sb>Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*  
<sb>Connected from Dundee, Scotland.  
<sb>(http://surf.to/all-hail/)

<tsb>

Don't let it end like this. Tell them I said something.

-- last words of Pancho Villa

--BOUNDARY.1749234248.2

Content-Disposition: attachment; filename="PointerOnOff.asc"

Content-Description: Turns pointer on & off

; DO NOT remove the Delay\_()s! GURU will pay you a visit

; if you do...maybe not today, maybe not tomorrow, but

; it'll happen!

Statement PointerOff { }

Delay\_ 1

Poke.w \$dff096,%100000

Delay\_ 1

End Statement

Statement PointerOn { }

Delay\_ 1

Poke.w \$dff096,%1000000000100000

Delay\_ 1

End Statement

:: demo :

:: flashing pointer (would be cool as a gadget help feature ;)

; For a=1 To 10

; PointerOff { }

; Delay\_ 5

; PointerOn { }

; Delay\_ 5

; Next a

; End

--BOUNDARY.1749234248.2

-----  
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--BOUNDARY.1749234248.2--

**1.259 Re: FREE 0800 ISP!**

for scott@online.u-net.com; Thu, 6 May 1999 23:12:27 +0100

From: Ashley Scott <hawkeye@polarisx.freemove.co.uk>

blitz-list@netsoc.ucd.ie,

amos-list@onelist.com,

satanicdreams@egroups.com,

afb@egroups.com,

Curt Esser <camge@ix.netcom.com>,

Dave Griffiths <gri2296p@uel.ac.uk>,

Simon Jeavons <simon@wizard.prestel.co.uk>,

Andy Carpendale <andy.manufan@tesco.net>,

Owen Benjamin <owen@jopcomps.swinternetwork.co.uk>,

Phil Jones <crypt3686@aol.com>,

David Ball <dave@the-unseen-university.swinternetwork.co.uk>,

Rob Hutchinson <loki@sdsoft.freemove.co.uk>,

Bob Griffiths <bob@griffiths.entanet>,

Mike Griffiths <mail@spikesbar.force9.co.uk>

Date: Thu, 06 May 1999 20:53:04 +0100

Organization: Satanic Dreams Software.

Subject: Re: FREE 0800 ISP!

Encoding: binary

Hello Gareth

Hiya, Gareth... ,on 05-May-99 you mailed me about: FREE 0800 ISP!! So I'm banging out a reply...

[=> Hi,

[=> I figured it out. It's [www.freecall-uk.com](http://www.freecall-uk.com). Go there now and

Didn't I point that out the other day?

[=> signup, and put Gareth Griffiths in the Referred by box. Sorry if you

To late I put Bootblock! But now I have unsubscribed from the conning

bastards! I have asked a lot of peeps about this and not one person has got

free ISP access yet!

[=> are already signed up, but I took this straight out of my guestbook.

[=>

[=> Oh yeah, it says your e-mail address. Put your current one, not the

[=> one you want off them. Gotta go now. CYA!

[=>

I decided I didn't want any SPAM mail & I have also sent them a bitchy mail

saying that now I have unsubscribed I don't want to see one Spam ;). Soz

Bootblock if you were really hoping to get free access, But I think you'll

find that you were better off on x-stream ;)

[=> Cya!

[=> Gaz.

TTFN

Regards

--

<sb>\*<---HAWKEYE (SDS Founder)--->\*

<sb>\*EMAIL:\* hawkeye@polarisx.freemove.co.uk

<sb>\*IRC:\* EsperNet/#SatanicDreams ICQ: 34655410

<sb>#URL: http://www.satanicdreams.freemove.co.uk/#

<tsb>

<sb>\*<--- RTG on hold/Arexx 10% --->\*

<tsb>

<tsb>You can prick your finger, but never finger your prick.

-----  
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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.260 RE: FREE 0800 ISP!

for scott@online.u-net.com; Fri, 7 May 1999 13:51:31 +0100

From: "C.J.R.Jarvis" <C.J.R.Jarvis@wkac.ac.uk>

Subject: RE: FREE 0800 ISP!

Date: Fri, 7 May 1999 13:49:54 +0100

boundary="----=\_NextPart\_001\_01BE9888.1ABD2932"

-----=\_NextPart\_001\_01BE9888.1ABD2932

charset="iso-8859-1"

I suppose one way to do it without getting spam mails would be to set up a hotmail account or summint so that all the crap goes there. That way you never have to care about checking it.

Chris

p.s. I'm going to have to unsubscribe for a while guys and gals. See ya.

-----=\_NextPart\_001\_01BE9888.1ABD2932

charset="iso-8859-1"

Encoding: quoted-printable

<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 3.2//EN">

<HTML>

<HEAD>

<META HTTP-EQUIV=3D"Content-Type" CONTENT=3D"text/html; =





Subject: FREE 0800 ISP!

Hi,

I figured it out. It's www.freecall-uk.com. Go there now and  
signup, and put Gareth Griffiths in the Referred by box. Sorry if you  
are already signed up, but I took this straight out of my guestbook.

Oh yeah, it says your e-mail address. Put your current one, not the  
one you want off them. Gotta go now. CYA!

Cya!

Gaz.

--

<sb> Gareth Griffiths (Joker Developments)

<sb> E-Mail: gaz@jokerd.freemove.co.uk

<sb> WWW: www.jokerd.freemove.co.uk

<sb> ICQ: Gazza (37738211)

Only idiots fall in love. Smart men buy Razzle.

-----  
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## 1.262 Re: Freeserve

for scott@online.u-net.com; Mon, 24 May 1999 09:32:17 +0100

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Mon, 24 May 1999 09:30:10 +0100

encoding: Quoted-printable

Subject: Re: Freeserve

> Hello,

>

> Ok, DAMN freeserve mail-server is till offline :(((((((....

> So I moved to In2Home... And WOOOOOW is the mailserver fast....

> It`s that fast that the second I send a mail I collect the reply

> instantaneously.... I`m impressed..

Further to this, how many messages were sent to the list over the weekend?=  
Freeserve said that all messages would be kept and could be collected once=  
they

fixed their server. After two days, the damn thing only gave me 5 messages=  
!!

Which I don`t think is correct.

---

> But anyways...

> My new Email Addy is:

> loki@sds.in2home.co.uk

Damnit Rob, stop changing your email address ;)

--

l) ^ V ][ l) Ml =A9 Ml ][ M M

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Beauty is in the eye of the beer holder.

-----  
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## 1.263 Freeserve

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 24 May 1999 00:36:53 +0100

From: Rob Hutchinson <[loki@sds.in2home.co.uk](mailto:loki@sds.in2home.co.uk)>

Date: Mon, 24 May 1999 00:35:17 +0100

Organization: Satanic Dreams Software.

Subject: Freeserve

Hello,

Ok, DAMN freeserve mail-server is till offline :(((((((....

So I moved to In2Home... And WOOOOOW is the mailserv fast....

It's that fast that the second I send a mail I collect the reply

instantaneously.... I'm impressed..

But anyways...

My new Email Addy is:

[loki@sds.in2home.co.uk](mailto:loki@sds.in2home.co.uk)

Have a nice day :)

Cya!

--

<tsb>

<sb>\*CONTACTING MEEEEEEEE:\*

<sb>[loki@sds.in2home.co.uk](mailto:loki@sds.in2home.co.uk) | \*ICQ:\* 27181384

<sb>SDS FOUNDER: URL: <http://www.satanicdreams.freemove.co.uk/>

<tsb>

<sb>\*PROJECT INFO:\*

<sb>Minimum Safe Distance [0.001%]

<sb>/After a few trips to the toilet, the following appeared:/  
<sb>MorrisTheMaggot, CTTM2, TimeSwipe, NIB, BlitzBFB, Prefs2000 & TMS.  
<sb>  
<sb>Democrats: We've got what it takes to take what you got.  
<tsb>

-----  
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## 1.264 Re: Function offsets

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 18 May 1999 01:17:59 +0000  
From: Anton Reinauer <[anton@ww.co.nz](mailto:anton@ww.co.nz)>  
Date: Tue, 18 May 1999 12:07:02 +1200  
Subject: Re: Function offsets  
On 18-May-99, Frederic Laboureur wrote:  
> I've created an 'ASM.res' file which contain ALL OS 3.1  
> LVOFonctions offset (via constants). It's available on Aminet trough  
> the name 'PragmaConvertor.lha'.  
What dir is that in- I can't seem to find it- bloody ADT! :-)

--  
Anton Reinauer <[anton@ww.co.nz](mailto:anton@ww.co.nz)>  
A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0  
A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0  
Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed  
for my game Pyro-Mid. - Aminet: [dev/basic/UDP\\_Chat.lha](http://dev/basic/UDP_Chat.lha) (V2.4)  
<<http://www.ww.co.nz/home/anton/>>

-----  
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For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

## 1.265 Re: Function offsets

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 17 May 1999 14:16:34 +0100  
From: "David McMinn" <[D.Mcminn@eee.rgu.ac.uk](mailto:D.Mcminn@eee.rgu.ac.uk)>  
Organization: The Robert Gordon University, E&EE  
Date: Mon, 17 May 1999 14:14:20 +0100  
encoding: Quoted-printable  
Subject: Re: Function offsets

> Hmm, I have the includes for C and Blitz but I don't see any fd files  
> anywhere...

They're on the Devs CD and also in the includes archive on this webpage:

<http://www.redrobe.demon.co.uk/amiga/essentials.html>

--

) ^ V ][ ( ) | M =A9 | M ][ | M |

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Everybody is somebody else's weirdo

-----

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## 1.266 Re: Function offsets

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 17 May 1999 09:18:28 +0100

From: "David McMinn" <[D.Mcminn@eee.rgu.ac.uk](mailto:D.Mcminn@eee.rgu.ac.uk)>

Organization: The Robert Gordon University, E&EE

Date: Mon, 17 May 1999 09:17:08 +0100

encoding: Quoted-printable

Subject: Re: Function offsets

>

> Does anyone know how to get the offset of a function in a given library?

> I'm trying to figure out how to use the exec.library SetFunction command=

> and it requires the offset of the function.

Get some OS includes and read the .fd files.

--

) ^ V ][ ( ) | M =A9 | M ][ | M |

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

A crab in the hand is worth two in the bush.

-----

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### 1.267 Re: Function offsets

for scott@online.u-net.com; Mon, 17 May 1999 22:31:32 +0100

From: Frederic Laboureur <alphasnd@sdv.fr>

Date: Mon, 17 May 1999 18:38:22 +0100

Organization: Fantaisie Software

Subject: Re: Function offsets

Encoding: quoted-printable

Hi John, =

> Hmm, I have the includes for C and Blitz but I don't see any fd files

> anywhere...

I've created an 'ASM.res' file which contain ALL OS 3.1 LVOFonctions  
offset (via constants). It's available on Aminet trough the name  
'PragmaConvertor.lha'.

To get the number, type: 'NPrint #\_SetFunction' or just use the  
constant which is much better:

JSR \_SetFunction(a6)

All names are correct and begin by an '\_' ..

I hope this help,

-- =

Fred.

-----=

-

^v^v^v Fr=E9d=E9ric Laboureur (Fred)

\_\_/\\_ =

/^ u ^ n ^ \ E-Mail Address: alphasnd@sdv.fr =

(o o \_/(o o)\ \_o o) =

\_/ \_ /// | | \ \ \_ \ Only Amiga makes it possible

(o\_o)// (o o) \ (o\_o) Quality software for the Amiga

`\_ \_' ` \_ \_' ` \_ \_' =

F-Base TheBoss F-Bench AlphaSOUND - FANTAISIE Software (1999)

-----=

-

-----

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## 1.268 Function offsets

for scott@online.u-net.com; Mon, 17 May 1999 02:42:05 +0100

Date: Sun, 16 May 1999 22:41:10 -0300 (ADT)

Sender: ah210@chebucto.ns.ca

From: John Mason <ah210@chebucto.ns.ca>

Subject: Function offsets

Does anyone know how to get the offset of a function in a given library?

I'm trying to figure out how to use the exec.library SetFunction command, and it requires the offset of the function.

--

John Mason -- ICQ 17931257

<http://chebucto.ns.ca/~ah210/Profile.html>

Home of NewStuff and Reminder!

-----

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## 1.269 Re: Function offsets

for scott@online.u-net.com; Mon, 17 May 1999 12:20:57 +0100

Date: Mon, 17 May 1999 08:11:31 -0300 (ADT)

Sender: ah210@chebucto.ns.ca

From: John Mason <ah210@chebucto.ns.ca>

Subject: Re: Function offsets

On Mon, 17 May 1999, David McMinn wrote:

> Get some OS includes and read the .fd files.

Hmm, I have the includes for C and Blitz but I don't see any fd files anywhere...

--

John Mason -- ICQ 17931257

<http://chebucto.ns.ca/~ah210/Profile.html>

Home of NewStuff and Reminder!

-----

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---

## 1.270 Re: Gadget sensibility

for scott@online.u-net.com; Mon, 31 May 1999 18:42:38 +0000

From: "Andrew Guard" <aMIGA\_dUDE@assign.u-net.com>

Organization: ProPassWord

Date: 31 May 99 18:11:06 +0000

Subject: Re: Gadget sensibility

X-Face: ggbX)L/8Qm]#Tpb\_Nl\_7q?KW7ol,Y@chVkJ\$,D.@iuYP.XrF!x!lLoz2}.x:X.k[9A-NjQsu/gaPM\8EaGyX/Sw92G>5tg|VH51w  
VM\*4PG63s(pwT&qE@dB\*lkww:

Encoding: quoted-printable

Well, well Leigh Parry, OK then but=2E=2E=2E

> Smile - People will wonder what you're thinking=2E

How true were I work they are trying to get out of there=2E I smile and

they don't know why=2E Well I tell you, I am worried about being

unemployed=2E It has so far keep me in work for last 3 mounts=2E Just

because they don't know what could make me smile so much=2E

Mind game's, yep!

--=20

Think about it, ProPassWord=2E <mailto:ppw-subscribe@egroups.com>=2Ecom

--

Satanic Dreams <http://zap=2Eto/sds>

V//Amiga// Team Amiga RC5

--

603e+ 233/040=A0PowerUP, 32 Meg, BVision, Zip, DVD, Kickstart 3=2E1

Pace56 External voice, ISP <http://www=2Ewirenet=2Eco=2Euk/>

ICQ 21765436

-----  
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## 1.271 Re: Gadget sensibility

for scott@online.u-net.com; Fri, 28 May 1999 12:33:59 +0100

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Fri, 28 May 1999 12:31:44 +0100

encoding: Quoted-printable

Subject: Re: Gadget sensibility

> I think there is, but only with later versions of the os. A flag was

---



> added to help with help systems so that when you press the help key over=  
a  
> gadget context sensitive help was initiated and as a by product of this  
> there is a message to detect if you are over a gadget. It'll be in the  
> autodocs somewhere...  
That's the IDCMP\_GADGETHELP event. All gadtools gadgets have the flag turn=  
ed  
on, so it is possible to get these messages. The EventIAddress command (I =  
think  
RWE updated windowlib to include this command, not as part of BSS though)=  
is a  
pointer to the gadget the mouse was over when you received the message.  
The problem with this is that it takes a while for the message to be sent,=  
and  
the user has to stop the pointer over the gadget. You also won't receive a=  
ny  
more gadget help messages for that gadget until you move the pointer off it=  
and  
back on again.

--

) ^ V ][ l) M =A9 M ][ M N

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Word/Phrase: Alec Guinness

Anagram: Genuine Class

-----  
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For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

## 1.272 Re: Gadget sensibility

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 31 May 1999 22:24:09 +0100

From: James L Boyd <[jamesboyd@all-hail.freemove.co.uk](mailto:jamesboyd@all-hail.freemove.co.uk)>

Date: Thu, 27 May 1999 23:10:30 +0000

Subject: Re: Gadget sensibility

Linda Bell churned out \*this\* drivel:

> Schnider Angel wrote,

>> I want to know which flag is used for detecting the if the mouse pointer

>> is  
> over a gadget.?  
>> thanks..  
>  
>  
> I don't think there is one - \$20 is for `gadget-down` and \$40 is for  
> `gadget-up`  
>  
> The only way is for you to write a routine that checks the WMouseX and  
> WMouseY positions (or their equivalent if using NCommandSet), to see if  
> the mouse is over a gadget.  
Well, there is a GADGETHELP flag I think, but I've never used it, so I'm  
not sure what to do with it...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

We don't like their sound, and guitar music is on the way out.

-- Decca Recording Co. rejecting the Beatles, 1962.

-----  
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## 1.273 Re: Gadget sensibility

for scott@online.u-net.com; Sun, 30 May 1999 09:16:31 +0000

From: Leigh Parry <lparry@free4all.co.uk>

Date: Fri, 28 May 1999 21:22:03 +0000

Subject: Re: Gadget sensibility

X-SLUIDL: DF3CD16A-154A11D3-B7D50090-275149F0

--BOUNDARY.18563168.1

Hello

>> Schnider Angel wrote,

>> > I want to know which flag is used for detecting the if the mouse pointer

>> > is

>> over a gadget.?

>> > thanks..

>> >

>> I don't think there is one - \$20 is for `gadget-down` and \$40 is for

>> `gadget-up`

>

> I think there is, but only with later versions of the os. A flag was added to

> help with help systems so that when you press the help key over a gadget

> context sensitive help was initiated and as a by product of this there is a

> message to detect if you are over a gadget. It'll be in the autodocs

> somewhere...

>

> Thom

In a previous mail from Joseph Cox <bootblock@geocities.com>

Dated - Thu, 25 Dec 1997 01:02:13

So he may not be at that address any longer.

there was this message

> Okay, I'm about recode my Help Control thingy (it was only for my purpose,

> thus it was totally messy!) and I'll include it as an "attachment" ....

which when ran uses the mouse over gadget flag,

I hope this is what you require.

Regards

Leigh

--

<sb>

<sb>Leigh Parry

<sb>EMail: lparry@free4all.co.uk

<sb>

<sb>Smile - People will wonder what you're thinking.

<sb>

--BOUNDARY.18563168.1

Content-Disposition: attachment; filename="HelpCon1.lha"

Encoding: base64

Content-Description: Joseph Cox <bootblock@geocities.com>

InYtbGg1LcAIAADIFQAALweZIwAADEh1bHBDdb24xLmFzY6B0By9zu9GnI6H5z4A/h2rdDdcI  
2wCQ0QtUCEAtkkikNkvLpVOwbwDFGPct45NOU+N//+Y2BNkJs3bauXK+CrkquV7yX03wd2G2  
rbbbtmdZC+eDPcTCqJMAAddINtsMWgLaUqtWJe7Nu4aKE2Q7QO1ttx3bcsWNynOIXw5URhniT  
kiNmCPKnujDQmQB/AKSBn3woDzc54qAJhgRCcMomkRh42c2JECFIPGQUIrFMSIw7kKyhEeAy  
kdpwOaM4UcqdrKmfS1neI/9pERCpmUEAgig/nzh21LAGjDGaIvrAHZCnuprWHQ0Htwe0H0Pw

+xQd0SFHBWU4YIVSCg6YacCMURohB40iIvpIHxQGzHAfU9Z4drbjoLPapIoTvvgjGsiZ0ohUe  
IuUmRQJZxe5EL6z8sbviwjHJBBofFFspu05F7GmLIISjwic8x1ZUQ5AjVJnQJZhWQ3kvnnngHv  
pLIvTb51GiEAnTgDnOq7FEH7+WbiUtAftPFoYbMpo5xcjfrHngNotnPn6wb/Ukim5O5JSRSh  
Ec9ZHuwvzl/MqOzp1n7v/+dG9zc4bYXcNwl2+7Bv3OLl6729v3ruG/d4eULQeqq2vz/KWa44  
KNL2RkwGFQqYzSRiKN7i5Oa75FF3/S/cYr9LEC+0L0Sad2fAkf6UQ4UKgP6hItDwlZwnGKNc  
r1AnevRagbVKwFG5SuC/N/7TBBJGTtbYyc/kFs0aHgdofw2Pju9OH7+W7rbPLwQp8PRwoFOf  
1gU+MYpwMagFOeQr2oOMgBcvggNkjp93/Yq+Uz4dyYn9LZ2EjCf5Kpx/vHpyChihFQyJGhdl  
PEefLFJKsc41vs7W1tMos5DqjXL502xUwYKMP0ZMqgpj4QQPvgGdoXgnGblsf97ee5TZ/rXK  
c/ZTgo7z78QM4VfulSYB8HJx4aZJ/vKVFalCnVwCZSAvj3d/zBPnwBBY3iRSnitUdnM6lG6  
/v50fkelMqG0KUwQLUyZxzKrxUbweiNn8FV30ZlgwcPRK/Wi62SdipvAiJflo0g96/rq162q  
GkrLrvlKkNqE0DhRx8AwEotOhhSDra3eCSOE0pHXwP9kmh7udUXqooIP4yeKj+I8OLewcYXv  
jgndfEZEI/j3kwa+M0kCl0YQD1NtjRXd3Lnf50c2TzjXdmhkbacbbajq6H3Rcr7vuY6ak0JF  
bccb3LrVAaiaim/kY3Wg1tOD6El3sNuRSkwzEus21YaqtWN1p2sItNND2DaEn0CJjjaxDINA  
JNPMIONOOifGqjdVYnQYd2nVhhNa6Ca0wMdWGO2BDXGrDuoNlctew3Mp3uy2n5SiFRogtp2u  
0441Q4hr4pSxDW2GC5oegPpYVWqknzpj+5rLtC+nu7309437e+BHYfvKxu0PyeH4UFkYbxb8  
h4piNWEjF8CRqmojOO1Ktavu2G2M54v6ap6hE64idew05uNVK8wmKB4cp4z95Bvsj7zRH7yj  
7nsOvGyGqYg7gkFzuus7Oazs3Y3dyvWq1GLiM3KYIGCWim6Qo5urFK+tvzVRiSjGGT+ZjHYW  
4Fx1xbgvBXRf1QuQIe7BxMgjkzZhw3pcAvS8UoO1IUpONS91xLDTgkCq66tOuTj4cHHdAosF  
l52qJnKc5SjPZWQLEMhRtjcVg0vzqtUammMMV0FVqi0ibZH3yqipwEFWg8KeTJFSp5eNYMq  
mEuIgN38xBQqrmPmlwyWC67iMfXpL7Xr03TWvXquYhZERGoOVTvbYVAUsaEmYMfhlN9YUdJM  
cpWmxrwjWzKv3qRvDFoD1geE2IYw/ngVTmUHeFKc5UHUY+c5lMw6CwQcOjOcWCWg6TIUvgr5  
YoDr51ocJycw0854DvKC8Z8bMV9Cp06ZA7hZclZvy/7mwa/PCUszQOTtXD5Uxsy2cVpaHlgr  
6+dzDIipkAS663iT+r8A3ol5kQni3yYb4f11ja7BuBR832G9v8AhO8eOMc074L4XzG12FXCs  
KzJDO8B4q8iy1psSauPr/wypnVqlWXKppsm6wfeeHRGMO8oUQPsatU8v/V8v/W8v/u7C  
hY/N07EG+aj3Mpoch1uJks5r5eq47ew3pltkoVL9CCyuP4onXbm4DM50oiZuCzApwM0tZlx  
ppPFSBjKkEYMi4rmi5kMunzMLr+V4JSIcaSDkKgd7BvgYtJph0XbtpzCkv3ev0+61qkKIRu4  
PE2RWeD6V05aGkW1YD96/S91ANZz08m7cXycBUxniT1cj2irNNhK6mfWDfpTaY2DHOYx5jHL  
5mZCT0kUYxf5zRll1JHVJ0shD4BpWaz9aBH1wRS81oOKOLEUTJZ9YQuZbg4yOy6pJA6splam  
xy0aPqsH2KlXpCU4lgZqNdrspeFa4qc4P/eWZUBIosY6yBZbIPGJhetp711d8PyUvUOGtGGY  
au8tjBmJZZuMb007BGgXvjuyM50/ZVF8yfvBch44YkZA/GH2BiTJC9oDEvFynjut0NIXf0IL  
u1iQodyMcprPLi9KKXWnQ9K0fiOfykGZdcqJW8y0f2i6BxoMHcYc8jYQKnofcw5AogcxhQ25  
AeLGCxJ+XmM1fMZxv3rmTMDy8aOac0sYcfsIFb7J2aY8lXnpY78cScxdEbZ0cDzQ2v6KOWL  
rn0MxtXx6HzM4XQvdAyaPMibnpA4Ote+zoV8bN8OPzFt30Pca8bHSwCJGLFLtW37vMGcukhy  
RH8yVY+iAjOdrxmmPQKngLaBMArCc0U2NpANZTYU6/0ii0cjQZLo9KYwdob6b47HV2G6Gx0C  
+k/+IwvvpjT+i+MujJwyY8aBjkF2r6Wa9eY7MjHSS2U0uNMJ5ulVGxDTKGaASJlQoumBE0ln  
Ph+MkIaqLOqt/p1LddCEkUtUCxDSrVrm2/SrV9LSH+K+GlcP70bJeler6DqQUPTQyG5/hXLA  
PiNVaDxxmXV5ZtyBMZ5dc5v/IN9Ynr6fKT/y28RykpDW/9iVjITXNHLYDKDKd88qL9quxCq+  
pIM6qXPlq4AA

--BOUNDARY.18563168.1

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--BOUNDARY.18563168.1--

## 1.274 Re: Gadget sensibility

for scott@online.u-net.com; Thu, 27 May 1999 18:29:14 +0100

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

Subject: Re: Gadget sensibility

Date: Thu, 27 May 1999 18:23:10 +0100

Schnider Angel wrote,

>I want to know which flag is used for detecting the if the mouse pointer is over a gadget.?

>thanks..

I don't think there is one - \$20 is for `gadget-down` and \$40 is for

`gadget-up`

The only way is for you to write a routine that checks the WMouseX and WMouseY positions (or their equivalent if using NCommandSet), to see if the mouse is over a gadget.

VIC

-----  
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## 1.275 Gadget sensibility

for scott@online.u-net.com; Thu, 27 May 1999 11:23:48 +0100

Date: Thu, 27 May 1999 12:26:32 +0200

From: Schnider Angel <cityangel@bluewin.ch>

X-Accept-Language: en

Subject: Gadget sensibility

Encoding: 7bit

Hello.

I want to know which flag is used for detecting the if the mouse pointer is over a gadget.?

thanks..

-----  
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---

## 1.276 Re: Gadget sensibility

for scott@online.u-net.com; Fri, 28 May 1999 11:04:52 +0100

Sender: tdc98@doc.ic.ac.uk

Date: Fri, 28 May 1999 11:03:59 +0100

From: Thomas Cobb <tdc98@doc.ic.ac.uk>

Subject: Re: Gadget sensibility

Encoding: 7bit

Linda Bell wrote:

> Schnider Angel wrote,

> >I want to know which flag is used for detecting the if the mouse pointer is

> over a gadget.?

> >thanks..

>

> I don't think there is one - \$20 is for `gadget-down` and \$40 is for

> `gadget-up`

I think there is, but only with later versions of the os. A flag was added to help with help systems so that when you press the help key over a gadget context sensitive help was initiated and as a by product of this there is a message to detect if you are over a gadget. It'll be in the autodocs somewhere...

Thom

-----  
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## 1.277 Re: Gadtools gadgets again

for scott@online.u-net.com; Tue, 18 May 1999 16:32:46 +0000

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Tue, 18 May 1999 16:31:06 +0100

encoding: Quoted-printable

Subject: Re: Gadtools gadgets again

> I'm still working on replacing standard gadgets with GT ones :-)

> I would like to remove gadget.library from executable but I'm still usin=

g

> two functions from it: REDRAW and ACTIVATESTRING. How to replace these

> instructions by OS calls? Any examples are welcome.

```
RefreshGList_ GTGadPtr(gtl,id),Peek.l(Addr Window(win)),0,1
ActivateGadget_ GTGadPtr(gtl,id),Peek.l(Addr Window(win)),0
```

--

l) ^ V ][ l) M =A9 M ][ M M

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Never argue with an idiot. They drag you down to their  
level then beat you with experience.

-----  
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## 1.278 Gadtools gadgets again

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 18 May 1999 16:18:39 +0100

From: "Krzysztof Jonko" <[eteacher@amiga.org.pl](mailto:eteacher@amiga.org.pl)>

Subject: Gadtools gadgets again

Date: Tue, 18 May 1999 17:02:14 +0200

charset="iso-8859-2"

Encoding: 7bit

I'm still working on replacing standard gadgets with GT ones :-)

I would like to remove gadget.library from executable but I'm still using  
two functions from it: REDRAW and ACTIVATESTRING.

How to replace these instructions by OS calls? Any examples are welcome.

Chris, [eteacher@amiga.org.pl](mailto:eteacher@amiga.org.pl)

-----  
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## 1.279 Re: Game Publishing questions...

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 31 May 1999 18:30:24 +0100

From: "Andrew Guard" <[aMIGA\\_dUDE@assign.u-net.com](mailto:aMIGA_dUDE@assign.u-net.com)>

Organization: ProPassWord

Date: 31 May 99 14:03:51 +0000

Subject: Re: Game Publishing questions...

X-Face: ggbX)L/8Qm)#Tpb\_Nl\_7q?KW7ol,Y@chVk\$,D.@iuYP.XrF!x!!Loz2}.x:X.k[9A-NjQsu/gaPM\8EaGyX/Sw92G>5tg|VH51w  
VM\*4PG63s(pwT&qE@dB\*lkww:

Encoding: quoted-printable

Well, well David McMinn, OK then but=2E=2E=2E

> > Is anyone on this list writing software with the intention of selling i=  
t

> > commercially?

>=20

> There are a few people on the list writing commercial games=2E

Yep there Satanic Dreams Software, but we don't just do games=2E

Hit site for more info about us=2E=20=20

--=20

Think about it, ProPassWord=2E <mailto:ppw-subscribe@egroups.com>

--

Satanic Dreams <http://zap=2Eto/sds>

//Amiga// Team Amiga RC5

--

603e+ 233/040=A0PowerUP, 32 Meg, BVision, Zip, DVD, Kickstart 3=2E1

Pace56 External voice, ISP <http://www=2Ewirenet=2Eco=2Euk/>

ICQ 21765436

-----  
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## 1.280 Re: Game Publishing questions...

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 31 May 1999 22:35:58 +0000

From: Ashley Scott <[hawkeye@polarisx.freemove.co.uk](mailto:hawkeye@polarisx.freemove.co.uk)>

Date: Mon, 31 May 1999 22:02:14 +0100

Organization: Satanic Dreams Software.

Subject: Re: Game Publishing questions...

On 31-May-99, Neil Bullock Wrote.....

[=>> Is anyone on this list writing software with the intention of selling

[=>> it commercially?

[=>

[=> Me

Me too

[=>

[=>>

[=>> Is anyone up for being a game tester?

[=>>



[=>  
 [=> Again, Me :)  
 Me also  
 [=>  
 [=> =====  
 [=> TROGLADITE - SOFTWARE  
 [=> =====  
 [=> \_\_ Neil Bullock  
 [=> \_\_ /// trogladite@trosoft.freemove.co.uk  
 [=> \\\ http://www.trosoft.freemove.co.uk/  
 [=> \XX/ ICQ UIN: 27873010  
 [=> DigitalD.UK.AfterNET.org: #trosoft  
 [=> =====  
 [=>  
 [=>  
 [=>  
 [=> -----  
 [=> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie  
 [=> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie  
 [=>  
 [=>  
 Regards  
 --  
 <sb>\*<---(Satanic Dreams Software Founder)--->\*</sb>  
 <sb>\*EMAIL:\* hawkeye@polarisx.freemove.co.uk</sb>  
 <sb>\*IRC:\* EsperNet/#SatanicDreams ICQ: 34655410</sb>  
 <sb>#URL: http://www.satanicdreams.freemove.co.uk/#</sb>  
 <tsb>"That's nice. You show up and all the gorillas run inside."</tsb>  
 <tsb>  
 -----  
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## 1.281 Re: Game Publishing questions...

for scott@online.u-net.com; Mon, 31 May 1999 09:48:29 +0100  
 From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>  
 Organization: The Robert Gordon University, E&EE  
 Date: Mon, 31 May 1999 09:47:13 +0100

encoding: Quoted-printable

Subject: Re: Game Publishing questions...

> Is anyone on this list writing software with the intention of selling it  
> commercially?

There are a few people on the list writing commercial games.

> Does anyone have any distributors they can recommend?

Aiga Flame (<http://www.amigaflame.co.uk/>) has some info for games develop=

rs  
with regards to publishers. There's also a lot of links to games publisher=  
s oin  
that site.

--

l) ^ V ][ l) Ml =A9 Ml ][ M N

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Bumper sticker #3.

Jesus loves you, but everyone else thinks you're an asshole

-----  
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## 1.282 Re: Game Publishing questions...

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 31 May 1999 18:47:10 +0100

From: "Linda Bell" <[zalda@home4968.freemove.co.uk](mailto:zalda@home4968.freemove.co.uk)>

<[slebed@earthlink.net](mailto:slebed@earthlink.net)>

Subject: Re: Game Publishing questions...

Date: Mon, 31 May 1999 18:30:16 +0100

Hi Stephen,

>Is anyone up for being a game tester?

I'd be happy to - with the proviso that this be reciprocated in about a  
month, when I finish mine :)

VIC

[zalda@home4968.freemove.co.uk](mailto:zalda@home4968.freemove.co.uk)

-----  
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**1.283 Re: Game Publishing questions...**

for scott@online.u-net.com; Mon, 31 May 1999 21:31:30 +0000

From: "Neil Bullock" <trogladite@trogssoft.freemove.co.uk>  
<slebed@earthlink.net>

Subject: Re: Game Publishing questions...

Date: Mon, 31 May 1999 22:52:51 +0100

charset="iso-8859-1"

Encoding: 7bit

----- Original Message -----

From: Stephen Lebed <slebed@earthlink.net>

Sent: 31 May 1999 05:09

Subject: Game Publishing questions...

> Hello,

>

> Is anyone on this list writing software with the intention of selling it

> commercially?

Me

>

> Is anyone up for being a game tester?

>

Again, Me :)

=====

T R O G L A D I T E - S O F T W A R E

=====

\_\_ Neil Bullock

\_\_ /// trogladite@trogssoft.freemove.co.uk

\\/// <http://www.trogssoft.freemove.co.uk/>

\\XX/ ICQ UIN: 27873010

DigitalD.UK.AfterNET.org: #trogssoft

=====

-----

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## 1.284 Game Publishing questions...

for scott@online.u-net.com; Mon, 31 May 1999 04:11:35 +0100

From: Stephen Lebed <slebed@earthlink.net>

Date: Sun, 30 May 1999 20:09:10 -0800

Subject: Game Publishing questions...

Hello,

Is anyone on this list writing software with the intention of selling it commercially?

Does anyone have any distributors they can recommend?

Is anyone up for being a game tester?

--

Thanks in advance,

Stephen Lebed

slebed@earthlink.net

-----

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## 1.285 Get RGB info

for scott@online.u-net.com; Thu, 6 May 1999 19:12:19 +0000

From: "Andrew Guard" <aMIGA\_dUDE@assign.u-net.com>

Organization: ProPassWord

Date: 6 May 99 19:04:35 +0000

Subject: Get RGB info

X-Face: ggbX)L/8Qm]#Tpb\_Nl\_7q?KW7ol,Y@chVkJ\$,D.@iuYP.XrF!x!lLoz2}.x:X.k[9A-NjQsu/gaPM\8EaGyX/Sw92G>5tg|VH51w  
VM\*4PG63s(pwT&qE@dB\*lkww:

--=\_8<==MD23731E7C3-668AF506==8<=\_=

Encoding: 8bit

Can any of you tell me how to get RGB Vaules from this source.

THK's.

--

Think about it, ProPassWord. <mailto:ppw-subscribe@egroups.com>

--

Satanic Dreams <http://www.satanicdreams.freemove.co.uk/>

V/Amiga// Team Amiga RC5

--

603e+ 233/040 PowerUP, 32 Meg, BVision, Zip, DVD, Kickstart 3.1

Pace56 External voice, ISP <http://www.wirenet.co.uk/>

ICQ 21765436

--\_ =8<==MD23731E7C3-668AF506==8<=\_ =

Encoding: plain (7/8 bit)

Content-Disposition: attachment; filename="colorwheel.asc"

X-MD2-FilePath: Internet:Trashcan/colorwheel.asc

; Colorwheel example

;

; Change #SCREENDEPTH to 4 and #MAXGRADPENS to 4 for ECS

; (even works on a 2 colour screen :)

; Needs amigalibs.res

;

hackforblitz:

#SCREENDEPTH=8

#MAXGRADPENS=24 ; Number of pens for gradient slider 0<#MAXGRADPENS<32

NEWTTYPE.fixWindow

\*NextWindow.Window

LeftEdge.w

TopEdge.w

Width.w

Height.w

\_MouseY.w

\_MouseX.w

MinWidth.w

MinHeight.w

MaxWidth.w

MaxHeight.w

Flags.l

\*MenuStrip.Menu

\*Title.b

\*FirstRequest.Requester

\*DMRequest.Requester

ReqCount.w

\*WScreen.Screen

\*RPort.RastPort

BorderLeft.b

BorderTop.b

BorderRight.b

BorderBottom.b

---

```
*BorderRPort.RastPort
*FirstGadget.Gadget
*Parent.Window
*Descendant.Window ; Window in amigalibs.res is missing this
*_Pointer.w ;
PtrHeight.b
PtrWidth.b
XOffset.b
YOffset.b
IDCMPFlags.l
*UserPort.MsgPort
*WindowPort.MsgPort ; and this ...
*MessageKey.IntuiMessage
DetailPen.b
BlockPen.b
*CheckMark.Image
*ScreenTitle.b
GZZMouseX.w
GZZMouseY.w
GZZWidth.w
GZZHeight.w
*ExtData.b
*UserData.b
*WLayer.Layer
*IFont.TextFont
MoreFlags.l
End NEWTYPE
WBStartup,;:NoCli
;
; Short branch macro from asmmacs.bb2 by Steve Matty
;
Macro SBEQ
Dc.b $67,`1-`label7`@
`label7`@
End Macro
;
; This is to get round Blitz treating
; $ffffff/#MAXGRADPENS as -1/#MAXGRADPENS
MOVEQ #0,d0
```

---

```
MOVEQ #0,d1
MOVE.b #MAXGRADPENS,d1
!SBEQ {zero}
MOVE.b #-1,d0
DIVU.w d1,d0
MOVE d0,d1:LSL #8,d1:OR d1,d0 ; Changes $0000007f
MOVE d0,d1:SWAP d0:MOVE d1,d0 ; to $7f7f7f7f
PutReg d0,temp.l
zero:
;
; ColorWheel stuff
;
#WHEEL_Dummy = #TAG_USER+$04000000
#WHEEL_Hue = #WHEEL_Dummy+1 ; set/Get Hue
#WHEEL_Saturation = #WHEEL_Dummy+2 ; set/Get Saturation
#WHEEL_Brightness = #WHEEL_Dummy+3 ; set/Get Brightness
#WHEEL_HSB = #WHEEL_Dummy+4 ; set/Get ColorWheelHSB
#WHEEL_Red = #WHEEL_Dummy+5 ; set/Get Red
#WHEEL_Green = #WHEEL_Dummy+6 ; set/Get Green
#WHEEL_Blue = #WHEEL_Dummy+7 ; set/Get Blue
#WHEEL_RGB = #WHEEL_Dummy+8 ; set/Get ColorWheelRGB
#WHEEL_Screen = #WHEEL_Dummy+9 ; init Screen/enviroment
#WHEEL_Abbrev = #WHEEL_Dummy+10 ; "GCBMRY" If English
#WHEEL_Donation = #WHEEL_Dummy+11 ; colors donated by app
#WHEEL_BevelBox = #WHEEL_Dummy+12 ; inside a bevel Box
#WHEEL_GradientSlider= #WHEEL_Dummy+13 ; attached gradient slider
#WHEEL_MaxPens = #WHEEL_Dummy+14 ; Max # of pens To allocate
#GRAD_Dummy = #TAG_USER+$05000000
#GRAD_MaxVal = #GRAD_Dummy+1 ; Max value of slider
#GRAD_CurVal = #GRAD_Dummy+2 ; current value of slider
#GRAD_SkipVal = #GRAD_Dummy+3 ; "body click" MOVE amount
#GRAD_KnobPixels = #GRAD_Dummy+4 ; size of knob in pixels
#GRAD_PenArray = #GRAD_Dummy+5 ; pen colors
NEWTYPED.ColorWheelIRGB
cw_Red.l
cw_Green.l
cw_Blue.l
End NEWTYPE
NEWTYPED.ColorWheelHSB
```

```

cw_Hue.l
cw_Saturation.l
cw_Brightness.l
End NEWTYPE
DEFTYPE.ColorWheelHSB cwHSB ; HSB Structure
DEFTYPE.ColorWheelRGB cwRGB ; RGB Structure
Dim pens.w(#MAXGRADPENS)
Dim colortable.l(2)
; A table for use with the LoadRGB32_ function
; (essentially the same as the palettedata structure in
; bb2objtypes.res).
NEWTYPE.rgbcomp
_red.l:_green.l:_blue.l
End NEWTYPE
NEWTYPE.LoadRGBTable
l32_len.w
l32_pens.w
l32_rgb.rgbcomp[#MAXGRADPENS]
zero.l
End NEWTYPE
DEFTYPE.LoadRGBTable colorlist
colorlist\l32_pens = 256 ; This is set to 256 for later on
;~~~~~
; colorlist\l32_pens holds the index of the first colour to be set by LoadRGB32_
; Of course, by using LoadRGB32_, all the allocated colours have to be in a
; row, else you will have to use SetRGB32_ on each colour seperately.
;
Dim scrpens.w(13)
scrpens(0) = 0
scrpens(1) = 1
scrpens(2) = 1
scrpens(3) = 2
scrpens(4) = 1
scrpens(5) = 3
scrpens(6) = 1
scrpens(7) = 0
scrpens(8) = 2
scrpens(9) = 1
scrpens(10) = 2

```

---



```

scrpens(11) = 1
scrpens(12) = $FFFF
InitTagList 0,7 ; Open a screen
AddTags 0, #SA_Depth,#SCREENDEPTH, #SA_LikeWorkbench,True, #SA_Title, ?scrtitle, #SA_Pens,&scrpens(0)
*scr.Screen = OpenScreenTagList_ (0,TagList(0))
Free TagList 0
*view.ViewPort=*scr\ViewPort ; Get screens viewport (same as ViewPort(0))
*cmap.ColorMap=*view\ColorMap ; Get colourmap from viewport
*ColorWheelBase.Library = OpenLibrary_ (?colorlib,39) ; Open libraries
If *ColorWheelBase = 0 Then Goto finish ; for the wheel
*SliderBase.Library = OpenLibrary_ (?gradlib,39) ; and slider
If *SliderBase = 0 Then Goto finish
GetRGB32_ *cmap,0,1,&colortable(0) ; Get first color,
; put values in colortable
cwRGB\cw_Red = colortable(0) ; Then put the values
cwRGB\cw_Green = colortable(1) ; into the ColorWheelRGB
cwRGB\cw_Blue = colortable(2) ; structure
ConvertRGBToHSB_ &cwRGB, &cwHSB ; Convert the RGB structure
cwHSB\cw_Brightness = $ffffff ; Max out brightness
;
; The array pens() will contain the pen numbers that the gradient slider will use.
;
While numpens.b < #MAXGRADPENS
cwHSB\cw_Brightness = $ffffff - (temp * numpens)
ConvertHSBToRGB_ &cwHSB, &cwRGB
pens(numpens) = ObtainPen_ (*cmap,-1,cwRGB\cw_Red,cwRGB\cw_Green,cwRGB\cw_Blue,#PEN_EXCLUSIVE)
If pens(numpens) = -1 Goto skippens ; Obtain pen will return -1 if it can't allocate a pen
;
; All this does is set colorlist\l32_pens to the lowest pen number
; returned by ObtainPen_
If colorlist\l32_pens > pens(numpens) Then colorlist\l32_pens = pens(numpens)
numpens+1
Wend
MOVEQ #0,d0
MOVEQ #0,d1
GetReg d1,numpens
!SBEQ {zero2}
MOVE.b #-1,d0
DIVU.w d1,d0

```

```

MOVE d0,d1:LSL #8,d1:OR d1,d0
MOVE d0,d1:SWAP d0:MOVE d1,d0
PutReg d0,temp.1
zero2:
skippens:
pens(numpens) = -1 ; A pen array has to end in ~0 (-1)
colorlist\l32_len = numpens ; The number of pens that LoadRGB32_ will set
InitTagList 0,10 ; Taglist for slider
AddTags 0, #GA_Top,50, #GA_Left,170, #GA_Width,20, #GA_Height,100
AddTags 0, #GRAD_PenArray,&pens(0), #PGA_Freedom,#LORIENT_VERT, #GA_ID,51
*slider.Gadget = NewObjectA_ (0,?gradgad,TagList(0))
Free TagList 0
InitTagList 0,16
AddTags 0, #GA_Left,50, #GA_Top,50, #GA_Width,120, #GA_Height,100, #GA_Immediate,True, #GA_RelVerify,True
AddTags 0, #WHEEL_GradientSlider,*slider, #WHEEL_Screen,*scr, #WHEEL_BevelBox,True
AddTags 0, #WHEEL_RGB,&colortable(0), #GA_FollowMouse,True, #GA_Previous,*slider, #GA_ID,50
*wheel.Gadget = NewObjectA_ (0,?colorgad,TagList(0))
Free TagList 0
If (*slider & *wheel) <> 0
;
; Windowstuff
;
InitTagList 0,22
#winIDCMP = #IDCMP_RAWKEY|#IDCMP_MOUSEMOVE|#IDCMP_CLOSEWINDOW|#IDCMP_GADGETUP|#IDCMP_GAD
AddTags 0, #WA_Left ,0, #WA_Top,11, #WA_Width,400, #WA_Height,200, #WA_CloseGadget,True, #WA_IDCMP, #winID-
CMP
AddTags 0, #WA_CustomScreen,*scr, #WA_DragBar,True, #WA_Gadgets,*slider, #WA_Activate,True, #WA_Title, ?wintitle
*win.fixWindow = OpenWindowTagList_ (0,TagList(0))
Free TagList 0
If *win = 0 Then Goto gads
Repeat
WaitPort_ *win\UserPort
*msg.IntuiMessage = GetMsg_ (*win\UserPort)
While *msg<>0
ev.l = *msg\Class
*gad.Gadget = *msg\IAddress
code.l = *msg\Code
ReplyMsg_ *msg
Select ev

```

```
Case #IDCMP_CLOSEWINDOW
CloseWindow_ *win:Goto gads
Case #IDCMP_RAWKEY
GetAttr_ #WHEEL_HSB, *wheel, &cwHSB
Select code
Case #CURSORUP
If Peek.b(&cwHSB\cw_Saturation)&$ff <= $f7
cwHSB\cw_Saturation + $08000800
Else
cwHSB\cw_Saturation = $ff00ff00
EndIf
Case #CURSORDOWN
If Peek.b(&cwHSB\cw_Saturation)&$ff >= $08
cwHSB\cw_Saturation - $08000800
Else
cwHSB\cw_Saturation = 0
EndIf
Case #CURSORLEFT
cwHSB\cw_Hue - $08000800
Case #CURSORRIGHT
cwHSB\cw_Hue + $08000800
Case #KEYCODE_GREATER
If Peek.b(&cwHSB\cw_Brightness)&$ff <= $f7
cwHSB\cw_Brightness + $08000800
Else
cwHSB\cw_Brightness = $ff00ff00
EndIf
Case #KEYCODE_LESS
If Peek.b(&cwHSB\cw_Brightness)&$ff >= $08
cwHSB\cw_Brightness - $08000800
Else
cwHSB\cw_Brightness = 0
EndIf
End Select
InitTagList 0,2
AddTags 0, #WHEEL_HSB, &cwHSB
SetGadgetAttrsA_ *wheel, *win, 0, TagList(0)
Free TagList 0
Gosub setslider
```

---

```
Case #IDCMP_GADGETDOWN
Select *gad\GadgetID
Case 50
; Colorwheel
Case 51
; Slider
End Select
Case #IDCMP_GADGETUP
Gosub setslider
Case #IDCMP_MOUSEMOVE
Gosub setslider
End Select
*msg = GetMsg_ (*win\UserPort)
Wend
Forever
EndIf
.gads
If *slider<>0 DisposeObject_ *slider
If *wheel<>0 DisposeObject_ *wheel
.releasepens
While numpens>0 ; If we don't ReleasePen_ the pens
numpens-1 ; from ObtainPen_ , we won't be able
ReleasePen_ *cmap,pens(numpens) ; to close the screen.
Wend ;
.finish
If *ColorWheelBase<>0 Then CloseLibrary_ *ColorWheelBase
If *SliderBase<>0 Then CloseLibrary_ *SliderBase
CloseScreen_ *scr
End
setslider:
GetAttr_ #WHEEL_HSB,*wheel,&cwHSB ; Get the current HSB settings
i.b = 0
While i < numpens
cwHSB\cw_Brightness = $ffffff - (temp * i)
ConvertHSBToRGB_ &cwHSB, &cwRGB
colorlist\l32_rgb[numpens-1-i]\_red = cwRGB\cw_Red, cwRGB\cw_Green, cwRGB\cw_Blue
i+1
Wend
LoadRGB32_ *view,&colorlist ; Set the pens used by the gradientslider
```

```

; all at once, a _lot_ faster than seting
; each color seperately (from inside the loop)
Return
; This next bit is to avoid doing something like
; #SA_Title, Null("ColorWheel Example")
Even
scrtitle: Dc.b "ColorWheel Example",0:Even
wintitle: Dc.b "Test Window",0:Even
colorgad: Dc.b "colorwheel.gadget",0:Even
colorlib: Dc.b "gadgets/colorwheel.gadget",0:Even
gradgad: Dc.b "gradientslider.gadget",0:Even
gradlib: Dc.b "gadgets/gradientslider.gadget",0:Even
--=_8<==MD23731E7C3-668AF506==8<=_=
-----
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
--=_8<==MD23731E7C3-668AF506==8<=_=
(end of MIME multipart message)

```

## 1.286 Re: Get RGB info

```

for scott@online.u-net.com; Fri, 7 May 1999 03:51:37 +0000
Date: Fri, 07 May 1999 13:57:25 +1200
From: Julian Kinraid <jkinraid@clear.net.nz>
X-Accept-Language: en-GB,en
Subject: Re: Get RGB info
Encoding: 7bit
Andrew Guard wrote:
>
> Can any of you tell me how to get RGB Vaules from this source.
DEFTYPE.ColorWheelHSB cwHSB ; HSB Structure
DEFTYPE.ColorWheelRGB cwRGB ; RGB Structure
; Put the Hue/Saturation/Brightness settings from the colourwheel
; into cwHSB
GetAttr_ #WHEEL_HSB, *wheel, &cwHSB
; Convert HSB to Red/Green/Blue
ConvertHSBToRGB_ &cwHSB, &cwRGB
; Now you can use cwRGB\cw_Red, cwRGB\cw_Green and cwRGB\cw_Blue
--
Julian Kinraid ..... jkinraid@clear.net.nz ..... ICQ:17257217
-----
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

```

## 1.287 getashape probs for 030

for scott@online.u-net.com; Sun, 9 May 1999 19:40:58 +0000

Subject: getashape probs for 030

Date: Sun, 09 May 1999 18:43:35 GMT

From: Amir Hossin/STA/Lotus <Amir\_Hossin/STA/Lotus@lotus.com>

X-MIMETrack: Serialize by Router on A3MAIL/CAM/H/Lotus(Release 5.0 |March 30, 1999) at 05/09/99 02:27:44 PM

Boundary="0\_\_=0l7u12fUf504TnaiKs9q7L3gg7WEupRgLGdt58pcZoZEfJ6mCIHB5u2Z"

Content-Disposition: inline

--0\_\_=0l7u12fUf504TnaiKs9q7L3gg7WEupRgLGdt58pcZoZEfJ6mCIHB5u2Z

Title: Blitting problems

Dear blitzers, I have left uni and am no longer on-line, so please could you reply to this proxy address if you can help (and the blitz list too, since Amiga Format puts it on their cover CD). My apologies if this is basic & elementary (if the solution to it is on the blitzlist FAQ - which I can't access).

My problem is this:

1. I am (still) writing a WWII wargame. In the scenario editor, I have a method of placing units that displays what proportion of the tactical map is in view on a strategic map (a white bordered transparent window is then blitted on the strategic map to show this). I Getashape (to preserve the region) and then blit the white border in its place. However, when this 'window' changes, the shape is blitted back, bits of the overlay border remain.
2. A similar problem also occurs when I getashape of the terrain that the actual unit is over in the tactical map (to show the terrain underneath it). Sometimes it works ok, but sometimes it doesn't accurately portray the terrain, most of the area being filed in black, the default transparent colour (this seems to be a random problem - how can I be sure to stop this every time?).

I have an A1200, 68030 50Mhz Blizzard IV.

What I need is a way to set up the blitter properly (cacheClearU\_ & blitmode don't appear to work). Perhaps I need info on how to use these commands, because I have heard that you have to do something like this before blitting with the '030. Can someone help me on this (or is there a new blitting library available, and ,if so, where can I get it from?). Would it alleviate the problem if I always used getashape to pick up dimensions of multiples of 16 pixels at a time (I shouldn't really have to do this, but

it may be one of blitz's quirks) - the terrain shape I get in 2) is always a multiple of 16 pixels.

How do you clear all sound channels? I had a protracker module going whilst putting out cursor 'blips' and the machine promptly crashed (there is stopmodule, which stops sound/noisetracker mods, but not protracker!). I do have the blitz manual by the way, but there was a book by NRS software on developing blitz titles (has anyone seen it and is it worthwhile to get?)

Also, with regards to Pheonix, if a new version of Blitz is to be made (which has effectively been done already with all the new libraries, which work better than the originals - remember the old buggy bblit cmd?!) why don't you just call it Blitz 3?!

Finally, is any one coming to the Amiga show (23-25 July 98 Kensington town hall, London)? I'm compiling a list of hotels around the area for AmigaSoc (see their web site for more details).

Many thanks if you are able to help (there may be a simple fix that I don't know of).

Jason Kelly

ps - I have tried cacheclearu\_ after every getashape, and before trying to blit it again (and blitmode \$DCA where necessary, the problem is not one of transparent colour) but these still don't solve the problem. I don't know how to use cacheclear\_ as it needs parameters. The ONLY thing that works 100% is if I turn the datacache off (this would be acceptable, I suppose, if I could turn it off and on from blitz (but can you do this?!). I also know about the 'saving shape to ram' method but this is too slow, and will take up over 100K unnecessarily (considering my game will require this to be done for upto 255 shapes, 16 by 16 pixels with a depth of 4!).

A segment of the problematic code (its core) is included below.

=====

```
; FINISHED. OPTOMISED. code for 1) mentioned above.
; Reposition Strat. overlay (as Tac. scrolls by mouse/cursor key) or if
directly manipulated. Support for s_loc.
Statement update_overlay
SHARED oldX,oldY, wide,high, sbX,sbY, Xlimit,Ylimit
f=False ; Update flag (blit overlay ONLY when its position
is altered for efficiency).
Use BitMap 3 ; Strat. map.
Blit 44,oldX,oldY ; Restore old region before co-ords are changed.
If(sbX=Xlimit) ; HORIZONTAL MOVEMENT.
If(oldX<>144-wide)
```

```

oldX=144-wide ; Overlay on x border.
f=True
EndIf
Else
n=wide*(sbX/144) ; New tile TLHC x.
If(oldX<>n)
oldX=n ; Overlay has moved 1 tile Left or Right.
f=True
EndIf
EndIf
If(sbY=Ylimit) ; VERTICAL MOVEMENT.
If(oldY<>144-high)
oldY=144-high ; Overlay on y border.
f=True
EndIf
Else
n=high*(sbY/144) ; New tile TLHC y.
If(oldY<>n)
oldY=n ; Overlay has moved 1 tile Up or Down.
f=True
EndIf
EndIf
If(f) ; Only update if overlay has actually been moved.
; Preserve new region & display updated Strat. map (remains in this
pos. if screen exited).
GetaShape 44,oldX,oldY,wide,high
Blit 43,oldX,oldY
BitMaptoWindow 3,5,0,0,10,24,144,144
EndIf
End Statement
=====
; code for 2) mentioned above.
; CURSOR UPDATE (only blit toggle at end of on period -
signified by t).
If(t=20) ; DISPLAY TAIL CURSOR.
Use BitMap 1 : UnBuffer 0
uX=8*((sbX+WMouseX-181)/8) : uY=8*((sbY+WMouseY-40)/8)
; Unit is always blitted to a mult of 8 on sbmap.
If((uX<>vX) OR (uY<>vY)) ; If unit in different pos. from

```

---



```
last blit then update LOC text!
If(uX<0) Then uX=0
; Keep cursor inside sbitmap adjust (min).
If(uY<0) Then uY=0
WBox 230,172,313,179,0 : WLocate 222,161 : Print "
(",uX,",",uY,")"
; Getashape will not try to grab a shape outside the sbmap
area if it is a multiple of 8!
GetaShape 47,uX,uY,16,16 : WBlit 47,293,182
; Display terrain currently under cursor.
vX=uX : vY=uY
EndIf
BBlit 0,46,uX,uY : BitMaptoWindow
1,5,sbX,sbY,165,24,144,144
Else If(t=40) ; DISPLAY HEAD CURSOR (repeat of above, but
better than putting into own proc. in this case).
Use BitMap 1 : UnBuffer 0
vX=8*((sbX+WMouseX-181)/8) : vY=8*((sbY+WMouseY-40)/8)
; Update position.
If((vX<>uX) OR (vY<>uY))
If(vX<0) Then vX=0
If(vY<0) Then vY=0
WBox 230,172,313,179,0 : WLocate 222,161 : Print "
(",vX,",",vY,")"
uX=vX : uY=vY ; Must do this for tx/ty to prevent
possible incorrect placement a couple of lines down.
GetaShape 47,vX,vY,16,16 : WBlit 47,293,182
; Display terrain currently under cursor.
EndIf
BBlit 0,45,vX,vY : BitMaptoWindow
1,5,sbX,sbY,165,24,144,144 : t=0
EndIf
EndIf
t=t+1
(See attached file: Blit.asc)
--0__=0l7u12fUf504TnaiKs9q7L3gg7WEupRgLGdt58pcZoZefJ6mCIHB5u2Z
name="Blit.asc"
Content-Disposition: attachment; filename="Blit.asc"
encoding: base64
```

---

dG86IGJsaXR6LWxpc3RABmV0c29jLnVjZC5pZQ0KVGI0bGU6IEJsaXR0aW5nIHBByb2JsZW1zDQoN  
CkRIYXIgYmxpdHplcnMsIEkgaGF2ZSBsZWZ0IHVuaSBhbmQgYW0gYm8gbG9uZ2VYIG9uLWxpbnUs  
IHNvIHBsZWZzZSBjb3VsZCB5b3UgcmVwbHkgdG8gdGhpcyBwcm94eSBhZGRyZXNzIGlmIHlvdSBj  
YW4gaGVscCAoYW5kIHRoZSBibG10eiBsaXN0IHRvbywgc2luY2UgQW1pZ2EgRm9ybWF0IHB1dHMg  
aXQgb24gdGhlaXIgY292ZXIgaQ0QpLiBNeSBhcG9sb2dpZXMgaWYgdGhpcyBpcyBiYXNpYyAmIGVs  
ZW1lbnRhcngKGlmiHRoZSBzb2x1dGlvbiB0byBpdCBpcyBvbiB0aGUgYmxpdHpsaXN0IEZBUSA  
IHdoaWNoIEkgY2FuJ3QgYWNjZXNzKS4NCg0KTXkgeHJvYmxlbSBpcyB0aGlzOg0KDQoxLiBJIGFt  
IChzdGlsbCkgd3JpdGluZyBhIFdXSUkgd2FyZ2FtZS4gSW4gdGhIHNjZW5hcmVIGVkaXRvciwg  
SSBoYXZlIGegbWV0aG9kIG9mIHBsYWNpbmcgdW5pdHMgdGhhdCBkaXNwbGF5cyB3aGF0IHBByb3Bv  
cnRpb24gb2YgdGhIHRhY3RPy2F5IG1hcCBpcyBpb2B2aWV3IG9uIGegc3RyYXRIZ2JlIG1hcCAo  
YSB3aGl0ZSBib3JkZXJlZCB0cmFuc3BhcmVudCB3aW5kb3cgaXMgdGhbiBibG10dGVkIG9uIHRo  
ZSBzdHJhdGVnaWMgbWFWIHRvIHNo3cgdGhpcykuIEkgR2V0YXNoYXBIICh0byBwcmVzZXJlZSB0  
aGUgcmVnaW9uKSBhbmQgdGhbiBibG10IHRoZSB3aGl0ZSBib3JkZXIgaW4gaXRzIHBsYWNlLiBI  
b3dldmVYLCB3aGVuIHRoXMGJ3dpbmRvdycyY2hhbmdlcycwgdGhIHN0YXBIIGlzIGJsaXR0ZWQg  
YmFjaywYml0cyBvZiB0aGUg3ZlcmxheSBib3JkZXIgcVtYWluLg0KDQoyLiBBIHNPbWlsYXIg  
cHJvYmxlbSBhbHNvIG9jY3VycyB3aGVuIEkgZ2V0YXNoYXBIIIG9mIHRoZSB0ZXJyYWluIHRoYXQg  
dGhIIGFjdHVBhCB1bml0IGlzIG92ZXIgaW4gdGhIHRhY3RPy2F5IG1hcCAodG8gc2hvdYB0aGUg  
dGVycmFpbiB1bml0cm5lYXR0IGl0KS4gU29tZXRpbWVzIGl0IHdvcmtzIG9rLCBidXQgc29tZXRp  
bWVzIGl0IGRvZXN0J3QgYWNjdXJhdGVseSBwb3J0cmF5IHRoZSB0ZXJyYWluLCBtb3N0IG9mIHRo  
ZSBhcmVhIGJlaW5nIGZpbGVkIGluIGJsYWNrLCB0aGUgZGVmYXVsdCB0cmFuc3BhcmVudCBjb2xv  
dXIgKHRoaXMgc2VlbXMgdG8gYmUgYSByYW5kb20gcHJvYmxlbSA0IGhvdYBjYW4gSSBiZSBzZXJl  
IHRvIHN0b3AgdGhpcyBlbmVyeSB0aW1lPykuICAgIA0KDQpJIGhhdmUgYW4gQTEyMDAsIDY4MDMw  
IDUwTWh6IEJsaXp6YXJkIEIWLlANCldoYXQgSSBuZWVkiGlzIGegd2F5IHRvIHNIIdCB1cCB0aGUg  
YmxpdHRlciBwcm9wZXJseSAoY2FjaGNsZWZyVW8gJiBibG10bW9kZSBkb24ndCBhcHBiYXIgdG8g  
d29yaykuIFB1cmhheHMgSSBuZWVkiGluZm8gb24gaG93IHRvIHVzZSB0aGVzZSBjb21tYW5kcyw  
YmVjYXVzZSBJIGhhdmUgaGVhcmQgdGhhdCB5b3UgaGF2ZSB0byBkbyBzb21ldGhpbmcgbGlrZSB0  
aGlzIGJlZm9yZSBibG10dGluZyB3aXR0IHRoZSAnMDMwLiBDYW4gc29tZW9uZSB0ZWxwIG1lIG9u  
IHRoXMGK9yIGlzIHRoZSJIIGegbmV3IGJsaXR0aW5nIGxpYnJhcngYXZhaWxhYmVzLCBhbmQg  
LGlmiHNvLCB3aGVyZSBjYW4gSSBnZXQgaXQgZnJvbT8pLiBxb3VsZCBpdCBhbGxldmlhdGUgdGhI  
IHBByb2JsZW0gaWYgSSBhbHdheXMgdXNlZCBnZXRh2hhcGUgdG8gcGljayB1cCBkaW1lbnNpb25z  
IG9mIG11bHRpcGxlcYBvZiAxNiBwaXh1bHMgYXQgYSB0aW1lChJIHNob3VsZG4ndCBYWFsHkg  
aGF2ZSB0byBkbyB0aGlzLCBidXQgaXQgbWF5IGJlIG9uZSBvZiBibG10eidzIHF1aXJcykgLSB0  
aGUgdGVycmFpbiBzaGFwZSBjIGldCBpbiAyKSBpcyBhbHdheXMgYSBtdWx0aXBsZSBvZiAxNiBw  
aXh1bHMudQoNCKhvdYBkbyB5b3UgY2x1YXIgYWxsIHNvdW5kIGN0YW5uZWxzPyBJIGhhZCBhIHB  
b3RyYWNrZXIgbW9kdWx1IGdvaW5nIHdoaWxzdBwdXR0aW5nIG91dCBjdXJzb3IgaJ2JsaXBzJyBh  
bmQgdGhIIG1hY2hpbmUgcHJvXB0bHkgY3Jhc2hlZCAodGhcmUgaXMgc3RvcG1vZHVzZSwgd2hp  
Y2ggc3RvcHMgc291bmQvbm9pc2V0cmFja2VYIG1vZHMlIGJ1dCBub3QgcHJvdHJhY2t1ciEpLiBJ  
IGRvIGhhdmUgdGhIIGJsaXR6IG1hbnVhbCBieSB0aGUgd2F5LCBidXQgdGhcmUgd2FzIGegYm9v  
ayBieSBOUIMgc29mdHdhcmUgb24gZGV2ZWxvcGluZyBibG10eiB0aXRzZXMGKghcyBhbnlvbmUg



WWxpbW10KSAgICAgIDsgVkVSVEIDQUwgTU9WRU1FT1QuDQogICAgICBJZihvbGRZPD4xNDQtaGln  
aCkNCiAgICAgICBvbGRZPTE0NC1oaWdoICAgICA7IE92ZXJsYXkgb24geSBib3JkZXIuDQogICAg  
ICAgZj1UcnVIDQogICAgICBFbmrJZg0KICAgICBFbHNIDQogICAgICAgIG49aGlnaCooc2JZLzE0  
NCkgOyBOZXcgdGlsZSBUTEhDIHkuDQogICAgICAgIEImKG9sZFk8Pm4pDQogICAgICAgICBvbGRZ  
PW4gICAgICAgICAgOyBPdmVybGF5IGhhcyBtb3ZlZCAxIHRpbGUgVXAga3I3RG93bi4NCiAgICAg  
ICAgIGY9VHJlZQ0KICAgICAgICBFbmrJZg0KICAgICBFbmrJZg0KDQoNCiAgICAgSWYoZikgOyBP  
bmx5IHVwZGF0ZSBpZiBvdmlVybGF5IGhhcyBhY3R1YWxseSBiZWVuIG1vdmVklG0KICAgICAgOyBQ  
cmVzZXJ2ZSBuZXcgcmlVnaW9uICYgZGlzcGxheSB1cGRhdGVkIFN0cmF0LiBtYXAgKHJlbWFpbnMg  
aW4gdGhpcyBwb3MuIGlmIHJcmVlbiBleG10ZWQpLg0KICAgICAgR2V0YVNoYXBIIDQ0LG9sZFgs  
b2xkWSx3aWRILGhpZ2gNCiAgICAgIEJsaXQgNDMs2xkWCxvbGRZDQogICAgICBCaXRNYXB0b1dp  
bmRvdyAzLDUsMCwwLDEwLDE0LDE0NCwxNDQNCiAgICAgRW5kSWYNCg0KDQpFbmrJZg0KICAgICAg  
DQo9PT09PT09PT09PT09PT09PT09PT09PT09PT09PT09PT09PT09PT09PT09PT09PT09PT09DQog  
ICAgICAgICAgICAgOyBjb2RlIGZvcjAyKSbtZW50aW9uZWQgYXVjdmUuDQogICAgICAgICAgICAg  
ICA7IENVUINPUiBVUERBVEUgK9ubHkgYmxpdCB0b2dnbGUgYXQgZW5kIG9mIG9uIHBlcmVlZCAt  
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IHNibWFwLg0KICAgICAgICAgICAgICAgIEImKCh1WDw+dIgpIE9SICh1WTw+dIkpKSA7IEImIHVv  
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cnkgdG8gZ3JhYiBhIHNoYXBIIG91dHNpZGUgdGhlIHNibWFwIGFyZWVgaWYgaXQgaXMGYSBtdWx0  
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QmxpdCA0NywyOTMsMTgyICAgICAgICAgICAgICAgICAgIDsgRGlzcGxheSB0ZXJyYWluIGN1cnJlbnRs  
eSB1bmrJciBjdXJzb3IuDQogICAgICAgICAgICAgICAgICAgIHZYPTVYIDogdlk9dVknNCiAgICAgICAg  
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OiBCaXRNYXB0b1dpbmRvdyAxLDUsMCwwLDEwLDE0LDE0NCwxNDQNCiAgICAgRW5kSWYNCg0KDQpFbmrJZg0KICAgICAg  
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YnV0IGJldHRlciB0aGFuIHb1dHRpbmcgaW50byBvd24gcHJvYy4gaW4gdGhpcyBjYXNlKS4NCiAg  
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aW50ICIoIix2WCwiLCIsdlkslikiDQogICAgICAgICAgICAgICAgICAgICAgVg9dlggOiB1WT12  
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 cGxhY2VtZW50IGEgY291cGxlIG9mIGxpbnVzIGRvd24uDQogICAgICAgICAgICAgICAgICAgICAg  
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--0\_\_=0l7u12fUf504TnaiKs9q7L3gg7WEupRgLGdt58pcZoZefJ6mCIHB5u2Z

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--0\_\_=0l7u12fUf504TnaiKs9q7L3gg7WEupRgLGdt58pcZoZefJ6mCIHB5u2Z--

## 1.288 Good Bye

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 25 May 1999 07:29:18 +0100

From: Jamie Bentley <[sniper@technet2000.com.au](mailto:sniper@technet2000.com.au)>

Date: Mon, 20 Feb 1978 23:31:57 +0500

Organization: Sniper Productions

Subject: Good Bye

I've unsubscribed from the list.

Good bye to you all.

Except for Rui :)

OHHH, and Mikkel.

JB :)

"Ford, Your turning into a penguin, stop it." - Arthur Dent.

"Whats so unpleasent about being drunk?"

"You ask a glass of water."

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## 1.289 Goodbye to Mr Xcretion :)

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 30 May 1999 06:16:05 +0100

From: Donovan Reeve <[bubby.lnk@ispi.net](mailto:bubby.lnk@ispi.net)>

Date: Sat, 29 May 1999 23:12:59 +0500

Subject: Goodbye to Mr Xcretion :)

On 29-May-99, amorel flashed:

>Hehe, picked this up on the Octamed list. Weather its true or not, I love

>innuendo and gossip ;-D

- Snipped the whole pile of crap-

This man (Mr X) is either a fool or trying to kill the new Amiga.

Of course it's a new platform. If it weren't it would be worthless,

even to us. We don't want to make the same mistake that was made

with the wintel machines and wind up with patches on patches. The very

thing "Mr X" said he feared is what would happen if we hung on to old

baggage. The "Amiga" thing is being lean, mean and clean along with

friendly, and trying to keep parts of the old architecture and OS would

definatly kill that. The best way is to build the best possible NEW

architecture and OS, while keeping the ATTRIBUTES that made the Amiga

nice to use and adding any NEW attributes which will improve on the

old Amigas. Shoot, the '99 cars don't have any parts in them from

the '84 cars but I don't hear anyone griping about that. In fact,

no one would wan't that. What makes "Mr X" (probably bill gates)

think any of us want to hang on to the old technology in our Amigas?

I want a NEW Amiga, not just a rehashed old one (allthough I plan to

keep my old ones too). For now, 060 and PPC with OS 3.5 is my plan.

But in 8 or 10 months I plan to have a genuinely revolutionary hotrod

machine and I don't appreciate people like "Mr X" (to cowardly to use

his own name) trying to undermine it. As you can all see, this kind

of garbage really pisses me off. Nope, the things ol' "Mr X" is

trying to portray as doomsday are the very things I am looking forward

to. We can run old software under emulation, and the presently supported

packages will be ported so we can upgrade. Even if that weren't true,

who cares? I don't want anything to hold back the totally NEW Amiga

models. I get really tired of all the negative waves. Such people are

NOT Amigans. They don't even know what the spirit of Amiga is.

Either the Amiga is special and deserves a rebirth and a new life,

or it is just a machine and can easily be replaced with something better.

Either way, this guy is all wet.

catcha later,

Donovan Reeve (bubby.lnk@ispi.net)

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For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

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## 1.290 goodbye to the Amiga as we knew it! (fwd)

for scott@online.u-net.com; Sat, 29 May 1999 02:49:54 +0100

From: amorel <amorel@xs4all.nl>

Date: Sat, 29 May 1999 03:33:32 +0500

Subject: goodbye to the Amiga as we knew it! (fwd)

Hehe, picked this up on the Octamed list. Weather its true or not, I love innuendo and gossip ;-D

Though it is originally forwarded by the sad buggers at RBF software, who seem to have a big trip of self pity, anger and what not, its still interesting.

\*\*\* Forwarded message, originally written by octa-list@tl36.teklab.com on 28-May-99 \*\*\*

\* From: rbfsoft@cix.compulink.co.uk (RBF Software)

Asked Ray if it was ok to forward this by way of a final farewell

to our old 'genuine' Amiga users in here.

Looks like he was right when he said the Amy as we know it is dead! :((

Darren ( and it's goodnight from me )

-----snip-----

Forwarded \*From:\* "Mark" <declerck@oanet.com>

I've been corresponding with a fellow who claims to have inside information about Amiga Inc./GW2K and sent me this email today. He said to feel free to re post it if I want, but to omit his name/address, so here it is-

The context of the conversation: He said he has the attention of Jim Collas and Ted Waitt through "exposing their plans for the Amiga"....

=====SNIP=====

Mark> You mean their plans to string along Amigans for 3 years,

MrX> You can blame Schindler for that, and to a small degree, Allen Havemose.

Schindler spent all his time tying to look like a William Shatner and Steve Jobs hybrid :-). Even the photo of him in the doorway is EXACTLY like a PR shot of Jobs. The clothes. The doorway. The glasses. The gesture. Go and see it on their web site.

Some people think Amiga under JS did nothing for almost 2 years. Not quite, but close. They were working, but GW gave them limited resources. Between limited attention and limited financial support from GW, and Schindlers dawdling, it was a bad situation. Schindler was wrong to discount the "Classic" line. Collas is slightly better in this regard, but he values it only as a tool to keep more people from defecting to Wintel forever. He also knows the the real Amiga, and his AmigaNG, are so very

different that the evolution of the "look and feel" of AmigaOS 3.5+ is important to ween long-time Amiga users to the new platform. By continuing OS3.x support/alterations, they can gradually get the users comfortable with The Big Shock that is coming. Make no mistake, it is a totally different platform. Note that the 3.5OS programmers are not working with the OS5.0 people. This should scare every Amiga user straight to hell. At least the ones educated enough to know what it means.

In the final analysis, Jeff Schindler is to blame for killing the real Amiga. So is Ted Waitt for not knowing enough about computing or for keeping tabs on the Amiga situation. Enter Collas.

Collas saw that competitors were piling up to cash on on this huge potential universal convergence market, in what everybody hopes will be a post-Wintel era. So he told Waitt to either kill Amiga or accelerate it.

Waitt said go for it. So Collas came in, wacked what meager compatibility plans that did exist. Havemose of course, couldn't be happier to go along.

He gets to create an OS after his own ego, and is well compensated by GW/Amiga, as hoardes of Amiga users think he's preserving the Amiga. They're dreadfully under the wrong impression. It's like willfully letting the bald eagle (Amiga) go extinct, then trotting out some genetically engineered chimera that looks more like a peacock and declaring it "a bald eagle". In truth it's more like a Frankenstein creation.

BTW, Schindler isn't happy about being bumped down at Amiga. He's already been caught saying things that Jim Collas steadfastly denies. There's this wavefile going around via email of Jeff Schindler saying that in all the bankruptcies and legal proceedings, that the AGA schematics were lost, and that's why they're saying "forget any compatibility". Collas and Waitt are reportedly ticked about this claim. Who knows if the AGA-lost claim is true or not. If not true, then Schindler is lying to key 3rd party Amiga developers. If Schindler was telling the truth, then there's a big coverup (lies?) about why they chose the path they're on, and Collas is the liar. Either way, they're not being honest with the Amiga community. Not a positive sign.

Collas is in a race to the Xmas 99 season. And to beat out competitors for the first big convergence platform. He's under the mistaken impression that using the existing AmigaOS upper layers (or even API comptibility) would take longer than using something else and ignoring compatibility. And they don't have the vision or financial will (or the time) to do their own hardware design properly. So they're throwing out any hardware



compatibility, which is another reason why they don't have any regard for the 3.X API. Only the "Amiga" sticker remains. Collas is just a businessman/manager who never made it in real programming. He's gotten lazy and greedy at GW. To him, hardware is unimportant. A piecemeal approach is what he learned at Gateway. You find a card you like, and slap it in and let the software guys write a driver to patch it into the system. He's doing this again with Amiga. When he talks about the Amiga plans, the only Amiga he has is a brand name and SOFTWARE (much of which is just block diagrams on a whiteboard and marker). Expect the Amiga 5.0 OS to be a LOT bigger than the trim 512K ROMs were used to. It looks unlikely that the NG box will even boot from floppy (unless they go to a 2.88MB or denser floppy).

To these Wintel suits, it's just a brand name. And the Amiga community are just about 1 million diehards who will carry the banner of "Amiga" to build word of mouth momentum for them.

Mark> make all sorts of hollow promises, then just licence an OS from QNX

MrX> I don't have a problem with using the QNX \*kernel\*. It's like a better Linux. It's fine, IF they kept all the other upper parts of the OS (or

at least the beloved API). But they're not. It's insane. And Amiga users are being dragged along for the ride. The Mac users, with their NeXT/Mach transition were in a similar boat. It's a joke, but by comparison the Amiga compatibility plan is far, far worse.

Mark> and get some third party shmoe to manufacture an iMac wannabe

MrX> Schindler claims GW/Amiga will produce some Amiga computers just to help get the ball rolling. But in essence, this will be a bit like the GW approach to things. CBM sold off their fabs even before parts of the bankrupt carcasses were sold off, so we know that Amiga/GW isn't making their own dies, let alone their own boards. In regard to iMac, Collas may not realize how much Amiga people hate the idea of an attached monitor. But it is an easy money-grab to help early profit figures.

In truth, Collas doesn't know jack about the Amiga. He doesn't use one. He thinks of computers as commodities with a recognizable label. In this case, he thinks the "Amiga" brand can be cashed in on. He may be mistaken, since many think that Amiga=Commodore64. To overcome that, GW may have to step in and overtly advertise their partnership/ownership of Amiga. This is ironic since many gateway employees deny that Gateway owns Amiga.

Mark> Or are you talking about something \*I\* don't know about? :^)

MrX> I know a LOT that the users don't know about. And it's scary.

If and when you repost an edited version of the last message I sent you,  
please add these addresses to the bottom.

=====

Several of these addresses aren't known to the public.

People who are concerned about loss of the 3.X API and even basic Amiga  
hardware resources can let the Amiga/GW staff know what they think.

Jim.Collas@gateway.com, collajim@gw2k.com, jim.collas@amiga.com,  
suggest@amiga.com, Havemose@ix.netcom.com, schinjef@gateway.com,  
bm@amigainc.com, WaittTed@gw2k.com, ptysch@amiga.de, ptysch@aol.com

=====SNIP=====

Well, what do you people think? Everything he's saying here is what I've  
been suspecting for quite some time now...

Mark

--

Jeroen(and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \\ Good old C=64 and an attitude!

Ever kissed a frog? ;-P\\ //Fatman analogue synth :D

Music for your game/demo/release? \\ //http://www.paia.com

Contact me! amorel@xs4all.nl \\ //Check my (aged) music on

http://www.xs4all.nl/~amorel \\ //aminet or at my homepage.

-\*Now out on aminet and my site! Amoralplayer1.2, a no fuss audioplayer\*-

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## 1.291 goodbye to the Amiga as we knew it! (fwd)

for scott@online.u-net.com; Sat, 29 May 1999 14:43:56 +0000

From: amorel <amorel@xs4all.nl>

Date: Sat, 29 May 1999 15:44:03 +0100

Subject: goodbye to the Amiga as we knew it! (fwd)

Encoding: quoted-printable

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innuendo and gossip ;-D

Though it is originally forwarded by the sad buggers at RBF software, who=  
seem

to have a big trip of self pity, anger and what not, its still interestin=

g.



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But it is an easy money-grab to help early profit figures.

In truth, Collas doesn't know jack about the Amiga. He doesn't use one.

---



**1.292 Re: goodbye to the Amiga as we knew it! (fwd)**

for scott@online.u-net.com; Sun, 30 May 1999 01:24:37 +0000

From: amorel <amorel@xs4all.nl>

Date: Sun, 30 May 1999 02:09:10 +0500

Subject: Re: goodbye to the Amiga as we knew it! (fwd)

On 30-May-99, Rick Hodger wrote:

C=I'd say this has been fabricated by someone...

I seemed to be under that impression too.

Regards

--

Jeroen(and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \\ Good old C=64 and an attitude!

Ever kissed a frog? ;-P \\ /Fatman analogue synth :D

Music for your game/demo/release? \\ /http://www.paia.com

Contact me! amorel@xs4all.nl \\ /Check my (aged) music on

http://www.xs4all.nl/~amorel \\ /aminet or at my homepage.

-\*Now out on aminet and my site! Amoralplayer1.2, a no fuss audioplayer\*-

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**1.293 Re: goodbye to the Amiga as we knew it! (fwd)**

for scott@online.u-net.com; Sun, 30 May 1999 04:39:10 +0100

From: amorel <amorel@xs4all.nl>

Date: Sun, 30 May 1999 05:22:47 +0500

Subject: Re: goodbye to the Amiga as we knew it! (fwd)

Encoding: quoted-printable

On 30-May-99, Mikkel L=F8kke wrote:

C=3Dterms of hardware isn't going to be a great loss. IMHO the AMiGA "as =  
we know

C=3Dit" has no chance to win over new markets, and only a slight chance t=  
o keep

C=3Dthe "market" it already has.

Winning the market, no, but as the C=3D64 it'll has its place and will be=  
used a

lot for years and years to come. =

Regards

-- =

Jeroen(and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \\ Good old C=3D64 and an attitude!

Ever kissed a frog? ;-P\\ \\ /Fatman analogue synth :D

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Contact me! amorel@xs4all.nl \\ \\ /Check my (aged) music on =

http://www.xs4all.nl/~amorel \\ \\ /aminet or at my homepage. =

-\*Now out on aminet and my site! Amoralplayer1.2, a no fuss audioplayer\*=-

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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.294 Re: goodbye to the Amiga as we knew it! (fwd)

for scott@online.u-net.com; Sun, 30 May 1999 18:03:30 +0100

From: amorel <amorel@xs4all.nl>

Date: Sun, 30 May 1999 18:48:15 +0500

Subject: Re: goodbye to the Amiga as we knew it! (fwd)

On 30-May-99, Rob Hutchinson wrote:

C=I thought you said that you had suspected that this was true?

No, the only thing i wrote were the first lines. The rest is all forwarded.

Guess I had to make some endquote too, to not cause the confusion.

Regards

--

Jeroen(and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \\ Good old C=64 and an attitude!

Ever kissed a frog? ;-P\\ \\ /Fatman analogue synth :D

Music for your game/demo/release? \\ \\ /http://www.paia.com

Contact me! amorel@xs4all.nl \\ \\ /Check my (aged) music on

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-\*Now out on aminet and my site! Amoralplayer1.2, a no fuss audioplayer\*=-

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**1.295 Re: goodbye to the Amiga as we knew it! (fwd)**

for scott@online.u-net.com; Sun, 30 May 1999 18:43:59 +0100

From: amorel <amorel@xs4all.nl>

Date: Sun, 30 May 1999 19:00:41 +0500

Subject: Re: goodbye to the Amiga as we knew it! (fwd)

On 30-May-99, Ashley Scott wrote:

C=achitecture as it possibly can! I don't give a damn if it supports AGA or C=not? Why the hell bother. Most games written now suport GFX cards anyway, Welllll, I'd like to keep on playing blitzbombers, lemmings, worms etc. Its just a pity that no good games have been released lately. So with no aga support you're left with a bunch of stupid boring games like that formula1 game from Italy(worse, unplayable). I wouldnt ditch my old Amiga anyway, whenever I got a new one. That'd be silly.

C=so as long as the new hardware can use current GFX card calls... What's the C=problem? At least OS legal stuff will still run! So that should give a Lets hope so.

C=reasonable percentage of backwards compatability. Well no worse than the C=step from ECS to AGA ;).

I think it'd be worse, until some UAE for NG Amiga would be made.

Regards

--

Jeroen(and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \\ Good old C=64 and an attitude!

Ever kissed a frog? ;-P \\ /Fatman analogue synth :D

Music for your game/demo/release? \\ /http://www.paia.com

Contact me! amorel@xs4all.nl \\ /Check my (aged) music on

http://www.xs4all.nl/~amorel \\ /aminet or at my homepage.

-\*Now out on aminet and my site! Amoralplayer1.2, a no fuss audioplayer\*-

-----  
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**1.296 Re: goodbye to the Amiga as we knew it! (fwd)**

for scott@online.u-net.com; Mon, 31 May 1999 10:18:06 +0000

From: "Andrew Guard" <aMIGA\_DUDE@assign.u-net.com>

Organization: ProPassWord

Date: 30 May 99 17:59:25 +0000

---

Subject: Re: goodbye to the Amiga as we knew it! (fwd)

X-Face: ggbX)L/8Qm]#Tpb\_Nl\_7q?KW7ol,Y@chVkJ\$,D.@iuYP.XrF!x!!Loz2}.x:X.k[9A-NjQsu/gaPM\8EaGyX/Sw92G>5tg|VH51w  
VM\*4PG63s(pwT&qE@dB\*lkww:

Encoding: quoted-printable

Well, well Curt Esser, OK then but=2E=2E=2E

> Yes, exactly! Have you all been waiting patiently for the NG Amiga so yo=

u

> can rush out to buy a duplicate of what's been sitting on your desk

> already?

>=20

> Did you just want a re-hash of the current architecture with a faster

> processor and more ram crammed in? Then go buy a PC clone!=20

>=20

> The Amiga's real advantage, at this point in time, is that the NG won't h=

ave

> to be locked in to the current architecture! Or any existing architectur=

e

> at all! It can be something much better - and THAT is what I think is

> causing the "other" companies to take notice, and try to torpedo the

> effort=2E

>=20

> { Hint: the operative word in my earlier posting is "Reputable" ;)

> }

>=20

> If you think about it, the phrase "Goodbye to the Amiga as we knew it" is=

in

> reality a very positive slogan=2E Which could have also been applied, BT=

W,

> when the A1200 came out to replace the A500=2E=20

When 1200 came out I was one of Amiga developers complaining about how

out date the O/S was=2E Anyway emulation old Amiga O/S calles wouldn't

be to difficult to do, it just be in a protective bubble so when one

program douse something it souldn't the system wouldn't have

total crash=2E

Module O/S-Object programing is best things to ever happen in

computers=2E And Amiga programers agree that Module approach is way to

go=2E Windoze program can't and will not get it, that is way they make

moster exe files and Amiga program make the samething tenth of the

size=2E

--=20

Think about it, ProPassWord=2E mailto:ppw-subscribe@egroups=2Ecom

--

Satanic Dreams http://zap=2Eto/sds

V//AmigaV// Team Amiga RC5

--

603e+ 233/040=A0PowerUP, 32 Meg, BVision, Zip, DVD, Kickstart 3=2E1

Pace56 External voice, ISP http://www=2Ewirenet=2Eco=2Euk/

ICQ 21765436

-----  
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## 1.297 Re: goodbye to the Amiga as we knew it! (fwd)

for scott@online.u-net.com; Mon, 31 May 1999 10:08:44 +0000

From: Anton Reinauer <anton@ww.co.nz>

Date: Mon, 31 May 1999 21:06:14 +1200

Subject: Re: goodbye to the Amiga as we knew it! (fwd)

On 31-May-99, Jonas Thorell wrote:

> No thanks. I don't want a new Amiga to have the old and slow

> Zorro-connectors. I want something new, not a

> Classic-Amiga-On-Steroids. That's a no-win situation

No, it's a Windose situation ;-)

--

Anton Reinauer <anton@ww.co.nz>

-----  
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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.298 Re: goodbye to the Amiga as we knew it! (fwd)

for scott@online.u-net.com; Mon, 31 May 1999 10:11:17 +0100

From: Anton Reinauer <anton@ww.co.nz>

Date: Mon, 31 May 1999 21:06:24 +1200

Subject: Re: goodbye to the Amiga as we knew it! (fwd)

On 31-May-99, Dave wrote:

> Well..that`s my fear...and if that happens..I'll just by a kick ass pc

> and run winuae! Another worry will be the cpu...it isn`t a

---

> ppc..right??

No CPU has been announced- I personally think that a PPC might be a serious option for Amiga Inc (ironically)- as they keep getting developed, and they're coming out with the copper chips which are much faster per MHz than the old aluminium ones (as well as much cooler and energy efficient- laptops anyone!)

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.4)  
<<http://www.ww.co.nz/home/anton/>>

-----  
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## 1.299 Re: goodbye to the Amiga as we knew it! (fwd)

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 30 May 1999 17:23:40 +0100

From: Ashley Scott <[hawkeye@polarisx.freemove.co.uk](mailto:hawkeye@polarisx.freemove.co.uk)>

Date: Sun, 30 May 1999 15:52:09 +0100

Organization: Satanic Dreams Software.

Subject: Re: goodbye to the Amiga as we knew it! (fwd)

On 30-May-99, Curt Esser Wrote.....

[=> If you think about it, the phrase "Goodbye to the Amiga as we knew it"

[=> is in reality a very positive slogan. Which could have also been

[=> applied, BTW, when the A1200 came out to replace the A500.

I agree with you there... Me and Rob were talking about this on the phone the other night. The Amiga need's to leap as far forward from the old achitecture as it possibly can! I don't give a damn if it supports AGA or not? Why the hell bother. Most games written now suport GFX cards anyway, so as long as the new hardware can use current GFX card calls... What's the problem? At least OS legal stuff will still run! So that should give a reasonable percentage of backwards compatability. Well no worse than the step from ECS to AGA ;).

Regards

--

<sb>\*<---(Satanic Dreams Software Founder)--->\*

<sb>\*EMAIL:\* hawkeye@polarisx.freemove.co.uk

<sb>\*IRC:\* EsperNet/#SatanicDreams ICQ: 34655410

<sb>#URL: http://www.satanicdreams.freemove.co.uk/#

<tsb>I am Dalek of Borg: Resistance is useless. You will be exterminated.

<tsb>

-----  
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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

### 1.300 Re: goodbye to the Amiga as we knew it! (fwd)

for scott@online.u-net.com; Mon, 31 May 1999 20:57:15 +0100

From: Ashley Scott <hawkeye@polarisx.freemove.co.uk>

Date: Sun, 30 May 1999 23:24:05 +0100

Organization: Satanic Dreams Software.

Subject: Re: goodbye to the Amiga as we knew it! (fwd)

On 30-May-99, Jonas Thorell Wrote.....

[=> Ashley Scott (hawkeye@polarisx.freemove.co.uk) wrote:

[=>

[=>> supports AGA or not? Why the hell bother. Most games written now

[=>> support GFX cards anyway, so as long as the new hardware can use

[=>> current GFX card calls...

~~~~

I meant OS Calls Not use the old hardware :)

Regards

--

<sb>\*<---(Satanic Dreams Software Founder)--->\*

<sb>\*EMAIL:\* hawkeye@polarisx.freemove.co.uk

<sb>\*IRC:\* EsperNet/#SatanicDreams ICQ: 34655410

<sb>#URL: http://www.satanicdreams.freemove.co.uk/#

<tsb>Carman Miranda's Ghost is haunting Space Station 3...

<tsb>

-----  
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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.301 Re: goodbye to the Amiga as we knew it! (fwd)

for scott@online.u-net.com; Sun, 30 May 1999 02:39:11 +0100

From: Curt Esser <camge@ix.netcom.com>

Date: Sat, 29 May 1999 20:28:25 -0500

Subject: Re: goodbye to the Amiga as we knew it! (fwd)

Hi Rick

On 29-May-99, Rick Hodger wrote:

>> Several of these addresses aren't known to the public.

>

>> People who are concerned about loss of the 3.X API and even basic Amiga

>> hardware resources can let the Amiga/GW staff know what they think.

>

>> Jim.Collas@gateway.com, collajim@gw2k.com, jim.collas@amiga.com,

>> suggest@amiga.com, Havemose@ix.netcom.com, schinjef@gateway.com,

>> bm@amigainc.com, WaittTed@gw2k.com, ptysch@amiga.de, ptysch@aol.com

>

> The only addresses on there I didn't know of, are colla.jim@gw2k.com,

> havemose@ix.netcom.com and bm@amigainc.com, all the rest I know of, and

> quite a few of them are on the amiga.de site.

>

> I'd say this has been fabricated by someone...

Yes, I would guess that it might be someone who wants Amiga and the above mentioned people to become swamped with angry emails and to spread dissent in the Amiga community.

If I didn't know better, I would guess that it might have come from some other company who might be worried about maintaining it's stranglehold on the computing public. But I can't think of any reputable company that would stoop to such tricks, can you?

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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---

## 1.302 Re: goodbye to the Amiga as we knew it! (fwd)

for scott@online.u-net.com; Sun, 30 May 1999 12:40:43 +0100

From: Curt Esser <camge@ix.netcom.com>

Date: Sun, 30 May 1999 06:07:17 -0500

Subject: Re: goodbye to the Amiga as we knew it! (fwd)

Encoding: quoted-printable

Hi Donovan

On 29-May-99, Donovan Reeve wrote:

> On 30-May-99, Mikkel L=F8kke flashed:

> =

>>> If I didn't know better, I would guess that it might have come from s=  
ome

>>> other company who might be worried about maintaining it's stranglehol=  
d

>>> on the computing public. But I can't think of any reputable company t=  
hat

>>> would stoop to such tricks, can you?

> =

>> Quite a few. Actually I'd be hard pressed to find one that wouldn't.

> =

>> On a second note, the AMiGA "as we know it" (AGA or slow gfx board, 68=  
0x0

>> possibly with a PPC co-processor, and 16 megs of "FAST" 70ns 32 bit RA=  
M)

>> in terms of hardware isn't going to be a great loss. IMHO the AMiGA "a=  
s

>> we know it" has no chance to win over new markets, and only a slight

>> chance to keep the "market" it already has.

> =

> Precisely. We need NEW Amigas which DO leave our old ones behind (and=  
> everything else, for that matter).

Yes, exactly! Have you all been waiting patiently for the NG Amiga so yo=  
u

can rush out to buy a duplicate of what's been sitting on your desk  
already?

Did you just want a re-hash of the current architecture with a faster  
processor and more ram crammed in? Then go buy a PC clone! =

The Amiga's real advantage, at this point in time, is that the NG won't h=

---

ave

to be locked in to the current architecture! Or any existing architectur=

e

at all! It can be something much better - and THAT is what I think is

causing the "other" companies to take notice, and try to torpedo the effort.

{ Hint: the operative word in my earlier posting is "Reputable" ;)

}

If you think about it, the phrase "Goodbye to the Amiga as we knew it" is=

in

reality a very positive slogan. Which could have also been applied, BTW,=

when the A1200 came out to replace the A500. =

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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### **1.303 Re: goodbye to the Amiga as we knew it! (fwd)**

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 30 May 1999 17:36:59 +0100

From: "Dave" <[dave@nbsamiga.demon.co.uk](mailto:dave@nbsamiga.demon.co.uk)>

Subject: Re: goodbye to the Amiga as we knew it! (fwd)

Date: Sun, 30 May 1999 17:34:21 +0100

charset="iso-8859-1"

Encoding: 8bit

Hello...just my 2p`s worth on this subject....

It seems to me we`ve had this before...and from talking to people on

irc...I think the amiga community`s split down the middle...half think it`ll

be better, and half think it`ll be worse. This is all speculation until we

see what the new systems are like, and how they perform for their price. I

think ditching the backwardly compatible is a shame and a mistake...but

we`ll have to wait and see on that. Apple didn`t do that, when they were in

pretty bad trouble...okay, so mac`s aren`t taking over the pc market..but

they are doing better. They just ditched 68k, whacked a fast ppc in, and

used software emulation to run old software...why couldn`t we have done

that...and then a load of people would have ppc`s and software could be

---



written for ppc`s. (why they didn`t make a ppc+4mb 2d/3d video card with 16mb ram, and 2gb hd and sell that as a new amiga god only knows...and software emulate the custom chips).

>I would like to see some custom hardware though, not just a repackaged >PC with new OS :(... that really would suk! :)

Well..that`s my fear...and if that happens..I`ll just by a kick ass pc and run winuae! Another worry will be the cpu...it isn`t a ppc..right?? (which is used by apple) and it isn`t a pentium...okay, so maybe the cpu will be better, but it`ll be ridiculously expensive (remember the 060 anyone...how much are they now?? and how much is a ppc..or pentium 400??). The fact is we`d have all been better with ppc, because apple is using them, and they would be making more, selling more..making faster ones to fill the demand...but anyway...what do I know...I don`t work for amiga inc ;). ....Amiga`s mass market has ALWAYS been home computers. Any new machine that A, doesn`t allow you to use a monitor or tv, and B, costs over £300 isn`t going to see that market...not when I can buy an N64 for £100 (or dreamcast/playstation2), or a PII400+16mb Riva TNT 2d/3d gfx card, 6gb ATA66 hd , 128mb ram, 40 speed cd rom, and a 15" monitor, which had 6000 games released on last year for only £500. So my advice to amiga inc is...don`t piss the current range of amiga users off....cos they`ll be hard pushed to gain ground with a totally new computer that doesn`t have a big range of software to back it up.

<Watch this space>...well not that space...but you get the idea :)

Dave

-----  
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### **1.304 Re: goodbye to the Amiga as we knew it! (fwd)**

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 30 May 1999 06:09:44 +0100

From: Donovan Reeve <[bubby.lnk@ispi.net](mailto:bubby.lnk@ispi.net)>

Date: Sat, 29 May 1999 23:05:25 +0500

Subject: Re: goodbye to the Amiga as we knew it! (fwd)

On 30-May-99, Curt Esser flashed:

>> I`d say this has been fabricated by someone...

>Yes, I would guess that it might be someone who wants Amiga and the above >mentioned people to become swamped with angry emails and to spread dissent >in the Amiga community.

>If I didn't know better, I would guess that it might have come from some  
>other company who might be worried about maintaining it's stranglehold on  
>the computing public. But I can't think of any reputable company that  
>would stoop to such tricks, can you?

Uh... er... (scratches head) um... hmmm...

;

catcha later,

Donovan Reeve (bubby.lnk@ispi.net)

-----  
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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

### **1.305 Re: goodbye to the Amiga as we knew it! (fwd)**

for scott@online.u-net.com; Sun, 30 May 1999 06:21:22 +0000

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Sat, 29 May 1999 23:18:06 +0500

Subject: Re: goodbye to the Amiga as we knew it! (fwd)

Encoding: quoted-printable

On 30-May-99, Mikkel L=F8kke flashed:

>> If I didn't know better, I would guess that it might have come from so=  
me

>> other company who might be worried about maintaining it's stranglehold=  
on

>> the computing public. But I can't think of any reputable company that=  
>> would stoop to such tricks, can you?

>Quite a few. Actually I'd be hard pressed to find one that wouldn't.

>On a second note, the AMiGA "as we know it" (AGA or slow gfx board, 680x=  
0

>possibly with a PPC co-processor, and 16 megs of "FAST" 70ns 32 bit RAM)=  
in

>terms of hardware isn't going to be a great loss. IMHO the AMiGA "as we =  
know

>it" has no chance to win over new markets, and only a slight chance to k=  
eep

>the "market" it already has.

Precisely. We need NEW Amigas which DO leave our old ones behind (and  
everything else, for that matter).

>But I ramble.

---

Huh!?! You call that a ramble? Hey, don't get me going! ;)

catcha later,

Donovan Reeve (bubby.lnk@ispi.net)

-----  
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

### **1.306 Re: goodbye to the Amiga as we knew it! (fwd)**

for scott@online.u-net.com; Sun, 30 May 1999 22:44:52 +0100

Date: 30 May 99 21:50:41 +0100

From: "Jonas Thorell" <jonasth@bahnhof.se>

Subject: Re: goodbye to the Amiga as we knew it! (fwd)

encoding: 7bit

X-System: Amiga 3000/040@40 Mhz, 99 Meg, 11.5 Gig HD, 28k8

X-Hardware: Prelude soundcard, Vlab digitizer, CV64 gfx-card

X-Hardware: Buddha IDE-controller, 24x CD-ROM

X-Software: Aweb, Miami, Thor, ScalOS, MCP and assorted bits of bytes...

X-UIN: 12427044

X-Misc-info: Who's reading this??

Ashley Scott (hawkeye@polarisx.freemove.co.uk) wrote:

>supports AGA or not? Why the hell bother. Most games written now

>support GFX cards anyway, so as long as the new hardware can use

>current GFX card calls...

No thanks. I don't want a new Amiga to have the old and slow Zorro-connectors.

I want something new, not a Classic-Amiga-On-Steroids. That's a no-win situation

and if we would settle with that it would have been better to make PowerUp plus a

PPC-native AOS 3.5 the logical conclusion instead of the new machine.

---

Come in from your checkpoints on your lonely roads, Come in from

your ditches in your silent fields where intensified light from

a rifle sight makes the darkness day and the day too bright.

---

File not found. Should I fake it? (Y/N)

-----  
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---

**1.307 Re: goodbye to the Amiga as we knew it! (fwd)**

for scott@online.u-net.com; Sun, 30 May 1999 04:02:48 +0100

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Sun, 30 May 1999 04:58:55 +0200

Organization: M2 productions

Subject: Re: goodbye to the Amiga as we knew it! (fwd)

Encoding: quoted-printable

Hello Curt.

On 30-May-99, Curt Esser wrote:

>> I'd say this has been fabricated by someone...

> Yes, I would guess that it might be someone who wants Amiga and the above

> mentioned people to become swamped with angry emails and to spread dissent

> in the Amiga community.

Yup !

> If I didn't know better, I would guess that it might have come from someone

> other company who might be worried about maintaining it's stranglehold on

> the computing public. But I can't think of any reputable company that

> would stoop to such tricks, can you?

Quite a few. Actually I'd be hard pressed to find one that wouldn't.

On a second note, the AMiGA "as we know it" (AGA or slow gfx board, 680x0=

possibly with a PPC co-processor, and 16 megs of "FAST" 70ns 32 bit RAM)=

in terms of hardware isn't going to be a great loss. IMHO the AMiGA "as =

we know it" has no chance to win over new markets, and only a slight chan=

ce to keep the "market" it already has.

But I ramble.

Regards

-- =

=2E---+----- http://www.m2p.dk --

/\_\_\_\_\_| Productions=

-----  
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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.308 Re: goodbye to the Amiga as we knew it! (fwd)

for scott@online.u-net.com; Sun, 30 May 1999 00:29:07 +0000

From: Rick Hodger <rick.thehub@bigfoot.com>

Date: Sun, 30 May 1999 00:26:23 +0100

Organization: Pagan Software

Subject: Re: goodbye to the Amiga as we knew it! (fwd)

I watched as amorel hammered "goodbye to the Amiga as we knew it! (fwd)" out

on their keyboard...

> Hehe, picked this up on the Octamed list. Weather its true or not, I love

> innuendo and gossip ;-D

I doubt it is, probably just someone looking for attention again...

> Though it is originally forwarded by the sad buggers at RBF software, who

> seem to have a big trip of self pity, anger and what not, its still

> interesting.

Yeah...

[SNIP]

> =====

> Several of these addresses aren't known to the public.

> People who are concerned about loss of the 3.X API and even basic Amiga

> hardware resources can let the Amiga/GW staff know what they think.

> Jim.Collas@gateway.com, collajim@gw2k.com, jim.collas@amiga.com,

> suggest@amiga.com, Havemose@ix.netcom.com, schinjef@gateway.com,

> bm@amigainc.com, WaittTed@gw2k.com, ptysch@amiga.de, ptysch@aol.com

The only addresses on there I didn't know of, are colla.jim@gw2k.com,

havemose@ix.netcom.com and bm@amigainc.com, all the rest I know of, and

quite a few of them are on the amiga.de site.

I'd say this has been fabricated by someone...

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>

<sb>Visit us at <http://www.pagan-games.com>

<sb>EMail us at [/bloodline@pagan-games.com/](mailto:/bloodline@pagan-games.com/)

<sb>"Dafel: Bloodline" - The most acomplished RPG ever!

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team \*AMIGA\*

<sb>

<sb>You've gotta' die in creative ways.

-----

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## 1.309 Re: goodbye to the Amiga as we knew it! (fwd)

for scott@online.u-net.com; Sun, 30 May 1999 15:09:38 +0100

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Sun, 30 May 1999 15:08:26 +0100

Organization: Satanic Dreams Software.

Subject: Re: goodbye to the Amiga as we knew it! (fwd)

Encoding: binary

Hello amorel

Hiya, amorel... ,on 29-May-99 you mailed me about: Re: goodbye to the Amiga as we knew it! (fwd)! So I'ma reply`in...

[=> On 30-May-99, Rick Hodger wrote:

[=>

[=> C=I'd say this has been fabricated by someone...

[=>

[=> I seemed to be under that impression too.

I thought you said that you had suspected that this was true?

Anyhooo, there are 2 things to point out here,

1, The person who wrote it knows a lot about the people responsible for the amiga and those a GateWay.

2, It doesn't seem to stick 100%, IYSWIM?.. Like the stuff about AGA schematics being lost,... how did BlitterSoft manage to get the Boxer redesigned?

I'm not sure what to beleive at the moment, but think about it this way, if the new miggy isn't a miggy, or its totally crap. Then you can buy a PC and get on with your life (hohoho)... However if it's kick-ass, it's not REALLY a miggy, and it saves you from using a PC (specifically Windoze). WHO CARES? :)

I would like to see some custom hardware though, not just a repackaged PC with new OS :(... that really would suk! :)

Ok, nuff of my ranting,... :)

[=> Regards

[=>

Regards

--

<tsb>

<sb>\*CONTACTING MEEEEEEEE:\*

<sb>loki@sds.in2home.co.uk | \*ICQ:\* 27181384

<sb>SDS FOUNDER: URL: <http://www.satanicdreams.freemove.co.uk/>

<tsb>

<sb>\*PROJECT INFO:\*

<sb>Minimum Safe Distance [3%]

<sb>/After a few trips to the toilet, the following appeared:/

<sb>MorrisTheMaggot, CTTM2, TimeSwipe, NIB, BlitzBFB, Prefs2000 & TMS.

<sb>

<sb>"You moron" "It take one to know one" - Calvin and Susie

<tsb>

-----  
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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

### 1.310 GT-Palette Requestor

for scott@online.u-net.com; Fri, 7 May 1999 21:19:34 +0000

From: "Andrew Guard" <aMIGA\_dUDE@assign.u-net.com>

Organization: ProPassWord

Date: 7 May 99 21:14:16 +0000

Subject: GT-Palette Requestor

X-Face: ggbXL/8Qm)#Tpb\_Nl\_7q?KW7ol,Y@chVkJ\$,D.@iuYP.XrF!x!!Loz2}.x:X.k[9A-NjQsu/gaPM\8EaGyX/Sw92G>5tg|VH51w  
VM\*4PG63s(pwT&qE@dB\*lkww:

--\_ =8<==MD2373357A8-6F597F21==8<=\_ =

Encoding: 8bit

I am trying to make my own Palette requestor, I do not what to use

GTPalette at all because I won't do what I want it to.

I want to know what values are from GTScroller are. As well I want to  
make box which the user can select, which has colour displayed inside  
it.

Here is my source so far.

--

Think about it, ProPassWord. <mailto:ppw-subscribe@egroups.com>

--

Satanic Dreams <http://www.satanicdreams.freemove.co.uk/>

V//Amiga// Team Amiga RC5

--

603e+ 233/040 PowerUP, 32 Meg, BVision, Zip, DVD, Kickstart 3.1

Pace56 External voice, ISP <http://www.wirenet.co.uk/>

ICQ 21765436

--\_ =8<==MD2373357A8-6F597F21==8<=\_ =

Encoding: plain (7/8 bit)

```

Content-Disposition: attachment; filename="GTPalette.ASCII"
X-MD2-FilePath: Ram Disk:GTPalette.ASCII
FindScreen 0
SGreen=AGARed(2)
NPrint SGreen
Window 0,100,100,300,90,$100E,"Palette config",0,1
GTScroller 0,0,10,5,16,55,"R",$408,0,255,0
GTScroller 0,1,30,5,16,55,"G",$408,0,255,255-SGreen
GTScroller 0,2,50,4,16,55,"B",$408,0,255,255-50
;How do you make Box's which have colour in them
;which is related to display palette?
;I don't want to use GTPalette command as that
;doesn't give me the control that I need.
AttachGTLList 0,0
Repeat
DefaultOutput
NPrint "The Value of 0,0(R) is",SGTScroller0_0_Value; Tell me what I have to do here
Delay_(1)
Until Joyb(0)=2
End
--_ =8<===MD2373357A8-6F597F21===8<=_ =
-----
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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
--_ =8<===MD2373357A8-6F597F21===8<=_ =
(end of MIME multipart message)

```

### 1.311 Re: GT-Palette Requestor

for scott@online.u-net.com; Sun, 9 May 1999 17:38:32 +0100

From: "Andrew Guard" <aMIGA\_dUDE@assign.u-net.com>

Organization: ProPassWord

Date: 9 May 99 17:21:17 +0000

Subject: Re: GT-Palette Requestor

X-Face: ggbX)L/8Qm]#Tpb\_Nl\_7q?KW7ol,Y@chVvk\$,D.@iuYP.XrF!x!!Loz2}.x:X.k[9A-NjQsu/gaPM\8EaGyX/Sw92G>5tg|VH51w  
VM\*4PG63s(pwT&qE@dB\*lkww:

```
--_ =8<===MD23735C40D-3B677EAF===8<=_ =
```

Encoding: 8bit

Well, well Linda Bell, OK then but...



>  
>  
>  
> >I am trying to make my own Palette requestor, I do not what to use  
> >GTPalette at all because I won't do what I want it to.  
>  
>  
> What is it that you don't like about the palette requestor - might give me a  
> better idea of how to achieve your aims.  
>

This big problem with it is, it forces you select colours for 0 I want  
it to start from 8. Also there may be 16 colours on screen and I only  
what the user to be able to select between 8/13.

If you look at PNG you would see what I mean. The numbers in Box are  
colour number they represents. I want to place the colour on the  
screen in side of these \_GTButton\_'s.

--

Think about it, ProPassWord. <mailto:ppw-subscribe@egroups.com>

--

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//Amiga// Team Amiga RC5

--

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ICQ 21765436

--\_<==MD23735C40D-3B677EAF==<\_<==

Encoding: base64

Content-Disposition: attachment; filename="Palette.png"

X-MD2-FilePath: Internet:Trashcan/Palette.png

iVBORw0KGgoAAAANSUgAAATEAAABfBAMAAABYwu3FAAAAGFBMVEVdTW37+/sAABh5aY7brgAg  
rggMgnkIDFWPh1p+AAAACHRSTIP////////AN6DvVkAAAJb0ZGcwAAAKgAAAF9ALQ2SMEAAALQ  
SURBVHja7ZsNcoMgEIUhJ+AlF6jJCRzvf7fKb0BYIiNG2tltU0kg+uXtLmHVCsHWbs8hTZO9Fmd3  
83cG7NP5Ybdwj5LNeI87bvdoxyUyJR+7ybD0tLuWBUYZT2Z1isjgtFi3s3ssXkvXDq/bcY8+ZIYg  
JntOG2+uh9O/hTj47XUilo9rz+LH+p1Pk7mVCuSPRargT6i3noyp8vZZDr8J5LMHMnKFuLMh12J  
rJ83gQ1ZHGdes8XF1uwe2zjzZAGvS25uNMuSttWAXrPGJs4Ok50zn00Y0Yxm83jfmJaJyZjsi2Ru  
XTSVW/WVnKJ7blTPRPdsyezRUW7FQzKTiu65/RBdoHsyMrOUNdxmQkH8GpMxWX+yvMVkHcgAikyC  
IkP8ppQMqheZVFIRZKDJS2inR33JkUmVUUzRZCh3Zs+SzMySXkTAnScUd5EuzdJMIIzxEfZTZb0  
HCKRrxJmoxNkXyCq5SZNJMs5kv9zkmZbJmIzJjQZeW5G0T038pzKrXK2pZXsqkp4hzevqoQ5A5iM  
yZjsPDKZ1iH76k1ytY2k77x6U6rGCkVXiFhfQGRaZchuZGTtVPMmSG9G5zwOksVnIvZqRlbCmkxd

SibpDOgXZyRZ1ZviG7nJMy2TMRmTcSXcXgnnV5tGqYSZ7ASyz3cnqj5Dul1H35GkbUNSSikkRq1  
 JdkOS/e5rqjWfSA/bPgkm8sPZkkXyIDiTNaDbI3JZP36JnMvbi8NjMtpG08gQ8FVOo30EIWXpGZr  
 V9P2gpwng6s//SCzpqXIotImtJjYjyeDIsgMnRLhWaYZhIiGijCoTBZ8U2q1aabTRr9TokLmOyFc  
 VbeHrFgJNcQZ3F5AaRZ3wmv42ZurFuqjN6u5aULHaWb2YUhUmptesxBn9nOWNINo8OYX57PGOLuE  
 7H3FveLNkb4DPt/fqvoM4fscmYzJBicb77+dXoPfhc/2f+wXk7NRDp2V/JEAAAAASUVORK5CYII=  
 --=\_8<===MD23735C40D-3B677EAF===8<=\_=

-----  
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--=\_8<===MD23735C40D-3B677EAF===8<=\_=

(end of MIME multipart message)

### 1.312 Re: GT-Palette Requestor

for scott@online.u-net.com; Tue, 11 May 1999 19:45:45 +0100

From: "Andrew Guard" <aMIGA\_dUDE@assign.u-net.com>

Organization: ProPassWord

Date: 11 May 99 19:30:40 +0000

Subject: Re: GT-Palette Requestor

X-Face: ggbX)L/8Qm]#Tpb\_Nl\_7q?KW7ol,Y@chVk\$,D.@iuYP.XrF!x!!Loz2}.x:X.k[9A-NjQsu/gaPM\8EaGyX/Sw92G>5tg|VH51w  
 VM\*4PG63s(pwT&qE@dB\*lkww:

--=\_8<===MD237388560-755540AC===8<=\_=

Encoding: 8bit

Well, well Curt Esser, OK then but...

> Hi Andrew

>

> On 09-May-99, Andrew Guard wrote:

>

> >>> I am trying to make my own Palette requestor, I do not what to use

> >>> GTPalette at all because I won't do what I want it to.

>

> > This big problem with it is, it forces you select colours for 0 I want

> > it to start from 8. Also there may be 16 colours on screen and I only

> > what the user to be able to select between 8/13.

>

> Here is an example of using the tags to get the GTPalette requester to do

> what you want. Much simpler than trying to create your own palette

> gadgets.

Great now all have to work out is how to change the slider values so

there are in new locations when you select a new colour. I bet it is simple but I don't know the answer.

--

Think about it, ProPassWord. <mailto:ppw-subscribe@egroups.com>

--

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--

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ICQ 21765436

--=\_8<==MD237388560-755540AC==8<=\_=

Encoding: plain (7/8 bit)

Content-Disposition: attachment; filename="AMGGUI0004.ascII"

X-MD2-FilePath: Ram Disk:AMGGUI0004.ascII

FindScreen 0

Dim SGTText\$(13)

SGTText\$(4)="OK"

SGTText\$(5)="Default"

SGTText\$(6)="Cancel"

Window 1,100,100,300,90,\$8!\$1000,"Palette Config",1,2

AddIDCMP \$400010

GTSlider 1,0,10,5,16,55,"R",,\$408,0,255,0

GTSlider 1,1,30,5,16,55,"G",,\$408,0,255,255-SGreen

GTSlider 1,2,50,5,16,55,"B",,\$408,0,255,255-50

GTags #GTPA\_ColorOffset,8,#GTPA\_NumColors,6,#GTPA\_IndicatorWidth,-1

GTPalette 1,3,80,5,210,40,"",#PLACETEXT\_BELOW,3

;SGTButtonAreaX=80

;SGTButtonAreaY=57

;SGTButtonAreaW=210

;SGTButtonAreaH=15

;SGTButtonAreaR=3

;SGTButtonAreaC=1

;SGTButtonAreaS=4

;Gosub ProcGTButtonArea

AttachGTLList 1,1

finish.b = False

Repeat

ev.l = WaitEvent

```
Select ev
Case $20 ; gadget down
Case $40 ; gadget up
SEventCode=EventCode
Select GadgetHit
Case 0 ;Red value
Case 1 ;Green value
Case 2 ;Blue value
Case 3 ;Pallete request
DefaultOutput
NPrint SEventCode
SBlue=AGARed(SEventCode)
NPrint SBlue
DetachGTList 1
; GTChangeList 1,0
; GTDisable 1,0
InnerCls
GTSlider 1,0,10,5,16,55,"T", $408,0,255,SBlue
; This what I now need help on. How do get old GT images trashed and insert new value?
AttachGTList 1,1
Case 4 ; OK
finish = True
Case 5 ;default
Case 6 ; Cancel
finish = True
End Select
Case $200 ; close gadget
finish = True
End Select
Until finish=True
End
```

```
--=_8<===MD237388560-755540AC==8<=_=
```

-----

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```
--=_8<===MD237388560-755540AC==8<=_=--
```

(end of MIME multipart message)

---

### 1.313 Re: GT-Palette Requestor

for scott@online.u-net.com; Sun, 16 May 1999 17:28:02 +0100

From: "Andrew Guard" <aMIGA\_dUDE@assign.u-net.com>

Organization: ProPassWord

Date: 13 May 99 19:04:24 +0000

Subject: Re: GT-Palette Requestor

X-Face: ggbX)L/8Qm]#Tpb\_Nl\_7q?KW7ol,Y@chVkJ\$,D.@iuYP.XrF!x!lLoz2}.x:X.k[9A-NjQsu/gaPM\8EaGyX/Sw92G>5tg|VH51w  
VM\*4PG63s(pwT&qE@dB\*lkww:

Encoding: quoted-printable

Well, well Curt Esser, OK then but=2E=2E=2E

> Hi Andrew

>=20

> On 11-May-99, Andrew Guard wrote:

> > Well, well Curt Esser, OK then but=2E=2E=2E

>=20

> >> Here is an example of using the tags to get the GTPalette requester to=  
do

> >> what you want=2E Much simpler than trying to create your own palette

> >> gadgets=2E

> > Great now all have to work out is how to change the slider values so

> > there are in new locations when you select a new colour=2E I bet it is

> > simple but I don't know the answer=2E

>=20

I knew it was going to be something simple, THK's=2E

--=20

Think about it, ProPassWord=2E <mailto:ppw-subscribe@egroups.com>=2Ecom

--

Satanic Dreams <http://www=2Esatanicdreams=2Efreeseve=2Eco=2Euk/>

V//Amiga// Team Amiga RC5

--

603e+ 233/040=A0PowerUP, 32 Meg, BVision, Zip, DVD, Kickstart 3=2E1

Pace56 External voice, ISP <http://www=2Ewirenet=2Eco=2Euk/>

ICQ 21765436

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## 1.314 Re: GT-Palette Requestor

for scott@online.u-net.com; Mon, 10 May 1999 04:57:15 +0000

From: Curt Esser <camge@ix.netcom.com>

Date: Sun, 09 May 1999 22:28:43 -0500

Subject: Re: GT-Palette Requestor

--BOUNDARY.1748522448.1

Hi Andrew

On 09-May-99, Andrew Guard wrote:

>>> I am trying to make my own Palette requestor, I do not want to use

>>> GTPalette at all because I won't do what I want it to.

> This big problem with it is, it forces you select colours for 0 I want

> it to start from 8. Also there may be 16 colours on screen and I only

> what the user to be able to select between 8/13.

Here is an example of using the tags to get the GTPalette requestor to do what you want. Much simpler than trying to create your own palette gadgets.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

--BOUNDARY.1748522448.1

Content-Disposition: attachment; filename="gtpal.asc"

;make a GTPalette gadget that shows only colours 8-13

;and indicates the current selection as "depressed"

WBenchToFront\_

WbToScreen 0

Window 0,20,20,360,120,\$8\$1000,"GT Palette test",0,1

GTTags #GTPA\_ColorOffset,8,#GTPA\_NumColors,6,#GTPA\_IndicatorWidth,-1

GTPalette 0,51,20,20,300,40,"Select a colour",#PLACETEXT\_BELOW,3

AttachGTLList 0,0

Repeat

Format "##"

ev.l=WaitEvent

If ev=\$40

Select GadgetHit

Case 51

selected=EventCode

WLocate 132,80

Print "Colour:",Str\$(selected)

End Select

EndIf

Until ev=\$200

End

--BOUNDARY.1748522448.1

-----  
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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

--BOUNDARY.1748522448.1--

### 1.315 Re: GT-Palette Requestor

for scott@online.u-net.com; Wed, 12 May 1999 17:47:54 +0000

From: Curt Esser <camge@ix.netcom.com>

Date: Wed, 12 May 1999 11:32:38 -0500

Subject: Re: GT-Palette Requestor

--BOUNDARY.1749265936.2

Hi Andrew

On 11-May-99, Andrew Guard wrote:

> Well, well Curt Esser, OK then but...

>> Here is an example of using the tags to get the GTPalette requester to do

>> what you want. Much simpler than trying to create your own palette

>> gadgets.

> Great now all have to work out is how to change the slider values so

> there are in new locations when you select a new colour. I bet it is

> simple but I don't know the answer.

Yes, you can use the GTSetAttrs command. See the attached.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

--BOUNDARY.1749265936.2

Content-Disposition: attachment; filename="AMGGUI0004.ascII"

Content-Description: Andrew Guard <aMIGA\_dUDE@assign.u-net.com>

FindScreen 0

Dim SGTText\$(13)

SGTText\$(4)="OK"

SGTText\$(5)="Default"

---

```

SGTText$(6)="Cancel"
Window 1,100,100,300,90,$8$1000,"Palette Config",1,2
AddIDCMP $400010
GTSlider 1,0,10,5,16,55,"R", $408,0,255,0
GTSlider 1,1,30,5,16,55,"G", $408,0,255,255-SGreen
GTSlider 1,2,50,5,16,55,"B", $408,0,255,255-50
GTTags #GTPA_ColorOffset,8,#GTPA_NumColors,6,#GTPA_IndicatorWidth,-1
GTPalette 1,3,80,5,210,40,"",#PLACETEXT_BELOW,3
AttachGTList 1,1
finish.b = False
Repeat
ev.l = WaitEvent
Select ev
Case $20 ; gadget down
Case $40 ; gadget up
SEventCode=EventCode
Select GadgetHit
Case 0 ;Red value
Case 1 ;Green value
Case 2 ;Blue value
Case 3 ;Pallete request
;-----
;this reads the current values for the selected colour
SRed=AGARed(SEventCode)
SGreen=AGAGreen(SEventCode)
SBlue=AGABlue(SEventCode)
;this transfers the settings to the slider gadgets
;it is not necessary to detach/attach the GTlist
GTSetAttrs 1,0,#GTSL_Level,SRed
GTSetAttrs 1,1,#GTSL_Level,SGreen
GTSetAttrs 1,2,#GTSL_Level,SBlue
;-----
Case 4 ; OK
finish = True
Case 5 ;default
Case 6 ; Cancel
finish = True
End Select
Case $200 ; close gadget

```



finish = True

End Select

Until finish=True

End

--BOUNDARY.1749265936.2

-----  
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--BOUNDARY.1749265936.2--

### 1.316 Re: GT-Palette Requestor

for scott@online.u-net.com; Sun, 9 May 1999 19:32:41 +0100

From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>

Organization: International House of Mojo

Date: Sun, 9 May 1999 19:29:16 +0100

encoding: 7BIT

Subject: Re: GT-Palette Requestor

On 9 May 99, at 18:34, Victor broke out long enough to write:

> Erm.... It's Vic - but never mind - long story - sister's email account -

> can't be bothered to set one up for me - don't like to mess with Windows

> 95.

Mess with it, I'll bet the reason he didn't change it is because he can't be bothered. I wouldn't normally, but I'm bored...

> Try using shape gadgets for the individual colours, with WBox to colour

> them in, or even GetAShape to grab different coloured boxes, which you

> then put in the shap gadgets.

Damn, I should have replied to the other one (which I didn't read properly) but

you can specify which colour to start the palette from with the tags.

#GTPA\_ColorOffset or GTPA\_ColorTable (v39)

Start->Programs->Amiga->Autodocs

"Microsoft, where do you want to die today"

-----  
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### 1.317 Re: GT-Palette Requestor

for scott@online.u-net.com; Tue, 11 May 1999 19:51:56 +0100

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Tue, 11 May 1999 19:49:34 +0100

encoding: Quoted-printable

Subject: Re: GT-Palette Requestor

> Great now all have to work out is how to change the slider values so  
> there are in new locations when you select a new colour. I bet it is  
> simple but I don't know the answer.

GTSetAttrs gtlst,sliderID,#GTSL\_Level,number\_to\_set\_it\_at

--

l) ^ V ][ l) M =A9 M ][ M N

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Tell me what you need, and I'll tell you how to get along without it.

-----  
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### 1.318 Re: GT-Palette Requestor

for scott@online.u-net.com; Sat, 8 May 1999 19:26:27 +0100

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

Subject: Re: GT-Palette Requestor

Date: Sat, 8 May 1999 19:22:43 +0100

>I am trying to make my own Palette requestor, I do not what to use

>GTPalette at all because I won't do what I want it to.

What is it that you don't like about the palette requestor - might give me a  
better idea of how to achieve your aims.

VICTOR BELL

-----  
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## 1.319 Re: GT-Palette Requestor

for scott@online.u-net.com; Sun, 9 May 1999 18:30:06 +0100

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

Subject: Re: GT-Palette Requestor

Date: Sun, 9 May 1999 18:22:45 +0100

Andrew:

You could use wbox to create coloured boxes.

I know you don't want to use gtpalette, but here are some examples, as you don't appear to be reading the gadgets.

You need to use GTGetAttrs:

-----  
EXAMPLE FOR PALETTE

```
#tag=$80080000
```

```
REPEAT
```

```
ev.l=waitevent
```

```
UNTIL ev=$40
```

```
IF GadgetHit=#PaletteGad
```

```
ChosenColour=GTGetAttrs(GTList#,GTid#,tag+17
```

```
ENDIF
```

The palette gadget reports IDCMP \$40 (Gadget released) when the user clicks on it.

See page 200 of Blitz 2.1 manual "Gadget Tags" (at least it's page 200 in mine). Or in Blitz, type GTTags, and the press RAmiga+Help.

-----  
EXAMPLE FOR GTSLIDER

You can move the slider in this example, but the program exits when you let go of it.

```
WBStartup
```

```
FindScreen 0
```

```
* f$="%2ld"
```

```
* GTTags $80080000+42,&f$,$80080000+41,4
```

```
GTSlider 0,51,40,40,150,10,"GTSLIDER", $84,0,10
```

```
# AddIDCMP $400010
```

```
Window 0,0,0,200,100,$400018,"blob",2,1
```

```
AttachGTList 0,0
```

```
Repeat: Until Event=$40
```

```
Free Window 0
```

```
Free GTList 0
```

End

\* These lines apparently set the format used for the appearance of the numbers

that indicate the level of the slider - not much explanation given in the manual: please note the "L" in "%2ld" - it's not a "one" as I originally put.

If you miss these lines out, you won't get an updating number as you move the slider.

# This line adds to the list of IDCMPs that will be reported:

\$400000 : intuiticks - to update the number whilst moving the mouse

\$000010 : Reports the mouse has moved to update slider.

Blitz's default IDCMP setting doesn't have these two.

The format of the slider horizontal/vertical and the label position are set in the flags in the GTSlider line. Note: if you use a vertical slider and have a numerical indication of the slider's level, you will need to make the slider wide enough to fit the maximum number of digits that the slider goes up to, i.e. if the slider goes to 999, you need to make the slider wide enough for 3 digits, or they will not display properly.

If you want to read the value in the slider, use:

```
GTGetAttrs(#GTLlist,GTid#,tag+40)
```

I've attached my flags program - you may find it useful, as it is a commodity that lists all of these IDCMP/Flag values at the click of a button.

Hope this helps.

VIC

"The pen is mightier than the sword"

but

"Actions speak louder than words"

Use as the situation requires.

begin 666 Flags.lzx

```
M3%I8`P"@0`+`Q;`*`@`&`H`!(ZLE3.\>X@HN%`@5&;&%G
M<SM6:6,@12!"86)E<R!V,BXP(#0O-B\Y.%53!77E@( YFBL9$0`P`V`Z'
M,AF(ANB(7,=$14YU8K%L+&53#(J4=8Y:5!8*)\NJ*-S"&$H-TEH:!]#:]<+7
MU[CP'KY](:$<QZ3\<;$Y(;00A'A*$ (2%_D)2Y2E'*)::ZQI@!&:&#*`@`#JZ@
M`WY/7[[/G.<][SOG.=^&NYACVS2[[>[/SGN[.<<6DT"[=F[;=]JW=]AK/ $V
M;J;MVFFV[>")0%@VDYMOVWV.-N=@DP+II#2;E4D/&3:P<8*:9DR9R3*1A-4%
M9AV./'Y&P"2(-#N$1FQZQ"QP+K#7(R2Y"$S$6Q"W+"#7VZ^P2/'=!M=$#?#H
M!-(60!_0UW1-707^8P`*O"AL#H#"]!VGPBIS>@#LX0`?.(#)D5U4$3^V`>`
```

MAVFK&8K/C50.68H:N@C;=!8?#.%\$\_%GXQ5,2/7?#7&[B[-F-;)%P#,]&&W]P  
M+5([; H'3SF\$B:H=JXLAI,ZF5U2+U:'>/&D[HPL:.)REQN%J-#-<0[KU]Z8X  
M/3K@]0Y61J\*#('CI-L#R1YQT,R^I?J1R(C.4:RWTB(NB^D%5E&/6'O68\_02  
MM1PQC>CX@&7XA6:0#^D>NQG:MY@CBB5!JE!O9TI(VPT@ @T?XP-Y<%L>?W  
M27GS]W?\$4:F<!+\$I 68=U<+\$&Y>HLE,\*MO1\_N:/J;HE[#6]C,\*M<%L=^YI8  
MCY9U0WK>&KT65"&P\*['9I\*G9H:P6P>)63(LL S:GQ>AG68"(E#1"U9AYL#(  
M-'\$8P\*!C"?;[S\_2K0\OLZI9#P<#&D.@ 1T"1/9U&6=^0KH\*O4O\_#R>\\*C)  
M?VRV\_>[Y8=FC ],/7]<JR-OX\$%F^SL/K"\*X]\$)`;9]K\_#G!] IJ!+L4W3A  
M](=?[QM&\$QP\;9^\*9X@1.U"H3TF+H>\\$H15IH\*4&T#%U<Y\*@9.Y5FAN.YT]:  
MB:W,VQ@LS7, ""PE0\*U+3^LHSTD=P#(.#12I%L:+BXBBXG1-'&D3CLCL6WTO.  
MOG5CN\$-4OS6AJ73\_5;!4IFP\2\WM8Y6%\*1@2!AXW190&`"DAY%\GL.!C37  
M^-&/E;T^/W^!A:6Y<79H]/RETK]FX6<^17OTY5:~FE0\*~\*/:BABSQDS6T 9,  
ML8NF0\*D;5)Z !\$IU@##D"@I5WKR+N@H@:TRUENK4>%^"U+L8^7XKU%I^//+@Y  
MEI#A0(=3\*)%6;-2L@`1M(9@BH9 =A1EV%#^--1BKOU8O<958\*U#6D/'5TY\$  
M@[#HH28PQ9.%9,[H9@;7?+1EAP+'5Z>0OS<X1>(>F=^1X[9-X2''9A%CKNG  
MAGFA<2YSSJY[P7,9;Y &WS1FC3P(?MN\_0VW?4=5UEFGA[!70\1'1W.MD'2P  
M;@`3F%V/ZNX<+#[.3O;+3L-L;0;[OYA8J"ZQB^;RTYM3X@`UM=I[^E)#]W\<  
MOYP2+7^/5:B,?=[DCY5567DCRRU%^AK;3-'(\_<>SGP%V,3UL8\*8B/KCN4 S  
M^8^>LFVQ^6C9%7CLL, -^KMD0>,\*0\APQVZ^9X!GJ.F.QO<^&"]8@3X[D.<0  
M@K]D!V!/=-LA1W0&I?T9HR,<^:M\_27FT:T^XY?V3DWU":U3GQZIOV(MV.RX\*  
MHZ [VG[^LWD?9.T!:[JD"YXSF:>UJ^R=36XJLI#QA8W%BP\$!<[:XW2Q9X9  
ML;&GY18/#09..>8.:QF.\*^1#N+>#VMN7(T)2+'YNSAG=%H\_GPL[JW8:/4>J8  
M&=T5>T<ZCF7WNP[PCK>L^CJ=B@`^AI+/Q.LF%EGJ]L2DEI#R]UY@]W2;^?  
M7654<8<4\_RLQ0X>"OBCU%'0\*V?CW5R<.6BN=\[-%5/!C=E7?=%?Q>(RL)R?]  
MJ9BCGU?+CJH#N8,;2.1JY2G2]880S\*\_V^GTO5\_,YTG>WU?\_P2.-^@QIJQ0`  
M!\ </1M%?R^I3NP+51T\_O\_]YL.\$Z1I^MS.Q9;8^!&;6NV/F8ZF#J@ZMKIZL9  
MW?\_JS&%&(ZJ=0.Z6^N-U;V^9G\*ZP8ZHWM7<\$UV7%>4)]=%!MK^X,CGJ^+US'^\*  
MG;\_J?Y)H33#\_ZYBPZST[^H>-&8M.\_Y]MOC"VF,O-2]]RZB%]E.OHD7-%#%B]  
M,JVEFRK\$D #NY2^U;\_@8,^WPM,)2>P?EZK@`\*-C&YR\_?^OUTKA^,1+;7\_5)4  
M[S&&H=HW]Y=[^]/+;Z?W%CO5GOS3VS^42K%^\_IOPYU1\_3Y&3B=G\_"\_V/#38G  
MI#Q[,\*+X]AQ,5T^1&\_S]SXL3"V1GV1JGF=\`GVRH>^\$SJ2V!^MPMDL^W;57  
M8=%75NKX#.X8MJ\*=22;YC^N>JQ?8M8>P?3R\&N\!IT<BFA9R>-J=3;=P].<  
M"P>RSW[6B[=&Z(^OJ9UJ=2&O&SK\$.\*C\*\$=IVB6NV.]W9@\*)<A=QJ<(X3!=3  
MK^X[9-@95+Y(!]V2.IGOP3^OD9Z>^Z;UF1=J1:XGTS%B^`OA;EA\$S/&PI  
M>ZTAJA(1Z9<(P)3Q5D4+%QNK\*B\*N65@[["UWJT@IB&:+,%T2PRY\$^EU""^%[  
M".!>=-[ER+5<6G4OI7)6^E>JLKK+?257Q&>W-JEH[WJOQ%&&<]=UNNG<&NQM  
M%35]WHZ9#^R\_0^M![RKLf11\*T[3FNZLUQ\$U[-\=@(RU^5O==AO>A.H9;+HQ  
MH9\$^DPYIJ/F>[L\*V]J;5 OI](:`^D.++ ;5X6%:%KD(T,]O8LF%HWI!,K  
MH:3A;-1^8P@`@0\*"\*YXD`/&#5,\_Q&^;G2K2;#-P4\* +H<:)-J)YPCB 68S'

M\*EL51S@?P<YC^W\$!N74P0D'&ZGYL`ZY"V( WB5%0P3"V6NEB5Z0\_J('M#H&R  
M)T">F74S7 ;S> P7=Q+&-Z6[C#I=\*=&=`!<&PZF`P5]\$\-9'("E)Q QD2WX4  
M8).DQ(PG@`%PZ>X`@T\*S@`%B8[QK:AP6]'MDW;%\$5%V<LR'EE<#T>1D0ZG  
MA@`E='NY&2:.)6!1":(R"='+-+JQ6(+EW;YK[5%FQ1-+GA"\_G@GOQ]48=+P  
M[^]QS)@`+KL7\*PIC?06O&6A?HQ4=,@3G8MF^(\<%S\,]> #)+I#L@?4"C@  
MLR[2DO(FCL1KHY#"\$!NZ[^B=-AV)PM\*ZBG)=(3TOAP+^)/\$\$]QTP^+H>;"T  
MF+R%SJ)#]F8.BW>BA;Y#Q ]V-3(")WY(9357F=?:\$T&S7K[GX,OO2\*@IEDD  
MZ-N;^0,AC0)]/G<\_&[ @YB0?E.ML[X"Y/50G5/LVJ^G^W?4'H?]A!W=]05%  
MXG)?"XL^GPY3J14<-</.Z400)4<'H!Z;JGI8O8&G#\_J1&\*G/UX"JIM,3&\$  
M/K ` \_ @.O&CH#0]P#>AD\*-2B&M> -D!Z(Y.4N@.]. `ADNL]`5,F7JZ2JG,%  
M+.U0<ZP\*ZC([<G'CA"QHHPH8)@GG9J;8\$PHYX'@'B 0GYXT95HA=#U2-)6J0  
MC&' ]BVOID)AK/%J+[[==?0Y8'-.IG!'D+ALQVGD-+S&KE+!1^7D+BQ)ERXE;N.  
ME'%BH6(5\_UZCHXZ&6X6S0 \*\_4 TBTN]Z>B 1G\*A@+?Y@A#1&D<Q2O7"/UWAAM  
MN%:[1Y!Q<"%=0KT[+-P#9OH\$@6S./>)CI93H )%9H\$@" BGN<>=A=D%%89  
M,!9D/5&H+@`1SE#HM" "NQIDI1"[ @&4E&P1QQQ8=2%F+F%]]\_+U/3==<[(53P  
M,SZI2]T9T+&<I"C1:"T70<H<Y6GY?L4S\>Y%U\*'65;M@EW86<[0L1FG/9  
M/87"9IXI3[CBW(D2\_(6Z7[LTXLM\$[- S":3"D,QU[<,U;BX;FBG ,\MC<\  
M0PF;9F<V<\_`^`WR8GCPMA"CK[TJ-PH^3@YMEBK?Q34X][])FD#.\*PA<"  
M>6D86-L,IZ\*K;#9#X?KKSJQT!9N=]QM<1X[B4]165"U0J4+I"F0KEO965MI-O  
M[;@ "L[Q\*9,EN@/\$\HA=!4T+)(=-M\*E!34+J=U!=4+J=O18Z\*91M5-2G<H+(  
MA54[\*"UH6\_=E8%AV^?&HHUL?-M-!MH+P.PX\*)%R=8 XBC'\_V<>^%..<[^AE\_  
MU-;:Q\*E].E7.T9[%BBKDN+.K;6Z' &>K60)YDJ#JGT)O10#JQI#NLRC2?/?  
M5#+\_ :U'C4PQG2!7K%J.D)",L<Q0=R(\*'40?5:RZC'51UTX\*(Q;>L'5QX4  
M9@W8,<GS=AK3)'8\_UTB\*V+X;^OTJ,[=]3\$L&0W%?\$2J+3/+#QKPTPY<1:(G  
MN;>H<B=9K8RGR0'M<#-E5E5;V,U!"VF:<G6#SD)4-5CG/#1668(AI9%RPFG\*  
MB@Z'!"%&3H YU,+[C\$B2V:\$8/<"ZMD>)'RV"];^P\R;[HB7J!]R<^VR&A^%U  
MX3Q#(^\_/T\`@\_1\_W#A-Q7O[\`W8AY@+6 . =2.BGFB 1L.\$6>5X>Q3T-@SN  
M:ED+JII5!14,"3IE8[@.Z86,?RXDEC!6+HLWZA6)0MR<(13V#F "GR]),&(L  
MZ1#Z#89"=^GZ!G[(%B@?!PB'G]\$<C,N?\*@!@J9NWAG 07 X\$'0(WP9>#8&  
M,X!X,'E,"8P6Q@]3C^.-:1YYA>8?F S"3,..\$P\$MA=V)6P;+#[K&FV /8S[ >  
MQWV-=@EV% \*\*04[!78%0L\* &"NT\*/A4L40U2.K>A8,&3ALX7%<-IP4S@-7'U<  
M#QP&UQ'7%'<8+@PW`3=6%UB\$4H1JI%J1W\$4(BCR+R+,K[Z+RQR(9%611(I)4  
M4-15M%-T4O12;%1XIN\* @%?-6CXE\^)/%,)7J2KI\*54K<E/B5C4J^E>E+DI.  
ME3VB7AKTTZ58\1J\$KXW?C.\$]X,WRS\_\\_P] ]<?P7^?&C114+1145:BWT65%  
M6A8;%!6\_W:'HNT7M%717T5B\*4RJ&\*\*M05U,VH:Y/7\$\_9I%D<\_"/E?Y5Y0/\*0  
MY6C%J12\*+U.Y5K58SF(\Q36\*]BUBS!6'5NM?K&&Q3L5V\*8\$VT\$"8)FP0=0@^  
M":>#A%T(APB.\$TPCC""\$)&\5O%\$Q0J+317;+7>XWM/X/XOXNR\_O='[C\;^\*  
M^\*K%J53#5%0\*H,5-I49\*KI4C\*N92SWWYWRK2I^5/\*I54XRS.+X%1H7\*BW8G4  
M2M\$N!+#\$OR6^6Y[(XKT2O\$K\$MSIK\*DQ.\$4\$L1(31&EB:Z(?<1=B^);\$W<2N

M)!^<OB)XJ/&@DLEDY)\*FDFTE[DJ27K);R6E+\_2QV@OF]D@Y+^2R2FDJ3D8:3  
MBDBTI\$:DZJ3:):(I'ND54F!29U(/Z0BDE4F3\*Z]0I;5\*I119E)LI=5)Y2A\*6  
M>I:II;G`\_>I>I<4KA\*PRN-AG5.\*E55HI6J:JUJ4<10]:OE5K9\$/??UOJLU  
M2'58ZHC5:%732\4JU\NH-I5M)KIZZ7VE=TI=+S2VRO/9'T7Z>Z7>E\_I6\$N3  
M54^HP]41U;35#-2LJFI3U5'SIFN?MG/:CM4[4\*U:VIT^U\$-436'ZL+7\*.LIDJ  
M93&68R\_&4XREF5LR@"]/8'-#F73+<RF93,KCLKQ)S\$YE<R]ZCO4QZK+5%:BK  
MJUNK.U W4\_>?:S/ZG]5^TWJ\$]0\_U8.K!4:]5/ZS]N+\*DLMJR#64^RRRE[\*ME  
M[LH]RO(LMJS[';(>R\_99LNAEP9<'37T)V5]E@:\HU5&A0UYC7PU7#1N-9S6]  
M:;)K3-\*HL"aqB\;Z-1QI<:<&@EJ)Z:<5G%<.9\*YRN73E[<O.6MRZ^5.E^HI  
MARPGJM=!W [E]RWE02Z.0\_=>Y6Y6N43E<92FTPNJ+%I9@K.AIE5F6TUG3;W-  
M?32%-\*V:OS3S2S6[@/]W9C[-^YJ'-(YI/-^S3?\*LY0K\*591K+==2;[=^K)U  
MC?\*WRAW+3RZU7?X[YC^7\_\*.5]L'\_Q\_\$\_E/RCVJO\*\$\$Z^N^U1554M;2[\*K  
MN99%#E'+#VMW+3VM9JW[6AUJU:3K4;1[:;J\_7]65ZV]:&M:UIQ:Z=JA[3C:  
M\$MH:;13M8JJVC;M;+4]M#VU\_6F;J^]=\_1W:.[4?:\_VEVOVT\_~9?7#V,>T3V  
M,^W).EZU[28!FP0%B)E3T6-P!MK M]>(.W>O`%R7BO!'Y\*I%)A6NRJZFS#SW  
MU!X^I0^W1G4^&&H(I22.EVLOD8O0)D9 ,)R1\$700X&\$\$M]W!]BW)S@G".H'3  
MG-(`=[#;8E:.8G%VWAJ41IE];\$W+5L+"OP=+)#J!\*8\_>TGE(GLS31U5)#'"  
MC5F8=H9M>:/S+^G3ID,L\*3NZ,QUVI[NV:<[!TT>S33ITA;%;W<;YQ";81"\_:  
M':=R]OU/E!\*UV](.9SI+LVQ2>M>K2)8+[F5L,BL=.BQX6#Y!\6U\Q@7(4 "  
M(|>,@]VH@TQ)CD0;F+8[FW WM66&BY<G)\->8SP3W\_8((U-,8:YI%5C1&['<  
MSZ&\$6D9OC,JEU1<;RI-U%&0;R%!F' &NL\*\$S6!W\*6<F\$2:@%\*C\$J.]A=@`3,  
M,N=N^U+\$PO]0HQI4\$!A!K!(1G]?JT&+"^PX\_9<J#9!>V#&R+/9V<D6MD5J3  
M%H\*FF(5@4C,7\*U0#@7D(E\$JJ32<D7!G5D3M?\*~!G5IL\_~\*RGVMB?1.KC?=#  
MOT+8=[D>5\$EP":U)5 [EB%&B008B\_8BX\$]N3#SE!/%-N:PMC%VU2\*AP[4'3,H  
M8"=R@-,LI(W2)(I%A(A20)+\*FH,BGR@:\*HF"/JFLF^K>;\492+P3::H?\*@  
M/C^:4JTYQ\_~F^)\W(4?:[9I;1?1OT\SOA8'9DF,8<XU;/X9K#%@S)FW9=OH  
MW\$W1Z>F0&9%+.O[ZV(M\_V\$Z>:3,K;'BJ? RTGXTC52C6R2GB=E\S(TO?)#Q  
MQV^)HW+H14(>=/,VKF.TSUY>?'JSA[:%HJ&I VODS+##"ZM(^J'0\$5H\$HU#  
M^)Q=F&'%=HG(I7DU8^M-(J"TKG>Q0>8%(18E\$TVNEUI]4])`96X+MK/NM5=  
MB:EAFZA.@#;\+@\_3+PHCFT<H[NIS8S[%>I;9QYR1R)8?4M407-1.AG,9[MO  
MQAP%.N2&RHI<T[(W2(=,A^W!@3WA0,R6\_T2@'6O\$AAN0I':ND+3V'64@`6  
MJ05I[Q<L'\_S?S%2\_NY([A=.O\_+N#>2:I"!PKD\$HEN%F-4:FJ6^%:3"D]GH  
M%7A>\*R'7.8GCZ=U+HGK#%+M>#Y\_<B=U\$/D..`!]&T<<5M<+9V"WFA?9TIOF<  
M'AMJ3GKY>UXB5%'<\*CD(C.\_XC]<9,/,<Q>6:""YSU#L&!&?'6JSD)[&[A^(W  
M;M]O/X\\_S8'\*5Z1G4^<5]>K^CJ+D@49QXG5.\_>6BC+D/11\*H=F650\AXZRP  
M728QALDGGJ0AZ<KL;7K60/V'GB,JTA)WJ^3<1)C1Q]\$\*6UQ-26O>?+ \*U\$3U  
MP=>7IF02^Y^-:FYB+\*^"HD'\_B?;S=^(I41)EAI?RMBEGM]VED/8>78YA1&O  
M7.^=\$8^BZL@.@,F,0,`SXC;-5<<\*FPG01E.I59O'0%P6@[!2=<.6Q\*^G^=  
M1TIWKMC8SJRN2GUR>L 5.59ID\$2N!5'286RETJL9J MP#NXFN(!+>CH1"B4\_

M<,H'Z3N@5)T,&\*&AV&GMZIA<!ZL\_2<0&YW<@BK>!Q5\[7HXY8,23HS1<R%4EF  
M^G-;K0Q42QGG(:-<^&\*(-(\$P4P7)=I.\*8-\*G2\$(UB'\$!?'R&%TSX\*S.S=#-V?(  
M4+,PBL+):\*KKQ3!FH9M?,TS,\*[ML[!(^9+\*0I184::;M9IB#V%0'5GY@0Y)4  
M"G640]4LCC\*VM T.Z:<^U C\$:?1-G0'=2I:D5A\*#+<%3Q.E,%P"BJ=X\$`90K  
M"#;1<F1K\*5R@!LI+% % [KA-4[ZQO'0[RJ#A\*`+QF:/`=BVK"@F(-94 \$7;J6  
M;8EZ"E)RY%J+5INIW[JK8J0YNA-M7-/<)Y5M3Q!]D%JUDRL&'E\_(5 -T=@<P  
MM^8S4PN?),N3.\*QA% @9HD%6?SA'?I>9J@0"]GKQ(JU\$[;"R^7?P9#C:;!V  
MND#^PRXK);9,\],B-2GR'\*(N+RF:'3/T#0=L)L(5\_\*;J2Y\X;9T.)8GJ>V8  
M(-ZRN0<&M\_1R<<@O3NLAG00S\$ZZ]QH^\*J<NRFOK1AI"S2AW&=DI7U:PKBD\  
M@7QKN#,8\O\*=5@8+C)#:U.F+2N)R\*:G1'W+V\$.![Z\_CT#V0B ;70RRW&PYP  
MR@EB/;!R7:Q1"N+U<#@=\*Q93'%CT0[.=>AH:-;UM&J(\*V&FU\%MS9AROK\  
M\_3:H?!2[E=K735/#\YST?F5:& @ @F,H,"P01QTB\*T>\$BS<-L@Z%"YD86P/ LA  
MB+>3Q ^,\_'DH&3B,I2N&F%,3<G<."1Q8%(!#\$X+7\*\_ \$FJ51:K?!+FG>&< \=\$  
MG60(^\_DY]L\*\_!GQ[#"-@S\*Y)\*5J=SP=.L#^=.<Z1;"@#^7REH?OR>\*\$31\_4  
MGH^[Y5\*A6UL?\_YKDO[\;\_<"7Q&N.F"H";?FC#QPT&+1I@`?'ISSRI?6A-2-  
M^G)(" (UI!6IGNI77-2H0CK:@!,,\$8]<:502C#U\_`63.-9F,+\*RQ=RRGF"A7.  
M0%DFU1TAQVQIT@Y\$PYG@\*0N\E2\*(=ZZ4D=1KN/-3B&.!PX%5]+V=9\$LOWN\_W  
MFC>\_CRA -%?\_P!%W)M.W+Q>)OQF9EGBEK\$\*ST"S]F6;)U6KBW@4V`B!93AU:  
MS)LL&8M:B\*RGANN/%HJ@\$K\*P)NA,\4 C:F;\$T528O"7&H.E/R!'XY11L7685  
M:\L(Z1T"1C,J:K-6?1(&Q\* 9@D8E[23IE&:,ABRRJVK\'\$S>!S: ;\_Q?@(M(  
M@`0<RV8`I8C&4&GX;RC<5H!'!>(SM@`= \$C)<<IXJ3G"!MA81/4,G6>F\$A47  
MO&QMK6>S3&\$@PP? 02D!>-<PB@/7)UCD`S?U>MJBE[(J<V(LGT)<M67PKD7%  
MP,71^<;B92YQGLP`WHW`%P4/1H ?@HT/:C?OH\$-DEH\%Q111ZKG7HXZK57X\_  
M,.; R`4<<!0#(@K:N"DLP,GK!.HIT(`>TOF21R6MO-\*\$[\_^A`)%FTL\_I.(=V  
MQZ&@;:)8@J1K2VVEH/`>NKY0'Z\$YV\_U?.0+#+(-3MV.#W?(<K."4+,]LDTM  
M>MP<KUYD!X3JB%HI-KI2TD9\.@>=22\_4A"OM8TTO162.1Z5X8/-@52]T[F:  
MMRL8W)Q:Y]L:(BD(UA1IC2,%EC/,OQ^^9/C^.EQ6R;F`C/^FP@?O+=,8,[  
M/#;@>)UKY>!8E,=XR2Q\\_ "A!L/B03FA7=")TJ..ZYFV6LC(93I(2H=ZIW6\*  
M6-"/'ET[40T2S3>5&-(#9'2E:AL2,"AM>]BBC0:@^I6%%OGV) =\*%Z&!@=P'  
M7AB@(A+ "/37\$I-JM+R!9Y\$\*!\$K++G=;]GKY,-F10L,;<L#1]DEQYR,(LI!H  
MAY=W2)?>UAM"!(H6( AQ\$[>,NS/P<I!<C+F>,C!,FYY' @'25\*NXH!9DD0EZT  
M2[@Y:O\$`8C97=IM,+\$UJ!D&6\ .CBY@Q!2XYX8O/, [YK7\$O/)CPRS26\*#GI  
MO)B\U6@1[\X40XMKA+XW\$1HS?S@Q>UD^H^HRH3]008LXUX)D!7#+!:N\$O.5(  
M;#[^\*G[N!2WO\_7JK2Q&I[&T.+6Q.%;FMK9\_N)<=4MK;:EMY)EC&3V `N8LL5  
MFE2QZ3@I@JRPB\WB6)I."W&RTBB!KIZ73ZDFY6O488Z<8H'H0&'DX)7Z)51  
MA>YF;GZH)334Q'O!44Z%\_5\$>)EV6^60]=H`FE TTLBKL^[9B6MJ)Q<ID(Q  
MCXB%(8-8- \_8M'&R4G60&\* @ =GW9=V4\_H)VZQ`\*\_IJ08N3B,RC62\$5)RFSVJ  
MHT4\$?YFM)INT.-)F6Q;\*QSO<=Y.-. @>1.(QE<S,\;>B95CCU]9><YAQ:L  
MJ@P>,#\_%4YEN5JA5HB4VIL9MQC/ZS'-0(\_Y<-8T-HJ0R\*EF4A["\$VF2SZMB\$



M45DF,A)LTP!P%.T6A7XE<YVCP2G631BU.TZ1\*FPR0Y.5C4M;G-=#+7+3>'(6  
M3AZ`\$U9+M%+% W\*26 HG"6:C` JEA.VN'E##B.U66E2>>'X.9%4OR4\37Z  
M@V&#[L+CL8P+'#H LL`A;!<F#9E@38U0%?Y#TUQ\*#-.M?:=8DS#"E]81@  
M')3E8P\_,O>3[!ZEG/F\*.:T?-8\_<L50ECAU@0'?AW\*;8'3SM"/&-[#1;4'>9  
M:2W!6-;/%5B]-&I56;!U(:40+GKG#(N7DD?4&X>WU;GS\*GB8W:S.YW/S+IL  
MXM>82P031.K=SNY<\\_D=M(WF\$' &>=YT-%^\_J[UHL \$]+."NR^=6JYR3H,9]  
M]BE3MHJ(X\$SOQ>S`O0.11(\*PQ^,].-S:S,0AV.QM<\_K)ZS;8/Q[I,(B)%  
M0\$TW@F9>3)[[:[TBQ2X\_+];%ZBX:JT%\_RY655#D1U3\*?[6%KN%L48<MC6`\  
M6I95&68F7%@4<Y+H(O#F1R>\$';SE&PNN\_CT0>0VTIDX969)8"GC/<6PLP=N  
MZ\*W#08['+B:UP \G<CQU195W+G?2,1,MP4Q\*ER'U.Y.[2M(8B)\$T\_:NWMEVE  
M/A#[S4\*I?-#;0;:'149Y/WKSP;5\*U/&WRV:X;9TQD>G#E/ROY(X\_"V:#.3  
M<TY'#M4/5]8R)(6,(UF/A7>V6"D;997X"YX42?)E'<5,3U\MV-EQM92?Q.^K  
MX8(\*1\ML5)Z]WIF]D^>SDL22/BO25%E\1/7WFE+G+E=!L3D=8L);. ]0#(O  
MLF2<PD\_,63\* @SAIY(A5\$D6>"4"S.&K,BVR1:FCHI=!)95-Q9<!;&\$\* P,=  
MV!5VXQ\1;.).]3^BF36UJTF-@#RVJ"#!JJAH;MJIU"H4J3DYC%B^D,UN'  
M4%5%L\$\_1NIO4LP));#\*ILQAXM1.!-8)]D8E!CP!%W6U\3-&(IHFLZY-:'L'  
M9T6FQM2R`4P'3IW?);&LT71X?S8BYQP"!5(9>\$)6Q?;/BG@" D06F >2FP2  
M!(0X0>]3^H).0\5 B;X@CA!\$2J)[V^A\$1\$1'8,[(.8IG`XALL;"\$3,)S  
M4'IIU!E!H6"S>AE\*L<MP0TT<7-!UHV;;R7W\_#KO?G;<.+4ZB9?6EVL!'<RI  
MT(L.[S/:ANA@5GXM+V'E'AR'\_[R<FZ<=".\*^VD(%O74)"I.L#-WI#Z!2=\*  
M@ST"=1BP:9I ,S@%3&TZS%4EUE.^50T\_\$WWI5?I/>-6\*Z4UVK#VSW\_?;]^V  
M+'VP`WYDO9KRIEQSZI"8OW/'2Z"N.)]P]/KVFRRV4^"M1+)"A!W^OVDZ[[  
MUA L=8[3DO\_VB'9EZQJL(ZP666TGZLORS^DYJPV6.,GMH,]D\$]@5Z0Q\-'  
M\_3?LE%(X;TU^FP!\*S<M[&D`@70YXN@BREQSR>W\*:X6Q%=?%MXAI<WR7%.=A  
MY=)/#+'/'&D6M:&FM%.K C1MCG\_?ZVAMH?-TIG2#;+JIYO^ZH3?7N]F?:U  
M3"KJS%&R`K0DH/KHUC!1#^,4B)7^V<TC.F4\$<:'I&'N;O.D+=57,25=Y[6Y,  
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M5>%LY&W4U%#%'<@O6N6I4V6%G\HONZ:5?T@\_7?F'2N+I&?I,\_03>&7\*KG4  
M"ZQI+1?UE%<.0J?N.+O\_B2C-7(;%%UT@,P\_]OH38>O(WS,".8!QUO[W-JS  
M[>;"+\Z\W,3/[Y>3@VU.PF?5AL?2,![(0G,% /8#@Y[F0?AR9(3672Z  
M)@I2;5Y&A%V@REB>GNPXXP&5BQ3@5PNXY^];IZ"AV\$U@RL[T,Q "3)-'7G\$  
M?^J>^00+#E6ER:SZ`[#KYOE%BM=J8K%NG/:0\*:KTC""S&!+#X-B:<Y^]6AV  
M/GW0`G.C2-(73;PS;75\$AV1(3KR0'3&Q?="01<?>)JG4BVH3OG:`INT/@+D  
M]:^V5K27ZSOX^Y-3(X/BVY/LGF\_C2JJ,H1^JK=T;&;HVR)>(<+"Y=7FIZ  
MI7..@MC'A=9^>C[>,9BXW)D[+HSS!DU:+?RK 9;H\$R`TXN76HR:++M[O/  
MB<UPTL2LC'9+HVD;CV^YUN]?<<2]?T%#,C<\_K^V6:F-A:%.TS G4(\$J?\* 0X  
ME:7BCRM@6C LL\_%!HWUIN.H0.\*N/9?&5TXSSGFR:7-Q`V4W)= MZ\_7LT]Q&  
M80\$T!Z2# 7&Y\$;C\$\_GTVQ5M^Y("IC#%4<+#+L<:LPR&.\$ZJ=P&P\$1@JRI,P\$  
M!OLILW4\$8^<QW^S#NQII"SGAYE=`?[.Q]>9D5E&RB6O:NSF39\_D8R<A/\_1-

MK"V\$VFF!L C:9Y?V<\$\3]Z%>(-=\*V@0TF&\3#RNS8R,,;@U+)U1/)I;[!A4  
M.L.6%[%LLWBT:0KTNOJB;\$GQ(@)/^%?MJ3U1\*)D]=#A(@<R\$ZZ/TD/:]\_];4  
M\%,L)G0S`VP`P`V)[Y]MI>@[:1V=M.~THS@=)V0W-46:ZA3F\_!;#;XP8>  
MWYU;3 ;\*Z(Q\$7EG6Z4]U6S[.H\*S1-R="QT[:2Z.'K\$IS9#A#S\$UO9%J7>/Q  
MNL64>.(Y.29=6\_D#T4D6WG-"P#X>G^7A\$LT2;>3GHUN8\Y.R>#!VJN. `VDY  
MN8PW)?2?AYY:51L`[:#BS;X0=2#\$!)Y^>E"CCM+IX1Z#EB\*R(,"\$(UI%/IF3  
M-G39OP;0D>N/""^A\$W^?-T\?8 K<2T&\!\$4'!,\*C:<K";3GA:A)0M"C\_)O  
MH(V<V=U2/B\_2.I%!!X^:DE&HC8MS7K;J:B/FYNO+[L&%\_OXAS;X^P(S2\$\*  
MB/@#V]"IY<W70\_7:@0\*%N#[K-[/HNOCH60+\$8XO6=M(F).P'[649'ZR9Z /  
MG9^Y\$T\$PFIL;\$YRMPXY^<.HTMY^SH>TY\*#^#]D99Y%I/<\_X!%I/Z%?D3VQG  
MS.VJF[@A"Z7GNT!K9?&R;,P5JM^<\*E.INRG\YM.UB+YFZDE&11SG)GBTM>:  
MT"73(K[[/6!4S/26F5\$;JHDAXWG]D,:/]ASQNM%BAIM9 !L1W]JVRFQE76H  
MG:W?68IJ1[4P-1^ZASWO[\*XMF\*VHF?8'J?UGF1S6(M.?PJ4\*\_+\$\0K"V19W  
MD#Q9A^!3,'B>H&-B!67[ @K\_9>Q\$Y C>=BI,II>&8BR06,DM7K\J=/KIKJN  
M-5)Q]ABX7\*1D0,9\*Q:@?42U+4O(EALN?'U/FF2@6E=44:QQIAAC?=R@,;',(  
M\== \$-(UF0>\$7QV8J4-S\$>YM\_Z1O<"K1Y:5YSEM)1X[3G;\$8VB98\$SB.>UR  
M/BY#+2>5@;A5(:#04+^>LYM/[2E<71E[|A>)\(8+2PI8#-IC@J7\$.L-[W3#  
MIWLL([\$#&GS%/:^)O,I'F]'E\$P+X6\IBUK6C^4T&3\_YU1-%\=\*67=.>O3/,  
M9QZ:F7"4L2+BO.M2!2.AI\*8NIIYG=GXRS08AJ:5'@NL:UU?<GW\$DPO0JU-^5  
M3\I'JR`?0.MK7]BJQ\_LNQ\6X-D5K5%.2.B(5HB.)3J#\*FK`C^3PJ;'.S'.  
M0DJ<EH"-`Z9DE \_US=QC\30J;%Y]R4[3RO+%IB;VQ:LV5REW(==<\TH%0'S  
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M;\,-8F\_A&U7@JB8O.IZ;(SYY5)WM6@;A;"K%0C(Z5>QE/]TJZNDEQSD03M6K  
M38J[3\*>8@FVJSE/3)(O(MPAUJ'9ZP!CQ<6TJVA>[ZQ.#7'?2JC B1&NOE@0  
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MN9[6!.JH=32<XT1D8-BKR>AQ@@EFS\*2U@EW)B8D%3,-0NV.9Y+VF"[BS^O  
M.#IJ6KSFS;1L=Z=P8!R8A>NF306P\_+M6:W7#9F?JW^S'?6"/B=#8W\*S@U6  
M81LXG\NFLSZP(3!05L=9PXE9LQWTBSFS]M,:-B7F]X>\*JJYI-R1;6':Y)>N  
MTGDE"54'V3JCV0-%>F0:&AV >CV.N#KVL\_8Z6@WP:U><Z\_:2WMVBO\+5\*8  
M8F]F+W/5S]7,+JR.=A.?0PS=KF4\$\_F>VE/ROOM@7+X;BFS%]2S)\SJH+#=N^  
MC-:,S\$6-WSM+=XO2]\_+.L'V>6HOT,-C/0DL>FPW<,4 P?8?:YJ(=,MED.-JM  
MCJ6L9]>28N:#/\_<&C,^;7CT\_M8)4F'E,...>]F8!NF=IB&Q!D\Z%#&AKDS-  
MR\$JW\*\_X3U34@8T+5W.+I@?7(\$IN]I>8.-Z(IY#[ @(.2Z"4D'4/J>':]&L;3  
MVY\$UOINFF\14"!INH'&A&AY0\$H'9)^5^FCE(JX,O\_V!WOADIRQ\O=TZ67]H  
M)8C:+ZQ\_J,6ECBYLI%7&=\*O-!D-\)KV@@ 3?4JCM"(N\_R[RM(>)OH.B%Z3HJ  
M3N:?) H@3D 5(OOD'!(6SY?F=C0(KA=-"-W=GH\$VC\$%,+)]/%'UT:H!7C/:  
MKX\*Z=R,\$Z9LFGFBFGTM )5\7MVR\_/JDKX\*M+\$>+ CC"\_02,EI@8EQ\*YGBN+!  
MGB<\*[UN'&:>X(2W%NG/!\*:6 97%\*0"%FH\$74A@:0J-(U'FG\.'>[JI VU)]H  
M`\*A(TB%<ADV-&=6?5Y [,8<Z"!CKX>EC-.MK27LX]5H\*99ZKE[&(=LJSXI<

M(C 6^R8UVF;G.U3[IC3QE#((Z-TZ>2)272\ II!J%GH%D/8X1+#^&?F8#1  
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M/6144P3PN\8LZ7\$711B"N:G:M#YL-YQ\*:#4Z&R;;3]HZM[ZJL)/3C/SV(1T.  
M/,ZI##2K3<7H;KL &]@O-2K!'2Q.)L[E]\`VU1223TMW>V&;T+G),\_>PQ^O  
M"IAJRO-6FMD6%!9E6G^;COFK<:S?DU9;\* 2NB.SH\$6(C)K26BK5))\*3I'B[  
M=KM4]"W@ANMZ" \*ND.V>]YGC--UNQ?1U":@=B8KM"0X,EUT;DWDT)<<54;(G  
M4Z9G?<547-./9[ I!1HJ!N^;[+23P'2?![H=+7K?!;\*[3P8A\C-\_7T=@1  
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MYHGB^BTSQ?3D9Q^]"ZC'OY+C\*1-AU5S>0VY\*QSQ>5,: ^PU4>8W0%]"5:  
MRY&G!L^M%!3D+6\_HS]N5I6(SH "Z<]T)'2WTISJ^JPE84AR?3/)+;7;/3\1\  
M`\_?Q10V8(Y,\*5\$S"Y %+2&)6'Z3\BVI!1\*X:!!^=D]DJ+0.E:8Q:E5",#F.B\  
MYF)N\_+/B0D9!+&9KJ #2,S0&\2#F<>@4A=Z9:""T`PA>98@#SCD4T]<2@'RT  
M\*)V5VP-N<#?:5L8SBF2,M<3J3G0BHVHJ09.]&:9TDQF7IT)%("3Z^-G,M=E  
M&<;TQ >>/D;\$^-Q;K:L8G(P<A?YV.1'S=<%+>]DGPU!=#.?)2K\_:FH=]Q-D  
M])R:U)!O\_\*%<]"\$G\_Y3?)QG1G1-3>V6;Z!G=G%\_<BF^1`NNQ\NJWL:^?  
M\=TIC!:IT"SD!U:[T?<\$,X>@T>0!#CR+\>=>0VP) "R6OV=72&3=TC!\*L&\*'  
M?-T`[VCAD&H6&\$266R1(\_D:GR\* R(%\*#@C\*1\_ID<KP561]\$\>\LPZ1P&L+53(  
M46K<\$2B:;>AMN(\_AKT+GSZ: 7FOPDG^>J@`6C8GJYR,,T?.2B-O5LR%@7D1  
MWP!\*^AFP`LP+>>>5)DPZ>'G"%QNP:8QOWLIL\_/@:D\$T\$)PG%J[TMO1X,  
MI^3/:R\$%;QII93H\$4"AJJ02\$ZCE.AR:+(AP:5Q,8G%.AQWI?0-JR9\*I;7APZ  
MT"AH='EUXMUS5'NL?X/@P<&"PK^9MD.<J/'&^X?>[4IV/J-4BI=AI"]0>T<  
M)9M9\_"T2V8+04U.5GV\Y<?>61E)3<\$"ZGO(UAWZOJ]IS\_+S'W7'K?/1-`<S"  
MZ"#Q]%,ML5+5YJ<L]R@2#<[WM+NEF@>XAJ<2E2['/[%R#6(M\*-G]FC2AG('?  
M!Q&03@E^HKE\*JY!J\*@C!?'3W/PL"F3Z4)>%H0?IX61-4<]/(1;HR,057)=- (M  
M@(.=(9>G/4B0 '8>Q@C\_2EH8^R0E\*6\*WRIG9D3]F<(CB.:RGJ)'.]#STM4  
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MA43'#EM0G0EEZG(0#G-/LFW:%H:")M0M(1W-D?XJ)]5V[(\*X&DU?\*+?'FB)  
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MUD0/Y=^/X6Q<4\_1J.@U+IY',3J\*HC A\_J,6G(KG&@L!!= \$YV=IMD-7"Z#%'!  
MYQUSL5H<P69GU `&\0/IDRNI#0&[D\*CJL#.V2P"HYJ.5R=SH+ P+J,SP2T!?  
MV-V,"VEAR:J<14K,>5E\_Z5F=11H\*;>;XY>+8NX@;F>#)\*L0RK<Q0.8@^C6&?^  
M6"+P(HOA31L0'O(W4=R8;B#QF\_#,I<;78;)PO)\_B@D(>RA,@6!R# PTFLU^  
MJQ#.]%K\$CXH0XH=Y]"#8#U9\*X63Y)`O>-`PCZKR.";ZE74C:JQ%&<PT'GHXZP  
M53I\_-(\$K9DG5<O[1]/ALNF^>0,R8\$7\*4.=G-8;CC8B/S&ZO)-%5]7KP:,B\$/  
M;N&H<J@/\$&:I' &:G-'D:Z@]DY;70#N\*AM\_%:Z^=`NO<@AY@!1/&9R\$[2J'#  
M&=\$L?[6-(J @B-;+;UH2\X)K5\*\*ZNB":#Y^KL#^A8WVI-B>7T\*EU!Y%>W>  
M9B"72//A# ,&N7R>3J;<'CSXU3^?/\_D^]SWS.N>L689C?^IH&>>"[[>KK

MJ7&N8\'+D"(\_UF-;Z!0WX(RWVGJ9-R>6OJ+'C;, =\'9MD>M(D.P]J-(^PA  
MBYR\`A?>VW/NATN<3AZP4SKGBZ%XPJ)+?7(-IL&RC[=9UJT7KH7O4QU`!@.  
MGWK\*9TSF/@.YI].XX>)\$@/A?0\$"9)%>&8J-Z;EMI3@H.@J0Q-,>>S72O9(M  
M^+@VU\$!4+\$JK#2<@E<N!50XENOO5A 4(ED>Q:4%4:N2W\$IA-LH:[\$@34J&DS  
MG&DHP.!USR;/'(9#K1G/[DA4`GNGW&(QF"i>OY:K^ Q!\$(Z(@V"D)A>9@4^5  
M+&CQ6ER6B?.!2#MEWBF]NN1\_\O.ST#0/OK\_\SIN9XC&(\$RUN67M\*R^TQ\_M4=  
M(CUR>+T\*DQ1&3(R6IMNUX:\$C:IM,C?3?HS\$RUW&>='9U-]FBGY\$<F2R:RC83  
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M,CHEYN/'A;SN1"FAAO1)[YX/P6TZ&193W<[4:U7RR9W!%G?+(4QTW7.=S?)]  
MI8=!)=V<2,6%Q:S:3AH7BY,213>:@[N#0:+WO'["!RP(+YVU?AZNTS((+)(  
M%V M]`:&1BU>5.)!9HS1"%8\$7:-J7!8:G\$]YD&VRH.\*'T)MDW^-.;./:1,  
MR+Y(Q%!O5UJ@<RAF/5[O3>TW^6A^(:)3G,9[OL],2;\6+:'H?"V@H]AGT;  
M>RCL-'Y%@:;K&\_6L3E6X, IEH9^>XU\_-F</1#,W(\$%/@\$%?[/K0:HIXD]+:]  
MEH2?.Q>U^K3?FPIT.@&:`@M9V:67GV<G#N>.1!'0,UR#N?57 3H/FNEYSW1  
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M]S80X\*4V3@8JI&O075SV5GW?H[8N\*JY8/'\D@&HCII!+-<=80.=\_I+H\*1SB  
MD9Y1[4K?!X0ZI@"V;1]HRBK&-2.[6[IDFY\_'Z,5"?LA(9E&"24+,D^RYL/[  
M\*IL.G\$#&(QZ]SG0L=]W%HG:<>#.+8NFN;5B^T3=;K/0T-[XAF@GH5WCFEZ  
M<\$52"9(FU\*4'<,F\$A%>+?AH3&6G\3#Y>S<D77\_XC'K!WQ[\^Q"4:\_KNE6Y  
ML%BC>GW75A8).+N/8G<F-3Q2,^7B=\L008<YW&9-:'Y'!'4=B4+@D,&-X  
M8'#/DQ?N+\$NK97KR\* 9-1K#7&9/@U. C NDGU(X\*=OTW"[O2F)I/-XG#(""  
MG??"YNV=^,3GK;E\_0(7'IY\*GUJI8008+89<.\*1\_U>L+U/(&\_)>&/ZGD\$\$S  
M)JY,FG=\_/U\*X\_WV>PMD)\QMHCK-X,\SF6SJ&( ? %]\_+9X:D7P:\RC\_Z,=&;3  
MAON'@X"L7!Q36MLJAV\*#!/UTK)2")0>1O?DAH,]>#(9'GR7\$ZSOB&^%)O6;  
M"U! 1/\*^XEK 9!Y,,WM #D[Q\RO'%8%Z4V0<\*BN[&)\$S71R\_)/3N+F=09]F  
MRMQ:7I,?W</UB\*'.Y.)8/5MDZXG=\$\<E!>\$@^8QF(9>UIE!?RZODJUG\_\_#P  
M!4,SRMPQD@XZ93>@=[8CP\_6,IV\_6)4M\_V/!%AGU:3TEGU'8JIULV(]>RT  
MZJMQI&\$>(-6-3M5-@RUA/ M"?H8>T@L)//DSVW\$;)P^J\*Y4\*=?2@.[W4=-!-@  
M\_:=U%H].]P)(;SOQ9YX=T3]4AD'===Y&Q'7GPMC\*W`>-6[GS8BTM\$Z43QW=EW  
M7E1MR(USJ18TC8!)NCLOTKR6+R\&:JB67':T4A+TH/^[4H1;XM[I-O6UA0#-  
M90>S>)U0XYV^E>M\$Q-M.?1V+;/R\*"AMR%J0MK?R\*&CH9+\$HHIQQ'9D=F]"  
MB)^W^8A!E /.E[-(4]2M<=9%NIHW/G:FGSPP,\*,JG'B?=U<%L\*G7B&]T9.  
MS^1=#OKPD) GQ;#E.QYH^A059O\_S,W7=\_55MO+^W@WTD&8SKQ8TK3G^5)B1F  
M87Q?51QPH/OG0(\\_8%O7EDZ^SV^]\$L6HOY>]@]?)>-9\6R+0O)"6.?R-WGSK  
MB>L#L,=E-#>QV[-QW (8\_\4"14\*9"15?/!CZ4)N;/9^ZO&UA> GU]#@=S.R  
M,O% N;^4.60KLZ;&]]X>)F:FZ^P?\*3P\*4.+<NXF^ 7A\_\_\$"R5"6O\BS1-@  
MJO[\$?<HMN9?::4@H13;ZOJ\$7S<5\_IBUO#^Q#\_H\$C78^W? /1(8M4Q9T2-2-D  
M^9\<\_K?104'\_VF(<1 \*A0K<PK493TF/O\_"W411T:W[/W=-E9UG-WD)\T\_#

M>1\$[?JD\_&TZCLRP?]BC";43L4+= "Q7]Z13?\*YU^%NX\_]SWY-\_4? XZ::B\_[]  
M'@@+./-\$!D\*+?X-05F5,-8YK01L".X\AR9U8<Y>`<V\*H2\_ IFFSPID[?DX.B  
MY.GF93.HF7D1L>,N]!TNS!<0.K][?V+.Z.\_B/W^K3,\NPIP;GJ%,7OI2!P=>  
M4Z\_]Z\U"K>@02 .:Y]0,FDR#SV" (M+YC<RI8;STQ&###A4.2\_\$,U'UEQ\_O  
M4OC=A6OP=811WA/Q##X#BF<S\_#MA)L&T9G\NFX\$K/TW@K@.VH0SK\$M5<GF  
M]>SZ-:UL`ZYV\*%#^H-.OR#]#@#\_!@--QD6)S</?2?H @%N?D9. 52"\5E3MV  
M?PT3LZ3?V&D+[ '\$X>N7'%'X";#\*J0\*:.G3,3F,(P&67\#0?+&J2^T?'Y?K  
MM";,\$9LK[&KN;IWW<]'#P17;FF]UM?GX.75!R\$/73TU&<>NEE1>EXW0H98C:  
MX@3I#;1396G4QZ.5X+TL?N/KAB7+[ QBQ^@9LB;2V,%:N+UI\_FG[G;E2!S:  
MYVXNOT!M(9#N1\$]J'\_D-\$M6\IGSZ7JY^49ILH"T6%\JBB[!;!L>0%FDS9V  
M,;\$F=BM>R"8PK^-%U)F,9&0Y"8DV-)G JVK-9TX-JW4:O&J'U7]3+VJ1%P\*  
MKVBF\_G\_H\_221NEQK?XJ\$PSNQ8CJ/'--0)AAR!2S\*5ML%3HBC(U5XE<)VZ,>>  
M@E,Z%Q5/M9&HY9C1(J51Z[-H=O7M'-2X^1B\$M"T^JQ>S46!-5HZ\$C0DF;BQ-  
MPT' %F)("N7:\R=-@41SWH-,9[TD6=')\N.F^F)]#LP+//BOKEPEU;'^\$D  
MN=>G2!Y;[\:5= 7>R9&\_>OQ>4@X=4@,B!]=\P@NAI#4\$%(WW@=(K()^>@AG  
M0'5="(0;J4S8Q<6!VE"Y6.%LSY>@!XI1+[\;Z9[GL6NJ']I<S3")XM8?G\*&  
MDT4P<8S-^96!8N9X,^0+G. "XL\*OT%9U8X!F1TH1NUXBM\*\-C&4NPB[V;:-  
MI%.1T3(T-H^994(^+^#+1V^W6HE>(\*2-4#;&T<A\[7LC89X+.G[ PQ407'M  
M<&:3%<4K@E30!D">XO6\*);#&DPN09Z'T68;/SXQ6@+DR(IC.KUKY2^!82C  
M4Y?Y0N4EC\+7"Z#8<J;!-AE7\_<?#DG#8%)&DN,=T;WVU0J@B")\*!H@<&=+6  
MQWU[WW\_CEQ&8^G)XZ02.5;QX\00S?\$8X^SRJ V9HY/X+@,Y46"#2HTK!.G%  
M)M8<:S\_C,=?\_.8E2ZGX^>@00R%&1V^6T8\$CB%NLDM8R-]-\$Z;QLPXL<U=<]Q  
M# A1T3ZDJ"! (M.X=/L\$:.A&0A EI1.:!R\_' +]4VSRU?(<TO,"I]'9F^U%&T  
M&=U+>N/7"PJ6^E!2\*[OSB!H<=15]L0AS2]WT\_12.4%+JPZC >UTDZ5B973M.  
MKJG#8.;9DOU]O[;S[K/SD\6)7F0=;M\U!KH5%X^T\*Y<M%9=-C2^@5FB1#RC  
MG'JR=&M0LRY%Z,.<\*Y4Z5+SY2<+R>G 1Y\?,J\$5C!<=4\$8[V&MN';#"J8K "  
MS8AUI!L&;AFO\_-X.0;#&44U YG.1P5D58#2#&9A@2I:. /1%R%?.@H-,=T  
M7\*R,PT,(M.Z54954)GQ83Q\*68=B\$;0LI[L"\$XU0#MC)"LV3#2S-<^-^,3O  
M&G?65U8IZKR9F\$-YR'(VEX<TF&RHMQ1O-Y8HK9'^'-HAA8E"+UJPY8U%-^O  
M(V';#W;.^AY1]\_=4;A,D5?JL-SZ=XXUAQ-8NJ#W;,S4@Z((2['0\$'3C8LR  
M=:##=;0KK;!C,JP"F9C2X;2QD(Q8W,HDXB[!,7^G?0S\4#B@6\$,UV#34VA  
MV2@R;S("8TP+[<OT.\$W-@\_.\*QGN#[N'\$F=Q-PT9Y!PX;B@/(Z >^I)/Y[%G  
M31K1.R[37F\_U@A%50VL6L(M/Z3/\$<DN0+WJMU7 9FC\*^T8L\*XD-"4%79\*E#[  
M'[,PJOG2,=8K91E1.L':7F#IA0S;8O.TJ9F)M H# UOPT5I+JD&R=^T#M+T  
MQAO Z+14Y(YF6\$S)\*,JU=DEA(\F[\$N2]#=<7YEBA?U\$4M"Q3(89\Y(35W2:M  
M&9P@JPNQW291QC\*5\0(5,O\$9\$=7U-F S\$7F&9\$" 57J)##1\_IHEC9W%`@6:  
M?-"KT1/<KILSM9B%JWIT,2WS'-,;#Z<LH@6<8I>@6Y0N[BQ.4TOZ7[+Y:FD\*  
M!#W=F[RR@-Q^I\$],]QMIOK4!13,6RRK783!3),\$1L1+U%+K+\_!89H#B+MRR9  
MZ7&\!Z=\$L BQ.A-84\$M%]?N='QB#[W\*A\_3M`^;DH"\_C`8\7KX<&!<'13GH

M'QA-!\_9@B-Z7W]8'3^?DSV)B3FY,^)\*Y7GV^TF!CJOD'5<>#/?2RCG\_\*==L%  
MV6&4U3-#I1010%.N1@; \$A SG-!KEZ-#B>>\_RE>)N]K/Y)11W[K\_OA+,O>\*?W  
MRG<>#50^;?OO^LHI'4^#\_@?M1XNPO\_[0<20/R?7DR&\_1[QFJ\_ACQ"^^L33  
M\00/JS/LJ\* @/^&2=0)3M#!E)156\*\_.\_5VG%M^)?C9MN<A\_X#Q^UZE=(^)SGN3  
M(2V?^-^[+2;6A;[C7G[GB'^)>?\$[YXD[\_[Y>15H\*>XOS]Q0Y?B&ATU5^+E^#\_  
M'5GO]NXF/'IQ2?\$7'O<X+I>A>\_C9SL7\_8Z].A'>KAP4C:\*SZ:<W\_>M-@1-!  
M.OK]ZDX7 MC6DLYY4HGL'RPTJ@'5R5;\$:R"(C4+;;ED1^\>9D[(D7LP G7  
MF)3[4?%(>19)\_2G@#H=N3%9WBL@3P>V31&S4,]\*,VI0'\_?!A5E+NUF\$'ER\  
MI!3Q]8(,)<8'+OKECO9C`4P/\$DC?BKJCT6WF'6&S^F/.N'^?M";R]OWBZFS  
MH#?<CXF7T@K^@#DMEGB2J,P<^>/1(,[HO#DI64QW)\$DFI1\_,P)-[:];A=##  
M\_&GGQ(PAS)VH,8\_1<O7GUR/XA 7GA2]Q07^OI%NCP)0JMKJ6+L[049%S@[ '5  
M]=6\_9"VYND-SE6\$\$S8RKC4!:(3W3S!-A/5=M\*F-K+,&M)V86Z\_ HYV;^>YZ  
M7D^&>H",5?]O4N\_?V\?7NY^=["XQ`\*\_H(Z,U8=KZ^H((+J+.,\$9H<R9Q6C=?  
M'5^-];T\$O%SY.R>9!&;<7S'!YO"(C5@"M>'6Y>K)#T.0WP>A#X5CS1SZ#Z  
MXBKR@%3AD" ?E@?;=\_H<T@3\_4^YLW^-#\*!!%?0\*\$WA[^]]W-P:@W0"X\_  
M\_\_1NL="!6X^7X47(SE8KIYS%XG#Y\_`R?N12"8G9#<^\$#+A-^V/P4"K;VL^  
M-V3</PF, @] GQ]@G07A@)5N+M3[YXPC\_Y"6+@)9S@,X7F'Q/O!YP7T#-,6B  
M.??:B81>]+4OSK/\*3T/PU(M<)\_< <%QDX?U[7;V+=0]J[GL(^/@&>\_LV@A8  
MVW+7VJA`)N&E\*<H]YJ@4>=<CSFY"X\$^/\*M:2CO[[ CX [Z^7X\$#<S82@O[  
M<&0\A)P!%WW45\_N%C]1\*L\_#OFWFX==\_177NBC\*T#[A/YN;Y[UFW0KNFVE0QF  
MNW%KT\_T52/UPK1Z=Q3[X!\$,<J]"3"MK!%,;9!H%"G2"YD%5)LA#PA?<6H%\$  
MP)OJYVN4!/G >DO 8MUMUW!+5JT;;6A;Q7B!\_ ' >'7S\*; ?ENT9\_EJ\$<H0NA  
MB80YTW;NY^ CNOE'^4>^L("%,J\$\*@&!/RVA4@+#ED\*"#5=XU-#0QF/N)7CDJ  
M3-MPJ#UE-U^N#\_@G4\$2NKNV]OQ[PF/ -=&\_N5QW+<X1S/?R]&.ND4NAF\_HF1  
M\*IBSL/U\F,\$?NR(78D5+?F[D=ZA(^ELZP(JXNLU>/TKY2#9H1;\$23>?OBIL  
M.0V)W@KI!'QSOD"^^\*CL(- 3K?O `WNZ:(0KKD^B=;/Y"51"FX>XIX\_[P(7DE  
MK9^MT-@/\:XZ5,=SK&O,[CVM&OQ-5H?J2"AT" ?@^O@.SM1Y0@5N&TGO R<  
MG0AON \_MB79YHF"&V<9Y\_]<9,WD)KZ\$QY&7S5@K!TF.5#SJWU^^(^FH#PU  
MJ9Q.,R0/E]S], '@>40^^#>O;IH%]'^?#Q;D&H\_#\$#@<HVZJV<'8^!;8@.G\*W?  
MHU%Y)>W/SB:6UT/\_Z\_#@\$4UYU-\_R+O,V%?#Z!KTTSMV7\2W\_B51F!\_B\Y  
M]UC=WD>!YNO0-I' 2W3/'XL^=N\KHE"N+\$KG3]VC-D=MUS\K?/7@0,^N(^F  
M\_B#C[\_36NI,W37PVHW77\$B3O7W1ZI29[K>!LFX"~/7@1Z>=PI3)N;D^@1Z,"  
M53L^/[AX^MYWLU,AS96X&38.;"!W?[M5!Q\*C;^03XL28<V]O:(UQY"7T<  
M<)H>X?P![B;DW-F?@\*N13^\*UE\^8J' E'DO+E^^?Y7MBB?<:>U/[L6X>)]FM  
M(MR"&?,!N37+SU-'S%(SED(86X\$RRGT"4H)!FFM&\_DZ`.I'?TT<O\_@7ZL^  
M5N!>\*]=JZ\_;KMUAM6!0&^W(\$O0MG4^5RY<=Q2MS\C?C\?\*B\_H^99@,QP9+W  
MZW[;J4&&^W(^/(0\_+E]A-RT%WLX85&4=>?)4GZ&\_OW0+\$J]7&[N\$"#E2EQ7  
MZI[ @]YWK3FC\*O.]\*7#[?7V7<<:CRV<+F)>6FJP6PXPAP?E;2 >H' ^Z\$;:U-K  
MU@M0>E7,%PMLX S&>P)Z/+F^-\_(X:\$6M0^7^3W[;L/X1!O>2CVG'9#='40

M.^\$QNLZ/#,^!-=MF!WCSZ2/EX4\_(#'XJ1;\WU0J\$W:P)!EQY,6KW(N=\_C  
MM27B-MEP\$S/]H&&\$3.0;\_'ZFEYX90/3YAYENYNACT!O\$T "66%\_K\_0N^171  
MU82KYN7+>/MK92?8/F"'OINW(W\_"[KN1[&H13POZJ9(\UYUI,;GRDT'Y7S<%  
MWX^N>B" @DZY]O\HVP!Y7/KSTT[@/!%^\_CZ!/?>;G\_I@&#E#>(\_/!GL0/\*5\*  
MD^T=;S4^.\\_+M^]T=]K3.5[;G6VW-(.1\$>?%D O?"&.Y\_>;G%W.]RKK.SOYG  
MUOE1\!]]P\RU"<SV\_I-76H\*%C^^]2]W@>%X!ZO8O;I^^"E\3?E\_P3)"E0CY[  
MOV;X@&3<!>M37G\_W8^]3U/NLH7CQC\_RK\_WV]NS>LX5\_/N\$^,(/#^1Y)KUO  
MRO[?7\$HRB:Y?8(=),RW;F&67?X[U061^I<@+/@<TH0\*A(67N"SE>Y/-6@'X[.  
M#\$]Z\_]UP4@27/UWI3W\_8\*P%'X L7V62`&+[[[FEC 9T\*Y P\ >Z+O!6P0O  
MQ./FM2&\_QTA'THOF?1\WV\Q UG;>^!T\_2KA@VS\*1-4\_IV;(!/7O5+Y//D8#]  
MZOZB]^!];CG\*][LS3%-^W)Y/PUM^KHOLG3ODO=-!-'J"1:N;UL+.QROB8 W  
MT8[V/L\^R%\_>O\_47<<\_?KG<J9]\*:\KZ\_=,\8)^O)6>'WAMGSN%./BN7'#L  
M,)(II@\$72UZWX>")\_?!+N=GWT@U1J\$&Y,\_H8ZW?7]\_MSU76<KZ'U3+GOOM#  
M0/Y,E7ZWJ.BQIMROW'42)!LK5KR5^7?X-G\_XRI9?G\_3)SO'>%H6MJ,PK.\^H  
M\$^E5F!GAJ3W\DQS<QJF]TS][CRW#;2AXFX? F[!=S]??S=H]?ZVS?6HR  
M?2?S7]MCF\$TXN'W<P\*P(UB5Q7=X\SP" T7\_USS<6(XLS(=T%I63/M[5F=V;  
MPJWJLWI\_2O<G0!^OJ(^A+YNT; ?H\_HI3\$\_-UW/WW,W#@-9-UYMH]]XQW>(S  
MU5"5C32PKF]=:G^A^6>OI);;GW;,!'7X4B)+@5P,F]WSQ;[QR[\*%PCO^Y;G  
M)K112.IO9+E4BXS>J%+I[UD9<S)&5VD\_/67GKOD[],1P5XL?M&O'R6N(:P2I  
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MJP7F;HKJQXJ]+/\*U9,YC%(O)ZW?A7BRH\_NBX(X\L23%[P^'KG<32X#Y8/E  
M8? J^R9]37T"1[(HRG'?N/O\$;KRM;.N%\J\_38]<69GPBFZ[&Y]YOR1W^Y(N>  
MRX\*U.[]<"=8HK;DFHU\_D3MP\$JV8\WB@?%3Y4\*I-?LJ/IB;L06NA?SN?\_Y=B  
M[G5)LK^5>42W-'WPS1K%R@XI>L?^(4?\_+Q48]"Y#>\_KFRK9))=G\YE0OBN  
M\_&O^/L^O"?)FHUO>7[F?S=US\$K7YN\*%^Q)\*ZX>EM\6C[&9SRA/]21T3"UT7C  
M\,\_KN^1;:ASEK\+6Y?(L-\_IX\$K006\\_RQ^SXD\_E6<)43]=?#42\_H%Z3((M]  
MFPK"4+N]?,(K T=,N5\*^&/>K^9/?U"9#NY"V2YRM;P-5MAN\_=Y9UI\$IEF!  
MR>U9/?&2?1\p,YCKP.]S8)>QQUWNN9+4"4)^N]:V??/>U[^=/A9:[Z>'T>;  
MWUP"9R\$JQ\_U\_E=S@2R;9\;KBO %!/M%9/I0,9C)OCCV!')44N#5D\_?9&N>'D  
M>1SJ9AT!<R'W/Z'QN4--Y&A GAL8T)I^+&RUW%DP^=Y,8YOXO8T,"GMI6YJ  
M.\_%M(&.3@6[(T%+W3-!VS+,U-3"S-W)X@K/W'%%2Z-\?J4:'A#<.-YL:J5=J  
M8D7^SM@ @-S'!NO)5%\$WU>ZC<FYLEOQB/Q=+#K \X8W8KT8#[0C]?QZ%9WW^5  
M@+\_%U+PS\_GX2=^\_E:K>\_Z\_36DSVWG]BH+ER;MC-\\_[QB<D/\$PF;C\_-[@+GMR  
M"MV]<E-VY('OKL89=3<%YM\_&BW;U>\_.V!\$2)`%E>?ISG2:5#QKLD)\9^C?![  
M]]0/\_<.;8^RQ-]S]OQ<="M#X^=#1!12 WX];//A88 IWB[?/&EY[Z0=GCX7  
MQJ38[1!H24R%Y)\_Z9W<?A349-Q@33?6X!" ,%F9>[(!\*X"/YN\_H'.J5/<"7\  
MN,4!O-!JY4#R;E"GN=5W#TA]Z3[]U]`W6&+;P""P13)&87/R;PYTZW3<H^  
M.'!N>2L//NX=T58!DHSEY4KA?X)(<<GO=1/' ;JM-\_EV6P.Z=\?QK00<&L\_3Y  
MLF&&/-/08"<FK<T9'7C 7C2\*C[XO&YXIK]N3Q?R9JFY;?JA-B-]^F%KSQ-">

MY)\GP>MY3<>\+WZX54<".&Q;3Q\U[^14DV';WL\_U7J)H-KIO&MW?V\_?)T  
M2OKTLZ\["O<=<:]V=0-X]NN@\_@!2KQ]@\$3E-T'/JW5MLK&KV7)XW+WRA\\_N  
MA'\*&\_MNN-SY-13L1AWL'6U::Y#\*R\$ /]VZ\$GIYPV?L7\_&+!?'XA(F^.2S<  
M"N.B/7?>?;F%=K9>-,U#DDW9?&ZB[)<>\*)OO3]8[C@D=\MD&!9%5[OWIS\*;I  
M'\_=9497"WO.;EW]J':@/]K53?MV\$Y&\)00!N/QX\$\M/P)A\*YOS@W\_2L:P&RY  
M4^>MXFZ(RJ@X^ZQ?3KZT@R""P+X=..]CWJB^/R./4 \^79K\4^;OR![9FP)  
MD\$#]&L%>C98/7C\_@0&I#95HDX3?D7N\*MQIKIDR>IC.\?>D%QMHJZ)LK!=\O;  
MA].%#W''6[P\34@8RN8=(Q.8GKS%UTAY\+,L/D'QH\8:T?7[.OSEU48ARJU9  
MQF^I=3X96],\_PY5KJ.L+WM1G:L456V]K'&PS7:!IJISWU\*G2!=\$:V4(#GP(  
MC@=Q# 4OVH%D8[\*\*76RUH3Z\Z5!\$AJ^Y4Q6^!1V\J.^MKZ?)D]#5;D3G  
M.NXH]?5AQM\KO+LNK51IW,,QUZBB@[-\N5].[5@Z!A-37,-;Y8HO.\;#6'G=  
M9&N(/#BZQ;)^YVQT\_\*3Q]@%?)F;U#Q?)/5JV^O+;UP2M((Z@^YMCUV[#.]T1  
M\\_=[3EJ;#!FO54Z&J\*15NT\*?AQFLPRD\*H\*#3M8J501Y'[%6\*UDW?3%<;6U,  
M3 T,[1C./>J<ARA'/1=C="2B?%OY1HV@-5K9K- J#-[8FL'DTZ-CV@7N9@M  
MWS0=,;&Q,#U['-U=S%6A3X"P^2&++M3\]9@9OIF9[YH965<,4\%=IJ/Z  
MFYB:&[KO?EF-/C[<L#MT)W>.:%G;^MON<(/%/!+B%-P\O]W/J<6;;W/;5P\_  
MWC-AYR^B^T%T%R9MH2?FP/G:M9FW?V;MP@VT)[N+:&\$\_XS-\_]WM))GH%EZ::  
M['<&\_2LQ0+#6Y1>V4L,VET]:^OGWN4\_%;]+EO<7+T-"-W<V\_::X?06\8>//M  
M;S!O;JL3GF+8@/3;R.WG^.<Z9Y6''3,"W0.#?#R1UH>WX?:D@;ZRFO;GYDL  
M+YGC]R!4XOLK"7M:\*?,S%?.'%OE<N=VN3/ES/ZN[#!Q,Y)C(>N/[SO8>:[W  
M>\$^PX Y')LW<Z,-L0A==NX5\\_BX\9\\_G\$LN0'/W V/[FMP]S9O?^:<S9]#,B  
M?.D\_'GBMI>H\81U\_23VE2IEU-R\_ @")9CT[G,L-CV7/;< VW'H'66/('K\_  
MQ4J+;:70?99C(K!BH<:MR)'0;(9M8\$O#\_-U>BEG,>\_K;\\$3SAH\$<GNB?Z+  
MX\33-)/15\*3X^GG\_I^APPTKMDVX!.KT4]\*RX&!JG)7Z'6/?+ZXNN20')<>MS  
M\$]P75FOWKFZYP(\*ON9&BD9'%24S=8 V\Q5\_5-W\$(D^XK?4;:\*\*S:1WAYN3,":  
M'XO <\_W 54WfVNSWHE,WR^=8]\_>9N4?HW@L?OQ-9VS[U2/!%:\_+U>@[3\Y@:6  
M\$8YB^ T@;ST/Y/'!+7[!ZQ?';T^Y?@\'#<BGY.GN@E0/\*XCT?MFYFG5XXM  
M:A1FG^SJ^TR.;CW\*D:\$\_K\_533'1T#(JH5W9T7+1+ZD^MS\_<1P>ZZA+1;5ZO  
MQ4JD@R43GP+S\*J,PL^IZOM788^8'.TGMCX5QHJ!7O=#<)H6A%7V>;6#/3SE\*  
MF<U%R5]7X!]=,2F#SB-F-OFX#;RSJME#5D\*EY?'^N]\*N[^UYBC5S\N)N  
M\*U EQLW\_V!:RB(W)XS>YR#?? W%+S WX0V^:XG\_#[C>1R,R\_9GF.DY7\$Z?  
M"C+3X8H2;76G-H,!.UTI\_AEUEHZ6L(<MJ,-K8<M8P99GM@#7=)NL=:U=V6NP  
M->QF#!9CI'.\_+,@AY\_O<<F0+E=[+8?V[<P<>5\_\_>'CZ5=G\<!]>27/PIJ-  
M#'' 9P<\_WJGXP,1.<G!ELA2XA51R:RMW>OINYN8NLB3IUO&<J51T\$O[MX>Y^S  
M<WY\_UTR[H&H].]H^KZH1E)ZGI\*+J ?-MVSNYWMMW:0+MS"2OWOEDL&;L:Z  
M/\_ "OSH%QV9]+4HNY\_X+;5!\$?NV;\$UF9?E\_5KVM[D.35SVC3J9K! U9]2/SMQ  
M(-6\_/POT39\$M&56ZZN>^Z>]\_QHW J#S=RR#0=:VW6B-1KE^LX1E[-N]CP9:8  
MMFD;XD#)\$M;6"CXQQ\,%FN" "\_6RO,/IEQ4>21/EVU[IN/Y/R%6!<98Z\_E<S>  
MS;0/!V^Q[I\*4<];3G9-ZI@46@D&X\*H@FAH/P\_D\;VKR>AE)\_I@S>?1U7\_(CB



M9H:4CRR+FW[\`Z>CW+@\_&Q,N-,X)\_-AOD2P.DVDZ,#%R=@83KW\*&CJRL\_Z\*,  
M9-7W50R6J(+4CZ5=Y(L'6#QJ>S-!@523W?OKD/-QF\EK^1)9=\*7:3\*IS=  
M%\_+?<M-UQJ:[.KRU4KPKN#N'4\UQ3^ ]&%]1X4J!'8OK\_>,GT[:F\$FUEY>W]  
M<GE64VC\*%VMWY<ZV\_T>N@S7K#X\_<: \_P^>\_5B+=4\_POKQL@='U)JM7B%4O \_  
MGX\*.]%/!G:#NT]#)?WUX/!Z!<36;7H^ WOMN)-7]# MK=(ZTQ?\*L\V8%?4\*@  
M2#`O.\ASOC(S73&7GX![WU3\_KS0!>XGX=>-I+G\_)W)X:Q\UR^K%5/CY.7'  
M0EM[:SS&7CP`P/Y<<1TJMF^F9^A4)G4>[P(%>?@&UW%\#T^XB'JNOQ5\_@G/D  
MV,;@7\_6:[\_7\BZZ>?%<4+;J\$SM;GNW-3I;'< B.=]VMCNID(=?S,;!<EAQ  
MK9/GJP\>1K\*Y]%#\?6@\_F.DUP5\'+4C]VJUM=9#E;E,QZ8H!G8V)G\_4&F  
M('M)4A!D[+M'EM=\ ?)A3@28\_ HV,I\_.,2\*-\$4-\$?U4;UT=SHD'0S:A-:B  
M@\$BC&JB&<BYV0@K((YFY@PE?1 V\*1.Q)289%3-%C-' -!,%\$&.@4=(#JR\$0U  
M'VQ\$1T0H1DHF2X1#3-!3-#@-"@-#,%")ZJ\*ZZ,[40+\$4&9\$E(F<+Q(H46-J,  
M\$2-]KJ/94);Q17BO<HGP0QD1TO0"),'02:@CXA0O(C>T0G^\$;1=VQ;Q+QH  
MB3H('1(CBU"\$Y A8J1+B([Z2(LI.)="CJ!'2!%LCNIOF^6L9@A!H2+FCN  
M@Z:--%FDB5]08V10"72HVZW\$-4 B"4=\*?CM\$L-0/Q153PA+QJ+HD:0DX1'W1  
M0?Y0T3\$:\*C\$F#03U0 L0D9'R9J?TGX<Q\*AT\*#H\_[0QXAAZJ0;%(1L4<TH&)9  
M"@1'00ZAA\$BC&J@ZTAJD0\_=M<4\_\$E\*AA@UL1PU42,5)D>,2?5!#1 O2\A=?  
MQP`YL.?)8;@%QCA+8R.X!",&D4522"HM\$6D!Q)@\_M(X=H4D2J<(S,-EY;IMV  
MWI\$2%J<#0=<5PAE)4?`\$D]1#M0A.105?F,2X;)G:,D:`D:#(: `:\$\*D.U9  
M` ,A?21'?/1\*344/\$40U\*\*Z:QI1,AVA #LA!>1<K(3\4GQH\*9T>^H@NHT#H  
M`M11,>-"63,88H0:48+4+^T=&H<:(Z,B@<0D]R&)&@CF='IK&A@Q#QT##10  
MB<1=ED31\*7DQ(:H\$4HUN-"))(3\$".>AB00H0S7D?.J.6\*&0^Y:)8W1/,S2  
M:\$YP`D28\$A#&H\$8HCA2 CPZ.:)0<BCF10C+I6@MLB),-0\`S\$8#?@D71#L4  
M1XJD86)I[Y,2>- 0-\$U\$0T:1!5(HRG+Q.%>,1)"QCBL;V&1)' .X+ZA9\$?BM  
MA.=(ESA\SB<(7/\$2]V53Q.2]/:(>GHD]NJ8DN[>H&<205']Y!'<B@L0E<7'  
M.D1(\$X,N8R13HB;<18B<")#L[2BZDG1 !TC6J1\_-H7U1M)1=J\_)\*-00M07  
M>11'(H=D2.C%#UJ;\$N\$1C24+'!V43XH8H;JH+FHS6HL6HX!(D7S:)[D;%R\*  
MY%!L9#5H@1](\$%(AH"(412O\$AGF0Q(P48WJE:2G@PN\$1S\*(>M2,)]%\$/[&B3  
MDH]J4R30\$30M";3UB5#H/G08:@`2@]8\_2\$>#'%Z2RC9J\$HR(T(\*UC,6SV\$DZ  
MH\$R1T)!\$1!TT2>OC\$HG0!&B,&J#Z\*\*[8>A\*)T\$,4'(Z"?'\$ 8U")Y4VF^01Q\$  
M9L-W]42:Q%(^\_2)KL&)3\$C&6+J7M (X0@W1PY08J:@HJH\*AD+2R'O%#TL+B  
M5Y0(JX23AE\*0=7@\$F(\*L/T<2.4F"0:B'"5PXE[45^T30P8DD:/P:(`!OJ  
MCI=\_`8\*J[N\$DS(5,4>:8%3,O:4!Q!\$H%F#1\*CD1&R`%.J64S]F\*2+B-[%'  
MM MJ\$Z(W4<W4%O4((4I9(8EM:-HE ,?Y\$,!C"KVFF\*\*\QQ"CJ[HD@Z(OD  
MD3QR\*XE"2H%&\:6\_,D3E61+&,\$M: 4A(PSL,\*2#D8\620#T\$\*H0;(M5D%Z  
M:.N54,150EPI\*F\* FD1.T,40 Z,B4")PBPSJ@"9AF%\$1^'],-]1>DIT2  
M?M\$!R E)53 "8E?ZH7"H-'>X]-1&P;\_W?5X;"8EDTW F&Q@Q1 U1\_=1O=1=  
MOP`1A8BHF+(.1D /2%&10:\*EMS^CZH:4G'(1T,B57\*;2'I&=\*\*R);=]P1M  
MP`7FNR:K)\&\*:8(D)Y ;VD/5D'6R(U9!#, @A&40]B49RMDHG0(Q1@^H(#H;M

M0U-00\11#<0]-D8`R-\$EQC2,2<-\$8- ?U\$3U4)W4!^T.1(<IJ""B5'?9!PLA  
MCZ21-,H\*O]2J=#C-'#U`\$=&3R\$/5%"Q9#4HA(2(%))GZDQ((T0@T8(4H7KH  
MKM10M0XM1C^01O\*C>@Z20:U"1(QT5VH`6HE\_(HGD8>JD)Q2!D6^+`\_F?23\$  
M!C1`#5&#U`\_U"=P=-J(7R""9!\$NDCNJ/B7AH45HH)]\* &7QKH-\*X5\$#)\$'2A  
M\$H6\$&12<:2#\$.'2(ZD(.'Q8`L@%3``^/"="``````````"@(!'``\*``2.K+0  
MAR>:<)6!U34+1FQA9W,N87-C:6D/^/P\``````````"@(!'``\*``2.K\*[#&(:  
M)]4T-N,(1FQA9W,N8F(/HI``````````"@(!'``\*``2.D'T,--UN8Z<3\$D+  
M1FQA9W,N9W5I9&4/^D#`!@,P``"@(!'``\*``2.K3Q&KF8V(7L0 D,4D5!  
M1\$U%+D9)4E-4:(0M9@`HB\$R(0` .S.%%V<-\$JC82#)"Z>BD3)TDS=TO[LR9  
M3TS\_5YF3)75TF9F2ENDJRW=NDV\_<JVW>W=\F3C5E)<0"R02!] +Z!00=%0(0  
M8!13\""(6)?R`!B:(F1``.R@"/")NG?.V\3G,+3V4KK25>392@//:Q+07%  
M-JV!>>!2P6TB45])\$=( %M\*E'#:2(8/(3:4';2D1\$C-\$"G\$Q)"\HCCH+GH  
M<= +FA=9%"^A)M^.\$A61HKWB<:V-[8D[7>K1I+['CRQV:4MNCU5GBGOAG9  
M(TEJ[2'TWXG^,\$T7W\_\;5A1\_`9\$8)C0%92J2,!@`6\_&I!QDP(@I,\$ \*&!9,  
MB @&'?0Q\*PTI</@F&V\$8:\*SZ\$(#V5\*%?\*,\*AC!D@SPAT!\$:,7(&I\* ?#7U  
M@-DB@QAT!MS3;M795]\_;/[6N1(!)H2"52@`L48-+:5'GOX0!8@9\*\$ R1S!NE  
MR#301AVH,VU"UD((YZM-\*!28#6\*H+?3E0PJ(!^\_3!+L\_=70:B1P0VX=BA(R\$  
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MZ0@X4"7R\*@@&&<)&SH&B0NE[1;AMPOHP,`N#&!\*B H?LM]F>A\$4A2JE#C+X\$8  
M[]!B#\*[:DF%)8P1"2 C)9I18K!7I@NN"E\*)1=/I'JC:GUBB,E\*5ZL.1S`^+  
M&X!\$B1)O9 TG@D\$>4!E R.D>+!((\$BR\$4`HJ\$@`OM\*131P31%1,`"CQ)2H\*%  
M8906#. (UA)BH0H)8E00J(IT:TDX03"B%#\$X.Z,8\$H]\*@429MH\;1JH%J2"Q  
ML"BE`8Q.FHG&+DYA4!,,\%W:`1!E!R:D85 \*0:K"XWFK0C<;<\$4Y`"I5VHP:  
M01#UZ H@A)7\*C1\*DDB40\VPB(%&62-"B,-@\$5&WT6<`L+N&E\*!;9<L+GDZM  
M\_I>!:<[NR]@@A"83G@4-P(21#HE.=FUVP%R\*M8,I5@9M]H3M)'V!8T+#(-B  
M!=IN&J/1%)E%;>"M;LX,`3%)2I+[..Z#!CAMYU?DL7,8 ?4=Z4->=\_CAAE,  
M(Z2KMM('P\$S)Y]UK32+"1PMHN]X=&/?RVKQ%3UAM@.G;)'Z!1:J3EK&"KD!  
M&.%Z\VFVV4U"\$S86"" V&@5J3\*"2>S5Y9AKD+>!9%HBG"#&#;'DMDQRQF"Q7  
M`]?GS!@P&]1+UNG! C1H\_AHRD>N<?\_H`1G4/L\$I2\$7:MX#`O1GBOVN#=4V'  
MVD4/SPD=PP85`^#H-]\*VC\OA=I3"9&B<D"\90?XZ:OQ%BH63XS-<4O;FK:  
M)]21`DH=:.NUEVESWP\_J`\$#KBLX\*R^[A0).X6B>?H`[:\<M7\_;VP^[WU@+L  
MU2D9,W\$/JX"WF\_=G;1@\$G\*\*C!T`\N849[Z>L\G3\$F=]'>?%O`8.Y""BDPJ  
MD[39D(#@+?!).6\*PO,%WO@KP`O8@#Y98/YMPI>H)I068R28A+&%E\$-H>T ,  
M<?QEY\*0E).1RQZ>J(S>,V%J`NM93(M:-H0^[\_S1:T4>YY7!G&N`#D\$U)YY  
MFD4I\*AF;3/0I0>P0=U1'-(3M>#2BT\*)\W53;"@T,]-8+E"GK;EZ/0J#F:1 ^  
M!2-BSW3<KYS\*/RBHBT)-^#&@4D W?DAWD.K?W3T[O,0I'V%T"4L%AK)K<NZF  
M?K<.M^#K;:\*`B':W"95P\*-G^[0M@;\$)61C&\$%2VVK]O/:8%BC,%9N (:;QR  
M="!X/\$DYO.\*+)(R5\*\$/\V3%F\_+&=C%DE;2TK!BPB192J\_'7E,0)V (V`G0  
M=0]+-?/R#//:] /@P\UQ0S1H4LQ\*)B\$"[53=0PPW1F<\3Q%O`#I;]/\$L^XW.

MLOM9X(2\*"H<V>VQJ0WOS\$Y>L\$6[V06W'(\$4\$D(5KW2Z@P=J"UX,1ENQZ>V)&  
M[??N9G47Y+TYD(V\_-X[>HO@'7?4;[H@ @ ?SQU8J\*%2(>@G2I;Q .+4K\_I;#  
M4\_189\$P7'39=QYH80:3VM^K G6\$E3D0%]S;\*LSD@!/]X([X6CPS8^CK7BA()  
MA&QTU\*+0&U&YK^`U]\*D(XJXDH9FZ]>@615WD@K:+,/LG6VM1>^5M839-O]  
MG<")1\^8%=T`[\_EOPO+3]?T/]`6H>Z#\$"%SZ'WPDGM"4MYVI)\$YMP1L46  
MCW2088MI)GVF2T==A @89!\$+M;T7PS)Q!/L\_K`^B/W@ @#]3WWD;,\*J!OL-3  
M\*:&:3N>3K+J?:67EDF+VIEVRM#>TKA1WTUU1A3#S)R/49,J\* @##6[MCH<MT  
M#[.VX\_UM57DP&LY4\*8+MJ./41Y:>G3]FV.ML\*/HB/1)FV6"K\_[YA;/)? 4+  
M`9O+?:5FN5^(P9/#L[UH)/=?]AQ4K7!=0T8\*S&F1\#)8H\_\_CCYGF[XT`9-\*  
M(#P=J4,S"#S..J0K;'-B[VE2#4DRJ3N@+S""4?-YS)@0JD\*N4-LL@`I%YRN  
M5RU/[.1`P:'S92',U;E29IO]/Y2T1.X4(N!&,"I\*F;>\*6T3J&H8.J?81H9MX  
M+D7.W<LHOUD<JMR2'=<(8!L1+O47W\$P%H>NS]:5-ICMV":\*5\*A'R\_M+B1>  
M:NV=`C0YVNU IZT)J@62^-V49@!S?ZZ\$NY:Y`3A[;]@N^?:[J075\*(#AKLLY  
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M`C!H[9G4HTA9B'DA!\$O82P7UX'7MP5^Y)Q1;9SUY8",\C8BL,0\$RA>Y("(  
M56T))Q=;["EGK-+/(&\_(/N2YGI94[L,AI/U>^&@3\Y"0)>\_+&T\_11T3UY8  
ME!6VD1/69,[.I-XL='>8?8V2\_8%GQ844QP>X1\=U?V!KT\!;E<=BEHK8;Q>  
MQ+6&T@%GH< ?Q'T)\$O6M:\*6!KP7A(\_IOTL ]NM7:^M+;&ASPMFW/\_2%5)CA0  
MQUKJW;-=\_("V"Q>&SIA;WV ^\_6F([-9"+D63J6#\$>)"&XJ(Q%2\$X^#NI#UJHF  
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M15A'VE' @T7A#\_;MJ[VWK)+V6+'W":R1]-&97W%LB:^+A,1[8\21,?6N?+C?  
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MRY)L/X:I6X%\5HVG+YY!\$OCJBXJZ;,>@\*42GA/@\G3E\$3?UG"MP>&1\2!!(  
M@`MT==[=5<!X-.R?U: HU[:1CW1ZV\`%?\$0QYVEI;[1\$<278@`2+6R\*XTF]  
M3\_7%MH`W6,U@(:1)EPNX[[]O2J=0A(HL8\$(J\*7BSO%S8D\_.\$SPXDG!:"MY0&  
M(0,,:A&6L^..5\_Q;?9<CTGZ-WNG2Z'F["XHC\$D^TX;IGU-["[7MJ5?N+%-M7  
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M8A,0HC?[0\$UB4Y"]\FGG`0`T(&/\*T.2G=3X(:/'\$AAW`3F!X!LJ`<!P<, %  
M)0ZZ/G+!A+AT58RLGC%N:B=B/ X(.S\*9KH\_<#H:4E-2 X#.Y.E\$"E()1=  
MS7=L2R\_H`W ILE#![NC#%3!+6'+;IKI6>01U1!(8A!5V1H^+/\$(+ALI`8\*  
MBO!76 2CK&ANRX.&4QIW511VPBX^4<"QC5TRL%S"&.UW:UU+A>SB[1T>,\*1F  
MVE^S&BRZ18\_4:69M`V&XC\$RFI]P[=L.OL\*+C/P^DE7?(6./+(&3,EF-NI+I  
MR;L(.3\G!8W:K>]BU%Y!H(P:)]>\$YR:(QG?FG>=U0#O8A\=HHP/IM4!A,>QC  
MF=[YB% @8?H5)4\$@<HT\*WW0['C:^OT<?)9]Y=HAV.GZ)#"\*7\9LP=+B\*2,2  
MC-X08>199RG&?/6UKS@+&BIO2:J21DWB`RXNV2QE^]4TL+J@L<2^X^1+KJ7

MW?<&+JE>\$M.2' &85/1&\$&<^^'Z1N@YY;XI=<'6\$E\*L5\*^+W\*(%/MN"\$E?DHS  
M72'C8,R;;A;M0TSSMJUN21P6&0>:\_0R><46P7%/C9%C)(N,,R8I6#, @I&-@.  
ML#<%/X33Z?K779 F]G'29'I%'\$\_/2J,RA,,E+1^+Y!9,./\_V`:=R,G1+X,D"  
MVX@MZ0=<65&\<1CD%T4\*KQV5A&+,\;\$R?WPW'TZ O=";8\C\*Y;UJ7?^-^+2  
M\*.I(ESV'"R^G:AHRM<DU/+P#\*:&[X3 ]XCE)E\Z7A2A-R:\_SLVBK9;:3:MN  
MF]J%:88WXU >\*K&I@ [I86301 @ @Q3(=38!2L2TTN0^I47!TD;&N,^CY(RBP  
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M\$]1C!&='6?;V\$XDH)H4^KC);0J#X82XI4N)\&@>L\*W0919%?Z.%,H\XN%4X#  
MYYZE\$G\YFZGPY4D&L\*E(151'40)<315\$L\*@7VRB^>C !><7AQ[^ (2X\2(Y52  
M[-];@>]25S,R^PD6\_&=(,&<L:;2\$,P\_.H\60U4-\$)F>LL^N.+[BDA]O= VW  
M:D.#@QKB??"@`X8DTZJ)#C+LS.G9G"8D(#XD/6#F`6(%85S-"CA^; H<^5\*0  
M'PK4XQD\$G\H>1^<K:D@2I TF#Z&\$^["C/7%NO]UAN8D[U%3F^N3O%ZB8\74  
M3QIIM5<,Y\$9\_%GMK\_,4\*K8HP&4I90\*#@9.C?FD.\_W\$^%\$3J@</74!M^ZQR%  
M+>%>3SRJ.D)[[50:!:;%]WG .KD,PQRMXJ5&.Q\_1?)IKN=TIW+9?\_+4<,O<FP  
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M)TZGR<='[4.1XM80A 0<%JT7#+OE2.V^K\Z;\*A\_ZF6;#3>P6;&?[,\*ELY[3  
M9TC\$XJA\_9<\*CJ8@5YX\$:%F4Q#QEAIR1&T44\?E.X\*\$H2!:!21"RK\_+@ZDL9T  
M):\$N\$;-9U(%\60547R,V,B5JCQPO\$Q@"H&9CH=M!C(H[#K;Z8@M]NUY,0(+6  
M;]E;3[X'0,R152#`NW^`S!79&.#5#>;BW"MB?LX T6LB)#%-6LS\*L8N9  
M6H=M9)A"\$C\$U!6SD0^<ZV%F!-@/HP63,8;?O/NS%V;9R6B>6C\$0FOEQQ50(  
ML;KZR&U@945-(AK>?1D[SJ1!(K9^+4"[\Y^--ED4\5DXSE7CEW4EPSZ^794F  
MM577AT[298!\$`3BV\6BB/<2 F9\HD#%VYD=3=NFE>+K&!G633!@+Y!';F8O:  
M)\Z4>=MI9]D,(P=>Y&6I&J\*KWU7E,1VW+7,IG!N%W\*B(0YIM/H%72(@U)B"P  
M>%B\LC.Z0S@]%-,%F3"\*RFCV(#7W]6^M-9ER!\0GYY1=\$QUZWX [.S&\$%  
M?#:0]RB!X-6;^BL;:=8PS!.,I^?!\$5\$>RCF9-HZ16TT\$A9RUE:KAGH:=L  
MNS'JQF+XS8DP%P6\_M;: US.?C; >G T-KM9F[&NI]>&\* &XWZ7,MH1BVA%,C0  
M@S Y']^U=D85\$TB?P^W"[AT-\* \_\_\*P"EDB!;^X[WLB!I8IHV ]HC^TE\QQ0  
MTC#H^P?.ELAN#Q\*.8+IW @\*L?'/9!QR\*.E@XNCLZ?+G'8](7\$XRUG8+@J-<68  
MRCQSL7)V<'\*,/L+VN,F!'01\2K6%E".\_X%K9%9;]4:M9>\*]63WVBM-^(?5=!  
M2<.R\%.X^P-M9!22\_)G3QC!&O#P<B26C6+I5R8EA@20'9=N'[\<D-3SJJGJ  
MRO0X9#@TL9&PC.XY]-P@-%AX87\*B,\*.HFNO>)\*13Z71Y:=O6\*U%G+);ZG'TC  
ML1QA>GU/\$,L(^&T,%V^IO, <^<C.9>4P&-!XA ;R)R[VH@)L\$Q=[H#>'\*!%/  
M\_X==O'-?YVU\*6AT7LU?MD3Q/BGGXP&-I#,40A2\*T3]YVB3=35069\*!M]E1!  
M;:Z2"<#LKB" +2S5DWV^(V1,Y5(H?APM-+O)'3P88&8"A#?Z7=@Z.[&,J7[Q  
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M(CW(@>\A%"3@<@Z[E<'A;%@K[^!N>8Z'?H\$#^8M!Y<XDX@.ISLY\$:N9IQ+UX  
MXY%W-B0YM4JE8X)\*TF,2#;\$EY\_;V[O0.X/RHT85&F<:?"EC(L\*@O:IRG\*\,<

M( LE0#5&%IJOWYK\$PB9; )&EXVJS\_(JY?+=>.<8W>?X7F`2'14)B#TQ@  
M'J+W'ETQ'DV+JOKO:;)P/((J%YGU+?+&%V]F7>396 XQS>7.(\$9?=M8?^9&  
MF!/>P7N"ZRCZX]P-%1VJ5D0&@T\*KKH4DS2FX^\*E#=>Y">#5/D05+HZQT<S  
M,ILM%\$&\*RCD@.-9TCV',GM\*C(H\$NRC:L"\GQJSIT9!Y3TT6?>@(CTX,\0>:  
MUN5K)BV89,>R6P4KGMU\*]1/-VN 3R78\$=CAGM]XV7!V /7Q73^"CT5H8K0Y@  
MTJ228:~D!J!&IE:/DK9'KDG<,>?>X#Q@GH"ZNE7(4!H7;KDMI0UZX-B>\_KU\$  
M(H%?(5"4<XS[68;YX\_(,:7\*Z'Q<A>^,\_KB\*U[,%803DX0'LX7B\_1 \*,:?WL  
MUG!6'0?0#WE`N,&##6B(\,5%B>Z1Q:%4>' /K.#BFOP)FANCL+#]1\$ P\O!\*  
M0,I-6NWUX^CJYS^QG+=\A%:GJ!51"ONY.YSRN-RN3F<\YQJ5Y-NG@KJ#P>#  
MGL\GB`HY\PZR%G0-VWKK^?&+0H:#%)GC,GO][,YXMYO)O:C&J([^:36J<8>  
M'FF1/\$\GQ>1[NQB<[D>U#']?M[\*]!AHT<^R8?(XG9UE1OQ7Z:E-O<SA;G<9  
M.5@5A!~E;<YJZ/8M^Q+^F?,"4"?(=-@N)>2ILA>6R> U7KIF!V%?4/T0  
M=.:~7Q#77>2R9;XY\*M>]UE'XV-OO+F-5\_0;E.Q!9QHU7[-:<,A""2Y-X>=  
MX6\$EPEL!VVE&%00[Z"Z-H^64DKNG+XZH07XBH#<U&7U%/]XA%I8XXXKIJ%J  
MNZH?>\$/RDI+7DI%?+%(59DKO\$") [<KM",NKHX;9U+BJP&>S(JW]AE,X8?  
MVB`#5##/\$5B59ZI2&=<B`4O\ E [::J(MYT\$Q\$Y/%45-)\*NDD>.E\*&)8GPE  
M!0(PZ\$&"%KI(N&S6;)MBS7O+!V #!EHCOUBEK7Y-T@Y%AVGW:U2 ..!Y3%)A  
ML2I:C!N9.Q\$02VNSGLV3!33[2%@( )KFW]H1U\_I-;EDP)\_QFEL<[U2>\*I2"4P  
MVT/0R57W)8=7ZH\*+LO^N;N?%Y<\_Z&X\$I:1)M9X-7B0;28@0BE)=J'A/,TB  
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MSO\*\*;"Z&]9XI45Y?0\_,+\*"I(/&.B>\*R%DC<!A[D2?ZH>&.,!S+&Z7#7]<  
MF2K78(:;&&S+ (^S`EO:MUH!L&7^+7)"(JY)R+<JS]\*@4^%FN'A)<(:;?P  
MP+F%NM>(>L)N%80U6T'+\$9!D.^L[JVPK089>Y.\$[PWB8TPU.""!]X+E:],  
M6.YG0,YSO9(V(E6UB7`B N K)BU(.9DZ^D@N+&-\*I18&\$G>#8P]I99^/Q;  
M@!I)%JGRZNV]O)- NM+4U:'\_!E"#SJI(P]Y#EQT\_B SS%+@-SY\$94<]//GZ  
MDFAS0B5P-&\_>B%H3QJ%H#Q-^5\_6R\_?JVNP&^#H\$!OJ;@C)UKO5\#4,\7 (  
MYVWWR73Q\*AU/J7G"=,;,\$)US!4;7VM#DU[!=?Q^\*&?G49]\_N+W,NK59MA(R  
M%K]E=A\_ZN7GY^KIK#W(%GF"/G9\$<%>;K5D>4+\\*Y5=-V:3=[&JXE36&&^PQA  
M.8=7^IHC#4)B5DA&?!G.;Z]X5Z' \_\ :VLO2^3C:E\3(X%5;9:::(0Q9X!7;\  
M?EO,\$!Q:~/;WNNUNQQ0D%:G@FF-QPXXLCXO[:\*D#O%YA"<E"&7.5]!35[=Y)  
M@WEP@M^48>BE/.FKQ/=8@U@^D:8J-6U\_-G<&JV7L^6^)\*E\*JA>AO!'70RK  
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MX]!C>RD-[X9RN\*)DE&MG#>'NO^T+RV@M-Q<&X2"ZZKBMP'J9,\_?6F\_)ZC0  
M-W!&6=9=D7GG<@M^[-GVWNE%"P:H#(\=VGY049'G,/BC&L.S-/R)K!MSDG1D  
MFHN#HJ,YK'#D=&HZNIT]D)-#L\TJ\*4\%(!S]H0%#!E,B]UNL-;J02&YZJ  
M+2M8,+!\^4);ZD=8;+!7QO7=\O67H3-H0.<\* \_B6Hv?8!@B\*NK?"7@\$=?GMU  
MM'?.`]0F>29WD(L+DRST#Y:A'YM!@WWVA2).%4,J8+OT4K)V.B; %(2!S8Q#  
M/J.ZJ0(>1. :IVZ49.B6=KH\_#W9%IB"IO,#6[%T0.I)3\*\*%;=9-<EQ/3;#6!  
MEM9T7I-"- JS\$SV71X\*%&"/T3' @&P@%\$),DC&\\_E#)&\*2Q%W=ACKX0<T-&+

MW^@2X!C5Z1O1B;C7`STKQO-DE>% (F;T?.PU\$EGPIK51&MT65]"(^9;%`ZDZ'  
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M\_&\$3\*=#:@J= .@[0=8\*I`4X\*=%!C.C)\\$;Y]R-.CT)\\$%\*>5.JG0-H1!"Q\*G  
M;H)M"@H65\_\_X4(:\_DZ#"6@ABX7Q?DO\_"(CTW3>BN+P`(/%"N1NX1Y@`'H,0  
M4/C?B\K\_"V^7[\_M1ZNA+?R"BZ !\_A!U=#\_?T^R8G&X>9?\_5=-FT?HLR:>3]  
M[34/:P=DE[=/^SK0V3#>+17[V/^O!?\*PYWXWYJ\*M/+X<G^BP@94WYX##@:%  
M]RMN?3R.&ZL2@M78J:++];+^190@6"=X0R]MPH%N!R\_-%?'\_'\O\*\$(&I.O09  
MORT9=/A6H)V6D^=ADY=!E\*NA^?Y^S`Q"A )\_^3H\&(I(1<G0P.9FSM^&#@ W  
M^NLO&!W\_PO@%'Y5LNT O\$\*=U.N?0#06\_OF)Y]Y)-\`AO+A&\* \_\$#\_H"WZ?P>I  
MPM\*\_ \)FZ>!F]?Q68\$5SE2PR;<!/\_)#OH]#@A:GU3KT\$\$\*-\*MW@[ "A6PORU  
MI`%"-A>@JA?A`/X8\*X4ZF)#\_DU0FUTM=GYN\*^-@\_X%CCZ=[ @J]#VJ-E[8:E  
M%\*<[=A.)=+ )N\SO\$QDTHC?D9)P"?^/P!0\$9GMW;WD`DO)=<#PCLLEO6"O)  
MKIRO\$3O?PM)\R"45MAQ@E;,\$\*=)V%"3ULAYV8O5P/ML>JO&E2H6\K+I\P  
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MMI,%Y1&Z%JCP@L+PMC>%XPTNJ<A>85-;,\$\$+F])YL3RY!;POM<A+?UA<H3%4+  
M`DOL;.'G&\*>VLMO4;A%9 VZ&+J@S?V<( Y/P\$MV70('.,,X2\$&4\$8"RWH  
MS?+VLQ=9P';IR-9N'=X+B\_0,/8G\_&1""@1I.@H\$\*;A#]E`6#&\_"[GPL"#H5]  
M?O(#`4,&?N"(#12R<X=>\*S&`X`+Y-TG5`S%5\_92J #`U^8.WQD7HD V  
M9UM/W@`^BNK.L#IXM (\_EOUJ?Y;=:Z\_MY0RY\_D7F0`#F>8VO[LL\_""UC1\_L  
M?ZH5X\_J<U"NL[>'3+P\_GW>,#6"!OL\_C\=[I]#`>MW\_VE\_`K17S=HEKO/-"+  
M\_=F^Q2U\$+\* \*Z]0^E^5<%\_R^K)`9L\*64.;8.S`X?;TCT#S\$0`I#E\0\_  
M9?BBS9G?(L0O:%\*-F&#].\$.>%FTZ!OB##3\_"I9KB\$U#S\_ STD/X1\*Q%\\$E0  
MB> 3T/>FVN1J(GNLTE+W&:,1[T;A-[N`L]T-L6]RF@ 1>X+4(O;HH\$;MF>\$1  
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MMK#M2S96/8T)SU"YA^G)IU/IB6B/TI.A\$Z0FRS?2:WIIWLX`OD1-A\$^A.%8G  
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MY-B`4.58GDSEV/Y(YMB^1.58GD#E61X\YUA>XFPC`\*S:R/\$\+?%G5=)[G+9@  
MLOBF8ZCX+-]5\1FOJ^+G`L/PQR:T\\$>VI-"H""%:[QLR%'P-/`P3CF9X\$T  
MC;P#X-2=\_#58>\_GU!WT,U@[XP@ @\$5IU\*J7.' <?O9S;J[PX!E]X-\$V[N>01  
M7=C -7NIS([(H=P[FR+5`<CB-;<63:A[@<>P>WGFL#;F5+-MK,=3]L.(UFU  
MG&:W:CB-9)]P![0<:P..S75NV9LJO969ZCV1F^R=FS25.PCB][V`\$4F@\$=A  
M#GUIV)^>9L0\_7W4E"^.1)O=77\$T:CK;:M7UIM>JZRRO5=897JNKLP+JS-M  
M0]5.S8>HTQH.3.,U79` L#J)QK%Z@<NR>GG/9SHP-[C[U.!`\_\_3<TB,P-?I  
M9PSPZ7=23@7M0T>CGJ;:,TYH>\*S+4.B,V6;D,X5B>\$S99N@LRV?H#;=EX\_  
M./8/?Q63CTX=B]XS99N=LQV7CHX]@\_EFNI<' L+FYRFO[8XC7\J<5JN4.  
M/\_CZN9`000M-[\*M8`7."\_7+^EJ<C;.6.\$9G+`"-SE;A&IRHPC4Y2=!#9S(=  
M+=1-[-W9Y+LER5F^J\D9\$LWD9R&ND3-Q\T:0;R#07YCS``6:59QX\$,<XS?V>  
MWP[["M,"XTP.?1-%HXRS5E.+9JWG%G^&HMP^;MSQ,F@@[R-/[S-MUXBS/9.  
M(O)I6W#V::APY-VIX:VO5\;,3J>%LCU7PHP35X2<)J(\.\$U>#G":O#;RV?A6:

MZKPC-2`X)N@<QQ` :K@LR&+@`X'5\+-\$XW^\_62NOPX8Y9LR6^DW:O?+==5W  
MPV\_4;W9IJ`]FQ;/WJ<FP-Z'.LO>9S;&WD6RQ;Q;\$LW>!Q[#W><FP=W'+L?`=I  
M4\$!CI?A^9ALUB[=2,!&W2S)9]T,RV;<[,EGW,S#8=RLQV;<C,EEW&S'9]Q,R  
MV7<+X=E;@.186WPT6';SX=D;=-.86W#MCDS!6=L?+VRS'F/#-5BVNS)9MK,R  
M6;:K,EFVHS(AMA-HF1G2^0>R2:<T&UIV0;0<8[-H3D8V>XQH[.,UMFGF:W,  
M9OUNM=I]E"[R3@UGC@;/LAPCOV.<:Q=C'+L[8KB&KL0/=C8;;&@A-,:#2T[  
MH-@.,76P\_S>^1B(F7IPFK^-.:#6T[(-.,9NNG#;-7)S+'UP<VS];N\*:VMAH  
M(56379K^U.(>NLQO]B<JQ-8'-O;6NH?''\*/5TZ\$-6N,:FK U6+5;.%C5357Q  
M!>DLP-'5!QBNU<XASZDV@MBW^D;-R0U\*S;5]2#BV?J-Q3<U\$X1J:A.@ATR;'  
M6,=Z>)M;VE&A\_Z<W4/3A:K=-DT\$'7)===P:."- UTX,XET9!IC08-+\*#>#>0`  
MM\*H:!H54(M)DTD32D:B[I\$;X%I%\*@GI8\$.>S=9=CC@6%HTYU@:./9.BSE6  
M)HHY]DX2S?4=\$,U638<X]@Z&./8.A3C61H0Y"\$;^Z@7"!1MUNN):.@!D-6?V  
MTK+/S#Z"RI5@D\$MO.=WHWAE'/B=(CZ-8J[X7[R<'+>/BW#J!:\_0@D]\*2  
MT A>;X/E8@6H\_4U?-/!+R628N"-?]FY-;/W.;K?8U55XP&4D[!9Z>;@P3.  
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M.<6EWN?7&%)XG/4.E# Y[ 1[00LYBJ-+7E\*N7Z#&7N\$\$\_SOA\_/8TQ..>#@[/  
M<7\_NO^GD/G\_[\$'7X-!\_WN1G&Y[&T<T,MX\$(H)<7F"\&!%![+##BWJ(@)37M  
M076;(Y)<\$P\$SOS5RZ88\_%=#5<DX388 7\*W;!TGDDEWCQIJ[&/U\Y;AI\_J#  
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MVN\_VW\*Q\*MZ@?TZ^(M>X6Q.MK5LOR:"ABD.C@I=DO&) R-54J\_."O!4V3)@7A  
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MQ\$K'YMZ\_5:7V8XPR0@Z.#6\_\$BT\_+-5E8AB.)N:([I"HWO; "/)S\$SDT-(U5  
M1CZQT5>@#X',\*&>Y^6"A--4R9J]6)I+1F-50A:F6!@;>,9!W@/B18,<R%F'  
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M(5EY(4DCUJ8T%<(H0HSW!4\$SARA7C!E]Z%YOR07M?A2H%\$;?)?8=-%BMU6R  
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MM9C'2D,<?%;^(\$G+U)\42!2#UI\*&U\_A/2W,AA\*U9E[/F-]4A7-:^^VCUU2\*  
M9YT=-VWV8UDQ:Q?\*W\_8\$9Y63.8KAIB<Y4/HDS.4\_AC&KMUD:UXA?K)\,FJT?  
M2M3T]E;/UDRK[3K&]^\*8EVN5]\$SCH8"LC\_T5+4,%\*@Q>UTJ?&00L/:3\_3RE5[  
MQ.>%UVB[\*39(TVZ03P>>TU<0M8CEAXP/:?(C9 VJ[P?\*L JSI1J:>\*KE"L%  
M@HP")\_4+S JM)431,Q(M21A;J]J!B<KO+K[A2'\_-Q+UGF2ZTZFD(,\_"9,  
MS#)3^K6)CF6TE6842B5L <,QA3#C&2&]M\$HT4E(1<5Y#T"Z1,\_\$SIA\*JT5=  
M+U\*\_4?)1,;-9;.X8^6(/<.\_ZD9!<ROEZ\$24OR,O-0HK3QRT<RS+@@\$G;[4N#  
M'6J&]T%VDD5J\_Q\*:FRQE<; 7'6ZVAY2.9<?P\$QNGD?ERT\$E?:I'\$K2Y"A(+L  
MC(']CYC-\*AZ^66K@XG2FRM-B7;:I@+V-\*UT@4BV"FUA>@.#.A3H.=.W>%%>

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M,UX;T%&31?'\*P=F#V71I^SOCG@8.U9^O524#2E4BJFK7'^0&[T^1^?,AUE=V  
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M&7G+TAU\*HH(72;=TA?',,D0,964NNT\*7<BY]I3,(Q]J,4)"S%' +V^0<7TDS  
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M6<A6PRK,2VH8X%E^TM0QE&Q\$1YI6-@='U]/Y:[U3W%+:RS%?:\*>.2;]LD'?  
M;%M[ZZZ\$;X\_C#]I9<\_&-Y-;[GL3WHL"=R\_1[6.4N]2A5VPE-9U@IY]ZL!WKU  
M<;1A#\_T\_.DO6/((:D)[7&\ZQK(55=07B04R>FH<S0#=#J!,\_!BOF28JR1!>]Q  
MQ?<IZFA+8K""R@P\_,RI=L^>C<';YJ2693=7\_R\*)"Z EJ-R:\$)<LMND'^)\*F\*  
MUL5.\$C05!KAS"CY[\$RZ43MH9\$C))\*V\_ \;.(Y\*4:LXDII4U7[.\*)^I7D5,&A#  
ML\$(FL^R^%BV41<'#;,VG>5)XM.#7#E=:A7';T-\_-2D[>\$</L\_!HG6#7<1=  
MS;/7;F8]S:#KXR; ;>0CBI,\1:[#U\$EYV-H]0)\*!@%JIL Z^A<B? GR&=#1  
M\$4[ B^<1W1O='=!##K-W^H=JUW[ ]A"/D].&-<#%!Y;S5!H-OM0[QH4>M,O  
MZIX@>5][JY6^~]@WT5UE#-0!LEI8@SSQ("J/+)]R 35\_B>[43\_"RS\*-4,Z)  
M\_&AFM@P"(C\_Y?1XL.% PUK>\_8P;\*4IM\_-[-]8H^ASU^6\$"EIH;8"/L/\*[W\_  
MR!X8FD>GM0M62B>.9\*F)!!1R<!) \*7@=F5^<CJ;=5!-EX866\_ZNK&P7+^W\O  
M]P+\_2<R)75M:+EW^XQJ3?Q+VfV^#H%6U< CPP7R%[8'![%OYZ]UZ@KBOU:\$  
M;:S54\_J5;6#W7R2UKG 9YPW&7,9@P7G@8.)I68"B,#H0PWA/E0KRW/I>)GW'  
M[G5NL1GTUGD\39\$6H;'!0;P5^4LXDI2(QQ(R"#@O%P\_A+ ![(R\*4(;V7/\*  
M@+K?FM0;';\:#R V^ [CP/2&<?4P#0#D-/;8TG17)&F^MMSM02I;JP\_J(L \  
MHX6!T7]36\K [MI8TN#5:"88CD6B/K\*\$H/9%?3:BPA8D]J/7W,\$USGP8]\_5  
M)AO:-<4LT\*CWl(&YKCG.#384X9Y^OU&\$WM'O2"<]"N 28%,@>J86GR2C!%'  
MO/&H4I\_3D;####\*V%M?\_FL#89E\$OR>/">J=SO%8/0\_BRV\_D!6Z/&<"KH2  
MI%P\_C%W[+O"Z<S67KR\2Z\_<&5ER:<] \$3JWOO(53RX=7DKMG\*5W@8Y&,67/.<  
M0HV39LX^Z< -1!D\$Z&SM&+\*S1/8L0JC;T+6\_%JA!A^\_5SJF=[>L!'BC.)N3  
M\$P(AE\*JNI!>'A.C<O>-\$X">5KZF#P?JQZV\*G2)/%O.\*\$T5(.13%5/F\$\_H%/  
MDD1""YK/K3^E\*1?,\$W=A)7D#AB5&+\&OU"M,,!4H9\$>T=D-H^E(\K-/8;<[  
M""@08#C\?CF\*]XI!3SZ7Z(O^KT[%?%]9Z0\$;5[Q\_`O2\*<^\$?.MGBE \_B&25



M\ \_IGE1%D;F+O6M\*[I#COV;NJOMPT\$;E(!TLQ";%JHMRDHZ113P28ELOW)8P  
M8H/Y8</8A"!\$!-:R+)'&KNT'WZ=W9N=ED\_N)K >M8' \_#"?&@%^+#>4#IZV>  
MPGVMKH #Q[V)V\*3HJH=<A8\_ ^3^3@5%^AEIXO=+&G.A,\* )<L,O3Z\_9HDSM>?Q  
M,M#^,) AOF=TL';B2\_ JS"X\$A./AQDJ[A7JY3P:H(CZ2<H+'VO6DIJ<\PLA  
MHK#Z1,I5@U)D2Z\$B03R'+@HO \$+&<%= 41O7-V\ )E>1N8?X(X;TJJ)#QMT  
MQI+[ %52?DN!NW!>=\*T\*+>=>)E170%"S\_:/P85AT(M&\_[ ">\*F&>F=Y9S)T>' ,`  
M[+W\$BR>(<HXOHGM4RY-Y\_!%V?AZH6D'B!-4U)N !>%?(@?5Y?5+=-ROSS!\Q  
M?,@F53,\N\C"DL@)LL906]-F327Y(8!7M/-]\$(6B)31FR6?W\_ \$07C406>=M,  
M75K\SU)9C^(?2LWLSZ8(KBF<J2R>G\$=?HDIE>3GO]SCT1LX7>"M#DS-7F&H)  
MF[OTO6+C,@L574M%+B6\*EI37IW^D?.%-S1-KX;KDJW1\Y\B\*L9IJ4<M:RLHR  
M\$@EU\*=&=\$PWX/-I-Y(\_@L6BYO2M!TH<G(%D(Z;H.OJ"-J)0ZJJ=\\_ %BX8  
M/E0UTAB4@,9&<3XJ]=4^4D1Z'Q5\_G6MT6!K:0H,IYX,0(FQ>AWVU10<JU':1  
M3N\*53\$:&=J;IL5ND(\Q7W1=K#^H%)OZ"HQ55:9JV1H%)U);<.R%<BM\KMR  
MTF7YUD)AT@='U\_KR=\_7[>VU6J<:2Y82,AAVY, [,Z;M&49\;,U= '3B)HWHE  
MJ.]6&=>'[/X&E1\$OTC"O2'LN-7>XH\*7R>O`\,C` [+>X2N\*ZC8S% @58&KPD  
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M,\*0"8I(1G1A4;<V#RUJ\>M"M\*>3:3:L^ 3^ .L4)[\*-= [A\_ ;PWDL?'\$Q!D  
MUG:D;J.%TU\*;QFBC4,0FD61, 'M%WP1E-N/1YK6Z!,3<'B1H=W;\EV%9#(\V  
M5>.)]O.6]@/VYX3!,!2^W.!#/:L\$S]&9; \*D2QWE8<FP.+#"YBOY:\*HI>T\* &  
M>\_ .^0<Z^UP\$P[%OL[M!\;0S(.?+T;"7\*NE;PO]W;O' <D9):7O@! ?F:8C(;  
MC2NG<@ND%.?STIJSG(\$Q7/[ @GY#5)E@49;2RWM;/F;>R<"\_W5UN4//DP0+GK  
MI 3\*Q&>%` AD1WC(E:J&A;A9\*#/[O/,W?C)IAS\EQ.[ .1?:UC>&B,2M>18D#  
M#4FF, D1A>G3U0JBV:+C2+D,.?PW!9JP8R\POM32%0DKQKJ#K\*F]' &' AALA^  
M#TPX@&P'NE:O"\_F.\*&7J4T;)-M)K4\_!)A8X+;T@'3\*HU[6TPUD8JD> )3-D  
MRJL=;E7)D 54OG3^PD1\$&R-N;O"01!SUL-O[97-C[MD6;^4Y",P?"7ZI  
M7\_BJ4/XG`H&1;ZM#)=(+I[%55]0\*8Y/ &[:]7QF?6;"<1OY,6T6C,Y(KAH#  
M%9U1?<]7ZHWABH% <ZX5E%' ]U%+3+O)2#/D2=P>[\^9N!]Z>\-X1ZX9<\$YS  
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ML257#G9:#49L86=S+F)B+GAT<F\$``)8%~~~~~"@(!~~~"ONL"2NLW  
M1^55`<@01FQA9W,N9W5I9&4N:6YF;P<^4 <`#P#`~`\* @`\$`H`!"ZP)-X  
M8V&E'L, :G0I&;&%G<RYI;F9O1U,%;4"(`!4`!D3`[H"@%\_X6UNPB&4RA,M2  
M\_5OI)F `@2PC!0QLQ&5H`\_ =OJNVW9UQ=JMWQ2TD\$M1\$":(I #T? `X@(4.  
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MS\*8TM .@5+L)1B@=14./PMB16\*`36/H':A2H0/= "T/JI`2T+] %OZ+>L6`E#  
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M'+,BL\_%G3A8(K[?^&VD[-\_^?WKAS3&HY\$A3'U9!ES5:G0S"S75/A2[S'\_I1  
M]&%O5QOY`8RYX(?K6'>L)E#78N L%88+7J6\$5FY9>=0C;+L0A"S8%67!L\*V  
M'YL( , PN0H>K01JRQ9A,&!--TP0RAE=V^J=1!D##A) \$P7@EY ZER7F0QHMH/  
M&)CVY%+BBOD]H",>YEWN/<[01^\$(6VT\$`\$>\_4T # UIS('MV.HTD+DEZ)7R5

M[Q?(G\_G)0!8AX5]&=Q0RTT^9<\$[(^7QZ+X)U%2+<!1Z#UTQS%@M!2%+6O\  
 MJ,?#\_%O!.ZF^RB[7LHTKIJW3^O)YU^I8SSW\$#)Y<'\_+=6^5%2A\BQJL8Y  
 MTQ3R)+#&P5BECB@CS/R))D:5[B]G0\2\$%&#=#SR\_;E.W+%N^=M;[<23LG&']\$  
 M9Y:\$%(\$V<^S0/"IL\$\*V4\$DH!'X'R?!&=7P3@-UJ3TK5D<.\%3>O?'Z+G#]M  
 M(\$\_>=MLJNUK\9"i+H#UQ\(?E)N2=N"U(0-H^X,-T7)`@WSQ;B&\*W8?B1FK  
 M]0A8AIC:\_[XF^#1U2K6\$[DY^#\_J1\_K[R\_M#\*']':J':0I3JO7"GSREH'"U5.  
 M^54/G\*V^0K"S;]\Q?A6\_Z#\_A3\_(+|2)XB50\_F=)HZ35\$&M3A:(<(UC%F:RA  
 M<YA4PH+5M-1J.>N\$/CT^O-Q'^YTN(S;.: PABRU-IHGI&5B&#(:6%D/0<.  
 M<;2QT84(\$QLW#V[0AJ;3DES[JLBQ\$T"#; AE@-P]2\$9M@C9JB\F?-\*K)\.B  
 D&DM"-3[FD3(#5M&OE#G\$2W:Q5P)&4.48M@XC^T=8\_L^\*\*\*\*  
 ^  
 end

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### 1.320 Re: GT-Palette Requestor

for scott@online.u-net.com; Sun, 9 May 1999 18:38:59 +0000

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

Subject: Re: GT-Palette Requestor

Date: Sun, 9 May 1999 18:34:42 +0100

Andrew wrote:

>Well, well Linda Bell, OK then but...

Erm.... It's Vic - but never mind - long story - sister's email account -

can't be bothered to set one up for me - don't like to mess with Windows 95.

Try using shape gadgets for the individual colours, with WBox to colour them

in, or even GetAShape to grab different coloured boxes, which you then put

in the shapegadgets.

VIC

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### 1.321 GTCalc

for scott@online.u-net.com; Mon, 31 May 1999 18:21:19 +0000

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

Subject: GTCalc

Date: Mon, 31 May 1999 18:13:47 +0100

COOL IDEA #5375

Hey, ppl,

I've just had a cool idea for the new operating system for the Amiga: does anybody else think that it would be a good idea to update the integer gadget so that it can take operators? This would be very useful in all sorts of areas - lets say you want to resize a picture in a word-processor to 2.5 times it's current size - you could simply click in the X/Ysize gadgets, and type "x 2.5" after its current values. The OS would then calculate the total, and replace the current values.

Of course it wouldn't be able to be an integer gadget in this case, but you could tell it to drop/round the fraction. Surely the OS could be written in such a way that Intuition passes calculations to the maths libraries if necessary? I don't want to have to run a calculator every time I want to know the exact figure I need - when this feature could be so easily incorporated into gadgets. Actually, they could keep the integer gadgets, but add a new type that serves this purpose. How about GTCalc?

>From now on, if I write any utilities that could benefit from this feature I might forego using Integer gadgets, and use text gadgets that act like simple calculators (+\*-/).

What do you think? Who should I suggest it to at Amiga Inc.?

VIC

P.S. Don't tell Mr. G\*a\*t\*e\*s.

P.P.S. I put the asterisks in, just in case a certain GLOBAL MEGA-CORPORATION has some secret search engine that checks for certain words appearing on the internet ;) Or am I being as paranoid as those who think that that mail about the new Amiga is designed to dishearten the Amiga community?

On the subject of "Goodbye to the Amiga as we know it," I will look at the new Amiga - if it isn't what I want, I'll stick with my A1200, and look towards getting PPC and a GFX card. My Amiga does everything I need it to. What's the point of using 24-bit-screens for text-editors? Is there any good reason to use TED in 24-bit?

It's far better to be able to open screens of a specific depth/resolution.

Doing the graphics for my current game - I love being able to Amiga+M between

Imagine, Ted, PPaint, and DOpus, IMMEDIATELY - to do that on a PC, you'd

need

about 64 MBs of memory - unless you're prepared to wait for the virtual memory to sort itself out - which I'm not. Unfortunately, it only seems to be developers that appreciate these things - users are only impressed with cosmetics (I hate MUI too).

My father bought a PC - it's 166mhz, with 16mb of ram - and it's bloody awful. Switching between Outlook Express and Internet Explorer can take upto 2 minutes!!! It takes 20 minutes for my brother to save and quit Championship Manager 3 - which I finally installed - it turned out that it uses a temporary file that is over 200mbs - which is why I couldn't install this 250mb game in 546mb hard disk space. In the end I had to choose minimal installation - and guess what - you have to insert the CD to play the game (naturally), but when you put the CD in - it runs the SETUP program to install the game EVERY TIME - even though it's already installed. Grrrrrrrrrrrrrrraaaaaaaaaaaaaaaggggggggggghhhhhhhhhh.

Eidos didn't reply to my email asking them how to install it - so I sent them another - telling them they were a bunch of lamers - and sent mails to some PC mags, telling them of the trouble I had installing it. Then Eidos replied - with a standard FAQ about installing the game.

But I digress.

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## 1.322 Re: GTCalc + O.T. PC bashing

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 31 May 1999 23:21:03 +0100

From: David McMinn <[dmcminn@house-of-mojo.freemove.co.uk](mailto:dmcminn@house-of-mojo.freemove.co.uk)>

Date: Mon, 31 May 1999 23:04:52 +0000

Organization: International House Of Mojo

Subject: Re: GTCalc + O.T. PC bashing

Encoding: quoted-printable

Linda Bell's head burst.

All we could scape off the wall was GTCalc.

> COOL IDEA #5375

Passed through Black&Decker shredder #666 ;)

> I've just had a cool idea for the new operating system for the Amiga:

> does anybody else think that it would be a good idea to update the

> integer gadget so that it can take operators? This would be very

You could do this anyway, just set up a global custom string hook, like w=ot MCP and other patch things do. I can do local ones (only affect your own string gads) but I'm not sure what would be needed for a global one.

> From now on, if I write any utilities that could benefit from this feature I might forego using Integer gadgets, and use text gadgets that act like simple calculators (+\*-/).

That would probably be the easier solution than what I suggested. Its strange that there is nothing that auto evaluates a (simple) mathematical string = in Blitz. i.e. NPrint Eval\$("5+6") would give 11. There was a BASIC command = for that on my Acorn Electron.

> What do you think? Who should I suggest it to at Amiga Inc.?  
Anyone, but according to the latest rumour, they won't be listening and then they'll screw everyone over ;)

> P.S. Don't tell Mr. G\*a\*t\*e\*s.

I read a funny website today, had a guestbook thing. There were more zealous defending him than slating him!!

> will look at the new Amiga - if it isn't what I want, I'll stick with my A1200, and look towards getting PPC and a GFX card. My Amiga does I'll keep my 1200 anyway, won't get any money for it and besides, its takes me ages to figure out the OS, and now they release a new one! Damn.

> upto 2 minutes!!! It takes 20 minutes for my brother to save and quit Thats pretty standard though

> SETUP program to install the game EVERY TIME - even though it's already installed. Grrrrrrrrrrrrrrraaaaaaaaaaaaaagggggggggghhhhhhhhhh.

Benefits of Autorunning CDs.

> But I digress.

;) Chow f'now

-- =

[ ] ^ V [ ] [ ] M I =A9 M I [ ] N N

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ =3D 16827694

Jabba doesn't have time for smugglers who drop their pants at the first sign of an Imperial Cruiser.

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### 1.323 Re: GtList

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 25 May 1999 14:05:34 +0100

From: Curt Esser <[camge@ix.netcom.com](mailto:camge@ix.netcom.com)>

Date: Tue, 25 May 1999 07:47:31 -0500

Subject: Re: GtList

Hi David

On 25-May-99, David McMinn wrote:

>> and now I want move my GtButton in my Window with the mouse (Wmousex etc)

>> to place it where I want . it's possible ? How Can I Redraw a Window

>> (Without command Redraw)?

>

> It would probably be easiest to not actually move the GtButton, but draw  
> something which represents the GtButton. What I mean is something like  
> GadToolsBox, when you drag a button, a box is drawn while you are moving,  
> until you release the mouse button when the gadget is re-made.

>

> To redraw the entire window, you could do something like:

>

> RefreshGList\_ Peek.l(Addr GtList(gtl)),Peek.l(Addr Window(win)),0,-1

>

> You may also need to do InnerCls before this if the old graphics are still  
> there.

Another idea would be to give this new gadget it's own window - the window could be invisible (the button would cover it entirely) so it would look like you were just dragging the gadget around when actually you are moving the window.

It depends on exactly what you are doing with it.

Yours electronically,

Curt Esser

[camge@ix.netcom.com](mailto:camge@ix.netcom.com)

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

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**1.324 Re: GtList**

for scott@online.u-net.com; Tue, 25 May 1999 10:03:24 +0000

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Tue, 25 May 1999 10:01:40 +0100

encoding: Quoted-printable

Subject: Re: GtList

> but when I try to put a GTbutton dynamicaly in this Window after the

> AttachGTlist, it don't work. What is the solution.

You can't do that. You would probably need to do this when you wanted to a=

dd

the GTButton to the list:

DetachGTList 1

Free GTList 1

;

; remake entire GTList here, including new gadget

;

AttachGTList 1,1

--

l) ^ V ][ l) Ml =A9 Ml ][ N N

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

WANTED: Meaningful overnight relationship.

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**1.325 Re: GtList**

for scott@online.u-net.com; Tue, 25 May 1999 10:53:24 +0100

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Tue, 25 May 1999 10:51:15 +0100

encoding: Quoted-printable

Subject: Re: GtList

> and now I want move my GTButton in my Window with the mouse (Wmousex etc=

)

> to place it where I want . it's possible ? How Can I Redraw a Window  
> (Without command Redraw)?

It would probably be easiest to not actually move the GtButton, but draw something which represents the GtButton. What I mean is something like GadToolsBox, when you drag a button, a box is drawn while you are moving, = until you release the mouse button when the gadget is re-made.

To redraw the entire window, you could do something like:

```
RefreshGLList_ Peek.l(Addr GTList(gtl),Peek.l(Addr Window(win)),0,-1
```

You may also need to do InnerCls before this if the old graphics are still there.

--

l) ^ V ][ l) Ml =A9 Ml ][ M M

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Don't throw out your old P2-450 yet, why not use it as a doorstop.

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## 1.326 Re: GtList

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 25 May 1999 11:24:01 +0100

From: "David McMinn" <[D.Mcminn@eee.rgu.ac.uk](mailto:D.Mcminn@eee.rgu.ac.uk)>

Organization: The Robert Gordon University, E&EE

Date: Tue, 25 May 1999 11:21:51 +0100

encoding: Quoted-printable

Subject: Re: GtList

> Ok..

> This problem is most serious, my blitzbasic 2.1 debugger work slower whe=  
n

> I use my graphic card and is it instable my debugger version is 1.21...

> The BSS is it recommended, Where can I buy It. ?

>

> Thanks to take time for me.

look at <http://www.blitz-2000.freemove.co.uk> in the intro section and the=  
n the

BSS section.



--

) \ V ] [ ( ) M =A9 M ] [ M M

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Tell me what you need, and I'll tell you how to get along without it.

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### 1.327 Re: GtList

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 25 May 1999 10:17:29 +0100

Date: Tue, 25 May 1999 11:18:51 +0200

From: Schnider Angel <[cityangel@bluewin.ch](mailto:cityangel@bluewin.ch)>

X-Accept-Language: en

Subject: Re: GtList

Encoding: 8bit

David McMinn wrote:

> > but when I try to put a GTbutton dynamically in this Window after the

> > AttachGTlist, it don't work. What is the solution.

>

> You can't do that. You would probably need to do this when you wanted to add

> the GTButton to the list:

>

> DetachGTList 1

> Free GTList 1

> ;

> ; remake entire GTList here, including new gadget

> ;

> AttachGTList 1,1

>

> --

> ) \ V ] [ ( ) M © M ] [ M M

> [dmcminn@house-of-mojo.freemove.co.uk](mailto:dmcminn@house-of-mojo.freemove.co.uk)

> [http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

> ICQ=16827694

> WANTED: Meaningful overnight relationship.

>

---

> -----  
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie  
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

Thanks, it work perfectly

and now I want move my GtButton in my Window with the mouse (Wmousex etc) to  
place it where I want . it's possible ?

How Can I Redraw a Window (Without command Redraw)?

Thanks

-----  
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### 1.328 GtList

for scott@online.u-net.com; Tue, 25 May 1999 09:59:44 +0100

Date: Tue, 25 May 1999 11:01:11 +0200

From: Schnider Angel <cityangel@bluewin.ch>

X-Accept-Language: en

Subject: GtList

Encoding: 7bit

Hello.

I have a problem , when I open a window and when I try to create a GtButton(or another) in, it not appear in the window why ?  
this part of code work perfectly

```
...GtButton 1,.....
```

```
... Window 1,.....,1
```

```
...AttachGtlist 1,1
```

but when I try to put a Gtbutton dynamicaly in this Window after the AttachGtlist, it don't work.

What is the solution.

p.s.

sorry for my english

-----  
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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

### 1.329 Re: GtList

for scott@online.u-net.com; Tue, 25 May 1999 11:08:34 +0100

Date: Tue, 25 May 1999 12:11:09 +0200

From: Schnider Angel <cityangel@bluewin.ch>

---

X-Accept-Language: en

Subject: Re: GtList

Encoding: 8bit

David McMinn wrote:

> > and now I want move my GTButton in my Window with the mouse (Wmousex etc)

> > to place it where I want . it's possible ? How Can I Redraw a Window

> > (Without command Redraw)?

>

> It would probably be easiest to not actually move the GTButton, but draw

> something which represents the GTButton. What I mean is something like

> GadToolsBox, when you drag a button, a box is drawn while you are moving, until

> you release the mouse button when the gadget is re-made.

>

> To redraw the entire window, you could do something like:

>

> RefreshGLList\_ Peek.l(Addr GTList(gtl)),Peek.l(Addr Window(win)),0,-1

>

> You may also need to do InnerCls before this if the old graphics are still

> there.

>

> --

> |) ^ V ] [ | ) | M | © | M ] [ | N | N

> dmcminn@house-of-mojo.freemove.co.uk

> [http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

> ICQ=16827694

> Don't throw out your old P2-450 yet, why not use it as a doorstep.

>

> -----

> To unsubscribe, e-mail: [blitz-list-unsubscribe@netsoc.ucd.ie](mailto:blitz-list-unsubscribe@netsoc.ucd.ie)

> For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

Ok..

This problem is most serious, my blitzbasic 2.1 debugger work slower when I use my graphic card and is it instable my debugger version is 1.21...

The BSS is it recomanded, Where can I buy It. ?

Thanks to take time for me.

-----

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For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

---





>> I was wondering if you could have a string gadget, say, invisible, not  
>> shown in the window, but in the gadget list, and activate that, and the  
>> current one would deactivate (probably doesn't work..but maybe worth  
>> looking into??)

>

> Nope, sorry but i don't work like that. If you have an active string  
> then activating another one leaves the first one active.

Try this:

DetachGtList 0 ;this deactivates any active string

AttachGtList 0,0

Now you can activate whichever one you like, or simply leave 'em all off.

BTW, I have found this trick to be quite useful for "fixing" all sorts of  
strange

"gee, this ought to work but it doesn't" GTList problems...

>

> A thought. Could you use the Brexx commands to click into an  
> inactive part of the window? Would that deactivate the gadget? If  
> so, how could you make the pointer movement invisible to the user  
> (assuming you have a "Known" inactive area and have to move the  
> pointer there, click and move it back).

That would work - but you couldn't make the movement invisible unless you  
make the pointer momentarily disappear. And the invisible pointer would be  
visible by its absense, right?

Try the Detach method first, and save this as a last-resort ;)

Later...

--

When choosing between two evils,  
always try the one you have never tried before.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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---

### 1.334 Re: GTSetString active?

for scott@online.u-net.com; Sun, 2 May 1999 19:36:34 +0100

From: Curt Esser <camge@ix.netcom.com>

Date: Sun, 02 May 1999 11:16:30 -0500

Subject: Re: GTSetString active?

Hi Dave

On 02-May-99, Dave wrote:

>> Try this:

>>

>> DetachGtList 0 ;this deactivates any active string

>> AttachGtList 0,0

>>

>> Now you can activate whichever one you like, or simply leave 'em all off.

>

>

>

> Hmmm, but doesn't that effect rendering?? If you do detachgtlist with a

> lot of gadgets and the user resizes the window in the middle, the gadgets

> won't be redrawn by the automatic refresh?? I assume that attachgtlist

> effects a render, but wouldn't that mean flickering with a lot of

> gadgets??

No, no flickering - it probably redraws them, but detaching doesn't erase the old ones so you don't see any flickering.

As far as re-sizing the window, you would need to detach, free, remake the Gtlist to correspond to the new size, erase the window, then re-attach it right? If you aren't going to resize the gadgets for the new window, why bother making it sizable?

Anyway, resizing the window is always going to cause a flicker.

>>>

>>> A thought. Could you use the Brexx commands to click into an

>>> inactive part of the window? Would that deactivate the gadget? If

>>> so, how could you make the pointer movement invisible to the user

>>> (assuming you have a "Known" inactive area and have to move the

>>> pointer there, click and move it back).

>>

>> That would work - but you couldn't make the movement invisible unless you

>> make the pointer momentarily disappear. And the invisible pointer would

>> be visible by its absense, right?

>>  
>> Try the Detach method first, and save this as a last-resort ;)  
>  
>  
> Personally, I'd rather have deactivestring ;)  
Me too - do ya have one? ;)  
BTW, this one's not Blitz's fault - I can't find an OS function for this  
either.  
Yours electronically,  
Curt Esser  
camage@ix.netcom.com  
[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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### 1.335 Re: GTSetString active?

From [blitz-list-return-11260-scott=online.u-net.com@netsoc.ucd.ie](mailto:blitz-list-return-11260-scott=online.u-net.com@netsoc.ucd.ie) Tue May 04 14:32:33 1999  
for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 4 May 1999 14:32:33 +0100

From: Curt Esser <[camage@ix.netcom.com](mailto:camage@ix.netcom.com)>  
Date: Tue, 04 May 1999 06:30:30 -0500  
Subject: Re: GTSetString active?

Hi Tony

On 04-May-99, Tony Rolfe wrote:

> On Sun, 02 May 1999 11:16:30 -0500 Curt Esser said:

>>>

>>>

>>> Personally, I'd rather have deactivestring ;)

>>

>> Me too - do ya have one? ;)

>>

>> BTW, this one's not Blitz's fault - I can't find an OS function for this

>> either.

>

> I have actually set the active flag off inside the currently active

> gadget, and that STILL doesn't take the cursor out of the gadget (with

> or without redraw). I've been a bit busy lately - local Bridge

> Congress - but I hope to try out your detach/attach trick in the next



> couple of days.

Well, it definitely works - I've used it myself to allow skipping over a gadget that I only want activated if it is clicked into. But you must have created your gadgets with the \$80 (ReportGadgetDown) flag, or you won't know when a gadget has been selected or tabbed into.

>

> I did have a thought which would definitely fix the problem, but which  
> would mean recoding all my gadget loops. You could use  
> #GFLG\_TABCYCLE to switch off the tab cycling, switch on key presses  
> and (maybe) you could pick up the tabs and treat them like  
> return/enter.

If you de-activate tabbing, the tab character is entered into the string just like any other character. You could parse through the string to find it.

But if you're going to re-do your gadget loops, wouldn't it be better just to set them up so they tab into the gadgets you want them to?

The tabbing goes in the order of the gadget creation, and has nothing to do with the ID# or the physical location in the window, so you could just cut-n-paste them into the correct order without changing anything else.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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### **1.336 Re: GTSetString active?**

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 2 May 1999 17:01:46 +0100

From: "Dave" <[dave@nbsamiga.demon.co.uk](mailto:dave@nbsamiga.demon.co.uk)>

Subject: Re: GTSetString active?

Date: Sun, 2 May 1999 16:57:30 +0100

charset="iso-8859-1"

Encoding: 7bit

>Hi Tony

>

>On 02-May-99, Tony Rolfe wrote:

>> On Fri, 30 Apr 1999 21:49:57 +0100 Dave said:

>>> I think that when you active a new string gadget, it deactivates the last  
>>> one (I think so anyway), but your still left with a string gadget  
active.

>>> I was wondering if you could have a string gadget, say, invisible, not  
>>> shown in the window, but in the gadget list, and activate that, and the  
>>> current one would deactivate (probably doesn't work..but maybe worth  
>>> looking into??)

>>

>> Nope, sorry but i don't work like that. If you have an active string  
>> then activating another one leaves the first one active.

That's nuts...having multiple string gadgets active is crazy, every key you  
pressed on the keyboard would show up in all the strings. I did a quick  
test, and found that activatestring, only activates a string if there is no  
string already active..so it doesn't deactivate the current string (which I'm  
sure it should, but neither did activategadget\_).

>Try this:

>

>DetachGtList 0 ;this deactivates any active string

>AttachGtList 0,0

>

>Now you can activate whichever one you like, or simply leave 'em all off.  
Hmmm, but doesn't that effect rendering?? If you do detachgtlist with a lot  
of gadgets and the user resizes the window in the middle, the gadgets won't  
be redrawn by the automatic refresh?? I assume that attachgtlist effects a  
render, but wouldn't that mean flickering with a lot of gadgets??

>BTW, I have found this trick to be quite useful for "fixing" all sorts of  
>strange

>"gee, this ought to work but it doesn't" GtList problems...

hehehe, I think that's more to do with the cludgy way blitz handles gtlist,  
though gadtools has some bugs and silly things missing!

>>

>> A thought. Could you use the Brexx commands to click into an  
>> inactive part of the window? Would that deactivate the gadget? If  
>> so, how could you make the pointer movement invisible to the user  
>> (assuming you have a "Known" inactive area and have to move the  
>> pointer there, click and move it back).

>

>That would work - but you couldn't make the movement invisible unless you  
>make the pointer momentarily disappear. And the invisible pointer would be

>visible by its absense, right?

>

>Try the Detach method first, and save this as a last-resort ;)

Personally, I'd rather have deactivestring ;)

Dave

-----  
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### 1.337 Re: GTSetString active?

From blitz-list-return-11255-scott=online.u-net.com@netsoc.ucd.ie Tue May 04 02:40:23 1999

for scott@online.u-net.com; Tue, 4 May 1999 02:40:22 +0000

From: "Dave" <dave@nbsamiga.demon.co.uk>

Subject: Re: GTSetString active?

Date: Tue, 4 May 1999 01:50:47 +0100

charset="iso-8859-1"

Encoding: 7bit

>> Personally, I'd rather have deactivestring ;)

>

>Me too - do ya have one? ;)

hehehe, I can deactivate a string...but its certainly not os legal! :) Same as I can activate and deactivate any item in a gtlis view :0.

>BTW, this one's not Blitz's fault - I can't find an OS function for this

>either.

Hmm...well what about creating a library (a real amiga .library for libs:) which contain hacks like mouseoff/mouseon and deactivategadget (yes, your right, its intuition whos to blame)....which would have to figure out what system their on, what libs versions they have, and then do the correct function. Ie, you could write a mouseoff routine, and test it on a load of setups, then figure out how to do mouseoff for the failed on machines, and then get the library to check it. This way you could always replace the library if a problem occurs in the future.

Just and idea,

Dave

-----  
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---

### 1.338 Re: GTSetString active?

From blitz-list-return-11264-scott=online.u-net.com@netsoc.ucd.ie Tue May 04 17:33:53 1999

for scott@online.u-net.com; Tue, 4 May 1999 17:33:52 +0000

From: "Dave" <dave@nbsamiga.demon.co.uk>

Subject: Re: GTSetString active?

Date: Tue, 4 May 1999 17:32:31 +0100

charset="iso-8859-1"

Encoding: 7bit

>> I did have a thought which would definitely fix the problem, but which  
>> would mean recoding all my gadget loops. You could use  
>> #GFLG\_TABCYCLE to switch off the tab cycling, switch on key presses  
>> and (maybe) you could pick up the tabs and treat them like  
>> return/enter.

>

>If you de-activate tabbing, the tab character is entered into the string  
>just like any other character. You could parse through the string to find  
>it.

I think you can add a callback hook to a string gadget (under the edit tag)  
that allows you to parse key input to the string (I think so anyway), so you  
could detect the tab yourself...but then you have the same problem, how to  
deactivate this string and move onto the next!

Dave

-----  
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### 1.339 Re: GTSetString active?

From blitz-list-return-11249-scott=online.u-net.com@netsoc.ucd.ie Mon May 03 16:25:59 1999

for scott@online.u-net.com; Mon, 3 May 1999 16:25:58 +0100

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Mon, 3 May 1999 16:24:34 +0100

encoding: Quoted-printable

Subject: Re: GTSetString active?

Hi Victor

<code snip>

Yeah, I can do that, but the problem was if you have an active GTString ga=

---

dget,

how do you activate a different one.

Your flags thing sounds good, I've got the Xmas AFCD, so I'll have a look =

at

that.

l) ^ V ][ l) |M| =A9 |M| ][ |M| |M|

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David\_McMinn

ICQ=3D16827694

Murphy's law #23 - Don't plan any failsafes, as the  
problem will always find a way round them.

-----  
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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

### 1.340 Re: GTSetString active?

From blitz-list-return-11250-scott=online.u-net.com@netsoc.ucd.ie Mon May 03 16:29:32 1999

for scott@online.u-net.com; Mon, 3 May 1999 16:29:31 +0000

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Mon, 3 May 1999 16:27:36 +0100

encoding: Quoted-printable

Subject: Re: GTSetString active?

Hi Curt

> >> Yeah, I wrote a program that tabbed as well, but my program checked f=

or

> >> the IDCMP to find out which string gadget the user had tabbed from, a=

nd

> >> then activated the most appropriate string gadget afterwards.

~~~~~ This is what I want to know how to do - if you tab out of a GTStrin=

g,

another one is active, so how do you activate at different one from the =

one

that is active because of you just pressing tab.

I don't think you can change tab order on the fly, but your Detach, Attach=

idea

might work.

l) ^ V ][ l) |M| =A9 |M| ][ |M| |M|

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

I'd explain it to you, but your brain would explode.

-----  
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### 1.341 Re: GTSetString active?

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sat, 1 May 1999 16:05:08 +0100

From: James L Boyd <[jamesboyd@all-hail.freemove.co.uk](mailto:jamesboyd@all-hail.freemove.co.uk)>

Date: Sat, 01 May 1999 15:36:21 +0000

Subject: Re: GTSetString active?

Linda Bell churned out \*this\* drivel:

> I wrote a commodity for Blitz called FLAGS which, when

> hot-keyed, brings up a window with a column of gadgets

> that have topic names in them.

> to add new topics, but I think I forgot to include the source code

> in the archive. If you want a copy, let me know - I would

Can I have a copy too please? :)

> upload it to Aminet, but I don't know how/what software to

> use to upload to an FTP site - Can you just send an email with

> a file attachment, or am I limping again?

I don't think there is an email "interface" but if you download

AmFTP from Aminet, I'd be willing to tell you what to do...it's

dead easy :)

See ya,

--

<tsb>

<sb>James L Boyd - [jamesboyd@all-hail.freemove.co.uk](mailto:jamesboyd@all-hail.freemove.co.uk)

<sb>Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

<sb>Connected from Dundee, Scotland.

<sb>(<http://surf.to/all-hail/>)

<tsb>

The only way to get rid of a temptation is to yield to it.

-- Oscar Wilde

-----  
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---

## 1.342 Re: GTSetString active?

for scott@online.u-net.com; Sat, 1 May 1999 12:25:37 +0100

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

Subject: Re: GTSetString active?

Date: Sat, 1 May 1999 12:16:15 +0100

David:

I'm back at my parents:

I've looked at my source-code - it was in a program that I wrote to keep a record of my jobsearch (ironically, I worked at a Jobcentre for ten years, but walked out last year, and one of the first programs I wrote when I signed-on, was this).

Although Intuition activates the next string if you press TAB - it doesn't if you press ENTER, so I wrote this code.

When the user presses TAB or ENTER, the relevant window receives the IDCMP \$40 (or GADGET RELEASED)

Gadgethit then tells you which string gadget was used.

You can then simply ActivateString #window,#id as appropriate.

i.e.

```
REPEAT
```

```
ev.l=waitevent
```

```
UNTIL ev=$40
```

```
SELECT GadgetHit
```

```
CASE #StringOne : ActivateString 0,#StringTwo
```

```
CASE #StringTwo : ActivateString 0,#StringThree
```

```
CASE #StringThree: ActivateString 0,#StringOne
```

```
END SELECT
```

-----

Further useful(?) info.

I wrote a commodity for Blitz called FLAGS which, when hot-keyed, brings up a window with a column of gadgets that have topic names in them.

When you click on a button, another window opens that lists a lot of useful information on that topic. I use it all the time. One button even brings up a window that will give details of any key-press while it's active,

i.e. "Left-Shift + G" gives:

Char : G

Ascii : 71

---

RawKey : \$0024

Qualifier: \$0001 ; Left-Shift

This commodity is on the Amiga Format Xmas 98 CD ReadersStuff/Victor\_Bell, but I've added some new topics to it since then - I also gave instructions in the guide on how to add new topics, but I think I forgot to include the source code in the archive. If you want a copy, let me know - I would upload it to Aminet, but I don't know how/what software to use to upload to an FTP site - Can you just send an email with a file attachment, or am I limping again?

Topics on my current version are:

QUIT | HIDE

Screen Flags

Screen Tags

Window Flags

IDCMP Flags

Gadget Flags

Gadget Tags

Type Sizes

InitCopList Flags

Interrupt Types

Req Flags

RawKeys

Test Keys

\$# Commands

CX Events

Menu Item Flags

Printer Stuff

CD32 Buttons

Guru Meditations

Misc stuff

If anyone wants it, let me know, or advise me on how to upload it to Aminet. I wrote it because I like to program in the dark, and got sick of having to turn the light on to look stuff up in the manual.

One thing I would say though, is that it uses RICommoditiesLib, which I had to remake, as when I bought Blitz 2.1, the commands were not recognized, (?????)

even though the library was present - however, there seems to be a problem

---



with

freeing memory with my version of this library - don't know if anyone else has a newer version - the code seems to be okay when executed on its own. Having said that - I use it all the time, and have never had any problems with it.

It's really easy to add new topics to it, and the source is really small.

Though you may need to modify the code with relation to fonts - as I wrote it specifically for my chosen screen-res.

VICTOR BELL

-----  
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### 1.343 Re: GTSetString active?

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 2 May 1999 09:44:56 +0000

From: "Tony Rolfe" <[edgewater@shoalhaven.net.au](mailto:edgewater@shoalhaven.net.au)>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 2 May 99 18:43:26 +1000

Subject: Re: GTSetString active?

Encoding: 7bit

On Fri, 30 Apr 1999 21:49:57 +0100 Dave said:

> I think that when you active a new string gadget, it deactivates the last one  
> (I think so anyway), but your still left with a string gadget active. I was  
> wondering if you could have a string gadget, say, invisible, not shown in  
> the window, but in the gadget list, and activate that, and the current one  
> would deactivate (probably doesn't work..but maybe worth looking into??)

Nope, sorry but i don't work like that. If you have an active string then activating another one leaves the first one active.

A thought. Could you use the Brexx commands to click into an inactive part of the window? Would that deactivate the gadget? If so, how could you make the pointer movement invisible to the user (assuming you have a "Known" inactive area and have to move the pointer there, click and move it back).

Any ideas?

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

[www.shoalhaven.net.au/edgewater](http://www.shoalhaven.net.au/edgewater)

-----  
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---

**1.344 Re: GTSetString active?**

for scott@online.u-net.com; Mon, 3 May 1999 10:35:17 +0100

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 3 May 99 19:34:01 +1000

Subject: Re: GTSetString active?

Encoding: 7bit

On Sun, 02 May 1999 06:43:10 -0500 Curt Esser said:

> Hi Tony

>

>

> Try this:

>

> DetachGtList 0 ;this deactivates any active string

> AttachGtList 0,0

One of those simple but hard to think of solutions

Thanks

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

[www.shoalhaven.net.au/edgewater](http://www.shoalhaven.net.au/edgewater)

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**1.345 Re: GTSetString active?**

From blitz-list-return-11256-scott=online.u-net.com@netsoc.ucd.ie Tue May 04 06:14:10 1999

for scott@online.u-net.com; Tue, 4 May 1999 06:14:10 +0100

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 4 May 99 15:03:45 +1000

Subject: Re: GTSetString active?

Encoding: 7bit

On Sun, 02 May 1999 11:16:30 -0500 Curt Esser said:

>>

>>

>> Personally, I'd rather have deactivestring ;)

>

> Me too - do ya have one? ;)

>

> BTW, this one's not Blitz's fault - I can't find an OS function for this

> either.

I have actually set the active flag off inside the currently active gadget, and that STILL doesn't take the cursor out of the gadget (with or without redraw). I've been a bit busy lately - local Bridge Congress - but I hope to try out your detach/attach trick in the next couple of days.

I did have a thought which would definitely fix the problem, but which would mean recoding all my gadget loops. You could use #GFLG\_TABCYCLE to switch off the tab cycling, switch on key presses and (maybe) you could pick up the tabs and treat them like return/enter.

I'm planning to try your trick first though, coz I can add it to my standard Activate\_String{ } function and have only one area to change.

Cheers

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

[www.shoalhaven.net.au/edgewater](http://www.shoalhaven.net.au/edgewater)

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## 1.346 Re: GTSetString active?

From [blitz-list-return-11271-scott=online.u-net.com@netsoc.ucd.ie](mailto:blitz-list-return-11271-scott=online.u-net.com@netsoc.ucd.ie) Wed May 05 05:34:54 1999

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Wed, 5 May 1999 05:34:53 +0100

From: "Tony Rolfe" <[edgewater@shoalhaven.net.au](mailto:edgewater@shoalhaven.net.au)>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 5 May 99 14:34:32 +1000

Subject: Re: GTSetString active?

Encoding: 7bit

On Tue, 04 May 1999 06:30:30 -0500 Curt Esser said:

> Hi Tony

>

> On 04-May-99, Tony Rolfe wrote:

---

---

>> On Sun, 02 May 1999 11:16:30 -0500 Curt Esser said:  
>>>>  
>>>>  
>>>> Personally, I'd rather have deactivestring ;)  
>>>  
>>> Me too - do ya have one? ;)  
>>>  
>>> BTW, this one's not Blitz's fault - I can't find an OS function for this  
>>> either.  
>>>  
>> I have actually set the active flag off inside the currently active  
>> gadget, and that STILL doesn't take the cursor out of the gadget (with  
>> or without redraw). I've been a bit busy lately - local Bridge  
>> Congress - but I hope to try out your detach/attach trick in the next  
>> couple of days.  
>>>  
>> Well, it definitely works - I've used it myself to allow skipping over a  
>> gadget that I only want activated if it is clicked into. But you must have  
>> created your gadgets with the \$80 (ReportGadgetDown) flag, or you won't  
>> know when a gadget has been selected or tabbed into.  
>>>  
>> I did have a thought which would definitely fix the problem, but which  
>> would mean recoding all my gadget loops. You could use  
>> #GFLG\_TABCYCLE to switch off the tab cycling, switch on key presses  
>> and (maybe) you could pick up the tabs and treat them like  
>> return/enter.  
>>>  
>> If you de-activate tabbing, the tab character is entered into the string  
>> just like any other character. You could parse through the string to find  
>> it.  
>>>  
>> But if you're going to re-do your gadget loops, wouldn't it be better just  
>> to set them up so they tab into the gadgets you want them to?  
The whole problem is that I don't know which gadget I want activated  
until the user hits tab/enter/return. Usually, I want the next  
gadget (which tab activates). If, however, the user enters an  
invalid value (say a date of 31/2/1999) then I output an error  
message, do a DisplayBeep\_ and reactivate the gadget they just hit.  
Also, if they are entering a variable number of lines of data, a blank

---

gadget is used to terminate that part of the input and start another.

That's why I need to deactivate the gadget just activated by tab.

Cheers.

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

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### 1.347 Re: GTSetString active?

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sat, 8 May 1999 04:07:39 +0100

From: "Tony Rolfe" <[edgewater@shoalhaven.net.au](mailto:edgewater@shoalhaven.net.au)>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 6 May 99 17:13:18 +1000

Subject: Re: GTSetString active?

--=\_8<==MD23731CDAE-37E2EA8C==8<=\_=

Encoding: 7bit

On Sun, 02 May 1999 06:43:10 -0500 Curt Esser said:

> Hi Tony

>

> On 02-May-99, Tony Rolfe wrote:

>> On Fri, 30 Apr 1999 21:49:57 +0100 Dave said:

>>> I think that when you active a new string gadget, it deactivates the last

>>> one (I think so anyway), but your still left with a string gadget active.

>>> I was wondering if you could have a string gadget, say, invisible, not

>>> shown in the window, but in the gadget list, and activate that, and the

>>> current one would deactivate (probably doesn't work..but maybe worth

>>> looking into??)

>>

>> Nope, sorry but i don't work like that. If you have an active string

>> then activating another one leaves the first one active.

>

> Try this:

>

> DetachGtList 0 ;this deactivates any active string

> AttachGtList 0,0

---

>

> Now you can activate whichever one you like, or simply leave 'em all off.

As promised, I tried it and... IT WORKED!!

Thanks Curt.

I've attached the standard Activate\_String function I use, suitably modified to include the detach/attach trick. If anyone finds a use for it thank Curt, not me. You'll probably need to modify it to be of use in your environment and, as always, it needs AmigaLibs.res

Cheers

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

[www.shoalhaven.net.au/edgewater](http://www.shoalhaven.net.au/edgewater)

--=\_8<==MD23731CDAE-37E2EA8C==8<=\_=

Encoding: plain (7/8 bit)

Content-Disposition: attachment; filename="Activate\_String.asc"

X-MD2-FilePath: Blitz2:Motel/includes/functions/Activate\_String.asc

Statement Activate\_String{Gadget.w }

SHARED Msg\_Y ; Where to Print the message

SHARED Screen\_Font\_Height ; Height of our font

SHARED Screen\_Width ; Width of our screen

SHARED GadList ; Current Gadget List number

WBox 0,Msg\_Y,Screen\_Width,Msg\_Y+Screen\_Font\_Height,0 ; Clear the error message

\*WIN.Window = Peek.l(Addr Window (Used Window))

\*GAD.Gadget = \*WIN\FirstGadget

While \*GAD

If \*GAD\Flags & #GFLG\_SELECTED

If \*GAD\GadgetID <> Gadget

DetachGTLList GadList

AttachGTLList GadList,Used Window

EndIf

\*GAD = 0

Else

\*GAD = \*GAD\NextGadget

EndIf

Wend

ActivateString Used Window, Gadget ; Activate the string

End Statement

--=\_8<==MD23731CDAE-37E2EA8C==8<=\_=

-----  
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--=\_8<==MD23731CDAE-37E2EA8C==8<=\_=--

(end of MIME multipart message)

### 1.348 Re: GTShape relased?

for scott@online.u-net.com; Tue, 18 May 1999 10:30:41 +0100

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Tue, 18 May 1999 10:29:21 +0100

encoding: Quoted-printable

Subject: Re: GTShape relased?

> It's possible to leave GTShepe relased AFTER pressing it?

> (Some kind of toggle for GTShape with 2 images for press and relase)

You could set up a normal GTShape with two innages and then change the activation flags to be a toggle type.

\*g.Gadget=3DGTGadPtr(gtl,id)

\*g\Activation=3D\*g\Activation\#GACT\_TOGGLESELECT

Might work.

--

l) ^ V ][ l) |M| =A9 |M| ][ |N| |

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David\_McMinn

ICQ=3D16827694

'Work is the curse of the drinking class.'

Oscar Wilde

-----  
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### 1.349 GTShape relased?

for scott@online.u-net.com; Tue, 18 May 1999 09:55:00 +0100

From: "Krzysztof Jonko" <eteacher@amiga.org.pl>

Subject: GTShape relased?

Date: Tue, 18 May 1999 10:53:39 +0200

charset="iso-8859-2"

Encoding: 7bit

It's possible to leave GTShepe relased AFTER pressing it?

(Some kind of toggle for GTShape with 2 images for press and relase)

Chris, eteacher@amiga.org.pl

-----  
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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

### 1.350 Re: GTShape relased?

for scott@online.u-net.com; Tue, 18 May 1999 11:47:10 +0100

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

Subject: Re: GTShape relased?

Date: Tue, 18 May 1999 11:39:58 +0100

Chris wrote

>It's possible to leave GTShepe relased AFTER pressing it?

>(Some kind of toggle for GTShape with 2 images for press and relase)

Does GTToggle work? Don't know about 2 images though.

VIC

-----  
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

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### 1.351 GTstring length limiting

for scott@online.u-net.com; Sun, 16 May 1999 12:52:59 +0000

From: Curt Esser <camge@ix.netcom.com>

Date: Sun, 16 May 1999 06:29:41 -0500

Subject: GTstring length limiting

Hi,

OK, I know it's possible to limit a GTstring gadget to allow only a certain number of characters.

But what I need is a way to limit it to a specified pixel length (in this case, it would be the size of the gadget itself) because I am using a proportional font.

It's easy enough to do this after the user has entered something by chopping off the extra characters that won't fit into the space, but that's not a very good solution.

And limiting it to the maximum number of the widest character isn't good

---



either - maybe they are entering a bunch of "l"s or "i"s and the text would be unnecessarily shortened...

Any other ideas, short of writing my own "text gadget" ?

Yours electronically,

Curt Esser

[camage@ix.netcom.com](mailto:camage@ix.netcom.com)

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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### 1.352 Re: GTstring length limiting

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 17 May 1999 02:20:10 +0100

From: Curt Esser <[camage@ix.netcom.com](mailto:camage@ix.netcom.com)>

Date: Sun, 16 May 1999 19:54:40 -0500

Subject: Re: GTstring length limiting

Hi David

On 16-May-99, David McMinn wrote:

>> Any other ideas, short of writing my own "text gadget" ?

>

> String edit hook. Simple(ish). Set up a hook and then just find out the  
> length of the current string in the gadget. If its more than what you  
> want, you can set flags for intuition to not allow the character and beep  
> the screen at the user. Otherwise, you set the flags to tell intuition to  
> allow it.

Yes, that's exactly what I want to do.

>

> There's an example in the RKRMs for doing a hex digit string gadget, but  
> this would be along the same lines.

Any chance of getting a copy?

Thanx...

Yours electronically,

Curt Esser

[camage@ix.netcom.com](mailto:camage@ix.netcom.com)

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

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For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

---

### 1.353 Re: GTstring length limiting

for scott@online.u-net.com; Sun, 16 May 1999 13:24:57 +0100

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Sun, 16 May 1999 13:23:53 +0100

encoding: Quoted-printable

Subject: Re: GTstring length limiting

> Any other ideas, short of writing my own "text gadget" ?

String edit hook. Simple(ish). Set up a hook and then just find out the length

of the current string in the gadget. If its more than what you want, you can

set flags for intuition to not allow the character and beep the screen at the

user. Otherwise, you set the flags to tell intuition to allow it.

There's an example in the RKRM's for doing a hex digit string gadget, but this

would be along the same lines.

--

l) ^ V ][ l) |M| =A9 |M| ][ |M|

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Be nice to your kids. They'll choose your nursing home.

-----  
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### 1.354 Re: GTstring length limiting

for scott@online.u-net.com; Sun, 16 May 1999 15:56:40 +0100

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sun, 16 May 1999 15:51:40 +0000

Subject: Re: GTstring length limiting

Curt Esser churned out \*this\* drivel:

> But what I need is a way to limit it to a specified pixel length (in this  
> case, it would be the size of the gadget itself) because I am using a  
> proportional font.

> And limiting it to the maximum number of the widest character isn't good  
 > either - maybe they are entering a bunch of "l"'s or "i"'s and the text  
 > would be unnecessarily shortened...

Hmm, I don't think you could do that, because you'd have to be checking  
 the pixel length as they typed it in...unless you can do some sort of  
 "hook" thing? I'd go for the "widest character" solution...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

Attention to health is life's greatest hindrance.

-- Plato

-----  
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## 1.355 Re: help to unsubscribe

for scott@online.u-net.com; Thu, 20 May 1999 22:49:11 +0100

From: "Anders Hasselqvist" <hassel@acc.umu.se>

Subject: Re: help to unsubscribe

Date: Thu, 20 May 1999 23:49:25 +0200

charset="iso-8859-1"

Encoding: quoted-printable

From: Stefan Haefner <Caesar@S-STAR.PROMETHEUS.DE>

>=20

> Are you stupid ??????? Read what I have written !

>=20

> THE UNSUBSCRIBE-COMMAND WORK NOT !!!!!!!!!!!!!!!

>=20

> THIS IS A JOKE AND NOT A COMMAND !!!!!!!!!!!!!!!

>=20

> :( :( :( :( :( :( :( :( :( :( :( :( :( :( :( :(

>=20

>=20

Are you using the same address as when you subscribed?

I sent a message to =

blitz-list-unsubscribe-caesar=3Ds-star.prometheus.de@netsoc.ucd.ie

for you. If you receive a message just reply and I hope you will be =  
unsubscribed.

Bye,

Anders Hasselqvist

hassel@acc.umu.se

-----  
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### 1.356 Re: help to unsubscribe

for scott@online.u-net.com; Fri, 21 May 1999 20:53:25 +0000

From: Anton Reinauer <anton@ww.co.nz>

Date: Sat, 22 May 1999 07:50:47 +1200

Subject: Re: help to unsubscribe

On 21-May-99, Dave wrote:

>> Are you using the same address as when you subscribed?

>>

>> I sent a message to

> blitz-list-unsubscribe-caesar=s-star.prometheus.de@netsoc.ucd.ie

>> for you. If you receive a message just reply and I hope you will be  
> unsubscribed.

>> Bye,

>>

>> Anders Hasselqvist

>> hassel@acc.umu.se

> Well done Anders :)..hopefully that`ll stop him spamming the list!

> What a nice group we have here, very helpfull indeed. Just one point

> that, if I send a message to that unsubscribe it won`t work, unless I

> add the same as Anders did. So putting just what we have now at the

> bottom of all our emails is very misguiding. I think mine`s something

> like blitz-list-unsubscribe-blitz=nbsamiga.demon.co.uk@netsoc.ucd.ie,

> and that means I need to make sure that is my unsubscribe address, by

> checking that is the return path header in the blitz list mails I

> receive. But it doesn`t say anything about that at the bottom of this

> message, no matter how many !!!!!!!`s and VVVVVVVV`s you put :)

Yes, Dave's got a good point there- you lot weren't being particularly helpful.

--

Anton Reinauer <anton@ww.co.nz>

-----  
To unsubscribe, e-mail: [blitz-list-unsubscribe@netsoc.ucd.ie](mailto:blitz-list-unsubscribe@netsoc.ucd.ie)

For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

## 1.357 Re: help to unsubscribe

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Fri, 21 May 1999 01:42:56 +0100

From: "Dave" <[dave@nbsamiga.demon.co.uk](mailto:dave@nbsamiga.demon.co.uk)>

Subject: Re: help to unsubscribe

Date: Fri, 21 May 1999 01:33:12 +0100

charset="iso-8859-1"

Encoding: 7bit

>Are you using the same address as when you subscribed?

>

>I sent a message to

[blitz-list-unsubscribe-caesar=s-star.prometheus.de@netsoc.ucd.ie](mailto:blitz-list-unsubscribe-caesar=s-star.prometheus.de@netsoc.ucd.ie)

>for you. If you receive a message just reply and I hope you will be unsubscribed.

>Bye,

>

>Anders Hasselqvist

>[hassel@acc.umu.se](mailto:hassel@acc.umu.se)

Well done Anders :)..hopefully that'll stop him spamming the list! What a nice group we have here, very helpfull indeed. Just one point that, if I send a message to that unsubscribe it won't work, unless I add the same as Anders did. So putting just what we have now at the bottom of all our emails is very misguiding. I think mine's something like [blitz-list-unsubscribe-blitz=nbsamiga.demon.co.uk@netsoc.ucd.ie](mailto:blitz-list-unsubscribe-blitz=nbsamiga.demon.co.uk@netsoc.ucd.ie), and that means I need to make sure that is my unsubscribe address, by checking that is the return path header in the blitz list mails I receive. But it doesn't say anything about that at the bottom of this message, no matter how many !!!!!!!!!'s and VVVVVVVV`s you put :)

Dave

-----  
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---

**1.358 Re: help to unsubscribe**

for scott@online.u-net.com; Fri, 21 May 1999 13:11:37 +0000

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Fri, 21 May 1999 13:09:58 +0100

encoding: Quoted-printable

Subject: Re: help to unsubscribe

Welcome back Mikkel

> No it does work, I have recently been unsubscribed from this list, I can

> assure you that it does work, so who is it that is stupid ?

So was that like a 2 month wait to escape?

Have the blitz-withdrawl symptoms started kicking in yet? :)

--

l) ^ V ][ l) Ml =A9 Ml ][ M N

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Microsoft - where do you want to die today?

-----  
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**1.359 Re: help to unsubscribe**

for scott@online.u-net.com; Fri, 21 May 1999 13:02:19 +0100

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Fri, 21 May 1999 13:53:08 +0200

Organization: M2 productions

Subject: Re: help to unsubscribe

Encoding: quoted-printable

Hello Stefan.

On 20-May-99, Stefan Haefner wrote:

>>> I need the adress from the blitzlist-administation.

>>> the unsubscribe-command work not.

>>> =

>>> please help my.

>>> =

>>> -----=

---

>>> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie  
 >>> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie  
 >> =  
 >> Yeah! Another one.  
 >> =  
 >> Look here  
 >> |||||  
 >> VVVVVV  
 >> =  
 >> =  
 >> -----  
 >> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie  
 >> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie  
 > Are you stupid ?????? Read what I have written !  
 > THE UNSUBSCRIBE-COMMAND WORK NOT !!!!!!!!!!!!!!!  
 > THIS IS A JOKE AND NOT A COMMAND !!!!!!!!!!!!!!!  
 No it does work, I have recently been unsubscribed from this list, I can as-  
 sure you that it does work, so who is it that is stupid ?  
 Who is more the fool ? The fool, or the he who follows him ?  
 Regards  
 -- =  
 =2E---+-----  
 ----- / /\_\_ ----- http://www.m2p.dk --  
 /\_\_\_\_| Productions=  
 -----  
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 For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.360 Re: help to unsubscribe

for scott@online.u-net.com; Fri, 21 May 1999 15:35:48 +0000  
 From: Rob Hutchinson <loki@ssoft.freemove.co.uk>  
 Date: Fri, 21 May 1999 15:32:32 +0100  
 X-SenderInfo: 1; homepage="http://www.satanicdreams.freemove.co.uk/"; dob=19071981  
 Organization: Satanic Dreams Software.  
 Subject: Re: help to unsubscribe  
 Encoding: binary  
 Hello Mikkel  
 Hiya, Mikkel... ,on 21-May-99 you mailed me about: Re: help to unsubscribe! So I'ma reply`in...

[=>> Are you stupid ??????? Read what I have written !

[=>

[=>> THE UNSUBSCRIBE-COMMAND WORK NOT !!!!!!!!!!!!!!!!

[=>

[=>> THIS IS A JOKE AND NOT A COMMAND !!!!!!!!!!!!!!!!

[=>

[=> No it does work, I have recently been unsubscribed from this list, I can

[=> assure you that it does work, so who is it that is stupid ?

[=>

[=> Who is more the fool ? The fool, or the he who follows him ?

Nice to see you back m8 :)

[=> Regards

Regards

--

<tsb>

<sb>\*CONTACTING MEEEEEEEE:\*

<sb>loki@sdsoft.freemove.co.uk | \*ICQ:\* 27181384

<sb>SDS FOUNDER: URL: <http://www.satanicdreams.freemove.co.uk/>

<tsb>

<sb>\*PROJECT INFO:\*

<sb>Minimum Safe Distance [0.001%]

<sb>/After a few trips to the toilet, the following appeared:/

<sb>MorrisTheMaggot, CTTM2, TimeSwipe, NIB, BlitzBFB, Prefs2000 & TMS.

<sb>

<sb>Every politician has a price, some hold bargain sales.

<tsb>

-----  
To unsubscribe, e-mail: [blitz-list-unsubscribe@netsoc.ucd.ie](mailto:blitz-list-unsubscribe@netsoc.ucd.ie)

For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

## 1.361 help to unsubscribe

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 16 May 1999 07:22:22 +0000

X-Authentication-Warning: news-hh.lynet.de: dame-u set sender to dame!S-STAR.PROMETHEUS.DE!Caesar using -f

>X-Dummy: YES

X-ZC-VIA: 1999051500000S+2@S-STAR.PROMETHEUS.DE

X-ZC-VIA: 19990516042812S+2@dame.de

Subject: help to unsubscribe

Organization: Privat

---



From: Caesar@S-STAR.PROMETHEUS.DE (Stefan Haefner)  
Date: Sun, 16 May 1999 01:02:20 +0200  
X-Gateway: ZCONNECT dame.de [UUWORLD RFC/ZC V2.2 SER#A4583577]  
I need the adress from the blitzlist-administation.  
the unsubscribe-command work not.  
please help my.

-----  
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie  
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

### 1.362 Re: help to unsubscribe

for scott@online.u-net.com; Thu, 20 May 1999 22:33:11 +0100  
X-Authentication-Warning: news-hh.lynet.de: dame-u set sender to dame!S-STAR.PROMETHEUS.DE!Caesar using -f  
>X-Dummy: YES  
X-ZC-VIA: 1999052000000S+2@S-STAR.PROMETHEUS.DE  
X-ZC-VIA: 19990520162222S+2@dame.de  
Subject: Re: help to unsubscribe  
Organization: Privat  
From: Caesar@S-STAR.PROMETHEUS.DE (Stefan Haefner)  
Date: Thu, 20 May 1999 14:05:01 +0200  
X-Gateway: ZCONNECT dame.de [UUWORLD RFC/ZC V2.2 SER#A4583577]  
Datum 17.05.1999  
Zeit 12:53:59 Uhr  
Betreff Re: help to unsubscribe

-----  
Hallo Thomas Cobb  
>> I need the adress from the blitzlist-administation.  
>> the unsubscribe-command work not.  
>>  
>> please help my.  
>>  
>> -----  
>> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie  
>> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie  
>  
> Yeah! Another one.  
>  
> Look here

> |||||  
 > VVVVVV  
 >  
 >  
 > -----  
 > To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie  
 > For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie  
 Are you stupid ?????? Read what I have written !  
 THE UNSUBSCRIBE-COMMAND WORK NOT !!!!!!!!!!!!!!!  
 THIS IS A JOKE AND NOT A COMMAND !!!!!!!!!!!!!!!  
 -----  
 To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie  
 For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

### 1.363 Re: help to unsubscribe

for scott@online.u-net.com; Mon, 17 May 1999 12:55:03 +0100

Sender: tdc98@doc.ic.ac.uk

Date: Mon, 17 May 1999 12:53:59 +0100

From: Thomas Cobb <tdc98@doc.ic.ac.uk>

Subject: Re: help to unsubscribe

Encoding: 7bit

Stefan Haefner wrote:

> I need the adress from the blitzlist-administation.  
 > the unsubscribe-command work not.  
 >  
 > please help my.  
 >  
 > -----  
 > To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie  
 > For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie  
 Yeah! Another one.  
 Look here  
 |||||  
 VVVVVV  
 -----  
 To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie  
 For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

**1.364 Re: Help with timing**

for scott@online.u-net.com; Sun, 9 May 1999 20:31:27 +0100

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

<slebed@earthlink.net>

Subject: Re: Help with timing

Date: Sun, 9 May 1999 20:26:49 +0100

Stephen wrote

>I'm trying to stabilize my game speed by placing a delay within the main

>loop.

>I'm using something like this:

>

>;Top of main loop

>ResetTimer

>;game code here

>.last

>t=Timer;if t<2 then goto last

>;go back to top of main loop

>

>My problem is Timer increments every second or so (I think - what is the

>real answer?).

Hmmm. On a PAL Amiga, it increments 50 times a second, on an NTSC Amiga, it increments 60 times a second - GFX cards complicate matters, as you may have read in recent queries.

Try ticks, as well as Timer - I seem to remember having an overflow problem with Timer - which is why you are resetting it, I presume?

What about:

REPEAT

curtime=ticks+1

MAIN LOOP

REPEAT

UNTIL ticks>curtime

UNTIL EXITED

>I need to read in much finer increments.

>Or if anyone has a better answer. I'm programming on an A4000/060, and I'm

Try Vpos - this gives the position of the raster 0 - 255 on Pal Low-res.

VIC

-----  
To unsubscribe, e-mail: [blitz-list-unsubscribe@netsoc.ucd.ie](mailto:blitz-list-unsubscribe@netsoc.ucd.ie)

For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

## 1.365 Re: Help with timing

for scott@online.u-net.com; Sun, 9 May 1999 20:55:43 +0100

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 9 May 99 20:54:42 +0000

Subject: Re: Help with timing

Encoding: 7bit

> Hi all,

>

> I'm trying to stabilize my game speed by placing a delay within the main

> loop.

> I'm using something like this:

>

> ;Top of main loop

> ResetTimer

> ;game code here

> .last

> t=Timer;if t<2 then goto last

> ;go back to top of main loop

>

> My problem is Timer increments every second or so (I think - what is the

> real answer?).

Well, what i did recently was a very simple routine on the same lines

to try and get a constant 25fps.

```
SetInt 5
```

```
untcnt+1
```

```
End SetInt
```

```
Repeat
```

```
; Just do your main loop, then...
```

```
If intcnt<=2 Then vwait else intcnt=0
```

```
Until joyb(0)<>0 ; or whatever
```

For me that seems to work. However, when getting un-vwaited situations

that run very close to 25fps naturally, I find that i seem to have to

change the check to =2, whereas at all other times it works properly

using <2. But basically it seems to work.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

-----  
To unsubscribe, e-mail: [blitz-list-unsubscribe@netsoc.ucd.ie](mailto:blitz-list-unsubscribe@netsoc.ucd.ie)

For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

## 1.366 Help with timing

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 9 May 1999 19:17:39 +0100

From: Stephen Lebed <[slebed@earthlink.net](mailto:slebed@earthlink.net)>

Date: Sun, 09 May 1999 11:15:38 -0800

Subject: Help with timing

Hi all,

I'm trying to stabilize my game speed by placing a delay within the main loop.

I'm using something like this:

```
;Top of main loop
```

```
ResetTimer
```

```
;game code here
```

```
.last
```

```
t=Timer;if t<2 then goto last
```

```
;go back to top of main loop
```

My problem is Timer increments every second or so (I think - what is the real answer?).

I need to read in much finer increments.

Or if anyone has a better answer. I'm programming on an A4000/060, and I'm concerned that my game will crawl on a slower system.

I'd like to establish a baseline speed that is consistent on machines from an 25mhz030 thru an 50mhz060.

Any ideas?

Thanks in advance,

Stephen Lebed

[slebed@earthlink.net](mailto:slebed@earthlink.net)

-----  
To unsubscribe, e-mail: [blitz-list-unsubscribe@netsoc.ucd.ie](mailto:blitz-list-unsubscribe@netsoc.ucd.ie)

For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

---

**1.367 Re: Help, Help, Help, Help**

for scott@online.u-net.com; Tue, 18 May 1999 21:36:00 +0100

From: "Andrew Guard" <aMIGA\_dUDE@assign.u-net.com>

Organization: ProPassWord

Date: 17 May 99 19:36:28 +0000

Subject: Re: Help, Help, Help, Help

X-Face: ggbX)L/8Qm]#Tpb\_Nl\_7q?KW7ol,Y@chVkJ\$,D.@iuYP.XrF!x!!Lloz2}.x:X.k[9A-NjQsu/gaPM\8EaGyX/Sw92G>5tg|VH51w  
VM\*4PG63s(pwT&qE@dB\*lkww:

Encoding: quoted-printable

Well, well Stefan Haefner, OK then but=2E=2E=2E

>=20

> Hi !

>=20

> I need help !

> I don't write any programs for the Amiga-System since 12 Months and

> I need the Blitz-List not longer=2E Since 12 Months are all my tryings=20

> to unsubscribe the Blitz-List failed=2E

>=20

> What I need is an adress of the Blitz-List-Administrator and not a=20

> machine which doesn't work right !!!!!!!!!!!!!=20

>=20

> Or what else can I do ????????????????????

>=20

>=20

> Thanks, Stefan Haefner

>=20

What is your \*Envelope-to:\* say in mail you are reciving=2E

What ever that is that is URL for e-mail you send de-sub from has to  
be from=2E Make shore there isn't silly typo there because if there you  
would be able to un sub until you change your e-mail URL to that=2E

I don't know anything about /WinPoint/ but usaly mailers give you this  
info from something called (whole message)=2E

--=20

Think about it, ProPassWord=2E <mailto:ppw-subscribe@egroups.com>=2Ecom

--

Satanic Dreams [http://www=2Esatanicdreams=2Efreeserve=2Eco=2Euk/  
V/Amiga/V/TeamAmiga/RC5](http://www=2Esatanicdreams=2Efreeserve=2Eco=2Euk/V/Amiga/V/TeamAmiga/RC5)

--

603e+ 233/040=A0PowerUP, 32 Meg, BVision, Zip, DVD, Kickstart 3=2E1  
Pace56 External voice, ISP http://www=2Ewirenet=2Eco=2Euk/  
ICQ 21765436

-----  
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie  
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

### **1.368 Re: Help, Help, Help, Help**

for scott@online.u-net.com; Fri, 21 May 1999 12:18:10 +0000  
Date: Fri, 21 May 1999 13:18:41 +0200  
From: Bob <naked.skater@bigfoot.com>  
Subject: Re: Help, Help, Help, Help

>  
>I tried everything. No way. I think the best way to unsubscribe is to send  
>a lot of spam in this list. Maybe is the punishment the unsubscribion of  
me.

>-----  
>To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie  
>For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie  
I have just tried unsubscribing and resubscribing and it works flawlessly!!  
Seems the fault is somewere between the keyboard and the chair!!!

Bob

Hi! This is the ezmlm program. I'm managing the  
blitz-list@netsoc.ucd.ie mailing list.

Acknowledgment: I have removed the address  
naked.skater@mira.cz  
from the blitz-list mailing list. This address  
is no longer a subscriber.

-----  
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie  
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

### **1.369 Re: Help, Help, Help, Help**

for scott@online.u-net.com; Fri, 21 May 1999 01:34:01 +0100  
From: Donovan Reeve <bubby.lnk@ispi.net>  
Date: Thu, 20 May 1999 18:29:51 +0500  
Subject: Re: Help, Help, Help, Help

---

On 20-May-99, Stefan Haefner flashed:

>> LB > I've never tried to unsubscribe, but I believe the procedure is to  
send

>an

>> LB > email to:

>>

>> LB > blitz-list-unsubscribe@netsoc.ucd.ie

>>

>> LB > with `unsubscribe` in the subject (without the quotes).

>>

>> It's not to state the obvious but...

>> Have you ever seen this?

>> |

>> |

>> \ /

>> V

>> LB > -----

>> LB > To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

>This in not a way, this is only a joke. I have maybe 200 Mail send to this  
>adress. NO WAY.

Send an Email about your problem to

"Andrew McCarthy \(\Sysadmin\)" <andrewmc-blitz@netsoc.ucd.ie>

He is tied up with tests this week so may not get to it till next week  
or so. Or you can wait about the same period of time and get help from  
one of our four resident remote administrators which will become empowered  
about that time (according to Andrew).

Donovan Reeve (bubby.lnk@ispi.net)

-----  
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.370 Re: Help, Help, Help, Help

for scott@online.u-net.com; Sat, 15 May 1999 13:12:29 +0100

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

Subject: Re: Help, Help, Help, Help

Date: Sat, 15 May 1999 13:07:03 +0100

I've never tried to unsubscribe, but I believe the procedure is to send an  
email to:

---



blitz-list-unsubscribe@netsoc.ucd.ie  
with `unsubscribe` in the subject (without the quotes).  
VIC

-----  
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie  
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

### 1.371 Re: Help, Help, Help, Help

for scott@online.u-net.com; Sat, 15 May 1999 21:51:41 +0000  
From: Rui Carvalho <grim@ip.pt>  
Date: Sat, 15 May 1999 21:48:29 +0000  
X-SenderInfo: 1; picture="http://www.ip.pt/~ip234558/ddds/grim.gif";  
homepage="Http://www.ip.pt/~ip234558/"; dob=31011977  
Organization: Dark Dreams Designs  
Subject: Re: Help, Help, Help, Help  
Encoding: 8bit

Hello

Somewhere you wrote:

LB > I've never tried to unsubscribe, but I believe the procedure is to send an

LB > email to:

LB > blitz-list-unsubscribe@netsoc.ucd.ie

LB > with `unsubscribe` in the subject (without the quotes).

It's not to state the obvious but...

Have you ever seen this?

|

|

|

|

|

\/

V

LB > -----

LB > To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

LB > For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

--

Best Regards,

Rui Carvalho «gRiM»

=====

---

«Http://www.ip.pt/~ip234558/»

«Last Update: 03.04.99»

«ICQ:28959421»

AMIGA 1230T 050 - 32MB - DBNTSC

-----

~(~(1))=1

So two wrongs make a right!

-----

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

### 1.372 Help, Help, Help, Help

for scott@online.u-net.com; Sat, 15 May 1999 12:57:48 +0000

X-Authentication-Warning: news-hh.lynet.de: dame-u set sender to dame!S-STAR.PROMETHEUS.DE!Caesar using -f

>X-Dummy: YES

X-ZC-VIA: 1999051400000S+2@S-STAR.PROMETHEUS.DE

X-ZC-VIA: 19990514184332S+2@dame.de

Subject: Help, Help, Help, Help

Organization: Privat

From: Caesar@S-STAR.PROMETHEUS.DE (Stefan Haefner)

Date: Fri, 14 May 1999 15:24:16 +0200

X-Gateway: ZCONNECT dame.de [UUWORLD RFC/ZC V2.2 SER#A4583577]

Hi !

I need help !

I don't write any programs for the Amiga-System since 12 Months and

I need the Blitz-List not longer. Since 12 Months are all my tryings  
to unsubscribe the Blitz-List failed.

What I need is an adress of the Blitz-List-Administrator and not a  
machine which doesn't work right !!!!!!!!!!!!!!!

Or what else can I do ????????????????????

Thanks, Stefan Haefner

Ich brauche Hilfe !

Ich schreibe, seit einem Jahr, keine Programme mehr für das Amiga-System  
und benoetige daher auch keine Blitz-List. Seit eben dieser Zeit versuche  
ich nun schon die Blitz-List abzubestellen, was ebensolange fehlgeschlagen  
ist.

Was ich brauche ist die Adresse von einem Blitz-List-Administrator, und  
nicht von einer Maschine die nicht funktioniert, um ihm persönlich zu

schreiben, dass er mich aus dem Verteiler entfernen soll.  
 Oder was kann ich sonst tun, denn langsam ist es echt aergerlich.  
 Danke im Voraus, Stefan

-----  
 To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie  
 For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

### 1.373 Re: Help, Help, Help, Help

for scott@online.u-net.com; Thu, 20 May 1999 22:29:11 +0100  
 X-Authentication-Warning: news-hh.lynet.de: dame-u set sender to dame!S-STAR.PROMETHEUS.DE!Caesar using -f  
 >X-Dummy: YES  
 X-ZC-VIA: 1999052000000S+2@S-STAR.PROMETHEUS.DE  
 X-ZC-VIA: 19990520162222S+2@dame.de  
 Subject: Re: Help, Help, Help, Help  
 Organization: Privat  
 From: Caesar@S-STAR.PROMETHEUS.DE (Stefan Haefner)  
 Date: Thu, 20 May 1999 13:36:34 +0200  
 X-Gateway: ZCONNECT dame.de [UUWORLD RFC/ZC V2.2 SER#A4583577]  
 Datum 15.05.1999  
 Zeit 21:48:29 Uhr  
 Betreff Re: Help, Help, Help, Help

-----  
 > LB > I've never tried to unsubscribe, but I believe the procedure is to send an  
 > LB > email to:  
 >  
 > LB > blitz-list-unsubscribe@netsoc.ucd.ie  
 >  
 > LB > with `unsubscribe` in the subject (without the quotes).  
 >  
 > It's not to state the obvious but...  
 > Have you ever seen this?  
 > |  
 > |  
 > \|  
 > V  
 > LB > -----  
 > LB > To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie  
 This in not a way, this is only a joke. I have maybe 200 Mail send to this  
 adress. NO WAY.

-----  
 To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie  
 For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

### 1.374 Re: Help, Help, Help, Help

for scott@online.u-net.com; Thu, 20 May 1999 22:30:49 +0000

X-Authentication-Warning: news-hh.lynet.de: dame-u set sender to dame!S-STAR.PROMETHEUS.DE!Caesar using -f

>X-Dummy: YES

X-ZC-VIA: 1999052000000S+2@S-STAR.PROMETHEUS.DE

X-ZC-VIA: 19990520162222S+2@dame.de

Subject: Re: Help, Help, Help, Help

Organization: Privat

From: Caesar@S-STAR.PROMETHEUS.DE (Stefan Haefner)

Date: Thu, 20 May 1999 14:24:49 +0200

X-Gateway: ZCONNECT dame.de [UUWORLD RFC/ZC V2.2 SER#A4583577]

Datum 15.05.1999

Zeit 13:07:03 Uhr

Betreff Re: Help, Help, Help, Help

-----  
Hello Linda Bell

> I've never tried to unsubscribe, but I believe the procedure is to send an

> email to:

>

> blitz-list-unsubscribe@netsoc.ucd.ie

>

> with `unsubscribe` in the subject (without the quotes).

I tried everything. No way. I think the best way to unsubscribe is to send a lot of spam in this list. Maybe is the punishment the unsubscribition of me.

-----  
To unsubscribe, e-mail: [blitz-list-unsubscribe@netsoc.ucd.ie](mailto:blitz-list-unsubscribe@netsoc.ucd.ie)

For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

### 1.375 Re: HEX Problem (qagain)

for scott@online.u-net.com; Sun, 9 May 1999 15:39:48 +0100

From: "David McMinn" <[dmcminn@house-of-mojo.freemove.co.uk](mailto:dmcminn@house-of-mojo.freemove.co.uk)>

Organization: International House of Mojo

Date: Sun, 9 May 1999 15:36:55 +0100

encoding: Quoted-printable

Subject: Re: HEX Problem (qagain)

On 9 May 99, at 14:40, Gareth broke out long enough to write:

> Hi,

---

> I'm still having problems with getting blitz to write HEX to a  
> file. I've decided to show you what I mean by typing out an entire  
Try Print Mkl\$(cash.l) or whatever. Or Writemem.

[ ] ^ V ] [ [ ] Ml =A9 Ml ] [ M M

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David\_McMinn

-----  
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

### 1.376 HEX Problem (qagain)

for scott@online.u-net.com; Sun, 9 May 1999 14:44:46 +0000

From: Gareth Griffiths <gaz@jokerd.freemove.co.uk>

Date: Sun, 09 May 1999 14:40:28 +0100

Organization: Joker Developments

Subject: HEX Problem (qagain)

Encoding: 8bit

Hi,

I'm still having problems with getting blitz to write HEX to a  
file. I've decided to show you what I mean by typing out an entire  
screen from AZap. Firstly, here's what I hope to achieve.

A program (SWOS CashEd or sometihng) which asks the user how much cash  
he wants (I use RTEZGetLongRange for this) and then converts that to  
Hex and saves it out to a file, so that it will work when loaded into  
SWOS or whatever. Now for the illuattration  
PART of the original file looks like this (its a syndicate savegame, not a  
SWOS one)

+----- HEX -----+--- ASCII ---+

|||

0565CB29 00000078 00340055 .eE)...x.4.U

5300004A 4420434F 4E535452 S...JD CONSTR

00000000 00000000 00000000 .....

00000000 00000000 00000000 .....

Now say that the 00000078 part of the HEX is my cash (it isn't, but  
wtf). I want to change that HEX Part to 7FFFFFFF to give me 2147483647  
pounds. So the new file should look like this:

+----- HEX -----+--- ASCII ---+

|||

0565CB29 7FFFFFFF 00340055 .eE)Låâx.4.U

5300004A 4420434F 4E535452 S..JD CONSTR

00000000 00000000 00000000 .....

00000000 00000000 00000000 .....

Or something similar, but it should say 7FFFFFFF instead of 00000078

But instead, this happens:

+----- HEX -----+--- ASCII ---+

|||

0565CB29 37464646 46464646 .eE)7FFFFFFF

5300004A 4420434F 4E535452 S..JD CONSTR

00000000 00000000 00000000 .....

00000000 00000000 00000000 .....

How can I tell Blitz to stick the 7FFFFFFF in the HEX part and NOT the ASCII part?

I hope I have illustrated this well, cos I can't think of any other way.

Cya!

Gaz.

--

<sb> Gareth Griffiths (Joker Developments)

<sb> E-Mail: gaz@jokerd.freemove.co.uk

<sb> WWW: www.jokerd.freemove.co.uk

<sb> ICQ: Gazza (37738211)

"I see you've got the machine that goes PING!" - The Meaning Of Life.

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## 1.377 Re: Hiding the mouse on a screen question again :((

for scott@online.u-net.com; Mon, 31 May 1999 18:44:29 +0100

From: "Andrew Guard" <aMIGA\_dUDE@assign.u-net.com>

Organization: ProPassWord

Date: 31 May 99 18:08:21 +0000

Subject: Re: Hiding the mouse on a screen question :((

X-Face: ggbX)L/8Qm]#Tpb\_Nl\_7q?KW7ol,Y@chVkJ\$,D.@iuYP.XrF!x!!Loz2}.x:X.k[9A-NjQsu/gaPM\8EaGyX/Sw92G>5tg|VH51w  
VM\*4PG63s(pwT&qE@dB\*lkww:

Encoding: quoted-printable

Well, well Stephen Lebed, OK then but=2E=2E=2E

> Hello,  
>=20  
> Sorry to keep asking but I need a way of removing the mouse pointer from =  
a  
> screen=2E All the routines I've seen and used are geared toward making t=  
he  
> pointer disappear within a window, but my game just opens a screen=2E Do=  
es  
> anyone have any code I can use that will deal with this? I would hate t=  
o  
> open a full screensize window just to remove the pointer=2E  
>=20=20

You dont need large window it can be 1x1=2E Only that window has to  
active so then it would as by magic disappear=2E

--=20

Think about it, ProPassWord=2E <mailto:ppw-subscribe@egroups.com>

--

Satanic Dreams <http://zap=2Eto/sds>

V//AmigaV// Team Amiga RC5

--

603e+ 233/040=A0PowerUP, 32 Meg, BVision, Zip, DVD, Kickstart 3=2E1

Pace56 External voice, ISP <http://www=2Ewirenet=2Eco=2Euk/>

ICQ 21765436

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### **1.378 Re: Hiding the mouse on a screen question again :((**

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 31 May 1999 20:35:23 +0000

From: Curt Esser <[camge@ix.netcom.com](mailto:camge@ix.netcom.com)>

Date: Mon, 31 May 1999 10:18:33 -0500

Subject: Re: Hiding the mouse on a screen question again :((

--BOUNDARY.1748604976.1

Hi Stephen

On 30-May-99, Stephen Lebed wrote:

> Hello,

>

> Sorry to keep asking but I need a way of removing the mouse pointer from a

> screen. All the routines I've seen and used are geared toward making the  
> pointer disappear within a window, but my game just opens a screen. Does  
> anyone have any code I can use that will deal with this? I would hate to  
> open a full screensize window just to remove the pointer.

Here is one from James Boyd's Stats/Functs file that doesn't need a window.

If you are using Blitz mode, substitute "Vwait" for the "Delay\_" command.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

--BOUNDARY.1748604976.1

Content-Disposition: attachment; filename="Hide.Pointer.asc"

```
-----  
; Statement : PointerOff { }  
; Author : James L Boyd - jamesboyd@all-hail.freemove.co.uk  
; (Modified from an example in the "dark" archive on Aminet)  
; Turns mouse pointer off, and works for all windows, not  
; just one like the OS routines.  
; DO NOT remove the Delay_()s! GURU will pay you a visit  
; if you do...maybe not today, maybe not tomorrow, but  
; it'll happen!  
; NOTE - Direct hardware access (may not be future-compatible).  
Statement PointerOff { }  
Delay_ 1  
Poke.w $dff096,$20  
Delay_ 1  
End Statement  
-----  
; Statement : PointerOn { }  
; Author : James L Boyd - jamesboyd@all-hail.freemove.co.uk  
; (Modified from an example in the "dark" archive on Aminet)  
; Turns mouse pointer on, and works for all windows, not  
; just one like the OS routines.  
; DO NOT remove the Delay_()s! GURU will pay you a visit  
; if you do...maybe not today, maybe not tomorrow, but  
; it'll happen!  
; NOTE - Direct hardware access (may not be future-compatible).  
Statement PointerOn { }  
Delay_ 1
```

---



Poke.w \$dff096,\$8020

Delay\_ 1

End Statement

:: demo :

PointerOff { }

Delay\_ 100

PointerOn { }

End

;------

--BOUNDARY.1748604976.1

-----

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--BOUNDARY.1748604976.1--

### 1.379 Re: Hiding the mouse on a screen question again :((

for scott@online.u-net.com; Mon, 31 May 1999 22:21:19 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Tue, 03 Jan 1978 03:39:13 +0000

Subject: Re: Hiding the mouse on a screen question :((

Stephen Lebed churned out *\*this\** drivel:

> Sorry to keep asking but I need a way of removing the mouse pointer from a

> screen. All the routines I've seen and used are geared toward making the

I posted one when somebody asked a little while ago, but I think they

found it didn't work on gfx cards...? It's in StatsFuncs.lha in dev/basic...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *\*AMIGA\**, and *\*Dogbert's New Ruling Class.\**

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

I want to hear the holy ramage/I don't mind a little ear damage.

-- Frank Black, "I Want Rock 'n' Roll" ( www.goodnoise.com )

-----

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### 1.380 Hiding the mouse on a screen question :(

for scott@online.u-net.com; Mon, 31 May 1999 04:07:19 +0000

From: Stephen Lebed <slebed@earthlink.net>

Date: Sun, 30 May 1999 20:05:55 -0800

Subject: Hiding the mouse on a screen question :(

Hello,

Sorry to keep asking but I need a way of removing the mouse pointer from a screen. All the routines I've seen and used are geared toward making the pointer disappear within a window, but my game just opens a screen. Does anyone have any code I can use that will deal with this? I would hate to open a full screensize window just to remove the pointer.

Thanks in advance,

Stephen Lebed

slebed@earthlink.net

-----  
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### 1.381 Re: I forgot to ask... ;)

for scott@online.u-net.com; Mon, 3 May 1999 02:13:25 +0000

From: Anton Reinauer <anton@ww.co.nz>

Date: Mon, 03 May 1999 11:27:39 +1200

Subject: Re: I forgot to ask... ;)

On 02-May-99, Paul Burkey muttered incomprehensively ;)

> GFX cards seem to emulate the sprite very well. So well that you  
> may forget that it's not a real sprite. When I first added a GFX  
> card to my Amiga it took a while before I realised that the mouse  
> sprite and the Screen dragging were actually done on the GFX card.  
> It was something I didn't think about ;) I'm unsure about the  
> "switching sprites off hack" working on a GFX card. It seems the  
> best way to deal with mouse pointer is to give the pointer  
> attached to your Window an empty image. I'm not sure what the  
> problem of opening a Window is.

So, you end up wondering why the mouse moves badly on Windose machines- 'cause it obviously ain't the GFX card ;-)

--

Anton Reinauer <anton@ww.co.nz>

-----  
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---

**1.382 Re: I forgot to ask... ;)**

for scott@online.u-net.com; Mon, 3 May 1999 02:15:00 +0100

From: Anton Reinauer <anton@ww.co.nz>

Date: Mon, 03 May 1999 11:31:14 +1200

Subject: Re: I forgot to ask... ;)

On 03-May-99, Paul Burkey wrote:

> there's no difference between a normal amiga bitmap and the bitmap  
> created by the OS. They are one and the same. You will find it hard  
> to create a planar bitmap with the OS if you're running a CGFX system.  
> If you're running CyberGFX then you can presume that all bitmaps will  
> probably be chunky and usually located in video ram. Just as you  
> can presume that without CyberGFX you'll probably get planar bitmaps  
> located in chip ram.

I assume that CGFX under AGA, uses planar- unless it does or can do  
chunky bitmaps in fast, and C2Ps them.

--

Anton Reinauer <anton@ww.co.nz>

-----  
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**1.383 I forgot to ask... ;)**

for scott@online.u-net.com; Sun, 2 May 1999 00:37:23 +0000

From: Curt Esser <camge@ix.netcom.com>

Date: Sat, 01 May 1999 16:41:02 -0500

Subject: I forgot to ask... ;)

Hi everybody,

I just posted an "invisible window" code - but I meant to ask:

I don't think it would work on a GFX card. So, does anybody know how to  
grab the "bitmap" from a GFX card WB? (assuming it has a "bitmap" of some  
sort?)

Thanx...

Yours electronically,

Curt Esser

[camge@ix.netcom.com](mailto:camge@ix.netcom.com)

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

Oh, BTW, for those of you who have had problems accessing my web site (or

---

other Xoom sites) with your Amiga browsers:

Make sure "Spoof as Mozilla" is turned OFF!!!!

Thanks to David McMinn for the tip...

-----  
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### 1.384 Re: I forgot to ask... ;)

for scott@online.u-net.com; Sun, 2 May 1999 00:54:59 +0100

From: "Dave" <dave@nbsamiga.demon.co.uk>

Subject: Re: I forgot to ask... ;)

Date: Sun, 2 May 1999 00:54:21 +0100

charset="iso-8859-1"

Encoding: 7bit

>Hi everybody,

>

>I just posted an "invisible window" code - but I meant to ask:

>

>I don't think it would work on a GFX card. So, does anybody know how to

>grab the "bitmap" from a GFX card WB? (assuming it has a "bitmap" of some

>sort?)

Hmmm..dunno...can you use the rastport on gfx cards?? Or is this something you'd need the rtg library for?? Plus, after some messing about, I can open a viewport using modeids (ie, on gfx cards I assume) but no where does anyone say how to get a gfx card bitmap. If it works, it means I could create a blitzmode like enviroment on gfx cards (ie, not a screen but you've lost multitasking) but i have more control over displays and less setting up.

Another thing...I saw something about turning the mouse pointer on and off (I assume they're just switching sprite dma off) but this doesn't work on gfx cards does it?? I don't remember gfx cards supporting sprites (ie, why all the amiga docs say from 3 onwards don't use sprites as they won't be supported).

Just some extra q's ;)

Dave

-----  
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---

### 1.385 Re: I forgot to ask... ;)

for scott@online.u-net.com; Sun, 2 May 1999 17:19:09 +0000

From: "Dave" <dave@nbsamiga.demon.co.uk>

Subject: Re: I forgot to ask... ;)

Date: Sun, 2 May 1999 17:16:53 +0100

charset="iso-8859-1"

Encoding: 7bit

>> Hmm..dunno...can you use the rastport on gfx cards?? Or is this

>> something you`d need the rtg library for??

>

>The RastPort works exactly the same as usual but as with any

>kind of OS legal coding you shouldn`t really be peeking/poking

>about in the RastPort structure. It can really only be used for

>the OS functions such as WritePixel\_ etc.

Well, then you should be able to use any of the graphics library Blt commands (ie, blit from the chunky bitmap, obtained from rastport/bitmap to a normal amiga bitmap...in planar format, then blit it back to your window...c2p, then p2c...ouch!). But this would work for any screen.

>I guess you could lock the bitmap using the CGFX API and then

>go into Blitz mode taking your Bitmap pointer with you. Then

>you could poke away to the display all you liked. However, there

>must be some reason why the CGFX API says "Don`t hold this lock

>for longer than one frame !". Still, it could be fun to find

>out what would happen if you broke the rules :)

Hmmm...not sure about all this moving about...is that something to do with the screens bitmap..ie, if you ask the gfx card to setup a screen..does it do all that itself..or is that with any gfx card bitmap?? Ie, I can create a friend bitmap under 3.0, which should be the same as the chunky bitmap (that`s what it says)...the only problem is I need a screen to make a friend bitmap for my self. As far as I can tell, views and viewports support gfx cards, and I should be able to open a view...but no where in any doc I`ve seen does is say anything about creating a new bitmap using gfx card memory!

>GFX cards seem to emulate the sprite very well. So well that you

>may forget that it`s not a real sprite. When I first added a GFX

>card to my Amiga it took a while before I realised that the mouse

>sprite and the Screen dragging were actualy done on the GFX card.

>It was something I didn`t think about :) I`m unsure about the

>"switching sprites off hack" working on a GFX card. It seems the

>best way to deal with mouse pointer is to give the pointer  
>attached to your Window an empty image. I'm not sure what the  
>problem of opening a Window is.  
>

I think that`s the best way too...but a mouse off command in the os would  
have been better...

Dave

-----  
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### **1.386 Re: I forgot to ask... ;)**

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 2 May 1999 18:25:35 +0100

From: Donovan Reeve <[bubby.lnk@ispi.net](mailto:bubby.lnk@ispi.net)>

Date: Sun, 02 May 1999 11:21:27 +0500

Subject: Re: I forgot to ask... ;)

On 02-May-99, Dave flashed:

>I think that`s the best way too...but a mouse off command in the os would  
>have been better...

You might want to suggest that to H&P to be included in OS-3.5 as I have  
seen many programs that would have benefited from it, especially graphics  
show and multimedia programs.

Donovan Reeve ([bubby.lnk@ispi.net](mailto:bubby.lnk@ispi.net))

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### **1.387 Re: I forgot to ask... ;)**

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 2 May 1999 17:32:42 +0100

From: "Paul" <[paulwest@stationone.demon.co.uk](mailto:paulwest@stationone.demon.co.uk)>

Organization: private

Date: 2 May 99 17:31:38 +0000

Subject: Re: I forgot to ask... ;)

Encoding: 7bit

> I guess you could lock the bitmap using the CGFX API and then  
> go into Blitz mode taking your Bitmap pointer with you. Then  
> you could poke away to the display all you liked. However, there

> must be some reason why the CGFX API says "Don't hold this lock  
> for longer than one frame !". Still, it could be fun to find  
> out what would happen if you broke the rules :)  
I get the feeling that is only a guideline, perhaps in that input  
events occur every vblank or something like that which could possibly  
want to do something to the bitmap but be not allowed, ie just bunging  
on a bitmap lock and leaving it on might cause parts of the o/s to  
freeze up?

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

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### **1.388 Re: I forgot to ask... ;)**

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 3 May 1999 02:35:40 +0100

From: "Paul" <[paulwest@stationone.demon.co.uk](mailto:paulwest@stationone.demon.co.uk)>

Organization: private

Date: 3 May 99 02:35:25 +0000

Subject: Re: I forgot to ask... ;)

Encoding: 7bit

> On 03-May-99, Paul Burkey wrote:

>

>> there's no difference between a normal amiga bitmap and the bitmap  
>> created by the OS. They are one and the same. You will find it hard  
>> to create a planar bitmap with the OS if you're running a CGFX system.  
>> If you're running CyberGFX then you can presume that all bitmaps will  
>> probably be chunky and usually located in video ram. Just as you  
>> can presume that without CyberGFX you'll probably get planar bitmaps  
>> located in chip ram.

>

> I assume that CGFX under AGA, uses planar- unless it does or can do  
> chunky bitmaps in fast, and C2Ps them.

It just depends what screenmode you choose. Some gfx cards can do  
planar modes. mostly they are chunky so if you choose a chunky

---

screenmode then it will work in chunky. if you choose an aga mode it will work in aga.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

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### **1.389 Re: I forgot to ask... ;)**

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 2 May 1999 16:15:09 +0000

Date: Sun, 02 May 1999 02:59:38 +0100

From: Paul Burkey <[burkey@bigfoot.com](mailto:burkey@bigfoot.com)>

X-Accept-Language: en

Subject: Re: I forgot to ask... ;)

Encoding: 7bit

Dave wrote:

> >Hi everybody,

> >I just posted an "invisible window" code - but I meant to ask:

> >

> >I don't think it would work on a GFX card. So, does anybody know

> >how to grab the "bitmap" from a GFX card WB? (assuming it has a

> >"bitmap" of some sort?)

Yes, the GFX card screen will use a bitmap just like any other screen but it will usually be held in GFX card ram (rather than chip ram) and it will probably be one of the various chunky formats (rather than planar) so the usual poking and poking about in the bitmap won't give the same results. Also the allocated bitmap is likely to be moved about from GFX card memory to fast/chip memory when the user switches or drags the screen so the location of the bitmap can't be asumed unless you lock it using the CGFX API which is the only time you can guarantee the location of the bitmap and why it's not a good idea to use the usual bitmap pointer info.

> Hmm..dunno...can you use the rastport on gfx cards?? Or is this

> something you'd need the rtg library for??

The RastPort works exactly the same as usual but as with any



kind of OS legal coding you shouldn't really be peeking/poking about in the RastPort structure. It can really only be used for the OS functions such as WritePixel\_ etc.

> Plus, after some messing about, I can open a viewport using  
> modeids (ie, on gfx cards I assume) but no where does anyone  
> say how to get a gfx card bitmap. If it works, it means I could  
> create a blitzmode like environment on gfx cards (ie, not a  
> screen but you've lost multitasking) but i have more control  
> over displays and less setting up.

I guess you could lock the bitmap using the CGFX API and then go into Blitz mode taking your Bitmap pointer with you. Then you could poke away to the display all you liked. However, there must be some reason why the CGFX API says "Don't hold this lock for longer than one frame !". Still, it could be fun to find out what would happen if you broke the rules :)

> Another thing...I saw something about turning the mouse pointer  
> on and off (I assume they're just switching sprite dma off) but  
> this doesn't work on gfx cards does it?? I don't remember gfx  
> cards supporting sprites (ie, why all the amiga docs say from  
> 3 onwards don't use sprites as they won't be supported).

GFX cards seem to emulate the sprite very well. So well that you may forget that it's not a real sprite. When I first added a GFX card to my Amiga it took a while before I realised that the mouse sprite and the Screen dragging were actually done on the GFX card. It was something I didn't think about :) I'm unsure about the "switching sprites off hack" working on a GFX card. It seems the best way to deal with mouse pointer is to give the pointer attached to your Window an empty image. I'm not sure what the problem of opening a Window is.

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

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**1.390 Re: I forgot to ask... ;)**

for scott@online.u-net.com; Sun, 2 May 1999 18:47:25 +0100

Date: Sun, 02 May 1999 18:10:20 +0100

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: I forgot to ask... ;)

Encoding: 7bit

Dave wrote:

> >The RastPort works exactly the same as usual but as with any  
> >kind of OS legal coding you shouldn't really be peeking/poking  
> >about in the RastPort structure. It can really only be used for  
> >the OS functions such as WritePixel\_ etc.

>

> Well, then you should be able to use any of the graphics library Blt  
> commands (ie, blit from the chunky bitmap, obtained from rastport/bitmap to  
> a normal amiga bitmap...in planar format, then blit it back to your  
> window...c2p, then p2c...ouch!). But this would work for any screen.  
there's no difference between a normal amiga bitmap and the bitmap  
created by the OS. They are one and the same. You will find it hard  
to create a planar bitmap with the OS if you're running a CGFX system.  
If you're running CyberGFX then you can presume that all bitmaps will  
probably be chunky and usually located in video ram. Just as you  
can presume that without CyberGFX you'll probably get planar bitmaps  
located in chip ram.

Perhaps you can specify planar or chunky by using a friends bitmap  
tag but I don't think it's likely that you can guarantee the results.

> As far as I can tell, views and viewports support gfx cards, and  
> I should be able to open a view...but no where in any doc I've  
> seen does is say anything about creating a new bitmap using gfx  
> card memory!

You use AllocBitmap() and you leave the rest to the OS. The  
RTG system will retarget the allocation for the best performance  
which will usually be the Video ram.

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

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### 1.391 I sorted the MUI stuff..

for scott@online.u-net.com; Sun, 30 May 1999 19:14:39 +0100

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Sun, 30 May 1999 19:14:08 +0100

Organization: Satanic Dreams Software.

Subject: I sorted the MUI stuff..

Hello,

Setting the vertical weight to 0 sets the object to it`s minmax..

MUIAddTags 185,#MUIA\_VertWeight,0

Well, I didn`t know that...

Thanks for all ya help.

Cya!

--

<tsb>

<sb>\*CONTACTING MEEEEEEEE:\*

<sb>loki@sds.in2home.co.uk | \*ICQ:\* 27181384

<sb>SDS FOUNDER: URL: <http://www.satanicdreams.freemove.co.uk/>

<tsb>

<sb>\*PROJECT INFO:\*

<sb>Minimum Safe Distance [3%]

<sb>/After a few trips to the toilet, the following appeared:/

<sb>MorrisTheMaggot, CTTM2, TimeSwipe, NIB, BlitzBFB, Prefs2000 & TMS.

<sb>

<sb>SPAM - Squirrels, Possum and Mice.

<tsb>

-----  
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### 1.392 Re: I`VE GOT REPLIES

for scott@online.u-net.com; Tue, 1 Jun 1999 07:02:12 +0100

From: Leigh Parry <lparry@free4all.co.uk>

Date: Mon, 31 May 1999 18:44:50 +0000

Subject: Re: I`VE GOT REPLIES

X-SLUIDL: A7112D01-178611D3-B7D90090-275149F0

Hello,

Sorry for this extra posting, I`ve had a few replies.

---

I found a problem in my filters in YAM which were copying any messages of mine from the list into a draw that I post 'TO' the list from, hence i wasn't seeing them.

Sorry and thanks

Leigh.

--

<sb>

<sb>Leigh Parry

<sb>EMail: lparry@free4all.co.uk

<sb>

<sb>Smile - People will wonder what you're thinking.

<sb>

-----  
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### 1.393 Re: Icons and stuff

for scott@online.u-net.com; Sun, 30 May 1999 17:36:36 +0100

From: "Dave" <dave@nbsamiga.demon.co.uk>

Subject: Re: Icons and stuff

Date: Sun, 30 May 1999 17:06:51 +0100

charset="iso-8859-1"

Encoding: 7bit

>w3333 05-May-99, Rob Hutchinson naklepal-h:

>

>-> MUI suksz! :) (Just my personal opinion of course :))

>

>hmmm :) not so personal afterall ;)

>

I don't rate mui much either...what it does is take a slimline fast os+gui and add a lot of fancy stuff which I never use. Ok, so without it, there probably wouldn't have been amirc, or yam (which are the ONLY two reasons I run that), but could they have been programmed without mui...yes, but would they look so good...probably no, and I don't think that it's easier to program mui...but it saves the programmer having to create his own special mui type gadgets.

Dave <- Member of the `keep the amiga pure` group

-----  
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---

**1.394 Re: Icons and stuff**

From blitz-list-return-11273-scott=online.u-net.com@netsoc.ucd.ie Wed May 05 11:07:15 1999

for scott@online.u-net.com; Wed, 5 May 1999 11:07:14 +0100

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Wed, 5 May 1999 11:05:00 +0100

encoding: Quoted-printable

Subject: Re: Icons and stuff

> 1) Has anyone worked out a way to get an icon image into a shape object?

Yes. Check out (from Aminet):

NIB1\_00.lha dev/basic 22K 0 Use newicons.library thru Blitz EAS=

ILY!

That might have it, if not I could send you some code.

> 2) Is it possible to put images into GadTools Listviews and how do you d=

o

> it?

Yes. Use the RILVCallHookLib (OS3 only) or use a custom made listview replacement. Or use MUI. Or BOOPSI.

<http://www.ldngedge.demon.co.uk/Archives/BETA/RILVCallHookLib.lha>

> 3) Finally, If I wanted to create a Wizard type thing like in Windows,

> with a next and back button at the bottom and text in the top, how would=

I

> do it. Specifically, I want to know how I detach a gadget list from a

> window, clear the contents, change the gadget list and reattach it. At t=

he

> moment I'm using FreeGTLList but it crashes my computer.

Try DetachGTLList <gtlist number> before doing Free GTList.

> If you've got answers, please reply directly to trogladite@hotmail.com

> rather than to the list please. Thanks

Why?

--

l) ^ V ][ l) |M =A9 |M ][ |M |M

dmcminn@house-of-mojo.freeserve.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Practice safe sex - don't do it with a Mafia boss's wife.

-----  
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### 1.395 Re: Icons and stuff

for scott@online.u-net.com; Mon, 31 May 1999 15:01:11 +0100

Date: Mon, 31 May 1999 15:52:34 +0200

From: Emil <opi@abyss.lodz.pdi.net>

=?iso-8859-2?Q?Mikkel\_L=F8kke?= <flameduck@software.dk>

Subject: Re: Icons and stuff

=?iso-8859-2?Q?=3B\_from\_Mikkel\_L=F8kke\_on\_Sun=2C\_May\_30=2C\_1999\_at\_09:09?=  
=?iso-8859-2?Q?:44PM\_+0200?=  
> Some :o>

> Some :o>

could ya share it? :)

--

OPi/Plastic

Amiga Programmer

opi@abyss.lodz.pdi.net

www.kki.net.pl/emilopi

-----  
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### 1.396 Re: Icons and stuff

for scott@online.u-net.com; Sun, 30 May 1999 20:53:44 +0100

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Sun, 30 May 1999 21:09:44 +0200

Organization: M2 productions

Subject: Re: Icons and stuff

Encoding: quoted-printable

Hello opi.plastic.

You wrote:

> )-> [=3D> Try DetachGTList <gtlist number> before doing Free GTList.

> hmmm suxx :) i got untokenized deatachgtlist...why?

> since attachgtlist is availibe...hmmm

> i got meany (offen used:) commands untokenized like

It's DetachGTList or something,

> wbtfront\_

It's WBenchToFront\_

> any ideas how to fix it?

Some :o>

---

Greetings,

-- =

=2E---+-----

----- //\_\_ ----- <http://www.m2p.dk> --

/\_\_\_\_| Productions/=

-----  
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## 1.397 Icons and stuff

From [blitz-list-return-11272-scott=online.u-net.com@netsoc.ucd.ie](mailto:blitz-list-return-11272-scott=online.u-net.com@netsoc.ucd.ie) Wed May 05 10:54:54 1999

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Wed, 5 May 1999 10:54:52 +0000

X-Originating-IP: [195.195.239.194]

From: "Neil Bullock" <[trogldite@hotmail.com](mailto:trogldite@hotmail.com)>

Subject: Icons and stuff

Date: Wed, 05 May 1999 09:53:54 GMT

I've got a few questions, some of which I know have been answered before, but I don't keep all my mails and I think I deleted it.

- 1) Has anyone worked out a way to get an icon image into a shape object?
- 2) Is it possible to put images into GadTools Listviews and how do you do it?
- 3) Finally, If I wanted to create a Wizard type thing like in Windows, with a next and back button at the bottom and text in the top, how would I do it. Specifically, I want to know how I detach a gadget list from a window, clear the contents, change the gadget list and reattach it. At the moment I'm using FreeGTLList but it crashes my computer.

Thanks

Neil

If you've got answers, please reply directly to [trogldite@hotmail.com](mailto:trogldite@hotmail.com) rather than to the list please. Thanks

---

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-----  
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---

### 1.398 Re: Icons and stuff

for scott@online.u-net.com; Sun, 30 May 1999 15:14:31 +0100

From: "opi.plastic aka emil" <opi@abyss.lodz.pdi.net>

Date: Mon, 24 May 1999 21:45:48 +0100

Organization: calkowiecie nie-zorganizowany

Subject: Re: Icons and stuff

Yello Rob

w3333 05-May-99, Rob Hutchinson naklepal-h:

)-> MUI suksz! :) (Just my personal opinion of course :))

hmmm :) not so personal afterall ;)

)-> [=] Try DetachGTList <gtlist number> before doing Free GTList.

hmmmm suxx :) i got untokenized deatachgtlist...why?

since attachgtlist is availibe...hmmmm

i got meany (offen used:) commands untokenized like

openwindow\_

wbtofront\_

gtmenu (whole set:)

any ideas how to fix it?

--

opi.plastic <opi@amigascne.org>

amiga+linux+net+grass+ascii+scene = phuunnn

[\*If all first you don't suceed, call it Windows.\*]

-----  
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### 1.399 Re: Icons and stuff

From blitz-list-return-11276-scott=online.u-net.com@netsoc.ucd.ie Wed May 05 14:21:07 1999

for scott@online.u-net.com; Wed, 5 May 1999 14:21:07 +0100

From: Rob Hutchinson <loki@ssoft.freemove.co.uk>

trogldite@hotmail.com

Date: Wed, 05 May 1999 14:19:37 +0100

Organization: Satanic Dreams Software.

Subject: Re: Icons and stuff

Encoding: binary

Hello David

Hiya, David... ,on 05-May-99 you mailed me about: Re: Icons and stuff! So I'ma reply`in...



[=>> 1) Has anyone worked out a way to get an icon image into a shape  
[=>> object?

[=>

[=> Yes. Check out (from Aminet): NIB1\_00.lha dev/basic 22K 0 Use

[=> newicons.library thru Blitz EASILY!

Yes well there will be an update to NIB very soon, which will be on AmiNet  
within a few days, but if you want it rapid, give us a mail m8 :)

[=> That might have it, if not I could send you some code.

NIB converts NewIcons/Standard Icons to .Image Structures. You can  
then draw them to Windows ETC... But the new version will have  
functions that will automatically copy the remaped images to Bitmap  
objects.. So getting shapes from them will be a piece of piss :)

Examples of using NIB with GTShape`s and possibly transparency options  
will also be in the update.

Alternatively, if you have BSS, have a look in the REDHelp/BlitzLibs/  
dir for the Tooltypes guide.. Which has commands that use just the  
Icon.library to get shapes and such.. But this doesn`t give you very much  
control over the icons/image you have.. Whereas NIB does :)

[=>> 2) Is it possible to put images into GadTools Listviews and how do you  
[=>> do it?

[=>

[=> Yes. Use the RILVCallBackLib (OS3 only) or use a custom made listview

[=> replacement. Or use MUI. Or BOOPSI.

MUI suz! :) (Just my personal opinion of course :))

[=> <http://www.ldngedge.demon.co.uk/Archives/BETA/RILVCallHookLib.lha>

OooOoo.. didn`t know about that one, ta dave.

[=>> 3) Finally, If I wanted to create a Wizard type thing like in Windows,

[=>> with a next and back button at the bottom and text in the top, how

[=>> would I do it. Specifically, I want to know how I detach a gadget list

[=>> from a window, clear the contents, change the gadget list and reattach

[=>> it. At the moment I`m using FreeGTList but it crashes my computer.

[=>

[=> Try DetachGTList <gtlist number> before doing Free GTList.

Yeah, thats that command that pops up all the time in the BlitzList, and  
has a massive explanation in the manual..... Bit like all the commands  
then :)

[=>> If you`ve got answers, please reply directly to trogladite@hotmail.com

[=>> rather than to the list please. Thanks

[=>

[=> Why?

Probs not on the list, and only posted to it, ay? :)

[=>

Regards

--

<tsb>

<sb>\*CONTACTING MWA:\*

<sb>loki@sdsoft.freemove.co.uk | \*ICQ:\* 27181384

<sb>SDS FOUNDER: URL: <http://www.satanicdreams.freemove.co.uk/>

<tsb>

<sb>\*PROJECT INFO:\*

<sb>IconExtreme V3.01 [70%] | SDS^GUI [10%]

<sb>/After a few trips to the toilet, the following appeared:/

<sb>MorrisTheMaggot, CTTM2, TimeSwipe, NIB, BlitzBFB, Prefs2000 & TMS.

<tsb>

<sb>Clothes don't make the man, but clothes have got men a good job.

<tsb>

-----  
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## 1.400 Re: IRC

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sat, 15 May 1999 00:21:08 +0000

From: Anton Reinauer <[anton@ww.co.nz](mailto:anton@ww.co.nz)>

Date: Sat, 15 May 1999 11:18:50 +1200

Subject: Re: IRC

On 15-May-99, Vick-lad Bell wrote:

> I don't know if there's an irc tomorrow - but if there is, I won't be  
> able to make it - babysitting.

I'll see if I can make it- I'm not sure this week :-/ -I gotta get up  
up early on Sunday morning- blah! :)

I assume there's no daylight saving included in the 8 o'clock time.

> VIC E BABES

Damn! bet me to it!! I'd already written a reply saying that maybe we  
could compromise and call you Vicky :)

--

Anton Reinauer <[anton@ww.co.nz](mailto:anton@ww.co.nz)>

-----  
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---

## 1.401 Re: IRC

for scott@online.u-net.com; Mon, 17 May 1999 01:30:03 +0100

From: Anton Reinauer <anton@ww.co.nz>

Date: Mon, 17 May 1999 12:15:20 +1200

Subject: Re: IRC

On 17-May-99, Scott wrote:

>>> VIC E BABES

>> Damn! bet me to it!! I'd already written a reply saying that maybe

>> we could compromise and call you Vicky :)

> When I went to the #Blitz IRC Meeting the other week, I thought I'd

> accidentally logged onto some dodgy porn channel when I saw someone

> named 'Vice Babes' !

> Silly me (o;

Hee, hee, hee :)

--

Anton Reinauer <anton@ww.co.nz>

-----  
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## 1.402 IRC

for scott@online.u-net.com; Fri, 14 May 1999 18:27:17 +0000

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

Subject: IRC

Date: Fri, 14 May 1999 18:22:39 +0100

I don't know if there's an irc tomorrow - but if there is, I won't be able to make it - babysitting.

VIC E BABES

-----  
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## 1.403 Re: IRC

for scott@online.u-net.com; Sun, 16 May 1999 18:53:49 +0100

From: "Scott" <scott@assembler.idps.co.uk>

Subject: Re: IRC

---

Date: Sun, 16 May 1999 16:26:01 +0100

charset="iso-8859-1"

Encoding: 7bit

Hello Anton,

On the 15th May 1999, Anton Reinauer said...

>> VIC E BABES

> Damn! bet me to it!! I'd already written a reply saying that maybe we

> could compromise and call you Vicky :)

When I went to the #Blitz IRC Meeting the other week, I thought I'd accidentally logged onto some dodgy porn channel when I saw someone named 'Vice Babes' !

Silly me (o;

Regards,

Scott

scott@assembler.idps.co.uk

Damn the prime directive, give the Borg Windows 3.1 - Lt. Worf

-----  
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## 1.404 Re: It's English, not a programming language (was : AmFTP was - GtSetString active?)

for scott@online.u-net.com; Wed, 5 May 1999 22:45:07 +0100

From: Curt Esser <camge@ix.netcom.com>

Date: Wed, 05 May 1999 12:49:49 -0500

Subject: Re: It's English, not a programming language (was : AmFTP was - GtSetString active?)

Hi Thomas

On 05-May-99, Thomas Cobb wrote:

> Toby Zuijdveld wrote:

>

>> Lol, yeh a bit, but I try to change all the brackets (a bit like this

>> [but only sometimes { when I'm feeling creative <:>}] =] ...

>

> One problem with brackets is when you try and put a smiley in one. "(a

> smiley :) )" is grammatically wrong whereas "(a smiley))" looks odd.

[ Well, that's what the square brackets are intended for, isn't it? :) ]

{ and the curly ones as well ;) }

Or have I read the Blitz manual wrong?

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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### **1.405 Re: It's English, not a programming language (was : AmFTP was - GSetString active?)**

From [blitz-list-return-11278-scott=online.u-net.com@netsoc.ucd.ie](mailto:blitz-list-return-11278-scott=online.u-net.com@netsoc.ucd.ie) Wed May 05 17:05:06 1999

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Wed, 5 May 1999 17:05:06 +0100

Sender: [tdc98@doc.ic.ac.uk](mailto:tdc98@doc.ic.ac.uk)

Date: Wed, 05 May 1999 17:04:10 +0100

From: Thomas Cobb <[tdc98@doc.ic.ac.uk](mailto:tdc98@doc.ic.ac.uk)>

Subject: Re: It's English, not a programming language (was : AmFTP was - GSetString active?)

Encoding: 7bit

Toby Zuijdveld wrote:

> Lol, yeh a bit, but I try to change all the brackets (a bit like this [but only

> sometimes {when I'm feeling creative <:>}] =] ...

One problem with brackets is when you try and put a smiley in one. "(a smiley :)

)" is grammatically wrong whereas "(a smiley))" looks odd.

Thom

-----  
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### **1.406 Re: It's English, not a programming language (was : AmFTP was - GSetString active?)**

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 2 May 1999 13:07:01 +0100

From: Toby Zuijdveld <[hotcakes@abacus.net.au](mailto:hotcakes@abacus.net.au)>

Date: Sun, 02 May 1999 21:34:29 +1000

X-SenderInfo: 1;

picture="http://www.geocities.com/SunsetStrip/Disco/6065/a1people/tobyzuij.gif"

Organization: =?iso-8859-1?Q?Res=A1stance?=  
-----

Subject: Re: It's English, not a programming language (was : AmFTP was - GSetString active?)

Encoding: quoted-printable

Hello Linda

---

On 02-May-99, Linda Bell set out across the seas with this message:

LB> Do other programmers out there use brackets within brackets when writing in

LB> English, or is it just me?

Lol, yeh a bit, but I try to change all the brackets (a bit like this [but only

sometimes { when I'm feeling creative <:)>}] =3D] ...

Regards

-- =

.-----.

}-- CAT TAG --{ A harp is a piano in the nude.

`-----'

-----^--

\_\_\_\_\_v\_\_\_\_\_^\_\_\_ -- Toby Zuijdveld --

\\_\_\_ =ACV. \_\_\_\_\_/

l) \_^\_\_\_ v\ -EMail : <mailto:hotcakes@abacus.net.au>-

!! |=AC\\ \ - HTTP : <http://abacus.net.au/hotcakes>

|\_\_\_|//\_\_\_//\_\_\_// [ Last updated : 22=B704=B799 ]

!\_\_\_/VDTN.V

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## 1.407 JokerD List

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 17 May 1999 18:27:56 +0100

From: Gareth Griffiths <[gaz@jokerd.freemove.co.uk](mailto:gaz@jokerd.freemove.co.uk)>

Blitz Mailing List <[blitz-list@netsoc.ucd.ie](mailto:blitz-list@netsoc.ucd.ie)>,

AMOS Mailing List <[amos-list@onelist.com](mailto:amos-list@onelist.com)>,

Simon Jeavons <[simon@wizard.prestel.co.uk](mailto:simon@wizard.prestel.co.uk)>,

Andy Carpendale <[andy.manufan@tesco.net](mailto:andy.manufan@tesco.net)>,

Owen Benjamin <[owen@jopcomps.swinternet.co.uk](mailto:owen@jopcomps.swinternet.co.uk)>,

David Ball <[dave@the-unseen-university.swinternet.co.uk](mailto:dave@the-unseen-university.swinternet.co.uk)>,

Bob Griffiths <[bob@griffiths.entanet.net](mailto:bob@griffiths.entanet.net)>,

Mike Griffiths <[mail@spikesbar.force9.co.uk](mailto:mail@spikesbar.force9.co.uk)>,

Dave Griffiths <[gri2296p@uel.ac.uk](mailto:gri2296p@uel.ac.uk)>

Date: Mon, 17 May 1999 18:27:27 +0100

Organization: Joker Developments

Subject: JokerD List

---

Hi,

Unbelievable but it works! Now before I continue, Hawkeye, if you reply to this, make sure you do NOT click on 'all recipients' :)

The JokerD mailing list has been set up, and get this, the e-mail address is:

jokerd@

that's it! There is NOTHING after the @ symbol! WOW! I didn't believe it myself, but it's true!

Cya!

Gaz.

--

<sb>

<sb>Gareth Griffiths

<sb>Founder of Joker Developments:

<sb>E-Mail: \*gaz@jokerd.freemove.co.uk\*

<sb>WWW: \*www.jokerd.freemove.co.uk\*

<sb>ICQ: \*GazChap (31023012)\*

<sb>

<sb>Also a member of Satanic Dreams Software:

<sb>\*http://www.satanicdreams.freemove.co.uk\*

<sb>

<sb>Founder of FX Software:

<sb>\*http://www.jokerd.freemove.co.uk/fxsoftware\*

<sb>

-----  
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## 1.408 Re: JokerD List

for scott@online.u-net.com; Mon, 17 May 1999 20:14:01 +0100

From: Rick Hodger <rick.thehub@bigfoot.com>

Date: Mon, 17 May 1999 19:36:02 +0100

Organization: Pagan Software

Subject: Re: JokerD List

I watched as Gareth Griffiths hammered "JokerD List" out on their keyboard...

> The JokerD mailing list has been set up, and get this, the e-mail

> address is:

---

> jokerd@

> that's it! There is NOTHING after the @ symbol! WOW! I didn't believe

> it myself, but it's true!

Don't you just hate it, when some pillock posts some idea based around a crappy PC feature, unavailable on any other platform, to half-a-dozen mailing lists orientated around people not using PC's?

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>

<sb>Visit us at <http://www.thehub.u-net.com>

<sb>EMail us at [/bloodline@pagan-games.com/](mailto:/bloodline@pagan-games.com/)

<sb>"Dafel: Bloodline" - The most acomplished RPG ever!

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team \*AMIGA\*

<sb>

<sb>Don't let schooling get in the way of your education.

-----

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## 1.409 Re: Just thought you might like to know???

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sat, 22 May 1999 19:27:09 +0000

From: "Andrew Guard" <[itme@amiga.eurobell.co.uk](mailto:itme@amiga.eurobell.co.uk)>

Organization: ProPassWord

Date: 19 May 99 09:31:47 +0000

Subject: Re: Just thought you might like to know???

Encoding: 7bit

Well, well Rob Hutchinson, OK then but...

> Hello,

>

> The Chicken prevailed!!!!.. And has now been restored to it`s rightful

> place (with a few modifications from HawkEye :)). On the SDS site!!

>

> The final vote count was:

>

> 39 - Chicken

> 2 - Gaz (1 was Gaz, and 1 was his Brother (or some other Griffiths))



>

> So there you go...

> Go See the SDS site, and check out the new pic :)

>

What is SDS about?

-----  
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## 1.410 Just thought you might like to know???

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Wed, 19 May 1999 03:04:19 +0000

From: Rob Hutchinson <[loki@sdsoft.freemove.co.uk](mailto:loki@sdsoft.freemove.co.uk)>

Satanic Dreams List <[satanicdreams@egroups.com](mailto:satanicdreams@egroups.com)>

Date: Wed, 19 May 1999 03:02:20 +0100

Organization: Satanic Dreams Software.

Subject: Just thought you might like to know???

Hello,

The Chicken prevailed!!!!.. And has now been restored to it`s rightful place (with a few modifications from HawkEye :)).. On the SDS site!!

The final vote count was:

39 - Chicken

2 - Gaz (1 was Gaz, and 1 was his Brother (or some other Griffiths))

So there you go...

Go See the SDS site, and check out the new pic :)

ByeEEEEEEEEEeEeEEEEEE

Cya!

--

<tsb>

<sb>\*CONTACTING MEEEEEEEE:\*

<sb>[loki@sdsoft.freemove.co.uk](mailto:loki@sdsoft.freemove.co.uk) | \*ICQ:\* 27181384

<sb>SDS FOUNDER: URL: <http://www.satanicdreams.freemove.co.uk/>

<tsb>

<sb>\*PROJECT INFO:\*

<sb>Minimum Safe Distance [0.001%]

<sb>/After a few trips to the toilet, the following appeared:/

<sb>MorrisTheMaggot, CTTM2, TimeSwipe, NIB, BlitzBFB, Prefs2000 & TMS.

<sb>

<sb>Bards do it to music

<tsb>

-----  
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## 1.411 Large Screens

for scott@online.u-net.com; Tue, 25 May 1999 22:13:09 +0100

From: Stu <stuart@digital-images.demon.co.uk>

Date: Tue, 25 May 1999 22:11:44 +0000

Subject: Large Screens

Hello,

Could someone tell me how I move a screen bigger than the size of the monitor to one side so that I can see the rest of the screen? I mean that I would like to have a 640x400 lores 8 bit screen. Obviously, the computer cannot display this on the entire screen, so how can I make it so that if the mouse is on the right hand side of the screen, the screen will scroll over a small bit so that I can see the rest of it? If someone could send me the command, that would be great.

If you could e-mail it directly to me as opposed to the list, that would be even better as I am not subscribed.

Cheers,

Stu

-----  
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## 1.412 Re: Last sat's meet, and a potential prob with the IRC room

for scott@online.u-net.com; Tue, 1 Jun 1999 03:27:22 +0000

From: "Dave" <dave@nbsamiga.demon.co.uk>

Subject: Re: Last sat's meet, and a potential prob with the IRC room

Date: Tue, 1 Jun 1999 03:19:44 +0100

charset="iso-8859-1"

Encoding: 7bit

>Hi,

> Anyone remember my m8 Lockpick from the last blitz meet?

>

>Well he seems to have taken over the Blitz room on espernet.

>

>Don't ask me how, but I will shortly be asking him to give founder

>access back to Paul or Lok! or whoever founded it :)

>

>Also, was any1 a last Saturday's meet (29th) as there was none there

>when i turned up. dunno wehter it was to do with lockpick or not.  
Or how about swapping to another network (as esper doesn't seem any better than dalnet)..how about creating your very own blitz channel on galaxynet or something...as for 1, paul isn't on the blitz list anymore and I've never seen rick in there and he's founder....

Just make sure you tell everyone and don't run the channel like klingon ;)

Dave

-----  
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### 1.413 Last sat's meet, and a potential prob with the IRC room

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 31 May 1999 19:57:58 +0100

From: Gareth Griffiths <[gaz@jokerd.freemove.co.uk](mailto:gaz@jokerd.freemove.co.uk)>

Date: Mon, 31 May 1999 19:57:16 +0100

Organization: Joker Developments

Subject: Last sat's meet, and a potential prob with the IRC room

Hi,

Anyone remember my m8 Lockpick from the last blitz meet?

Well he seems to have taken over the Blitz room on espernet.

Don't ask me how, but I will shortly be asking him to give founder access back to Paul or Lok! or whoever founded it :)

Also, was any1 a last Saturday's meet (29th) as there was none there when i turned up. dunno wehter it was to do with lockpick or not.

Cya!

Gaz.

--

<sb>

<sb>Gareth Griffiths

<sb>Founder of Joker Developments:

<sb>E-Mail: [\\*gaz@jokerd.freemove.co.uk\\*](mailto:*gaz@jokerd.freemove.co.uk)

<sb>WWW: [\\*www.jokerd.freemove.co.uk\\*](http:*www.jokerd.freemove.co.uk)

<sb>ICQ: [\\*GazChap\(31023012\)\\*](http:*GazChap(31023012)*)

<sb>

<sb>I can see clearly now, the brain is gone...

<sb>

-----  
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---

## 1.414 Re: Last sat's meet, and a potential prob with the IRC room

for scott@online.u-net.com; Mon, 31 May 1999 22:32:24 +0100

From: Peter Thor <thor@mailbox.swipnet.se>

Date: Mon, 31 May 1999 23:29:11 +0200

Organization: Nukleus

Subject: Re: Last sat's meet, and a potential prob with the IRC room

Encoding: quoted-printable

The 31-Maj-99, Gareth Griffiths wrote:

> Well he seems to have taken over the Blitz room on espernet.

Espernet?? gimme a server and I'll join in next sunday!

-- =

Peter Thor, Programmer Assembler/Blitz/C/C++

Irc: Joru, ICQ: 11277616, Alt-EMail: joru@hotmail.com

Jim Collas - "The Amiga community is the most innovative, dedicated, heroic and enduring community in the computer industry"

=2E- Amiga is it! -.=

-----  
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## 1.415 Re: Locale suxx?

for scott@online.u-net.com; Sun, 16 May 1999 17:49:39 +0100

From: Curt Esser <camge@ix.netcom.com>

Date: Sun, 16 May 1999 07:06:36 -0500

Subject: Re: Locale suxx?

Hi opi.plastic

On 12-May-99, opi.plastic aka emil wrote:

> Yello,

>

> I read some letter 'bout 'locale' problems....

> Hmm.. I dont like locale to mutch since polish translation

> are mostly afull ;)

> But, after readin' i think that BEST (and only?:) solution is

> normal ascii catalogs... just think about it

>

> Use this function that return a language used (Who made it? Curt?)

Actually, James Boyd wrote it, but I do use it in my Crazy8's program.

> Next write a procedur to handle a ascii file  
> no need to doing/using some varius catalog generators :D  
Yes, much easier on the programmer and also the translators.  
This also makes it possible for program users to select a locale that is not  
the same as the one set in the WB prefs...  
And your program will still work even if the user doesn't have the  
locale.library...  
Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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## 1.416 Re: Locale suxx?

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 18 May 1999 02:03:08 +0000

From: Curt Esser <[camge@ix.netcom.com](mailto:camge@ix.netcom.com)>

Date: Mon, 17 May 1999 18:28:52 -0500

Subject: Re: Locale suxx?

Hi Thomas

On 17-May-99, Thomas Cobb wrote:

> Curt Esser wrote:

>

>>

>>> I read some letter 'bout 'locale' problems....

>>> Hmm.. I dont like locale to mutch since polish translation

>>> are mostly afull ;)

>>> But, after readin' i think that BEST (and only?:) solution is

>>> normal ascii catalogs... just think about it

>>>

>>> Use this function that return a language used (Who made it? Curt?)

>>

>> Actually, James Boyd wrote it, but I do use it in my Crazy8's program.

>>

>>> Next write a procedur to handle a ascii file

>>  
>>> no need to doing/using some varius catalog generators :D  
>>  
>> Yes, much easier on the programmer and also the translators.  
>>  
>> This also makes it possible for program users to select a locale that is  
>> not  
>> the same as the one set in the WB prefs...  
>>  
>> And your program will still work even if the user doesn't have the  
>> locale.library...  
>  
> This is the way that PPaint does it, plain text catalogs. You can even  
> change the shortcut keys. It would still be nice if locale handled the  
> actual "Find out which language the user would like" bit though so you use  
> just the locale prefs to decide that rather than on a program by program  
> basis.

Well, that's what the function does - it returns the name of the user's preference locale setting. I use this as the default - if that's all the user wants, they don't need to do anything.

But I also give them the option in the prefs to use a different one. My program is a game, so this way they could use the "locale" feature to edit their own additional set(s) of replacement texts for the program (in the same language), and change between them at will... There could be 2 or more "English" locale files, for example.

Yours electronically,

Curt Esser

camage@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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## 1.417 Locale suxx?

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 16 May 1999 01:14:41 +0100

From: "opi.plastic aka emil" <[opi@abyss.lodz.pdi.net](mailto:opi@abyss.lodz.pdi.net)>

Date: Wed, 12 May 1999 23:06:58 +0100

Organization: calkowiecie nie-zorganizowany

---

Subject: Locale suxx?

Yello,

I read some letter 'bout 'locale' problems....

Hmmm.. I dont like locale to mutch since polish translation are mostly afull ;)

But, after readin' i think that BEST (and only?:) solution is normal ascii catalogs... just think about it

Use this function that return a language used (Who made it? Curt?)

Next write a procedur to handle a ascii file

exampel look of catalog

[DEFAULT] ; used if other options dosent match

1,0=Project

2,0=Load

3,0=Save

4,0=Quit

1,1="Low|Medium|High"

and.....

[POLSKI] ; polish catalog

1,0=Projekt

2,0=Wczytaj

3,0=Zapisz

no need to doing/using some varius catalog generators :D

zdroofka!

--

opi.plastic <opi@amigascne.org>

amiga+linux+net+grass+ascii+scene = phuunnn

[\*If all first you don't suceed, call it Windows.\*]

-----  
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## 1.418 Re: Locale suxx?

for scott@online.u-net.com; Mon, 17 May 1999 12:52:08 +0000

Sender: tdc98@doc.ic.ac.uk

Date: Mon, 17 May 1999 12:51:50 +0100

From: Thomas Cobb <tdc98@doc.ic.ac.uk>

Subject: Re: Locale suxx?

Encoding: 7bit

---

Curt Esser wrote:

>

>> I read some letter 'bout 'locale' problems....

>> Hmm.. I dont like locale to mutch since polish translation

>> are mostly afull ;)

>> But, after readin' i think that BEST (and only?:) solution is

>> normal ascii catalogs... just think about it

>>

>> Use this function that return a language used (Who made it? Curt?)

>

> Actually, James Boyd wrote it, but I do use it in my Crazy8's program.

>

>> Next write a procedur to handle a ascii file

>

>> no need to doing/using some varius catalog generators :D

>

> Yes, much easier on the programmer and also the translators.

>

> This also makes it possible for program users to select a locale that is not

> the same as the one set in the WB prefs...

>

> And your program will still work even if the user doesn't have the

> locale.library...

This is the way that PPaint does it, plain text catalogs. You can even change the shortcut keys. It would still be nice if locale handled the actual "Find out which language the user would like" bit though so you use just the locale prefs to decide that rather than on a program by program basis. Something that should be worked on for the next os...

Thom

-----  
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## 1.419 Re: Lowlevel.library

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 10 May 1999 03:47:45 +0100

From: Anton Reinauer <[anton@ww.co.nz](mailto:anton@ww.co.nz)>

Date: Mon, 10 May 1999 14:24:30 +1200

Subject: Re: Lowlevel.library

---



On 09-May-99, Thomas Newsom wrote:

> On 09-May-99, Curt Esser wrote:

>>> For those who want it attached is the lowlevel\_lib.fd file.

>> Thanks :) I'll see how many crashes I can produce with it ;)

> I have the following 3 OS fd's that for some reason aren't in my

> includes/3\_1/fd directory but are in my includes/Cd32/fd directory.

> lowlevel\_lib.fd 957 ----rw-d 15-Oct-93 10:48:06

> nonvolatile\_lib.fd 423 ----rw-d 15-Oct-93 10:48:06

> translator\_lib.fd 120 ----rw-d 15-Oct-93 10:48:04

> Not sure why the translator one isn't in the 3\_1 dir...

The translator.lib and narrator device weren't part of OS3.x. OS2.1 were the last versions.

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC, WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.4)

<<http://www.ww.co.nz/home/anton/>>

-----

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## 1.420 Re: Lowlevel.library

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 9 May 1999 04:27:54 +0100

From: Curt Esser <[cange@ix.netcom.com](mailto:cange@ix.netcom.com)>

Date: Sat, 08 May 1999 22:14:39 -0500

Subject: Re: Lowlevel.library

Hi Thomas

On 08-May-99, Thomas Newsom wrote:

> Hello Curt,

>

> For those who want it attached is the lowlevel\_lib.fd file.

Thanks :) I'll see how many crashes I can produce with it ;)

Later...

--

A bird in the hand does it on your wrist.

Yours electronically,

Curt Esser

camage@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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## 1.421 Re: Lowlevel.library

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 11 May 1999 02:25:13 +0100

From: James L Boyd <[jamesboyd@all-hail.freemove.co.uk](mailto:jamesboyd@all-hail.freemove.co.uk)>

Date: Sat, 08 May 1999 15:28:20 +0000

Subject: Re: Lowlevel.library

Thomas Newsom churned out \*this\* drivel:

> lowlevel\_lib.fd 957 ----rw-d 15-Oct-93 10:48:06

> nonvolatile\_lib.fd 423 ----rw-d 15-Oct-93 10:48:06

> translator\_lib.fd 120 ----rw-d 15-Oct-93 10:48:04

>

> Not sure why the translator one isn't in the 3\_1 dir...

>

> Anyone want them or any one of them?

I'd like all three please! :)

Thanks,

--

<tsb>

<sb>James L Boyd - [jamesboyd@all-hail.freemove.co.uk](mailto:jamesboyd@all-hail.freemove.co.uk)

<sb>Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

<sb>Connected from Dundee, Scotland.

<sb>(<http://surf.to/all-hail/>)

<tsb>

Haven't you been listening to that guy who preaches all those sermons at the church?! Captain Whatsisname?!

-- Homer Simpson

-----  
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## 1.422 Lowlevel.library

for scott@online.u-net.com; Sun, 9 May 1999 01:21:04 +0100

From: Thomas Newsom <thomas.newsom@allhours.karoo.co.uk>

Date: Sun, 09 May 1999 01:18:31 +0100

Organization: The Open All Hours BBS @ +44-(0)1482-345494 & +44-(0)1482-447576 24 hours

Subject: Lowlevel.library

--BOUNDARY.1082510352.2

Hello Curt,

For those who want it attached is the lowlevel\_lib.fd file.

Cheers,

--

Tom.

AKA The Jeepster - An AMIGA BBS and proud of it! - MEMBER <:> \*Team AMIGA\*

Email : Jeepster@allhours.karoo.co.uk <-> <http://www.karoo.net/allhours>

ICOA Member <:> ICOA Installer WG Member <:> The Grimms one's Beta Tester!

--BOUNDARY.1082510352.2

Content-Disposition: attachment; filename="lowlevel\_lib.fd"

##base \_LowLevelBase

##bias 30

##public

\*--- functions in V40 or higher (Release 3.1) ---

\*

\* CONTROLLER HANDLING

\*

ReadJoyPort(port)(d0)

\*

\* LANGUAGE HANDLING

\*

GetLanguageSelection()

##private

lowlevelPrivate1()

##public

\*

\* KEYBOARD HANDLING

\*

GetKey()

QueryKeys(queryArray,arraySize)(a0,d1)

AddKBInt(intRoutine,intData)(a0/a1)

---

RemKBInt(intHandle)(a1)

\*

\* SYSTEM HANDLING

\*

SystemControlA(tagList)(a1)

\*

\* TIMER HANDLING

\*

AddTimerInt(intRoutine,intData)(a0/a1)

RemTimerInt(intHandle)(a1)

StopTimerInt(intHandle)(a1)

StartTimerInt(intHandle,timeInterval,continuous)(a1,d0/d1)

ElapsedTime(context)(a0)

\*

\* VBLANK HANDLING

\*

AddVBlankInt(intRoutine,intData)(a0/a1)

RemVBlankInt(intHandle)(a1)

##private

lowlevelPrivate2()()

lowlevelPrivate3()()

##public

\*

\* MORE CONTROLLER HANDLING

\*

SetJoyPortAttrsA(portNumber,tagList)(d0/a1)

##private

lowlevelPrivate4()()

lowlevelPrivate5()()

lowlevelPrivate6()()

lowlevelPrivate7()()

lowlevelPrivate8()()

##end

--BOUNDARY.1082510352.2

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--BOUNDARY.1082510352.2--

---

## 1.423 Re: Lowlevel.library

for scott@online.u-net.com; Sun, 9 May 1999 11:33:42 +0100

From: Thomas Newsom <thomas.newsom@allhours.karoo.co.uk>

Date: Sun, 09 May 1999 10:06:37 +0100

Organization: The Open All Hours BBS @ +44-(0)1482-345494 & +44-(0)1482-447576 24 hours

Subject: Re: Lowlevel.library

On 09-May-99, Curt Esser wrote:

>> For those who want it attached is the lowlevel\_lib.fd file.

> Thanks :) I'll see how many crashes I can produce with it ;)

I have the following 3 OS fd's that for some reason aren't in my includes/3\_1/fd directory but are in my includes/Cd32/fd directory.

lowlevel\_lib.fd 957 ----rw-d 15-Oct-93 10:48:06

nonvolatile\_lib.fd 423 ----rw-d 15-Oct-93 10:48:06

translator\_lib.fd 120 ----rw-d 15-Oct-93 10:48:04

Not sure why the translator one isn't in the 3\_1 dir...

Anyone want them or any one of them?

Cheers

--

Tom.

AKA The Jeepster - An AMIGA BBS and proud of it! - MEMBER <:> \*Team AMIGA\*

Email : Jeepster@allhours.karoo.co.uk <-> <http://www.karoo.net/allhours>

ICOA Member <:> ICOA Installer WG Member <:> The Grimms one's Beta Tester!

-----  
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## 1.424 Re: Lowlevel.library

for scott@online.u-net.com; Tue, 11 May 1999 18:28:29 +0000

From: Thomas Newsom <thomas.newsom@allhours.karoo.co.uk>

Date: Tue, 11 May 1999 18:23:53 +0100

Organization: The Open All Hours BBS @ +44-(0)1482-345494 & +44-(0)1482-447576 24 hours

Subject: Re: Lowlevel.library

--BOUNDARY.1078351024.1

On 08-May-99, James L Boyd wrote:

>> lowlevel\_lib.fd 957 ----rw-d 15-Oct-93 10:48:06

>> nonvolatile\_lib.fd 423 ----rw-d 15-Oct-93 10:48:06

>> translator\_lib.fd 120 ----rw-d 15-Oct-93 10:48:04

>>

>> Not sure why the translator one isn't in the 3\_1 dir...

>>

>> Anyone want them or any one of them?

> I'd like all three please! :)

Attached for anyone else who may want them too.

Cheers

--

Tom.

AKA The Jeepster - An AMIGA BBS and proud of it! - MEMBER <:> \*Team AMIGA\*

Email : Jeepster@allhours.karoo.co.uk <-> <http://www.karoo.net/allhours>

ICOA Member <:> ICOA Installer WG Member <:> The Grimms one's Beta Tester!

--BOUNDARY.1078351024.1

Content-Disposition: attachment; filename="FD.lha"

Encoding: base64

JeQtbGg1LaoBAAC9AwAAA1ZPGwIAD2xvd2xldmVsX2xpYi5mZCkhAZRju9GmpB578Aek3h6k  
o6iZV8tuLDCUpm0STeJn4X9N0eO43X+ma/HHuoOZVJNCRmfJrAFbVTnR0agqE311X4yivFMb  
ZXm1EBUbdC2HdXqSjW9ev375vtWrWSFqqMhRtPVCZbDd6NneLDHnFlu+Th9mB8zRj1568brz  
zaJ88ssk5uyKbFLkmxtrziFPyXZ2rYR9zfD56YX7R8sU2P6RY5LhuMSIBWysNg0N/HagDvnf  
cm2I3gQvJX4pcvO3hPg/V7ium/Yyyd0eeKfFy+xlGy0X86xZY2So/g6GJjAsgB3mhH5F84Qw  
U4H3oqacseRRHQop11khQwNixAQOB9INBzjt8gfYCqUuPYODeo7qNEma5B0WVEO3rWomLTEc  
g2SoqL9kdGTN/cdtQWhG0WeqFuDXIgl7v/bBhedyAm0m0RZvBMGtqtQqtdTikFMPS7DciQ  
3VDanDuAj+HMbjftTG3bOXkx9MaQV9/VkfwPcrfTgB7bdqcqmHz4K5s88n+5R0CXHIFERMqi  
t5UTV7dQsg8tS08FH6Ifq5of3c6nv51PhzqfHixhVS8AKIctbGg1LdcAAACnAQAAA1ZPGwIA  
Em5vbnZvbGF0aWxlX2xpYi5mZENSAM1al621LOeeAPwvDKlrbdnqXCiCQTYJyp/W/2sNLJWT  
94HxykvBuNMIj4AtABuNKUUCrQiQfCI+MpolcwYhttlTnpay9HdXXWHLR15se6IMcC/C0HwD  
FnPEoAneTSmB7e+6kJZiPQj8n5/SlpHPNQ5FUwyy1o6Ma3eXzoUTKEaUjbYN1WF1KPOBEpe4  
TFOEoT6qUcDfAvwHnhVNJ3M8f0TsHZVhbZMZ3ST5l/o2TCUv1dyen7w+vb7MifUS7BOoNwnk  
e8HmWvvnZA5DHp/IbZqBUUE7BAAnIS1saDUtZQAAAHgAAAACV8bAgARdHJhbnNsYXRvc19s  
aWluZmTkUABfUpNpuDc74BoPDaEDNN13m3G7npHMt0BJUWPDvOMKGgAMtt75Dcst/dhS9BXq  
2zO5qxjflZBhriVD+O/4JZmlcLFbGnIdn6JOV+h1hWTbHHBWCXcon+LTMZYBOHgdQnro3QJJu  
AA==

--BOUNDARY.1078351024.1

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--BOUNDARY.1078351024.1--

## 1.425 Re: Lowlevel.library

for scott@online.u-net.com; Tue, 11 May 1999 18:32:38 +0100

From: Thomas Newsom <thomas.newsom@allhours.karoo.co.uk>

Date: Tue, 11 May 1999 18:30:18 +0100

Organization: The Open All Hours BBS @ +44-(0)1482-345494 & +44-(0)1482-447576 24 hours

Subject: Re: Lowlevel.library

On 11-May-99, Toby Zuijdveld wrote:

>>>> For those who want it attached is the lowlevel\_lib.fd file.

>>> Thanks :) I'll see how many crashes I can produce with it ;)

>> I have the following 3 OS fd's that for some reason aren't in my

>> includes/3\_1/fd directory but are in my includes/Cd32/fd directory.

> I'll take these, thanks : =]

Do you mean you want the whole directory of FD's or just the 3 mentioned?

Cheers

--

Tom.

AKA The Jeepster - An AMIGA BBS and proud of it! - MEMBER <:> \*Team AMIGA\*

Email : Jeepster@allhours.karoo.co.uk <-> <http://www.karoo.net/allhours>

ICOA Member <:> ICOA Installer WG Member <:> The Grimms one's Beta Tester!

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## 1.426 Re: Lowlevel.library

for scott@online.u-net.com; Tue, 11 May 1999 16:09:44 +0100

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Date: Tue, 11 May 1999 10:12:21 +1000

X-SenderInfo: 1;

picture="http://www.geocities.com/SunsetStrip/Disco/6065/a1people/tobyzuij.gif"

Organization: =?iso-8859-1?Q?Res=A1stance?=  
-----

Subject: Re: Lowlevel.library

Encoding: quoted-printable

Hello Thomas

On 09-May-99, Thomas Newsom set out across the seas with this message:

TN>>> For those who want it attached is the lowlevel\_lib.fd file.

TN>> Thanks :) I'll see how many crashes I can produce with it ;)

TN> I have the following 3 OS fd's that for some reason aren't in my

TN> includes/3\_1/fd directory but are in my includes/Cd32/fd directory.

I'll take these, thanks : =3D]

TN> nonvolatile\_lib.fd 423 ----rw-d 15-Oct-93 10:48:06

TN> translator\_lib.fd 120 ----rw-d 15-Oct-93 10:48:04

Regards

-- =

.-----.

}-- CAT TAG --{ I am not a tagline.

`-----'

----- ^ \_

\_\_\_\_\_ V \_\_\_\_\_ ^ \_\_\_\_ -- Toby Zuijdveld --

\ \_\_\_\_ =ACV. \_\_\_\_\_ \_/

l) \_ ^ \_\_\_\_ V \ -EMail : <mailto:hotcakes@abacus.net.au>-

!! |=AC\\ \ \ - HTTP : <http://abacus.net.au/hotcakes>

l \_ | // \_\_\_\_\_ // \_\_\_\_ // [ Last updated : 22=B704=B799 ]

! \_\_\_\_ / VDTN.V

-----  
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## 1.427 Re: Me and my Blitz Programming Language

From [blitz-list-return-11246-scott=online.u-net.com@netsoc.ucd.ie](mailto:blitz-list-return-11246-scott=online.u-net.com@netsoc.ucd.ie) Mon May 03 14:17:45 1999

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 3 May 1999 14:17:45 +0000

From: "Andrew Guard" <[aMIGA\\_dUDE@assign.u-net.com](mailto:aMIGA_dUDE@assign.u-net.com)>

Organization: ProPassWord

Date: 2 May 99 10:55:12 +0000

Subject: Re: Me and my Blitz Programming Language

X-Face: ggbX)L/8Qm]#Tpb\_Nl\_7q?KW7ol,Y@chVk\$,D.@iuYP.XrF!x!!Loz2}.x:X.k[9A-NjQsu/gaPM\8EaGyX/Sw92G>5tg|VH51w  
VM\*4PG63s(pwT&qE@dB\*lkww:

Encoding: quoted-printable

Well, well S9225796, OK then but=2E=2E=2E

> I have subscribed to this mailing list to ask anyone - how do I delete

> Blitz Basic off my hard drive ?

>=20

First I would learn how to use a computer=2E Then you would know how=2E=20=

=20

I think you don't have Amiga of any sort=2E=20=20

>From what you say above it seems to me that you have some major



problems=2E I personal don't believe that you are who you say you are=2E=  
=20

I think that you have change your e-mail URL in prefs of your mailer,  
now I must say how very cleaver you must be=2E

--=20

Think about it, ProPassWord=2E [mailto:ppw-subscribe@egroups=2Ecom](mailto:ppw-subscribe@egroups.com)

--

Satanic Dreams / Yellow and Blue Team

V//Amiga// Team Amiga RC5

--

603e+ 233/040=A0PowerUP, 32 Meg, BVision, Zip, DVD, Kickstart 3=2E1

Pace56 External voice, ISP [http://www=2Ewirenet=2Eco=2Euk/](http://www.wirenet.co.uk/)

ICQ 21765436

-----  
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## 1.428 Re: Me and my Blitz Programming Language

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 2 May 1999 10:32:09 +0100

From: Anton Reinauer <[anton@ww.co.nz](mailto:anton@ww.co.nz)>

Date: Sun, 02 May 1999 21:19:12 +1200

Subject: Re: Me and my Blitz Programming Language

On 01-May-99, David McMinn wrote:

> And hasn't anyone else noticed that the first message seems to be the  
> work of Livesey, returned like some half-exorcised demon?

Yeah, I've seen that same message about three times now- Can the  
person who spoke to the guy's Sys Admin pass this on, please?

--

Anton Reinauer <[anton@ww.co.nz](mailto:anton@ww.co.nz)>

-----  
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## 1.429 Re: Me and my Blitz Programming Language

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sat, 1 May 1999 19:23:16 +0100

From: Donovan Reeve <[bubby.lnk@ispi.net](mailto:bubby.lnk@ispi.net)>

Date: Sat, 01 May 1999 12:19:54 +0500

---

Subject: Re: Me and my Blitz Programming Language

On 01-May-99, Rick Hodger flashed:

>I watched as Donovan Reeve hammered "Re: Me and my Blitz Programming

>Language" out on their keyboard...

>> On 29-Apr-99, S9225796 flashed:

>>> I have subscribed to this mailing list to ask anyone - how do I delete

>>> Blitz Basic off my hard drive ?

>> Just the same way that you delete anything else, like Amos or C.

>Erm, you don't seem to know this so, I'll tell you.

Oh, yes. I had a pretty good idea of who it might be which is the reason for the saurcastic remarks. (not saurcastic enough I guess as several people didn't notice the saurcasm). ;)

catcha later,

Donovan Reeve (bubby.lnk@ispi.net)

-----  
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## 1.430 Memory

for scott@online.u-net.com; Wed, 5 May 1999 22:06:49 +0000

From: Bippy M <BippyM@stingent.freemove.co.uk>

Date: Wed, 05 May 1999 22:02:59 +0000

Subject: Memory

Hiya Guys,

How do I find the location of a data file in memory, that is loaded from an external program, I want to add/remove/change a prefs file that my BBS program uses.

T'ra

--

x-----| BippyM@Stingent.freemove.co.uk |-----x

||

| Current Projects: |

| Overflow (Pipemania Clone) [.^.....] 30% |

| Packer2Packer Suite [.^.....] 20% |

||

x-----| BippyM@Stingent.freemove.co.uk |-----x

-----  
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## 1.431 Re: Memory

for scott@online.u-net.com; Thu, 6 May 1999 01:22:33 +0100

From: Bippy M <BippyM@stingent.freemove.co.uk>

Date: Thu, 06 May 1999 01:18:59 +0000

Subject: Re: Memory

Howdy Curt

On 05-May-99, Curt Esser wrote:

CE> Hi Bippy

CE> On 05-May-99, Bippy M wrote:

CE>> Hiya Guys,

CE>> How do I find the location of a data file in memory, that is loaded

CE>> from an external program, I want to add/remove/change a prefs file  
that

CE>> my BBS program uses.

CE> If the file is loaded into some memory you have allocated, you could  
just

CE> save the address + length off as a plain text file in T: for your other

CE> program to read.

CE> If both programs are running at the same time, you could also set up a

CE> MessagePort between them to pass the information.

Hmmm, I didn't really explain myself properly....

I run a bbs, and I am writing a util that allows me to change the filebase,  
well the index is held in memory, and I need to access it, this is what I  
mean....

I hope you get what I mean!

Regards

--

x-----| BippyM@Stingent.freemove.co.uk |-----x

||

| Current Projects: |

| Overflow (Pipemania Clone) [.^.....] 30% |

| Packer2Packer Suite [.^.....] 20% |

||

x-----| BippyM@Stingent.freemove.co.uk |-----x

-----  
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---

## 1.432 Re: Memory

for scott@online.u-net.com; Thu, 6 May 1999 12:22:35 +0100

From: Bippy M <BippyM@stingent.freemove.co.uk>

Date: Thu, 06 May 1999 12:17:58 +0000

Subject: Re: Memory

Howdy Curt

On 06-May-99, Curt Esser wrote:

CE> Hi Bippy

CE> On 05-May-99, Bippy M wrote:

CE>> Hmmm, I didn't really explain myself properly....

CE>> I run a bbs, and I am writing a util that allows me to change the

CE>> filebase, well the index is held in memory, and I need to access it,

CE>> this is what I mean....

CE>> I hope you get what I mean!

CE> Sort of... But how is this index put there? Or I should say, by what

CE> program? Is it a program you wrote? Or one you have run from the shell

or

CE> by using the Execute\_ command? Or is it done by something you have no

CE> control of?

One I have no control of atm :((

It does have an arexx msg port though, can this be used?

Regards

--

x-----| BippyM@Stingent.freemove.co.uk |-----x

||

| Current Projects: |

| Overflow (Pipemania Clone) [..^.....] 30% |

| Packer2Packer Suite [.^.....] 20% |

||

x-----| BippyM@Stingent.freemove.co.uk |-----x

-----

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### 1.433 Re: Memory

for scott@online.u-net.com; Thu, 6 May 1999 00:56:11 +0100

From: Curt Esser <camge@ix.netcom.com>

Date: Wed, 05 May 1999 17:54:05 -0500

Subject: Re: Memory

Hi Bippy

On 05-May-99, Bippy M wrote:

> Hiya Guys,

>

> How do I find the location of a data file in memory, that is loaded from  
> an external program, I want to add/remove/change a prefs file that my BBS  
> program uses.

If the file is loaded into some memory you have allocated, you could just save the address + length off as a plain text file in T: for your other program to read.

If both programs are running at the same time, you could also set up a MessagePort between them to pass the information.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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### 1.434 Re: Memory

for scott@online.u-net.com; Thu, 6 May 1999 11:42:50 +0100

From: Curt Esser <camge@ix.netcom.com>

Date: Thu, 06 May 1999 05:23:13 -0500

Subject: Re: Memory

Hi Bippy

On 05-May-99, Bippy M wrote:

> Hmmm, I didn't really explain myself properly....

>

> I run a bbs, and I am writing a util that allows me to change the  
> filebase, well the index is held in memory, and I need to access it, this  
> is what I mean....

>

> I hope you get what I mean!

Sort of... But how is this index put there? Or I should say, by what program? Is it a program you wrote? Or one you have run from the shell or by using the Execute\_ command? Or is it done by something you have no control of?

Yours electronically,

Curt Esser

camage@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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## 1.435 Re: Memory

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Thu, 6 May 1999 07:18:13 +0100

From: Rob Hutchinson <[loki@sdsoft.freemove.co.uk](mailto:loki@sdsoft.freemove.co.uk)>

Date: Thu, 06 May 1999 07:05:04 +0100

Organization: Satanic Dreams Software.

Subject: Re: Memory

Encoding: binary

Hello Bippy

Hiya, Bippy... ,on 06-May-99 you mailed me about: Re: Memory! So I'ma reply`in...

[=> I run a bbs, and I am writing a util that allows me to change the

[=> filebase, well the index is held in memory, and I need to access it,

[=> this is what I mean....

Still using Maxs? Well, the only Idea I can think of would be to scan mem for the filebase header, then you know the offset you can Poke sections of the filebase that you wish to alter.... But I take it your asking how to do this arnt you?... you could try the #SearchMem# command (BTW - I didn't even know that existed until about 2 seconds ago, so I don't know if it's what your after ??), but it looks like you still have to pass the start and end position of mem to search.. And don't ask me how to get those, I have no idea :)

I'm probably on the wrong track anyways :).. I think maxs has a msgport anyway, thats how doors work (I think)... So you could just access that?

[=> I hope you get what I mean!

Hope this helps, a little :)

---

[=> Regards

Regards

--

<tsb>

<sb>\*CONTACTING MWA:\*

<sb>loki@ssoft.freemove.co.uk | \*ICQ:\* 27181384

<sb>SDS FOUNDER: URL: <http://www.satanicdreams.freemove.co.uk/>

<tsb>

<sb>\*PROJECT INFO:\*

<sb>IconExtreme V3.01 [70%] | SDS^GUI [10%]

<sb>/After a few trips to the toilet, the following appeared:/

<sb>MorrisTheMaggot, CTTM2, TimeSwipe, NIB, BlitzBFB, Prefs2000 & TMS.

<tsb>

<sb>"Will evil ever rest? I hope not." --Powdered Toast Man

<tsb>

-----  
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## 1.436 Re: Memory Chunks...

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 1 Jun 1999 01:27:46 +0100

From: Curt Esser <[camge@ix.netcom.com](mailto:camge@ix.netcom.com)>

Date: Mon, 31 May 1999 18:56:16 -0500

Subject: Re: Memory Chunks...

--BOUNDARY.1748662424.2

Hi Rob

On 31-May-99, Rob Hutchinson wrote:

> Hello,

>

> What is the fastest way to move large chunks of memory from 1

> location to another?

>

> IE, MemAddr1,MemAddr2,ChunkSize

>

> Isn't there something like this in the OS, I cant find it...

Try one of these (from the Exec autodoc)

Later...

--

Yours electronically,

Curt Esser

camage@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

--BOUNDARY.1748662424.2

Content-Disposition: attachment; filename="CopyMem"

CopyMem - general purpose memory copy function

#### SYNOPSIS

CopyMem( source, dest, size )

A0 A1 D0

void CopyMem(APTR,APTR,ULONG);

#### FUNCTION

CopyMem is a general purpose, fast memory copy function. It can deal with arbitrary lengths, with its pointers on arbitrary alignments. It attempts to optimize larger copies with more efficient copies, it uses byte copies for small moves, parts of larger copies, or the entire copy if the source and destination are misaligned with respect to each other.

Arbitrary overlapping copies are not supported.

The internal implementation of this function will change from system to system, and may be implemented via hardware DMA.

#### INPUTS

source - a pointer to the source data region

dest - a pointer to the destination data region

size - the size (in bytes) of the memory area. Zero copies

zero bytes

-----  
CopyMemQuick - optimized memory copy function

#### SYNOPSIS

CopyMemQuick( source, dest, size )

A0 A1 D0

void CopyMemQuick(ULONG \*,ULONG \*,ULONG);

#### FUNCTION

CopyMemQuick is a highly optimized memory copy function, with restrictions on the size and alignment of its arguments. Both the source and destination pointers must be longword aligned. In addition, the size must be an integral number of longwords (e.g. the size must be evenly divisible by four).

Arbitrary overlapping copies are not supported.

---



The internal implementation of this function will change from system to system, and may be implemented via hardware DMA.

#### INPUTS

source - a pointer to the source data region, long aligned  
dest - a pointer to the destination data region, long aligned  
size - the size (in bytes) of the memory area. Zero copies  
zero bytes.

--BOUNDARY.1748662424.2

-----  
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--BOUNDARY.1748662424.2--

### 1.437 Re: Memory Chunks...

for scott@online.u-net.com; Tue, 1 Jun 1999 00:50:33 +0000

Date: Mon, 31 May 1999 20:50:27 -0300 (ADT)

Sender: ah210@chebucto.ns.ca

From: John Mason <ah210@chebucto.ns.ca>

Subject: Re: Memory Chunks...

Hi Rob,

> What is the fastest way to move large chunks of memory from 1  
> location to another?

>

> IE, MemAddr1, MemAddr2, ChunkSize

>

> Isn't there something like this in the OS, I cant find it...

Yep, there's copymem\_(source, destination, size). It copies instead of moving (obviously) but it should do what you're looking for.

Hope this helps,

--

John Mason -- ICQ 17931257

<http://chebucto.ns.ca/~ah210/Profile.html>

Home of NewStuff and Reminder!

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---

## 1.438 Memory Chunks...

for scott@online.u-net.com; Mon, 31 May 1999 20:14:26 +0100

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Mon, 31 May 1999 20:12:43 +0100

Organization: Satanic Dreams Software.

Subject: Memory Chunks...

Hello,

What is the fastest way to move large chunks of memory from 1 location to another?

IE, MemAddr1,MemAddr2,ChunkSize

Isn't there something like this in the OS, I cant find it....

I can do it manually, but I dont want to if I dont have to...

Any ideas?

Cya!

--

<tsb>

<sb>\*CONTACTING MEEEEEEEE:\*

<sb>loki@sds.in2home.co.uk | \*ICQ:\* 27181384

<sb>SDS FOUNDER: URL: <http://www.satanicdreams.freemove.co.uk/>

<tsb>

<sb>\*PROJECT INFO:\*

<sb>Minimum Safe Distance [3%]

<sb>/After a few trips to the toilet, the following appeared:/

<sb>MorrisTheMaggot, CTTM2, TimeSwipe, NIB, BlitzBFB, Prefs2000 & TMS.

<sb>

<sb>Definition of ABSOLUTE terror: Troi with PMS and an attitude!

<tsb>

-----

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## 1.439 Re: Midrizery

for scott@online.u-net.com; Tue, 1 Jun 1999 01:29:58 +0000

From: Anton Reinauer <anton@ww.co.nz>

Date: Tue, 01 Jun 1999 12:24:52 +1200

Subject: Re: Midrizery

On 31-May-99, Wiremu Te Kani wrote:

```
> Dim scrtaglst.TagItem(7) ; All this stuff sets up our
> scrtaglst(0)\ti_Tag = #SA_Left ; Taglist for the screen we
> scrtaglst(0)\ti_Data = 0 ; want.
> .Error!-----
> |-----|
> | Can't assign expression |
> |-----,-----,-----|
> || Okay || Well no, it's not okay.
> `-----`-----`-----`
> I assume the .TagItem has a pointer of some sort, thats why I said
> last time maybe it was a .res file thing.
Yep, go to the options screen and in the resident box, type in
Blitzlibs:amigalibs.res . If you don't have that file, or you have an
old version amigalibs.res, it won't work. I can send it to ya :-)
```

```
> I'll get round to showing you guys PUNCH2. It's like Crap Fighter.
> In fact I'll show you PUNCH-Special Edition. It's... well it's crap.
Yeah, we'll look forward to it! :-)
```

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed  
for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.4)

<<http://www.ww.co.nz/home/anton/>>

-----  
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## 1.440 Midrizery

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 31 May 1999 09:20:08 +0100

From: "Wiremu Te Kani" <[tekani@yahoo.com](mailto:tekani@yahoo.com)>

Subject: Midrizery

Date: Mon, 31 May 1999 20:12:34 +1200

Encoding: 8bit

Previously on Blitzlist;

24-May-99 I wrote

```
> ...Why do some of the programs don't work? Am I missing an Include file
> or something?
```

Mikkel Løkke replied:

> Erm, well some of my programs might not work on an 030...

Firstly I've just got a good old fashioned A1200 with a 020/030?

expansion; There's a computer store that still sells Amiga wares

(just) so the card was the last chicken in the shop, and I'm on 3.0.

CPU envy aside, here's some excerpts from your starfield2.bb program

that are giving my debugger a job:

```
NEWTTYPE .point
```

```
x.w .()/.,(./((/.
```

```
y.w / ____ __ | .-----.
```

```
End NEWTYPE | o\ _ / . \ | AAARRGG |
```

```
NEWTTYPE .point2 (| ` - / --' |) `-,-----'
```

```
xspeed.w \ .----- . /
```

```
yspeed.w || + + + ||
```

```
End NEWTYPE n n n ``-----" n n n
```

```
__ \\ .-- `----- _/ -- _ // // // _
```

```
.-Error!----- . `-. _ ) / \ _ // ( _,-'
```

```
|-----| -\ V---+ ' `-' `---[ /
```

```
| Duplicated type | | | | | | / /
```

```
|----,-----,----| | / | | | |
```

```
|| Okay ||
```

```
`-----`-----'-----' ***** FrustrASCIIon *****
```

Dim scrtaglst.TagItem(7) ; All this stuff sets up our

scrtaglst(0)\ti\_Tag = #SA\_Left ; Taglist for the screen we

scrtaglst(0)\ti\_Data = 0 ; want.

```
.-Error!-----.
```

```
|-----|
```

```
| Can't assign expression |
```

```
|-----,-----,-----|
```

```
|| Okay || Well no, it's not okay.
```

```
`-----`-----'-----'
```

I assume the .TagItem has a pointer of some sort, thats why I said

last time maybe it was a .res file thing.

Well these are the bits I don't get, and my compiler doesn't get them

either so show me the way to the light.

-----

Oh two more things. I downloaded that Speed Test file that was in  
response to Crap Fighter and it was oresome! Is there source code  
for this thing?

I'll get round to showing you guys PUNCH2. It's like Crap Fighter.

In fact I'll show you PUNCH-Special Edition. It's... well it's crap.

Ta-ta.

\_\_\_\_\_tekani@yahoo.com\_\_\_\_\_

o . \_\_\_\_\_ . o . \_\_\_\_\_ o \_\_\_\_\_ . \_\_\_\_\_ o

o /// \*`-' \_\_\_\_\_ o \_\_\_\_\_ /\_ \_\*\_\_\_\_.///\_\_\_\_\_ o `-\* .

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\_\_\_\_\_O\_\_\_\_\_.

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## 1.441 Re: Mildred

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 25 May 1999 17:22:24 +0000

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <[flameduck@software.dk](mailto:flameduck@software.dk)>

Date: Tue, 25 May 1999 18:11:06 +0200

Organization: M2 productions

Subject: Re: Mildred

Encoding: quoted-printable

Hello Wiremu.

On 24-May-99, Wiremu TeKani wrote:

> Well for starters it's "MildrEd".

> Try going to [www.stationone.demon.co.uk](http://www.stationone.demon.co.uk) this is the Website for the Mil=  
dred

> library (Well, the last time I checked).

And so it still is.

> And while we're on the subject of stupid questions that everyone on thi=  
s list

> knows except me; Why do some of the programs don't work? Am I missing a=  
n =

> Include file or something?

Erm, well some of my exmples might not work on a 030, for some strange re=  
ason or another. Erm, .res files, in some cases the cybergraphics.library=  
1 (or whatever) and in one or two cases OS3.1 graphics.library are other =  
examples of things that might be wrong. Neither of my examples however re=  
quire any of this, then again, mine are pretty straight forward.

> ...Maybe a graphics card... :-{

Erm, maybe. I think one of the demos didn't work on AGA the first time, =  
but Paul fixed that AFAIR....

Regards

-- =

=2E---+-----

----- / /\_\_ ----- http://www.m2p.dk --

/\_\_\_\_| Productions/=

-----  
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## 1.442 Re: Mildred

for scott@online.u-net.com; Sun, 23 May 1999 23:43:46 +0100

Date: Sun, 23 May 1999 15:47:50 -0700 (PDT)

From: Wiremu TeKani <tekani@yahoo.com>

Subject: Re: Mildred

>Hey Dewds :) This is a completely stupid question that everyone on this list

>knows - apart from me that is :(

>Here it is: What the Hell is Mildrid???

Well for starters it's "MildrEd".

Try going to [www.stationone.demon.co.uk](http://www.stationone.demon.co.uk) this is the Website for the Mildred  
library (Well, the last time I checked).

If that doesn't work you could always go to a search engine (Yahoo perhaps)  
and type Mildred into it that way.

And while we're on the subject of stupid questions that everyone on this list  
knows except me; Why do some of the programs don't work? Am I missing an  
Include file or something?

...Maybe a graphics card... :-{

===

-----Wiremu TeKani-----

EM: tekani@yahoo.com

"Die soon and fail"

---AntiSpock

Uhu glue, yehar woo, Whooo! Spew, through and through, Skew,

I only wanna be with you, Girl you know it's true, Tree trunks

jibber jabber joo, number two, Dr Who, Winnie the Pooh, Ooo,

Do You Yahoo!?

Free instant messaging and more at <http://messenger.yahoo.com>

-----  
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## 1.443 Mildrid

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Wed, 19 May 1999 19:37:44 +0100

From: "Sam Brookes" <[ami-gerbil@ami-gerbil.freemove.co.uk](mailto:ami-gerbil@ami-gerbil.freemove.co.uk)>

Subject: Mildrid

Date: Wed, 19 May 1999 19:38:31 +0100

charset="iso-8859-1"

Encoding: 7bit

Hey Dewds :) This is a completely stupid question that everyone on this list knows - apart from me that is :(

Here it is: What the Hell is Mildrid???

I have heard loadsa ppl talking about it and I have picked up (i think) that it is a library with something to do with graphics.

I have used Blitz for years but i have only been on net for a few months and this list for about a month or 2.

I have not seen any info about it on net (apart from AMI-Net) or in mags like AF - so please can some one please tell me what it is and what it is useful for - without slagging me off about how stupid i am - its not my fault if no-one tells me about it.

-----

T R O G L A D I T E - S O F T W A R E

-----

Samuel Brookes

[ami-gerbil@ami-gerbil.freemove.co.uk](mailto:ami-gerbil@ami-gerbil.freemove.co.uk)

[www.ami-gerbil.freemove.co.uk](http://www.ami-gerbil.freemove.co.uk)

ICQ# 28871289 - Afternet #Trogsoft

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## 1.444 Mods

for scott@online.u-net.com; Mon, 31 May 1999 18:11:12 +0100

From: Peter Thor <thor@mailbox.swipnet.se>

Date: Mon, 31 May 1999 19:07:45 +0200

Organization: Nukleus

Subject: Mods

Encoding: quoted-printable

Hi folks!

What different moduleplayers does exist for Blitz?

I've found 3 different, the default one (LoadModule), CIATracker (LoadTrac=  
ker

etc) and EML1.17 (LoadPTModule etc). I want to be able to play a module o=  
n

both AGA and RTG screens. =

The default player is crap, CIATracker is only able to play using VBL

Interrupts, doesn't use CIA on an RTG Screen, and EML succeeds in selecting=  
both VBL/CIA-interrupts.

Any suggestions?

//Thor

-- =

Peter Thor, Programmer Assembler/Blitz/C/C++

Irc: Joru, ICQ: 11277616, Alt-EMail: joru@hotmail.com

Jim Collas - "The Amiga community is the most innovative, dedicated, hero=  
ic and enduring community in the computer industry"

=2E- Amiga is it! -.=

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## 1.445 Re: More sound.device -> dbplay v0.7

for scott@online.u-net.com; Fri, 7 May 1999 03:53:03 +0100

From: Anton Reinauer <anton@ww.co.nz>

Date: Tue, 13 Apr 1999 14:52:54 +1200

Subject: Re: More sound.device -> dbplay v0.7

On 06-May-99, Dave wrote:

> I would appreciate it (audiomaster says you should use channels 2+4

> for left and right stereo, and stores that in a stereo sample, and the



> RKM libs+devices doesn't agree with that!).

The Am\*s manual -ARHHHH, says channels 0 and 3 are left speaker, and 1 and 2 are right-, which sounds correct, from memory.

--

Anton Reinauer <anton@ww.co.nz>

-----  
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## 1.446 More sound.device -> dbplay v0.7

for scott@online.u-net.com; Thu, 6 May 1999 03:59:16 +0100

From: "Dave" <dave@nbsamiga.demon.co.uk>

Subject: More sound.device -> dbplay v0.7

Date: Thu, 6 May 1999 03:56:51 +0100

boundary="-----=\_NextPart\_000\_0020\_01BE9774.78C92040"

-----=\_NextPart\_000\_0020\_01BE9774.78C92040

charset="iso-8859-1"

Encoding: 7bit

Hello everybody,

Well here I am filling the list up with more of my junk ;). This is the final version of my sound play routine (it does what I need, but anyone else is welcome to expand on it). It now plays compressed iff 8SVX files, and stereo samples too (including compressed+stereo) and plays any size due to spooling the data from the disk. In theory it can play a 4 channel sample (but I haven't tried this..and I'm not going too...so I can't promise it'll work). I doubt that you could play long stereo samples from floppy, but you should be okay from hd or cd rom (or ram!).

If anyone uses this for the base of a program..please credit me with the original code (ie, I don't want to see 32 cli sound players appearing on aminet in the next week...without a mention of me....lol...unless 32 people have been writing sound players all at the same time, and then upload them all at the same time....). Also if someone could properly test the stereo output

I would appreciate it (audiomaster says you should use channels 2+4 for left and right stereo, and stores that in a stereo sample, and the RKM libs+devices doesn't agree with that!).

Currently there's a todo list at the bottom of the main...ie, switches for the command line, and some other bits (mostly error checking). There are

---

some funny quirks of using the audio device...(ie I send 2 request, but only get 1 reply flag...hmm....anyway...it worked for me). Let me know if it crashes on your setup if you try it...as this will become part of my video player software (when I get around too it..currently 4th on my big list of `todo` jobs!).

Well, have fun...and remember....[yet another standard disclaimer here] if it cause your next door neighbours house to burn down, you can't blame me!

Dave

P.s. Sorry about including the exe in the last version....dopus/select error when lha`ing ;)

-----=\_NextPart\_000\_0020\_01BE9774.78C92040

name="Dbplay.lha"

Encoding: base64

Content-Disposition: attachment;

filename="Dbplay.lha"

IEAtbGg1LV0SAAD0MAAAhIWIJgAACmRicGxheS5hc2P9jg0wfn171bTclX+dfgD6kmTU4IdbYEk0  
65OAAsoAcBJO3MmYZ5pebaokk+SSCvbk/G7+///3vJNtgEsvTOtm3e3r2bsuZvff3yd9ndw7WRx  
tt3YL+OJOSeWmSCzfv3Eeu1Z8qNrIjcT1QwI4lDdEsiHYE9Sv8pL86Y4cKbMC05ZLL8tmnpsOXXL  
u5LTfUi/TgwKmVAgwahX3pjxjGpnhkwoTTBDKiBXVC+rtD5APkLgqEyIhwYEYIRt8E0saIIZ+ID  
qZMiJ4f5KsI4U5EYhwxGOaUDOOdEFKkUSomUmBy7PjUB/fUQxGJPFL1odhYC8EUsuPJYeRLMBKjJ  
LTM3jiMUOHENKr/alUj+Syh2NP3ouebpxfy9HoPscgBJkpRPQOySod68SpEUyII2/Ts8SH8VMnSi  
GdGAu+WETn3ydD8s0yn6Ige/Ymh/E5dlpoGkmRipwqRHTFRCN4mSRUTdo8hM5hk++9cMUSPupjxo  
TMZWEj3l6lTOXS0Y4o+p5pBiwb6YEdYJOzIDeEpmUMKUJQqyI83N6/9R0MCiRRguNMCj4vRiTQjH  
TNjlnUWpIJYIZp6Fir6DIusO5QnpBBTK9y/bwoihvz6YPIXQhymUbsFrkwSr0UaceMzNAJGiU85  
d4U9JYXCDEvolky5ZgIvafIOIRkflDMmONU06MNMmCrIQO+4cxIhmJNMTI2/kRGr6C5AYCLh1mYd  
7nxS0xEgweJ5xuZKHHNzd3uf+PJU2evY+yUE54dnf4nHHLu/vbwOj6uL7UFm8yNRG36+B3SPC6OL  
Z4d3SsOeAaTo9fp3OW94dfya3m1tbXuLwyQKveHW1Rh29bdXh7XHufxGHc1t4af6iEUeRA5jPDLJ  
OiXAEz5IMi+52RzFEc+HHLMEJKZH6C0jm/xbf6tZdRpFj1YxLX6Rg9OS+Rqn4qQcMiYyK++gI9R  
xkUJhw9ATRR1yuXcUccaJJWrVnw6jFDPZs2Z5Qa7pAWoRTjRdsIdCDATixKCv0k5oVBgMmMkEAZo  
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LYb73LTqbdh5Pk2P8+blRqao9vJvMfQNMZYBezPHu/fDQ5ugsVQ7BjuLd9hIcos9WKCZBfrpM0zV  
wBPIAoi6TMwEZuWiYuoR0cciubFLR6YeZZh7MRYvKrGpPbiM9ORU3ph28gKN243Mp+z1lhbfpXv0  
A1lm+eg25Y8YT9Iyq8H1yxUxlvicZmrhIn7PNw1IUEXGBT7N2GBF8HzffhzFv9Unll/p/CeZ+zE  
9AC1D6HoXZB4jcdUMtM9nr7DA2mlUgtkY7g3dkeawXzpDdx3G+DDXD0v+gyvBaegtZ/W24vXcAbs  
bDQ5fBpLQNZVj3gPVIRwc3KPXwa2XKB3Lg9rPXYLE2dzcZrtWrd6rxIHAZHw4izfB4bW8AadoAFv  
/sAc3q2j5zbegubG19nOivnuZE8KvOZSdbCEbj4BGpq6z2pctvalvVe1PM9qa72oPC4Pd609beuP  
ar2u95nhm3LawJ2pM3cx1MBOVksfaGrUgleZweuSAK9hc7EtegpjkLKfHeG82j3P4YCdewet4AgH  
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/0iBXw0lwIOPsCOKmPkTNP9dtHOUI80EcUq4dMOLIIwwhJzS2Bz9xzAWD4bw2fhdt2C6LOqgOb2R  
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ia3k831a57IjRhORTtp5fIrF7eLgejq22knP0uNTIU8uxs6wT5UPPZ6ZIL70IhprgZxwycgZWthq  
Blp7xHiPaxj8/P6/Pt9UTulvcfLw6VjtKhQUZYUFYsaHBhqJh+5gWr7oDh4hBz/A6Llv5jrL3TKP  
xAHBAJRxU5RqMJRORxj8710oTUQqdSb+AQQpxoGo2MFnEcoNg6UEORNZALxBhKT/Ao3sQaCZoDHI  
gdyhWxuYkhTdkcDifEBBfrEMCaEhBWKIoFaGkCPiLZBALdzYrIXhloJ9dZvrPNsP1FDNm8PBxz2Y  
iOO7xcfOjdlwO2rFjxOsJZVD0E/N7yr5y1LMRsFwW8Xxp+YnDSohISrL2bCTbSCg1RM7GNpGdNpL  
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j8TGHKxgfgzprcFVkwPF2CWe5IK6RwMsWpov7FEr+Ae3tHvW44UxBhTGEZmpjPNhmvjjHDOcwsGJZ  
S31OOjOm/7+hfoHSz/eHexTLBCCSm4HDcC2x8MXmx724MFiSdZ3fboh9iA8CoKQ04kpvjgXS4K1V  
TaNLBkeQsU1BGHPuk/7ZqhH+CPYKH2WcFfcEyfX57QLJXu7TnJkabVmZet5cq5oymfenm0Wt/XR  
eb46JZ9HCKRw3HDw5FzseYzoxghTZ2MMIGIS3IT0VmJ1gOEKUToTeBKRjLQLrPXetI55UVAcSPO  
zZi0nxsXWbV486xe2S4kFJnWG8euWgp2e/W2uxy4U1kTl+rrCezrGZEJAfLiXzMFOL8lh3ORq2Hp  
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AyBXSyTExCZIWlB6yatrLzCpYTJddJKfFktg38IFVbTMrDzJBsrBrkNzSe/rJjPUtcTWRnZiz5WV  
QJahHvhcFwL64Sy+7b17C4WgWFiGOmPv2DAret+Rw9otnjabG43ffDpQyLD6+15oahkaIWYJKi8c  
KEKVxsNDN5vgIUfXkj4zpTjJAVcGqsBN1ti9b+AC/HU3Pnqdb56nzfl0BnMbnw2er8w7r/PU27X7  
6q58uZ6vw2nl/cPfuZC3+5Cbet8uaMzc2w1/jsGzA+WYFcJloLWeVuAxzCvSQ0ZEOratBcygMvDs  
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1D3iTRo0/mBUIEO8nVxH1J+h9B6VPWwx3VUXMvqJ8jHwO9o76orcd+DH2N/kn3WNZz74yeEe8dpO  
Kwd3E6AA

-----=\_NextPart\_000\_0020\_01BE9774.78C92040

-----  
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-----=\_NextPart\_000\_0020\_01BE9774.78C92040--

## 1.447 Re: More sound.device -> dbplay v0.7

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Fri, 7 May 1999 05:42:53 +0100

From: "Dave" <[dave@nbsamiga.demon.co.uk](mailto:dave@nbsamiga.demon.co.uk)>

Subject: Re: More sound.device -> dbplay v0.7

Date: Fri, 7 May 1999 05:40:43 +0100

charset="iso-8859-1"

Encoding: 7bit

>

>> I would appreciate it (audiomaster says you should use channels 2+4

>> for left and right stereo, and stores that in a stereo sample, and the

>> RKM libs+devices doesn't agree with that!).

>

> The Am\*s manual -ARHHHH, says channels 0 and 3 are left speaker, and

>1 and 2 are right-, which sounds correct, from memory.

>

Yeah, that sounds right to me too. The only problem is that when I write a stereo sample out, it adds an iff hunk called "CHAN" with a length of 4, and

I'm assuming it's just a byte at the end of the longword, that represents the audio channels present in the sample. (ie, so you should just pass it to audio.device, kinda like iblmviewmode for bitmaps)....anyway this is an extension of 8svx, and probably open to a lot of abuse by differing sampler software (ie, they could just use it to store the channels how they want to). Anyway, when I read my stereo sample, the chan value is 6 (0110 which is channel 1+2...as the channels are progressive bits in a nibble...ie 0123....) and that is my confusion...surely it will play out of the right pair of channels only??

Dave

-----  
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## 1.448 Re: MP3 length

for scott@online.u-net.com; Thu, 20 May 1999 09:03:25 +0100

From: Curt Esser <camge@ix.netcom.com>

Date: Wed, 19 May 1999 16:41:51 -0500

Subject: Re: MP3 length

Hi Damir

On 19-May-99, Damir Arh wrote:

> Hello!

>

> I now that this might be answered on the list before as there was some  
> talk about MP3s, but didn't think I'd need any of that. But today a pal of  
> mine asked me about it and I thought of this discussion. So, the question  
> is: how can you find out (calculate) the play length (in seconds) of a MP3  
> file.

Probably the information you need in the files header somewhere.

I don't have any information on MP3 (I didn't need it yet either...) but

here is a place to look:

<http://www.wotsit.org>

This site has information and descriptions about all sorts of file formats.

You may need to do some calculations - for example, to get the playing time of an 8svx/iff sample, you can read the samples's frequency (found in the header), and calculate this against the file's data length to find the playing time in seconds.

Yours electronically,

---



Curt Esser

camage@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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## 1.449 MP3 length

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Wed, 19 May 1999 18:05:21 +0100

From: "Damir Arh" <[damir.arh@guest.arnes.si](mailto:damir.arh@guest.arnes.si)>

Subject: MP3 length

Date: Wed, 19 May 1999 18:51:28 +0200

charset="iso-8859-2"

Encoding: 7bit

Hello!

I now that this might be answered on the list before as there was some talk about MP3s, but didn't think I'd need any of that. But today a pal of mine asked me about it and I thought of this discussion. So, the question is: how can you find out (calculate) the play length (in seconds) of a MP3 file.

Regards,

Damir Arh

-----  
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## 1.450 RE: MP3 length

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sat, 22 May 1999 17:34:16 +0100

From: "Jaime Araiza" <[jaraiza@geocities.com](mailto:jaraiza@geocities.com)>

Subject: RE: MP3 length

Date: Sat, 22 May 1999 11:32:55 -0600

charset="iso-8859-2"

Encoding: 8bit

Importance: Normal

> -----Original Message-----

> From: Damir Arh [<mailto:damir.arh@guest.arnes.si>]

> Sent: Miércoles, 19 de Mayo de 1999 10:51 a.m.

> To: [blitz-list@netsoc.ucd.ie](mailto:blitz-list@netsoc.ucd.ie)

---

> Subject: MP3 length  
>  
>  
> Hello!  
>  
> I now that this might be answered on the list before as there was  
> some talk  
> about MP3s, but didn't think I'd need any of that. But today a pal of mine  
> asked me about it and I thought of this discussion. So, the  
> question is: how  
> can you find out (calculate) the play length (in seconds) of a MP3 file.  
>  
> Regards,  
>  
>  
> Damir Arh  
>  
- frame length :  
. mpeg1.0  
layer1 :  
 $(48000 * \text{bitrate}) / \text{sampling\_freq} + \text{padding}$   
layer2&3:  
 $(144000 * \text{bitrate}) / \text{sampling\_freq} + \text{padding}$   
. mpeg2.0  
layer1 :  
 $(24000 * \text{bitrate}) / \text{sampling\_freq} + \text{padding}$   
layer2&3 :  
 $(72000 * \text{bitrate}) / \text{sampling\_freq} + \text{padding}$   
Hope this helps!

-----  
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## 1.451 Re: Mp3 Stuff in Blitz!?

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Fri, 7 May 1999 12:14:53 +0100

From: amorel <[amorel@xs4all.nl](mailto:amorel@xs4all.nl)>

Date: Fri, 07 May 1999 12:57:15 +0500

Subject: Re: Mp3 Stuff in Blitz!?

---

On 07-May-99, Peter Thor wrote:

C=Check out this little textfile.

C=It contains all you need to know about mpeg layer I-III.

Thank you for that :-) But what he(and I a while ago) wanted to know is how to use the mpeg library. I don't know if this doc helps with that but bitrate index and jsbound for example, dont make much sense to me :-( It'd be great if their would exist any detailed docs on using the mpeg library.

Regards

--

Jeroen(and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \\ Good old C=64 and an attitude!

Ever kissed a frog? ;-P \\ /Fatman analogue synth :D

Music for your game/demo/release? \\ /http://www.paia.com

Contact me! amorel@xs4all.nl \\ /Check my (aged) music on

http://www.xs4all.nl/~amorel \\ /aminet or at my homepage.

-\*Now out on aminet and my site! Amoralplayer1.1, a no fuss audioplayer\*-

-----

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## 1.452 Mp3 Stuff in Blitz!?

for scott@online.u-net.com; Thu, 6 May 1999 14:18:51 +0100

From: Mike Delling <tranquilizer@mike.ruhr.de>

Date: Thu, 06 May 1999 15:13:46 +0200

Subject: Mp3 Stuff in Blitz!?

Encoding: base64

SGVsbG8gQmxpdHplcnMhDQoNCkknbSBzdGlscCBkZXZlbG9waW5nIGEgcmVhZCBHdWkgZm9yIG1wZWdhLiBCdXQgSSd2ZSBnb3Qgc29tZSBsaXR0bGUgcHJvYmxlbXMNCndoaWxIIkkgbmVlZCB1ciBoZWxwISA6/g0KDQoxLiBIb3cgY2FuIEkgZmluZCBvdXQgdGhIIHNwZXppZmljYXRpb25zIG9mIGEgcbXBIZ2Egc3RyZWFTLiAoTGF5ZlIsIFNhbXBsZQ0KUmF0ZSwa2JzIGV0Yy4gZXRjLikNCjJuV2h1biBJIHN0YXJ0IHBsYXlpbmcgdGhIIHN0ZWFTIGJ5IHRoZSB1c2Ugb2Yg bXBIZ2EgSSBjYW4ndCBzdG9wIGl0IGNvdXNIDQppdCdzIG5vIHByb2Nlc3MuIERvZXMgYW55 b25lIGhhdmUgZ290IGEgcm91cmNIIGNvZGUgd3JpdHRlIGluIGJsaXR6IHdoaWNoDQpleHBs YWlucyBtZSBob3cgdG8gc2VuZCB0aGUgYnJlYWsgc2lnbmfSfHRvIG1wZWdhPw0KM5Y5Tb21l IGRheXMgYWdvLCBzb21lb25lIGFrZWQgYWJvdXQ6IGhvdYB0byB1c2UgdGhIIIG1wZWdhLmxp YiBpbiBibG10ei4gSQ0KY29udmVydGVkIHRoaXMgbGlicmFyeSB0b28sIGJ1dCBJIGNhbid0 IHVzZSBpdCBjb3VzZSB0aGUgZG9jdW11bnRhdGlvbG0Kc3V4eCEgOi0oKCggKFB1cmhhcGVz

IGFueSBleGFtcGxIHNVdXJjZSBpbjBibG10eiE/KQ0KNC5Ib3cgY2FuIEkgb3BlbiBhbiBB  
 SEktUmVxdWVzdGVyIHRvIGdldCB0aGUgSUQgb2YgYSBzb3VuZGNhcmQ/IA0KDQpPa2F5LCB0  
 aGF0cyBhbGwgZm9yIG5vdy4uLi4gUGxlYXNlIGhlaGAgbWUuIA0KDQpUaGFua3MgaW4gYWR2  
 YW5jZSBhbmQgc29ycnkgbXkgYmFkIGVuZ2xpc2ghIDr+DQoNCg0KUmVnYXJkew0KLS0gDQoN  
 CIRyYW5xdWlsaXplci8gU2VjcmV0bHkhDQpNaWtlIERlbGxpbmcNCg0KUFJPRkVTU0IPTkFM  
 UyBET04nVCBVU0UgTUIDUk8kT0ZUIQ0KDQq3t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3  
 t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3  
 t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3  
 t7e3tw0KIA0KtyAgICBPVVigU0iURSBjUyBVUCBOT1chIFZJU0IUIFVTOiBodHRwOi8vd3d3  
 LnJ1aHluZGUvaG9tZS9taWtlICAgILcNCre3t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3  
 t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3  
 t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3t7e3  
 t7e3DQo=

### 1.453 Re: Mp3 Stuff in Blitz!?

for scott@online.u-net.com; Fri, 7 May 1999 09:27:43 +0000

X-Originating-IP: [194.18.83.138]

From: "Peter Thor" <peterthor@hotmail.com>

Subject: Re: Mp3 Stuff in Blitz!?

Date: Fri, 07 May 1999 10:26:53 CEST

-----=\_NextPart\_000\_35031e8d\_20541bae\$624fbaf3

>1. How can I find out the spezifications of a mpega stream. (Layer, Sample

>Rate, kbs etc. etc.)

Check out this little textfile.

It contains all you need to know about mpeg layer I-III.

//Thor

---

Get Your Private, Free Email at <http://www.hotmail.com>

-----=\_NextPart\_000\_35031e8d\_20541bae\$624fbaf3

Encoding: 8bit

Content-Disposition: attachment; filename="mpeg3.txt"

Mpeg 1.0/2.0 LayersI, II and III header and trailer formats

-----  
 Laurent.Clevy@alcatel.fr

\* HEADER

bits name comments

-----  
 12 sync 0xFFFF

---

1 version 1=mpeg1.0, 0=mpeg2.0

2 lay 4-lay = layerI, II or III

1 error protection 0=yes, 1=no

4 bitrate\_index see table below

2 sampling\_freq see table below

1 padding

1 extension see table below

2 mode see table below

2 mode\_ext used with "joint stereo" mode

1 copyright 0=no 1=yes

1 original 0=no 1=yes

2 emphasis see table below

-----  
- bitrate\_index

. mpeg1.0

1 2 3 4 5 6 7 8 9 10 11 12 13 14

layer1 32 64 96 128 160 192 224 256 288 320 352 384 416 448

layer2 32 48 56 64 80 96 112 128 160 192 224 256 320 384

layer3 32 40 48 56 64 80 96 112 128 160 192 224 256 320

. mpeg2.0

1 2 3 4 5 6 7 8 9 10 11 12 13 14

layer1 32 48 56 64 80 96 112 128 144 160 176 192 224 256

layer2 8 16 24 32 40 48 56 64 80 96 112 128 144 160

layer3 8 16 24 32 40 48 56 64 80 96 112 128 144 160

- sampling\_freq

. mpeg1.0

0 1 2

44100 48000 32000

. mpeg2.0

0 1 2

22050 24000 16000

- mode:

0 "stereo"

1 "joint stereo"

2 "dual channel"

3 "single channel"

- mode extension:

0 MPG\_MD\_LR\_LR

1 MPG\_MD\_LR\_I

---

2 MPG\_MD\_MS\_LR

3 MPG\_MD\_MS\_I

jsbound :

mode\_ext 0 1 2 3

layer

1 4 8 12 16

2 4 8 12 16

3 0 4 8 16

- emphasis:

0 "none"

1 "50/15 microsecs"

2 "reserved" must not be used !

3 "CCITT J 17"

\* TRAILER

at end of file - 128 bytes

offset type len name

-----  
0 char 3 "TAG"

3 char 30 title

33 char 30 artist

63 char 30 album

93 char 4 year

97 char 30 comments

127 byte 1 genre  
-----

- genre :

0 "Blues"

1 "Classic Rock"

2 "Country"

3 "Dance"

4 "Disco"

5 "Funk"

6 "Grunge"

7 "Hip-Hop"

8 "Jazz"

9 "Metal"

10 "New Age"

11 "Oldies"

12 "Other"

---

- 
- 13 "Pop"
  - 14 "R&B"
  - 15 "Rap"
  - 16 "Reggae"
  - 17 "Rock"
  - 18 "Techno"
  - 19 "Industrial"
  - 20 "Alternative"
  - 21 "Ska"
  - 22 "Death Metal"
  - 23 "Pranks"
  - 24 "Soundtrack"
  - 25 "Euro-Techno"
  - 26 "Ambient"
  - 27 "Trip-Hop"
  - 28 "Vocal"
  - 29 "Jazz+Funk"
  - 30 "Fusion"
  - 31 "Trance"
  - 32 "Classical"
  - 33 "Instrumental"
  - 34 "Acid"
  - 35 "House"
  - 36 "Game"
  - 37 "Sound Clip"
  - 38 "Gospel"
  - 39 "Noise"
  - 40 "AlternRock"
  - 41 "Bass"
  - 42 "Soul"
  - 43 "Punk"
  - 44 "Space"
  - 45 "Meditative"
  - 46 "Instrumental Pop"
  - 47 "Instrumental Rock"
  - 48 "Ethnic"
  - 49 "Gothic"
  - 50 "Darkwave"
  - 51 "Techno-Industrial"
-

- 52 "Electronic"
- 53 "Pop-Folk"
- 54 "Eurodance"
- 55 "Dream"
- 56 "Southern Rock"
- 57 "Comedy"
- 58 "Cult"
- 59 "Gangsta"
- 60 "Top 40"
- 61 "Christian Rap"
- 62 "Pop/Funk"
- 63 "Jungle"
- 64 "Native American"
- 65 "Cabaret"
- 66 "New Wave"
- 67 "Psychadelic"
- 68 "Rave"
- 69 "Showtunes"
- 70 "Trailer"
- 71 "Lo-Fi"
- 72 "Tribal"
- 73 "Acid Punk"
- 74 "Acid Jazz"
- 75 "Polka"
- 76 "Retro"
- 77 "Musical"
- 78 "Rock & Roll"
- 79 "Hard Rock"
- 80 "Unknown"

- frame length :

. mpeg1.0

layer1 :

$(48000 * \text{bitrate}) / \text{sampling\_freq} + \text{padding}$

layer2&3:

$(144000 * \text{bitrate}) / \text{sampling\_freq} + \text{padding}$

. mpeg2.0

layer1 :

$(24000 * \text{bitrate}) / \text{sampling\_freq} + \text{padding}$

layer2&3 :

---



(72000\*bitrate)/sampling\_freq + padding

-----=\_NextPart\_000\_35031e8d\_20541bae\$624fbaf3

-----  
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## 1.454 MUI Crashes with MultiLists

for scott@online.u-net.com; Fri, 28 May 1999 01:25:50 +0100

From: Daniel Allsopp <daniel@thesnakepit.demon.co.uk>

Date: Fri, 28 May 1999 01:26:13 +0100

Subject: MUI Crashes with MultiLists

Hi,

Further to the discussion on this matter, I downloaded the latest AFM by

Rui, and suprise suprise, I get loads of enforcer hits.

It's got to be something to do with the ListHook command in the lib cause it  
only happens with the MultiLists, not single column ones!

--

Cheers,

Daniel

<tsb>E-Mail: daniel@thesnakepit.demon.co.uk

<tsb>URL: <http://www.thesnakepit.demon.co.uk/>

<tsb>ICQ Number : 20783863

<tsb>

- "Windows 95 is Bug Free" - Bill Gates in 1995

- "We fixed 5000 bugs since the release of Windows 95!" - Bill Gates on Windows 98

-----  
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## 1.455 Re: MUI Crashes with MultiLists

for scott@online.u-net.com; Fri, 28 May 1999 19:03:51 +0100

From: Daniel Allsopp <daniel@thesnakepit.demon.co.uk>

Date: Fri, 28 May 1999 14:53:13 +0100

Subject: Re: MUI Crashes with MultiLists

Hi Mikkel,

On 28-May-99, you wrote:

---

> Or, it might just be your AMiGA ? :o> Do C/C++ programs that use these  
> list cause enforcer hits aswell ? It might also be MUI's fault, it's  
> happened before, you know.

Well C/C++ program's which use these lists don't cause Enforcer  
hits.....just MUI ones which are over a certain number of entries.....it's  
definetly the MUIListHook command inside the lib that is faulty. C++ and  
other MUI programs don't cause such hits.

--

Cheers,

Daniel

<tsb>E-Mail: [daniel@thesnakepit.demon.co.uk](mailto:daniel@thesnakepit.demon.co.uk)

<tsb>URL: <http://www.thesnakepit.demon.co.uk/>

<tsb>ICQ Number : 20783863

<tsb>

- "Windows 95 is Bug Free" - Bill Gates in 1995

- "We fixed 5000 bugs since the release of Windows 95!" - Bill Gates on Windows 98

-----  
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## 1.456 Re: MUI Crashes with MultiLists

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Fri, 28 May 1999 03:41:43 +0000

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <[flameduck@software.dk](mailto:flameduck@software.dk)>

Date: Fri, 28 May 1999 04:26:35 +0200

Organization: M2 productions

Subject: Re: MUI Crashes with MultiLists

Encoding: quoted-printable

Hello Daniel.

On 28-May-99, Daniel Allsopp wrote:

> Further to the discussion on this matter, I downloaded the latest AFM b=  
y

> Rui, and suprise suprise, I get loads of enforcer hits.

> It's got to be something to do with the ListHook command in the lib cau=  
se it =

> only happens with the MultiLists, not single column ones!

Or, it might just be your AMiGA ? :o> Do C/C++ programs that use these li=  
st cause enforcer hits aswell ? It might also be MUI's fault, it's happen=  
ed before, you know.

Regards

-- =

=2E---+-----

----- / /\_\_ ----- http://www.m2p.dk --

/\_\_\_\_| Productions/=

-----  
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## 1.457 Re: MUI Crashes with MultiLists

for scott@online.u-net.com; Sat, 29 May 1999 12:09:34 +0100

From: Rick Hodger <rick.thehub@bigfoot.com>

Date: Fri, 28 May 1999 18:31:56 +0100

Organization: Pagan Software

Subject: Re: MUI Crashes with MultiLists

I watched as Mikkell Lokke hammered "Re: MUI Crashes with MultiLists" out on their keyboard...

>> It's got to be something to do with the ListHook command in the lib cause

>> it only happens with the MultiLists, not single column ones!

> Or, it might just be your AMiGA ? :o> Do C/C++ programs that use these

> list cause enforcer hits aswell ? It might also be MUI's fault, it's

> happened before, you know.

Could very well be the case, my Workbench apparently causes Enforcer hits,

I'm sure most other people don't get that.

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>

<sb>Visit us at <http://www.pagan-games.com>

<sb>EMail us at [/bloodline@pagan-games.com/](mailto:bloodline@pagan-games.com)

<sb>"Dafel: Bloodline" - The most accomplished RPG ever!

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team \*AMiGA\*

<sb>

<sb>It's better to have a horrible ending than to have horrors without end.

-----  
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---

**1.458 MUI Ghosting**

From blitz-list-return-11266-scott=online.u-net.com@netsoc.ucd.ie Tue May 04 18:35:48 1999

for scott@online.u-net.com; Tue, 4 May 1999 18:35:47 +0000

From: "Andrew Guard" <aMIGA\_dUDE@assign.u-net.com>

Organization: ProPassWord

Date: 3 May 99 18:25:18 +0000

Subject: MUI Ghosting

X-Face: ggbX)L/8Qm]#Tpb\_Nl\_7q?KW7ol,Y@chVkJ\$,D.@iuYP.XrF!x!ILoz2}.x:X.k[9A-NjQsu/gaPM\8EaGyX/Sw92G>5tg|VH51w  
VM\*4PG63s(pwT&qE@dB\*lkww:

Encoding: quoted-printable

How do you ghost an item in MUI?

--=20

Think about it, ProPassWord=2E mailto:ppw-subscribe@egroups=2Ecom

--

Satanic Dreams <http://www=2Esatanicdreams=2Efreeseve=2Eco=2Euk/>

V//AmigaV// Team Amiga RC5

--

603e+ 233/040=A0PowerUP, 32 Meg, BVision, Zip, DVD, Kickstart 3=2E1

Pace56 External voice, ISP <http://www=2Ewirenet=2Eco=2Euk/>

ICQ 21765436

-----

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**1.459 Re: MUI Ghosting**

From blitz-list-return-11268-scott=online.u-net.com@netsoc.ucd.ie Tue May 04 20:50:53 1999

for scott@online.u-net.com; Tue, 4 May 1999 20:50:52 +0100

From: Rick Hodger <rick.thehub@bigfoot.com>

Date: Tue, 04 May 1999 20:15:14 +0100

Organization: Pagan Software

Subject: Re: MUI Ghosting

I watched as Andrew Guard hammered "MUI Ghosting" out on their keyboard...

> How do you ghost an item in MUI?

To ghost:

MUISet myitemnos,#MUIA\_Disabled,True

To un-ghost:

MUISet myitemnos,#MUIA\_Disabled,False

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>

<sb>Visit us at <http://www.thehub.u-net.com>

<sb>EMail us at [/bloodline@pagan-games.com/](mailto:/bloodline@pagan-games.com/)

<sb>"Dafel: Bloodline" - The most accomplished RPG ever!

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team \*AMIGA\*

<sb>

<sb>All things are possible, except skiing through a revolving door.

-----  
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For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

## 1.460 MUI Lamp Example...

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 25 May 1999 02:05:49 +0000

From: Rob Hutchinson <[loki@sds.in2home.co.uk](mailto:loki@sds.in2home.co.uk)>

Date: Tue, 25 May 1999 02:04:30 +0100

Organization: Satanic Dreams Software.

Subject: MUI Lamp Example...

--BOUNDARY.275292944.3

Hello,

Ok here`s one I`ll do the other tommoz when I get up... It`s late again :)

Hope this helps?

Cya!

--

<tsb>

<sb>\*CONTACTING MEEEEEEEE:\*

<sb>[loki@sds.in2home.co.uk](mailto:loki@sds.in2home.co.uk) | \*ICQ:\* 27181384

<sb>SDS FOUNDER: URL: <http://www.satanicdreams.freemove.co.uk/>

<tsb>

<sb>\*PROJECT INFO:\*

<sb>Minimum Safe Distance [0.001%]

<sb>/After a few trips to the toilet, the following appeared:/

<sb>MorrisTheMaggot, CTTM2, TimeSwipe, NIB, BlitzBFB, Prefs2000 & TMS.

<sb>

---

<sb>"That was the beer that made Mel Faymee walk us!"

<tsb>

--BOUNDARY.275292944.3

Content-Disposition: attachment; filename="MUIBB2Lamp.lha"

Encoding: base64

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--BOUNDARY.275292944.3

Content-Disposition: attachment; filename="MUIBB2Lamp.readme"

Encoding: 8bit

Short: Example of using Lamp.mcc in Blitz

Uploader: loki@sds.in2home.co.uk (Robert Hutchinson)

Author: loki@sds.in2home.co.uk (Robert Hutchinson)

Type: dev/basic

Date: 25/05/1999

B·B·2·L·A·M·P·E·X·A·M·P·L·E

-----  
Require

- Lamp.mcc (dev/mui)
- Blitz2.1
- EFMUILib (dev/basic)

Includes:

- An example to show how to use the lamp custom class.
- MUILamp.RES
- Stack change routines (Smoother running thru blitz)

Have fun!

Rob Hutchinson

--BOUNDARY.275292944.3

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--BOUNDARY.275292944.3--



**1.461 Re: MUI Question... Oh god not another :)**

for scott@online.u-net.com; Sun, 30 May 1999 11:03:15 +0100

From: Daniel Allsopp <daniel@thesnakepit.demon.co.uk>

Date: Sun, 30 May 1999 11:03:46 +0100

Subject: Re: MUI Question... Oh god not another :)

Encoding: quoted-printable

Hi Rob,

On 30-May-99, you wrote:

> Hello,

> =

> Erm, just another quickie :)

> =

> I've got a window with just:

> =

> Text.mui

> Gauge.mui

> SimpleButton

> =

> In a VGroup, and thats it,..

> But the gauge has text in it, and when you size the window

> it sizes vertically and the gauge changes size (gets huge! :()) and

> to top it off the text doesn't center in the gauge,. It stays at the

> top...

> =

> I'm just wondering if there is any way to lock the window, or stop the

> object from sizing?,.. So you can only size horizontally would do, but

> object height locking would be better.

> =

> Any ideas?.. I've not had to do this before and tried all the tags

> I could find that even remotly sounded like they would do the job..

> Anyone enlighten me with the tag`s name please?

Have a look in the Windows Autodoc (I'd highly recommend getting AutoDoc

viewer from Aminet for these things), there are tags for Max and Min valu=

es

for the windows etc.

-- =

Cheers,

Daniel

---

<tsb>E-Mail: daniel@thesnakepit.demon.co.uk

<tsb>URL: http://www.thesnakepit.demon.co.uk/

<tsb>ICQ Number : 20783863

<tsb>

- "Windows 95 is Bug Free" - Bill Gates in 1995

- "We fixed 5000 bugs since the release of Windows 95!" - Bill Gates on Windows 98

-----  
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## 1.462 Re: MUI Question... Oh god not another :)

for scott@online.u-net.com; Sun, 30 May 1999 08:13:12 +0000

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Sun, 30 May 1999 09:01:03 +0200

Organization: M2 productions

Subject: Re: MUI Question... Oh god not another :)

Encoding: quoted-printable

Hello Rob.

On 30-May-99, Rob Hutchinson wrote:

> But the gauge has text in it, and when you size the window

> it sizes vertically and the gauge changes size (gets huge! :) and

> to top it off the text doesn't center in the gauge,. It stays at the

> top...

> I'm just wondering if there is any way to lock the window, or stop the

> object from sizing?... So you can only size horizontally would do, but

> object height locking would be better.

Erm, maybe I'm just stupid, haven't understood the question properly, or something entirely third, but couldn't you just open a NORESIZE window ?

Or, to get a window that can only be "resized" horizontally you just need to set min/max sizes to the same value.

Once again, I could be completely of.

Regards

-- =

=2E---+-----

----- / /\_\_ ----- http://www.m2p.dk --

/\_\_\_\_| Productions/=

-----  
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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

**1.463 Re: MUI Question... Oh god not another :)**

for scott@online.u-net.com; Sun, 30 May 1999 15:49:19 +0100

From: Rick Hodger <rick.thehub@bigfoot.com>

Date: Sun, 30 May 1999 15:46:27 +0100

Organization: Pagan Software

Subject: Re: MUI Question... Oh god not another :)

I watched as Rob Hutchinson hammered "MUI Question... Oh god not another out on their keyboard...

> I've got a window with just:

> Text.mui

> Gauge.mui

> SimpleButton

> In a VGroup, and thats it,..

> But the gauge has text in it, and when you size the window

> it sizes vertically and the gauge changes size (gets huge! :) and

> to top it off the text doesn't center in the gauge,. It stays at the

> top...

Have you set the gauge to horizontal? They default to vertical, check the autdocs.

> I'm just wondering if there is any way to lock the window, or stop the

> object from sizing?... So you can only size horizontally would do, but

> object height locking would be better.

> Any ideas?.. I've not had to do this before and tried all the tags

> I could find that even remotly sounded like they would do the job..

> Anyone enlighten me with the tag`s name please?

You didn't try hard enough then :)

#MUIA\_Width will fix the width of an object in pixels.

#MUIA\_FixWidthTxt will fix the width according to a string (eg. "123" would fix it to three characters wide, and take into consideration whatever font is being used. But this one needs a pointer to a string, if you change that string the width of your object will change, at least in my experience it does.

Of course, there's Height ones as well, but you aren't supposed to use any of these except in the most extreme of circumstances.

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>

<sb>Visit us at <http://www.pagan-games.com>

<sb>EMail us at /bloodline@pagan-games.com/

<sb>"Dafel: Bloodline" - The most accomplished RPG ever!

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team \*AMIGA\*

<sb>

<sb>If you don't care where you are, then you ain't lost.

-----  
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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.464 MUI Question... Oh god not another :)

for scott@online.u-net.com; Sun, 30 May 1999 04:03:13 +0100

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Sun, 30 May 1999 04:00:29 +0100

Organization: Satanic Dreams Software.

Subject: MUI Question... Oh god not another :)

Hello,

Erm, just another quickie :)

I've got a window with just:

Text.mui

Gauge.mui

SimpleButton

In a VGroup, and thats it,..

But the gauge has text in it, and when you size the window  
it sizes vertically and the gauge changes size (gets huge! :) and  
to top it off the text doesn't center in the gauge,. It stays at the  
top...

I'm just wondering if there is any way to lock the window, or stop the  
object from sizing?.. So you can only size horizontally would do, but  
object height locking would be better.

Any ideas?.. I've not had to do this before and tried all the tags

I could find that even remotly sounded like they would do the job..

Anyone enlighten me with the tag`s name please?

Cya!

--

<tsb>

<sb>\*CONTACTING MEEEEEEEE:\*

<sb>loki@sds.in2home.co.uk | \*ICQ:\* 27181384  
<sb>SDS FOUNDER: URL: <http://www.satanicdreams.freemove.co.uk/>  
<tsb>  
<sb>\*PROJECT INFO:\*  
<sb>Minimum Safe Distance [3%]  
<sb>/After a few trips to the toilet, the following appeared:/  
<sb>MorrisTheMaggot, CTTM2, TimeSwipe, NIB, BlitzBFB, Prefs2000 & TMS.  
<sb>  
<sb>Uh hmmm.. consider that cat neutered.  
<tsb>

-----  
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## 1.465 Re: MUI Question... Oh god not another :)

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 30 May 1999 17:44:33 +0100

From: Rob Hutchinson <[loki@sds.in2home.co.uk](mailto:loki@sds.in2home.co.uk)>

Date: Sun, 30 May 1999 17:43:33 +0100

Organization: Satanic Dreams Software.

Subject: Re: MUI Question... Oh god not another :)

Encoding: binary

Hello Rick

Hiya, Rick... ,on 30-May-99 you mailed me about: Re: MUI Question... Oh god not another :)! So I'ma reply`in...

[=> I watched as Rob Hutchinson hammered "MUI Question... Oh god not another

[=> :)"

[=> out on their keyboard...

[=>

[=>> I've got a window with just:

[=>

[=>> Text.mui

[=>> Gauge.mui

[=>> SimpleButton

[=>

[=>> In a VGroup, and thats it,..

[=>> But the gauge has text in it, and when you size the window

[=>> it sizes vertically and the gauge changes size (gets huge! :( ) and

[=>> to top it off the text doesn't center in the gauge,. It stays at the

[=>> top...

[=>

[=> Have you set the gauge to horizontal? They default to vertical, check

[=> the autodocs.

[=>

[=>> I'm just wondering if there is any way to lock the window, or stop the

[=>> object from sizing?.. So you can only size horizontally would do, but

[=>> object height locking would be better.

[=>

[=>> Any ideas?.. I've not had to do this before and tried all the tags

[=>> I could find that even remotly sounded like they would do the job..

[=>> Anyone enlighten me with the tag`s name please?

[=>

[=> You didn't try hard enough then :)

Oh yes I did :)))

[=> #MUIA\_Width will fix the width of an object in pixels. #MUIA\_FixWidthTxt

[=> will fix the width according to a string (eg. "123" would fix it to

[=> three characters wide, and take into consideration whatever font is

[=> being used. But this one needs a pointer to a string, if you change that

[=> string the width of your object will change, at least in my experience

[=> it does.

I know about these... And I used the height ones,.... HOWEVER... It takes

the size of the text string,.. And say that was 9, it sets the gauge to

9, and doesn't give enough space above and below the text (1 pixel would

do).... So that is out of the question... Besides it`s bad to use these :)

[=> Of course, there's Height ones as well, but you aren't supposed to use

[=> any of these except in the most extreme of circumstances.

Yup :)... Naughty Naughty :)

Regards

--

<tsb>

<sb>\*CONTACTING MEEEEEEEE:\*

<sb>loki@sds.in2home.co.uk | \*ICQ:\* 27181384

<sb>SDS FOUNDER: URL: <http://www.satanicdreams.freemove.co.uk/>

<tsb>

<sb>\*PROJECT INFO:\*

<sb>Minimum Safe Distance [3%]

<sb>/After a few trips to the toilet, the following appeared:/

<sb>MorrisTheMaggot, CTTM2, TimeSwipe, NIB, BlitzBFB, Prefs2000 & TMS.

<sb>

<sb>These guys are pretty cool for a bunch of mimes. -- Butthead  
<tsb>

-----  
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## 1.466 MUI questions

for scott@online.u-net.com; Sat, 15 May 1999 23:04:54 +0100  
From: "Malvin Wall" <mULDERfBI@pAPARAZZO.u-nET.cOM>  
Organization: Private  
Date: 15 May 99 20:02:25 +0000  
Subject: MUI questions  
X-Face:  
Encoding: 7bit  
How do you program so you can use the MUI prefs programs, so the user  
can change how my program looks?

--  
--

AKA mULDERfBI  
Amiga 1200 3.1 Blizzard 030/FPU 50hz Modem: MagicXpress 56/V90  
ICQ: 25450816

-----  
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## 1.467 Re: MUI questions

for scott@online.u-net.com; Mon, 17 May 1999 07:22:22 +0100  
From: Rui Carvalho <grim@ip.pt>  
Date: Sun, 16 May 1999 14:42:57 +0000  
X-SenderInfo: 1; picture="http://www.ip.pt/~ip234558/ddds/grim.gif"; dob=31011977  
Organization: Dark Dreams Designs  
Subject: Re: MUI questions  
Encoding: 8bit  
Hello Malvin  
Somewhere Malvin Wall wrote:  
MW > How do you program so you can use the MUI prefs programs, so the user  
MW > can change how my program looks?

You don't need to do nothing, by default you can change the GUI options just by pressing the MUI button on the window. The only way to stop that would be to disable the button...

--

Best Regards,

Rui Carvalho «gRiM»

-----

«Http://www.ip.pt/~ip234558/»

«Last Update: 03.04.99»

«ICQ:28959421»

AMIGA 1230T 050 - 32MB - DBNTSC

-----

The only thing that stops God from sending another flood is that the first one was useless.

-----

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## 1.468 Re: MUI questions.....

for scott@online.u-net.com; Wed, 26 May 1999 16:37:18 +0100

From: Daniel Allsopp <daniel@thesnakepit.demon.co.uk>

Date: Wed, 26 May 1999 16:37:27 +0100

Subject: Re: MUI questions.....

Encoding: quoted-printable

Hi Rob,

On 26-May-99, you wrote:

> Hello,

> =

> It`s a simple one, but when you just dont knew something you just don=

t

> know it :). ....

> =

> Does anyone know how you attach an object to another object seamlessly =

> without a space.. IE, a PopFile gadget and a string ??

Another group tag, group the two objects like this

MUIKeyString 1, "", 250, ""

MUIPopButton 2, #MUI\_PopFile

MUIAddObjsHGroup 3, 1, 2

---



MUIAddTags 3,#MUIA\_Group\_Spacing,1

MUICreateHGroup 3

The 1 stands for the number of pixels.....1 is what you're looking for,  
it's normally 2 or 3

> How do you, open a string and a popfile file gadget as one object and

> let mui take care of opening the ASL requester for the file... I tried =

> get PopAsl.mui to work but I couldn't,... Any ideas?

I always do it manually, setup a notify for the pop button and continue f=  
rom

there.

-- =

Cheers,

Daniel

<tsb>E-Mail: [daniel@thesnakepit.demon.co.uk](mailto:daniel@thesnakepit.demon.co.uk)

<tsb>URL: <http://www.thesnakepit.demon.co.uk/>

<tsb>ICQ Number : 20783863

<tsb>

- "Windows 95 is Bug Free" - Bill Gates in 1995

- "We fixed 5000 bugs since the release of Windows 95!" - Bill Gates on W=  
indows 98

-----  
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## 1.469 Re: MUI questions.....

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Thu, 27 May 1999 01:38:17 +0100

From: Daniel Allsopp <[daniel@thesnakepit.demon.co.uk](mailto:daniel@thesnakepit.demon.co.uk)>

Date: Thu, 27 May 1999 01:37:50 +0100

Subject: Re: MUI questions.....

Hi Rob,

On 26-May-99, you wrote:

> Thanks...

> This way I will have to create a separate group for each String+Pop

> wont I?.. that is if I dont want all the objects (IE labels and stuff)

> to have the same spacing?

Yeah, just add the string and pop to a horizontal group and class it as one

;)

--

---

Cheers,

Daniel

<tsb>E-Mail: [daniel@thesnakepit.demon.co.uk](mailto:daniel@thesnakepit.demon.co.uk)

<tsb>URL: <http://www.thesnakepit.demon.co.uk/>

<tsb>ICQ Number : 20783863

<tsb>

- "Windows 95 is Bug Free" - Bill Gates in 1995

- "We fixed 5000 bugs since the release of Windows 95!" - Bill Gates on Windows 98

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## 1.470 MUI questions.....

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Wed, 26 May 1999 16:26:56 +0100

From: Rob Hutchinson <[loki@sds.in2home.co.uk](mailto:loki@sds.in2home.co.uk)>

Date: Wed, 26 May 1999 16:21:33 +0100

Organization: Satanic Dreams Software.

Subject: MUI questions.....

Hello,

It's a simple one, but when you just dont knew something you just dont know it :).....

Does anyone know how you attach an object to another object seamlessly without a space.. IE, a PopFile gadget and a string ??

How do you, open a string and a popfile file gadget as one object and let mui take care of opening the ASL requester for the file... I tried to get PopAsl.mui to work but I couldn't,... Any ideas?

Thanks,

Rob.

Cya!

--

<tsb>

<sb>\*CONTACTING MEEEEEEEE:\*

<sb>[loki@sds.in2home.co.uk](mailto:loki@sds.in2home.co.uk) | \*ICQ:\* 27181384

<sb>SDS FOUNDER: URL: <http://www.satanicdreams.freemove.co.uk/>

<tsb>

<sb>\*PROJECT INFO:\*

<sb>Minimum Safe Distance [0.001%]

<sb>/After a few trips to the toilet, the following appeared:/

---

<sb>MorrisTheMaggot, CTTM2, TimeSwipe, NIB, BlitzBFB, Prefs2000 & TMS.

<sb>

<sb>"What's that?" -- Arthur "Something blue." -- Ford

<tsb>

-----  
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## 1.471 Re: MUI questions.....

for scott@online.u-net.com; Wed, 26 May 1999 16:57:11 +0100

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Wed, 26 May 1999 16:55:24 +0100

Organization: Satanic Dreams Software.

Subject: Re: MUI questions.....

Encoding: binary

Hello Daniel

Hiya, Daniel... ,on 26-May-99 you mailed me about: Re: MUI questions.....! So I'ma reply`in...

[=> Hi Rob,

[=>

[=> On 26-May-99, you wrote:

[=>

[=>> Hello,

[=>>

[=>> It's a simple one, but when you just dont knew something you just

[=>> dont know it :). ....

[=>>

[=>> Does anyone know how you attach an object to another object seamlessly

[=>> without a space.. IE, a PopFile gadget and a string ??

[=>

[=> Another group tag, group the two objects like this

[=>

[=> MUIKeyString 1,"",250,""

[=> MUIPopButton 2,#MUII\_PopFile

[=>

[=> MUIAddObjsHGroup 3,1,2

[=> MUIAddTags 3,#MUIA\_Group\_Spacing,1

[=> MUICreateHGroup 3

[=>

---

[=> The 1 stands for the number of pixels.....1 is what you're looking for,

[=> it's normally 2 or 3

Thanks...

This way I will have to create a separate group for each String+Pop

wont I?.. that is if I dont want all the objects (IE labels and stuff)

to have the same spacing?

[=>> How do you, open a string and a popfile file gadget as one object and

[=>> let mui take care of opening the ASL requester for the file... I tried

[=>> to get PopAsl.mui to work but I couldn't,... Any ideas?

[=>

[=> I always do it manually, setup a notify for the pop button and continue

[=> from there.

Humm, thats how I've done it now :)..

Regards

--

<tsb>

<sb>\*CONTACTING MEEEEEEEE:\*

<sb>loki@sds.in2home.co.uk | \*ICQ:\* 27181384

<sb>SDS FOUNDER: URL: <http://www.satanicdreams.freemove.co.uk/>

<tsb>

<sb>\*PROJECT INFO:\*

<sb>Minimum Safe Distance [0.001%]

<sb>/After a few trips to the toilet, the following appeared:/

<sb>MorrisTheMaggot, CTTM2, TimeSwipe, NIB, BlitzBFB, Prefs2000 & TMS.

<sb>

<sb>Marriage has driven more than one man to sex.

<tsb>

-----  
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## 1.472 Re: MUI Stack Problems FIXED! + LOADS of other MUI stuff!

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 25 May 1999 01:15:37 +0100

From: Daniel Allsopp <[daniel@thesnakepit.demon.co.uk](mailto:daniel@thesnakepit.demon.co.uk)>

Date: Tue, 25 May 1999 01:16:00 +0100

Subject: Re: MUI Stack Problems FIXED! + LOADS of other MUI stuff!

Hi Rob,

On 25-May-99, you wrote:

---

> One VERY last thing (ho ho ho)... Now that I got the attention of the  
 > Blitz-MUI coders.... Can someone tell me the tag to create doublebevels  
 > around a group with that light-greeny-cream colour as the back  
 > (where no objects are).. Please.. I can t find it in the docs as I m  
 > not 100% sure what I m looking for here.  
 > Do you know the ones I mean.. (IE, Like the one around "Encoding"  
 > inside YAM`s message-editor/attachments (see the light-green back?)  
 > Of course #MUIA\_Frame,#MUIV\_Frame\_Group sets the double-bevel..  
 > But what about the backfill?

Mine ain`t got no greeny colour, as it`s all set different from users  
 prefs.....but to add an image background to your groups add the following  
 tag to your group tags....

MUIAddTags <group no,#MUIA\_Background,#MUII\_GroupBack

I don`t think the #MUII\_xxxx constants are in the doc, you`ll have to look  
 in the c header file for the options available here....

> And if anyone wants the RES files for the Lamp/Busy custom classes  
 > give me a shout :)

--

Cheers,

Daniel

<tsb>E-Mail: daniel@thesnakepit.demon.co.uk

<tsb>URL: <http://www.thesnakepit.demon.co.uk/>

<tsb>ICQ Number : 20783863

<tsb>

- "Windows 95 is Bug Free" - Bill Gates in 1995

- "We fixed 5000 bugs since the release of Windows 95!" - Bill Gates on Windows 98

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## 1.473 Re: MUI Stack Problems FIXED! + LOADS of other MUI stuff!

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 1 Jun 1999 00:41:41 +0100

From: James L Boyd <[jamesboyd@all-hail.freemove.co.uk](mailto:jamesboyd@all-hail.freemove.co.uk)>

Date: Thu, 27 May 1999 23:16:55 +0000

Subject: Re: MUI Stack Problems FIXED! + LOADS of other MUI stuff!

Rob Hutchinson churned out \*this\* drivel:

[ stacck altering code ]

> Perhaps you could add this to your Stats&Functs James?

Yeah, I'll check it out and see if it works OK here...thanks :)

> Lastly, I dont know if this is 100% or if it causes Enforcer hits

I'll check that when I mess about with it...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

I think it would be a good idea.

-- Mahatma Gandhi on Western civilization.

-----  
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## **1.474 Re: MUI Stack Problems FIXED! + LOADS of other MUI stuff!**

for scott@online.u-net.com; Tue, 25 May 1999 00:48:55 +0100

Date: 25 May 99 01:41:37 +0100

From: "Jonas Thorell" <jonasth@bahnhof.se>

Subject: Re: MUI Stack Problems FIXED! + LOADS of other MUI stuff!

encoding: 7bit

X-System: Amiga 3000/040@40 Mhz, 99 Meg, 11.5 Gig HD, 28k8

X-Hardware: Prelude soundcard, Vlab digitizer, CV64 gfx-card

X-Hardware: Buddha IDE-controller, 24x CD-ROM

X-Software: Aweb, Miami, Thor, ScalOS, MCP and assorted bits of bytes...

X-UIN: 12427044

X-Misc-info: Who's reading this??

Rob Hutchinson (loki@sds.in2home.co.uk) wrote:

>And if anyone wants the RES files for the Lamp/Busy custom classes

>give me a shout :)

Shout! I haven't been able to get that working, mainly because I  
am still a MUI-beginner...and I want a program to "draw" my interfaces  
in...

---

Come in from your checkpoints on your lonely roads, Come in from  
your ditches in your silent fields where intensified light from

a rifle sight makes the darkness day and the day too bright.

---

Injustice anywhere is a threat to justice everywhere.

-----

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## 1.475 Re: MUI Stack Problems FIXED! + LOADS of other MUI stuff!

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 25 May 1999 19:42:19 +0100

From: Rick Hodger <[rick.thehub@bigfoot.com](mailto:rick.thehub@bigfoot.com)>

Date: Tue, 25 May 1999 18:08:37 +0100

Organization: Pagan Software

Subject: Re: MUI Stack Problems FIXED! + LOADS of other MUI stuff!

I watched as Daniel Allsopp hammered "Re: MUI Stack Problems FIXED! + LOADS of other MUI stuff!" out on their keyboard...

>> And if anyone wants the RES files for the Lamp/Busy custom classes

>> give me a shout :)

Erm, you don't really need one for the Busy.mcc class. A simple MUIEvent will trigger it.

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>

<sb>Visit us at <http://www.thehub.u-net.com>

<sb>EMail us at [/bloodline@pagan-games.com/](mailto:/bloodline@pagan-games.com/)

<sb>"Dafel: Bloodline" - The most accomplished RPG ever!

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team \*AMIGA\*

<sb>

<sb>Do what comes naturally now. Seethe and fume and throw a tantrum.

-----

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---

## 1.476 MUI Stack Problems FIXED! + LOADS of other MUI stuff!

for scott@online.u-net.com; Tue, 25 May 1999 00:37:59 +0000

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Tue, 25 May 1999 00:36:16 +0100

Organization: Satanic Dreams Software.

Subject: MUI Stack Problems FIXED! + LOADS of other MUI stuff!

--BOUNDARY.276379688.2

Hello,

Ok, I've been messing with the Stack Internally, and come up with the following code which will allow you to append a certain amount of bytes to your program's stack internally to assure your program always works correctly (those custom classes dont alf eat stack space :)). This way it will even work flawlessly from CLI and the thru blitz :)

Basically a nice way to change your program's stack in Blitz :)

<tsb>Add this code to the top of your Code!!

```
;--- Add summat to the stack to stop MUI spacking :)
```

```
; astack.w is the amount of bytes to add to the stack!
```

```
;
```

```
astack.w = 8096 ; The amount to append to the current stack!
```

```
DEFTYPE .StackSwapStruct stackswap
```

```
DEFTYPE .Task *mytask
```

```
*mytask = FindTask_(0)
```

```
stacksize.l = *mytask\tc_SPUpper-*mytask\tc_SPLower+astack
```

```
*newstack = AllocVec_(stacksize.l,0)
```

```
stackswap\stk_Lower = *newstack
```

```
stackswap\stk_Upper = *newstack+stacksize
```

```
stackswap\stk_Pointer = stackswap\stk_Upper
```

```
If *newstack
```

```
StackSwap_(&stackswap)
```

```
EndIf
```

```
; Code continues...
```

<tsb>Add this code to the end of your program (line before "end")

```
StackSwap_(&stackswap)
```

```
FreeVec_(*newstack)
```

<tsb>

Or of course you could use the 2 attached Includes.

Top of your code:



```
XINCLUDE "StackAppendOpen.bb2"
```

Bottom of your code:

```
XINCLUDE "StackAppendClose.bb2"
```

```
<tsb>
```

Remember astack.w isn't what you want the stacksize to be, it's the amount of bytes to APPEND to the current stack.

(Which I think is much better?)

BTW - Don't forget amigalibs.res or mui.res (got amigalibs compiled in it I think? Well mine has :)... But that could be me using the old MUI

BB2DoMethod version?)

Is this of any use to anyone?

Perhaps you could add this to your Stats&Funcs James?

```
<tsb>
```

Lastly, I don't know if this is 100% or if it causes Enforcer hits cos as you know I can't run enforcer... But it appears to work fine.

MUI no longer crashes when you open the Prefs/Window and try to change the background image.....

```
<tsb>
```

Um!...

One VERY last thing (ho ho ho)... Now that I got the attention of the Blitz-MUI coders.... Can someone tell me the tag to create doublebevels around a group with that light-greeny-cream colour as the back (where no objects are).. Please.. I can't find it in the docs as I'm not 100% sure what I'm looking for here.

Do you know the ones I mean.. (IE, Like the one around "Encoding" inside YAM's message-editor/attachments (see the light-green back?))

Of course #MUIA\_Frame,#MUIV\_Frame\_Group sets the double-bevel...

But what about the backfill?

And if anyone wants the RES files for the Lamp/Busy custom classes give me a shout :)

Cya!

--

```
<tsb>
```

```
<sb>*CONTACTING MEEEEEEEE:*
```

```
<sb>loki@sds.in2home.co.uk | *ICQ:* 27181384
```

```
<sb>SDS FOUNDER: URL: http://www.satanicdreams.freemove.co.uk/
```

```
<tsb>
```

```
<sb>*PROJECT INFO:*
```

```
<sb>Minimum Safe Distance [0.001%]
```

<sb>/After a few trips to the toilet, the following appeared:/

<sb>MorrisTheMaggot, CTTM2, TimeSwipe, NIB, BlitzBFB, Prefs2000 & TMS.

<sb>

<sb>Transvestite (n): A man who wants to eat, drink and be Mary.

<tsb>

--BOUNDARY.276379688.2

Content-Disposition: attachment; filename="MUIStack.lzx"

Encoding: base64

TFpYAAwACgQAAA8ADwMAAAAAAAAAAKAgEAAAoAAMo6BHsBtKRMUQWnHhxNVUITdGFjay9TdGFj  
a0FwcGVuZE9wZW4uQkIyDwDIAAAAAAAAAAAoCAQAACgAAyjoE16OU9DNrWkB+HU1VSVN0YWNr  
L1N0YWNrQXBwZW5kQ2xvc2UuQkIyDwAlAgAA9gIAAAoCAQAACgAAyjoHGFZq9ojEYhSgFU1V  
SVN0YWNrL01VSVN0YWNrLmRvYyYgCF+AAAjgAoZGAA/OylxH89xAqjTQa01EsQGOhbX8hmSOC  
TZoUO3Ph3Sd2W7sFh79Cvki+QfJHvIIERQAARKAACIAABKjKQqaZRawHdEpnfbJTRK/hEBPF  
RFxF8eAGXhXoKZQAeCmCXSCAQNgL7h4EIZXig7z+8Ygz4ntKoBWSxZJhIs96OEii3UKEgBAJ  
VPFOsSx0JVl4KDOcE88B2oHypnScTbGKICW37TMxbUcIAaS4XS0EaNGCFAoQWsXHWjaeyzAo  
E8dxoobzzbY2Cc6zECQTY4djmTb+8neOe+MuKH4nv7G65eNL1hRYdxO8i2SIkn2Zg66ElxU  
XaLWwozVjITUHK14gBAgpiCDrixwywtldSjLLyRXQgnfxRBRUYeWv5gAce7w4qcaZ3WPe33U  
2s9gJedHADFDKta8zDYHjncxvijejmxHw1lAqOIuLtKqtHZK/2KMZA0osCHAJKvhr3+BtwxQ  
EuC+TQuvIB0LiiKJcdo1tS+1Aa+32DZPgZOzxLuufjR4cRmln9KgS+VtvuHHv5ntRbIX8DDr  
8KG8yXe7cTVLXm9uu6cvVkzxIOTLd+7A+CYX+UDviiibr+FFy/LPN1RBd+QlfNuTaaILs2Tr  
4ePxB6EL/KJxQY+YxhJSdwYdTASy0yhHTDontnBgfEZSkMY2428B8I0ovq/evlD77OPwyn87  
p856H9Q3zZmr+mQ6JCr/20rLBFTx4N1gTK0u9Y0MpCayQ5UXHx3kEdsCimcpTQXumwQVWVHT  
GZcEhduNJ2lZ2L4apJSWBTNVla1SQxBnAHRPO6fa+8Hampvh2XjYjgr0WPcGoOZSpG9h4qUu  
WGoSLMStXnGhKJ3tymr6a7hJkBkM9iS+CgeBFAkma5r93TJH68ko//Rcj39aykcpcgW5t77t  
j6tX2ntG+GK+IQsmo/2BkwdHIW0C2KIOIdNXEwvaH/aYaS8DuJDoZ30CQtyv0IVKwSOkUOy  
40BeOGY6glTmGBgI1VPoMZcCPwAA

--BOUNDARY.276379688.2

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--BOUNDARY.276379688.2--

## 1.477 Re: MUI Stack Problems FIXED! + LOADS of other MUI stuff!

for scott@online.u-net.com; Tue, 25 May 1999 12:32:01 +0100

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Tue, 25 May 1999 02:15:32 +0100

Organization: Satanic Dreams Software.

Subject: Re: MUI Stack Problems FIXED! + LOADS of other MUI stuff!

Encoding: binary

Hello Daniel

Hiya, Daniel... ,on 25-May-99 you mailed me about: Re: MUI Stack Problems FIXED! + LOADS of other MUI stuff!! So I'ma reply`in...

[=> Hi Rob,

[=>

[=> On 25-May-99, you wrote:

[=>

[=>> One VERY last thing (ho ho ho)... Now that I got the attention of the

[=>> Blitz-MUI coders.... Can someone tell me the tag to create doublebevels

[=>> around a group with that light-greeny-cream colour as the back

[=>> (where no objects are).. Please.. I can't find it in the docs as I'm

[=>> not 100% sure what I'm looking for here.

[=>> Do you know the ones I mean.. (IE, Like the one around "Encoding"

[=>> inside YAM's message-editor/attachments (see the light-green back?)

[=>> Of course #MUIA\_Frame,#MUIV\_Frame\_Group sets the double-bevel...

[=>> But what about the backfill?

[=>

[=> Mine ain't got no greeny colour, as it's all set different from users

[=> prefs.....but to add an image background to your groups add the

[=> following tag to your group tags....

So it is... I dont remember setting that..... oh well.. It works now

[=> MUIAddTags <group no,#MUIA\_Background,#MUII\_GroupBack  
TA!

[=> I don't think the #MUII\_xxxx constants are in the doc, you'll have to

[=> look in the c header file for the options available here....

They are, they are just all over the place.. but I remember seeing

a list of them somewhere... Perhaps it was in the old MUI.RES

source (with all the constants in :))

[=>> And if anyone wants the RES files for the Lamp/Busy custom classes

[=>> give me a shout :)

[=>

Regards

--

<tsb>

<sb>\*CONTACTING MEEEEEEEE:\*

<sb>loki@sds.in2home.co.uk | \*ICQ:\* 27181384

<sb>SDS FOUNDER: URL: <http://www.satanicdreams.freemove.co.uk/>

<tsb>

<sb>\*PROJECT INFO:\*

<sb>Minimum Safe Distance [0.001%]

<sb>/After a few trips to the toilet, the following appeared:/

<sb>MorrisTheMaggot, CTTM2, TimeSwipe, NIB, BlitzBFB, Prefs2000 & TMS.

<sb>

<sb>Freefall Sex: Helluvalot better'n eatin' pizza alone on a Sat night!

<tsb>

-----  
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## 1.478 MUI Still Crashes

for scott@online.u-net.com; Thu, 27 May 1999 16:54:18 +0000

From: Daniel Allsopp <daniel@thesnakepit.demon.co.uk>

Date: Thu, 27 May 1999 16:53:49 +0100

Subject: MUI Still Crashes

Encoding: quoted-printable

Hi everyone,

I thought I'd try that stack code that Rob Hutchinson sent with my MUI multi-lists but they still either crash immediatly or cause a million and= one enforcer/cyberguard hits.

So, if any of those people who claimed to have made a multi-list MUI prog= ram

without crashes or enforcer hits (Richard Hodger or the AFM author, sorry= forgot your

name) could they please make a small example of this using only two colum= ns =

and 120 rows.

I've tried this with the EFMultiList example and it crashes, not matter w= hat it's

stack is. All I did to this was triple the values in the arrays and loop counters.

Tried the NList and NListview but I don't know how to make the hooks....stupid things anyway.

Please, I need this to help complete the editors for Operation:

Counterstrike, they're so nearly done except for this :(

-- =

Cheers,

---

Daniel

<tsb>E-Mail: daniel@thesnakepit.demon.co.uk

<tsb>URL: http://www.thesnakepit.demon.co.uk/

<tsb>ICQ Number : 20783863

<tsb>

- "Windows 95 is Bug Free" - Bill Gates in 1995

- "We fixed 5000 bugs since the release of Windows 95!" - Bill Gates on Windows 98=

-----  
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## **1.479 Re: MUI Still Crashes !! FIXED !!**

for scott@online.u-net.com; Sun, 30 May 1999 11:55:37 +0100

From: Daniel Allsopp <daniel@thesnakepit.demon.co.uk>

Date: Sun, 30 May 1999 11:52:39 +0100

Subject: Re: MUI Still Crashes !! FIXED !!

Hi everyone,

OK, I've figured out what's hapening with the crashes to the MltiLists inn MUI, with some initial ideas by Rick Hodger.

First the reason for the enforcer hits was the exclusion of ANY data from one of the fields, the second was the pointer arrays. It's easier to just setup the listview with a normal array

```
Dim temp_array$(500)
```

```
MUIList 1,"BAR,",temp_array$()
```

```
MUIIstview 2,1
```

You have to keep your data in your own DLL with Newtypes etc. Thanks for this Rick.

You add them to your list with MUIInsertSingle 1,position,entry\$,entry\$,etc etc. I didn't realise the multiple Entry\$ that could be used with this command.

If one of the entries is empty, it will still cause an enforcer hit but by putting a chr\$(0) in it's place everything is fine.

```
MUIInsertSingle 1,0,"Column 1", ""
```

in a two column list would cause an enforcer, where as

```
MUIInsetSingle 1,0,"Column 1",chr$(0)
```

wouldn't. I guess you'll always have to check for this though.

Phew.....back to constructive coding then ;)

---

--

Cheers,

Daniel

<tsb>E-Mail: daniel@thesnakepit.demon.co.uk

<tsb>URL: <http://www.thesnakepit.demon.co.uk/>

<tsb>ICQ Number : 20783863

<tsb>

- "Windows 95 is Bug Free" - Bill Gates in 1995

- "We fixed 5000 bugs since the release of Windows 95!" - Bill Gates on Windows 98

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## 1.480 Re: MultiView (OFF TOPIC)

for scott@online.u-net.com; Sun, 16 May 1999 15:48:40 +0100

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sat, 15 May 1999 15:32:09 +0000

Subject: Re: MultiView (OFF TOPIC)

--BOUNDARY.1747702184.6

Luca Carminati churned out \*this\* drivel:

> I wondered if there is a way to force documentations which has MultiView

> as default tool in the icon to open on a custom screen. I know that

> MultiView has the SCREEN tooltype, but I don't know how to set it when

> it's called from an icon.

See the attached textfile's icon...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

<sb>Connected from Dundee, Scotland.

<sb>(<http://surf.to/all-hail/>)

<tsb>

After I'm dead I'd rather have people ask why I have no monument  
than why I have one.

-- Cato the Elder

--BOUNDARY.1747702184.6

Content-Disposition: attachment; filename="OpenOnYamScreen.txt"

---

Content-Description: Some text file

La la la...I'm some text...

--BOUNDARY.1747702184.6

Content-Disposition: attachment; filename="OpenOn YamScreen.txt.info"

Encoding: base64

Content-Description: Icon with tooltypes for opening on pubscreen

4xAAAQAAAAAAAAAAAAAAAAUABgAEAAEAAWggI9hoIJo4AAAAAAAAAAAAAAAAAAAAAAAAAABBHpoQe6g  
aEU2IIAAAAACAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA  
+AD4APgA+AD4AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA  
AAAAAAAAAA+AD4APgA+AD4AAAAAApNdWx0aXZpZXcAAAAAPAAAAA9QVUJTQ1JFRU49WUFNMgAA  
AAACIAAAAAApKioqIERPTidUIEVESVQgVEhFIEZPTEXPV0IORyBMSU5FUyEhICoqKgAAAAAu  
SU0xPUJFSSEso7s1IkLFaFNkLMG8McjQ0NDEOWy2SqZKZEIxJIM5bFM5bLHVAAAAAIBJTTE9  
8KZI00q13aHRNNJI0Srcodcl26FKpkolSDVKpiJg2kgo0SXRNCTRImDaImDSSCFA0jTbIUDR  
SNKh0TTdpkjTSqX//+QipkDhImpTpkjffImpTMSimSt0ialMxKGRCNUpg2iJqUzExREIxKGVK  
odgialMxMGRISShkQjFKAAAAAIBJTTE9odejbLVEMTFEREJoZEI916NstUI6pkRESSIEQj3X  
o2y1QjEoZKZBKGRCPUjWo2y1QjEoZEIxMURCPTy11aNstUIxKGRCMShkQj08pkDUo2y1QjEo  
ZEIxKGRCPymStSjubVCMSHkQjEoZEI9PKZKodMISqZKMSHkQjEoAAAAAIBJTTE9MShnRzVK  
ZUDTKqZBwkqiKGRCMShnRzVKpkDUpkpw1xKpUIxKGdHNUq11SVIt1JjNU8qpkSkRzVKYNWm  
JqZDOSihplOzpkc1SmDVoiRCMaZIZEI0OaIoNUpg1SUoZDEoZFKMShkQjVKYNYipUIwZEIx  
LUpkQjVKYNgqAAAAACFJTTE9oihkMShkVUqmSmDaSmRCMGal3yFKMUpg4SVI8gAAAAAuSU0y  
PUJFSSEso7s1IkLFaFNkLMG8McjQ0NDEOWy2SqZKZEIxJIM5bFM5bLHVAAAAAIBJTTE98KZI  
00q12abTodE00kjRKtiiStKh1yXXoiyl0aFKpkolSDVKpiJg1aIsZ0DRSCjRjE0JNEiYNWi  
LGZKYCjg0kghQNI01aIsZkM10SFA0UjSodE01aIsZkMxudKmSNNKpdWiLGZDMWqh3aIsZkMx  
aLZA3KIsZkMxaLVaAAAAAIBJTTE93KIsZkMxaLVSpdulbGZDMWi1UjIi2iVEZkMxaLVSOUZg  
2kpGQzFotVI5RIRQ2SI0QzFotVI5RITEYNkhQzFotVI5RITISmDZKjFotVI5RITGUqZKphtl  
KLVSOUZUxlKnKyVKpkrWSLVSOUZUxlKnKyVMNiqmSq3TImRSAAAAAIBJTTE9OUZUxlKyUKZM  
NislYqax0zFCOUZUxlKyUKZiskslYqew1Co5RITGUqcrJWKyUKIKpzEiodOiRIUIUqcrJWKy  
UKIKpzEiptRipcZSpyqmYrJLJWKnMSKMSNMipkVKpyslYqZLJWKnMSKMSmDTNEpTPUqmSqcr  
JUqnMSKMSAAAAAIBJTTE9pipg0zRKUzlsxkqmUKIKszBKpkpg0yFCpT27t1M9SqZKszBKpkjV  
KqIoZMhaqmy4WrMwSqbVIUotSmRCMT2/t1M+MEqm1SFCKGRDSqIoZEdbszBKptYqMShCMSi7  
pUIxKGRKptclSGRBKGRCOqYoZEqm2TVCMSHCMSi7AAAAAIBJTTE9pkqmQNo1QjEoQ0rgpiim  
QOEipfUA

--BOUNDARY.1747702184.6

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## 1.481 Re: MultiView (OFF TOPIC)

for scott@online.u-net.com; Sun, 16 May 1999 16:55:16 +0100

Date: Sun, 16 May 1999 12:54:29 -0300 (ADT)

Sender: ah210@chebucto.ns.ca

From: John Mason <ah210@chebucto.ns.ca>

Subject: Re: MultiView (OFF TOPIC)

On Sun, 16 May 1999, Luca Carminati wrote:

> Thank you Curt and Anton for your replies, but probably I didn't explain well what my problem is:

> Let's suppose I have a guide with 'MultiView' as default tool in its icon. When I double-click on the icon, the MultiView's window is opened on the Workbench screen. Instead, I wish it was opened on its own screen. I tried entering 'MultiView SCREEN' in the default tool of the guide's icon, to add the 'SCREEN' tooltip in the guide's icon, and to set the 'SCREEN' tooltip in the MultiView's icon, but none of them work. Any idea?

You can do this:

Make a script that runs multiview with the name of your file and the SCREEN argument, ie

```
multiview work:docs/somthing/text.guide screen
```

Then, give this script a project icon and make its default tool "Iconx".

I just tried this and it works! :) It seems that Workbench treats everything in the default tool field as the command name, so it thinks you're trying to run a command called "multiview screen".. :(

BTW, your "BLITZERS!!!" alias for the list causes problems when I try to reply -- is anyone else getting this or is my mail server just picky?

--

John Mason -- ICQ 17931257

<http://chebucto.ns.ca/~ah210/Profile.html>

Home of NewStuff and Reminder!

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## 1.482 Re: MultiView (OFF TOPIC)

for scott@online.u-net.com; Sun, 16 May 1999 12:40:31 +0100

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

"Luca Carminati" <toff@spm.it>

Subject: Re: MultiView (OFF TOPIC)

Date: Sun, 16 May 1999 12:36:07 +0100

Luca wrote

>I wondered if there is a way to force documentations which has MultiView



>as default tool in the icon to open on a custom screen. I know that  
>MultiView has the SCREEN tooltype, but I don't know how to set it when  
>it's called from an icon.

SOLUTION A: Type "SCREEN" in tooltypes (that's it).

SOLUTION B Run multiview, check "USE SEPARATE SCREEN" from the menu, check  
"SAVE AS DEFAULT" from the menu.

Don't know if tooltypes lets you specify screen res with solution A, but it  
should run in same res as WB - so you could try solution B, and see what the  
icon info shows.

VIC

-----  
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## 1.483 MultiView (OFF TOPIC)

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sat, 15 May 1999 20:57:33 +0000

From: Luca Carminati <[toffi@spm.it](mailto:toffi@spm.it)>

Date: Sat, 15 May 1999 21:54:21 -0500

Subject: MultiView (OFF TOPIC)

Encoding: quoted-printable

Hi Blitzers,

I'm sorry for this OFF TOPIC mail (it's just my first one, so please forgive me).

I wondered if there is a way to force documentations which has MultiView =  
as default tool in the icon to open on a custom screen. I know that Multi=  
View has the SCREEN tooltype, but I don't know how to set it when it's ca=  
lled from an icon.

A solution will be appreciated...

-- =

Best regards,

Luca.

||

| ----- LUKE'S PROJECTS ----- |

||

| Luca Carminati <[toffi@spm.it](mailto:toffi@spm.it)> |

| A1200/030/2+4Mb/WB3.0/1.2GbHD |

||

---



**1.485 Re: MultiView (OFF TOPIC)**

for scott@online.u-net.com; Sun, 16 May 1999 15:23:16 +0100

From: Luca Carminati <toffi@spm.it>

Date: Sun, 16 May 1999 16:19:24 -0500

Subject: Re: MultiView (OFF TOPIC)

Encoding: quoted-printable

On 16-May-99, Linda Bell wrote:

>>I wondered if there is a way to force documentations which has =

>>MultiView

>>as default tool in the icon to open on a custom screen. I know that

>>MultiView has the SCREEN tooltip, but I don't know how to set it when

>>it's called from an icon.

>SOLUTION A: Type "SCREEN" in tooltips (that`s it).

>SOLUTION B Run multiview, check "USE SEPARATE SCREEN" from the menu, =

>check

>"SAVE AS DEFAULT" from the menu.

Which version of MultiView do you have? Mine is 39.16: solution A doesn't=

work and about solution B, it hasn't the "USE SEPARATE SCREEN" item in t=

he menu. I suppose I Should get a newer version then.

-- =

Best regards,

Luca.

---

||

| ----- LUKE'S PROJECTS ----- |

||

| Luca Carminati <toffi@spm.it> |

| A1200/030/2+4Mb/WB3.0/1.2GbHD |

||

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## 1.486 Re: MultiView (OFF TOPIC)

for scott@online.u-net.com; Mon, 17 May 1999 12:48:26 +0100

Sender: tdc98@doc.ic.ac.uk

Date: Mon, 17 May 1999 12:48:24 +0100

From: Thomas Cobb <tdc98@doc.ic.ac.uk>

Subject: Re: MultiView (OFF TOPIC)

Encoding: 7bit

Luca Carminati wrote:

> Hi Blitzers,

>

> I'm sorry for this OFF TOPIC mail (it's just my first one, so please forgive me).

>

> I wondered if there is a way to force documentations which has MultiView as default tool in the icon to open on a custom screen. I know that MultiView has the SCREEN tooltype, but I don't know how to set it when it's called from an icon.

>

> A solution will be appreciated...

I created a new script, "C:multiview" as follows (leave out the comments - I can't remember how you comment out from a shell script)...

; A script to always multiview on a new screen

.key file ; Set file to first parameter

.bra { ; Left bracket is {

.ket } ; Right bracket is }

run <>NIL: sys:utilities/multiview SCREEN {file} ; Run it

Set the Script flag on the file and then everytime a program calls multiview as its default tool it will appear on a new screen. (It won't trap calls to sys:utilities/multiview though). Oh yes, does anyone know what the default left and

right brackets are in a shell script? I seem to remember they were something stupid.

Thom

-----  
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## 1.487 MultiView (OFF TOPIC) - Last mail

for scott@online.u-net.com; Sun, 16 May 1999 17:38:25 +0000

From: Luca Carminati <toff@spm.it>

Date: Sun, 16 May 1999 18:33:00 -0500

Subject: MultiView (OFF TOPIC) - Last mail

Encoding: quoted-printable

Hi mates,

---



Music for your game/demo/release? \ \ / http://www.paia.com  
Contact me! amorel@xs4all.nl \ \ / Check my (aged) music on  
http://www.xs4all.nl/~amorel \ \ / aminet or at my homepage.  
-\*Now out on aminet and my site! Amoralplayer1.1, a no fuss audioplayer\*-  
-----

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### 1.489 Re: My new sig (1)

for scott@online.u-net.com; Tue, 18 May 1999 03:30:25 +0000

From: amorel <amorel@xs4all.nl>

Date: Tue, 18 May 1999 03:02:00 +0500

Subject: Re: My new sig (1)

On 17-May-99, Gareth Griffiths wrote:

C=Oh cheers :) What's wrong with it?

It `shouts` too much, if you see what I mean =)

C=It doesn't make money. It's not a registered company, which is why I'm

C=changing every occurrence of 'company' to 'group' on the site :)

Ah ok hehe, well I didnt expect you intending to make money, but I still  
wondered. You never know, Amiga might be a gold mine somewhere ;-)

Regards

--

Jeroen(and Wendy ;-)-\*AMOREL\*-\ \ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \ \ Good old C=64 and an attitude!

Ever kissed a frog? ;-P \ \ / Fatman analogue synth :D

Music for your game/demo/release? \ \ / http://www.paia.com

Contact me! amorel@xs4all.nl \ \ / Check my (aged) music on  
http://www.xs4all.nl/~amorel \ \ / aminet or at my homepage.

-\*Now out on aminet and my site! Amoralplayer1.1, a no fuss audioplayer\*-  
-----

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### 1.490 My new sig (1)

for scott@online.u-net.com; Sun, 16 May 1999 23:49:12 +0100

From: Gareth Griffiths <gaz@jokerd.freemove.co.uk>

satanicdreams@egroups.com,

eGroups Calendar <afb@egroups.com>

Date: Sun, 16 May 1999 17:31:39 +0100

Organization: Joker Developments

Subject: My new sig (1)

Hi,

What do u think? I thought that Joker Developments was a crap name for a software company, so I've come up with FX Software, and am using

JD as the parent company. The site ain't up yet, i've gotta design it

Gimme some feedback on the sig please, its my first piece of ASCII art

Cya!

Gaz.

--

<sb>

<sb>#####\ //////////////

<sb>#####\ //////////////

<sb>##### \\\ //////////////

<sb>##### \\\ ////////////// FX Software. A Division

<sb>##### ////////////// of Joker Developments

<sb>##### ////////////// \\\

<sb>##### ////////////// \\\

<sb>##### ////////////// \\\

<sb>

<sb>\*E-Mail:\* fxsoftware@jokerd.freemove.co.uk

<sb>\*Website:\* http://www.jokerd.freemove.co.uk/fxsoftware/

<sb>

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## 1.491 Re: My new sig (1)

for scott@online.u-net.com; Mon, 17 May 1999 17:27:03 +0100

From: Gareth Griffiths <gaz@jokerd.freemove.co.uk>

Date: Mon, 17 May 1999 17:25:22 +0100

Organization: Joker Developments

Subject: Re: My new sig (1)

Encoding: binary

Hi amorel

On the 17-May-99 you said something about Re: My new sig (1) so now I am going to offer a witty retort (well maybe :)

PQ: To be blunt....

PQ: It sucks =)

Oh cheers :) What's wrong with it?

PQ: When will your company make money and how? Have you registered at

PQ: the chambre of commerce(or how do they call it?). Just curious.

It doesn't make money. It's not a registered company, which is why I'm changing every occurrence of 'company' to 'group' on the site :)

PQ: Regards

PQ:

--

<sb>

<sb>Gareth Griffiths

<sb>Founder of Joker Developments:

<sb>E-Mail: \*gaz@jokerd.freemove.co.uk\*

<sb>WWW: \*www.jokerd.freemove.co.uk\*

<sb>ICQ: \*GazChap (31023012)\*

<sb>

<sb>Also a member of Satanic Dreams Software:

<sb>\*http://www.satanicdreams.freemove.co.uk\*

<sb>

<sb>Founder of FX Software:

<sb>\*http://www.jokerd.freemove.co.uk/fxsoftware\*

<sb>

-----  
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## 1.492 Re: My new sig (1)

for scott@online.u-net.com; Mon, 17 May 1999 19:37:46 +0100

From: Jake Frederick <gonzo@acadia.net>

eGroups Calendar <afb@egroups.com>

Date: Mon, 17 May 1999 14:30:42 +0500

Subject: Re: My new sig (1)

On 16-May-99, Gareth Griffiths wrote:

> Hi,

> What do u think? I thought that Joker Developments was a crap name

> for a software company, so I've come up with FX Software, and am using

> JD as the parent company. The site ain't up yet, i've gotta design it



> :)

>

> Gimme some feedback on the sig please, its my first piece of ASCII art

> :)

> Cya!

Looks great to me except the X isn't completely lined up.

--

-If the doors of perception were cleansed everything would appear to man as

it

truly is, infinite.-

-----  
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### **1.493 My new sig (1)**

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 17 May 1999 20:10:15 +0100

From: [bml@thenet.co.uk](mailto:bml@thenet.co.uk) (Simon Archer)

X-FTN-To: Gareth Griffiths

Subject: My new sig (1)

Date: 17 May 1999 00:35:17

X-newsreader: Spot 1.3b #1534

encoding: quoted-printable

On 16 May 99 Gareth Griffiths wrote about 'My new sig (1)'.

GG> Gimme some feedback on the sig please, its my first piece of ASCII art

Looks great except that it's far too big. Most places will moan at anything

larger than four lines.

Simon Archer

-----  
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### **1.494 My new sig (2)**

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 16 May 1999 23:46:59 +0000

From: Gareth Griffiths <[gaz@jokerd.freemove.co.uk](mailto:gaz@jokerd.freemove.co.uk)>

[satanicdreams@egroups.com](mailto:satanicdreams@egroups.com),

eGroups Calendar <[afb@egroups.com](mailto:afb@egroups.com)>

Date: Sun, 16 May 1999 17:31:17 +0100

---

Organization: Joker Developments

Subject: My new sig (2)

Hi,

This is my other sig, the personal one. Hehe. think I've overdone the seperator bars a bit :)

Cya!

Gaz.

--

<sb>

<sb>Gareth Griffiths

<sb>Founder of Joker Developments:

<sb>E-Mail: \*gaz@jokerd.freemove.co.uk\*

<sb>WWW: \*www.jokerd.freemove.co.uk\*

<sb>ICQ: \*GazChap (31023012)\*

<sb>

<sb>Also a member of Satanic Dreams Software:

<sb>\*http://www.satanicdreams.freemove.co.uk\*

<sb>

<sb>Founder of FX Software:

<sb>\*http://www.jokerd.freemove.co.uk/fxsoftware\*

<sb>

-----  
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## 1.495 Re: My new tower

for scott@online.u-net.com; Tue, 11 May 1999 01:01:02 +0100

From: Anton Reinauer <anton@ww.co.nz>

Date: Tue, 11 May 1999 11:43:10 +1200

Subject: Re: My new tower

On 11-May-99, Linda Bell wrote:

- > As mentioned in an earlier posting, I got my EZTower and A4000
- > keyboard today, which I was looking forward to installing, however:
- > someone called me downstairs, and I opened the bedroom door on my big
- > toe, then I opened a tin of catfood ineptly, and sliced my finger -
- > someone said I needed stitches, but I insisted on a plaster - they
- > opened the cupboard to get one, and I walked into the cupboard door,
- > hitting my temple on the corner of it.

> Do you think I should wait until tomorrow to rehouse my Amiga?

Me thinks you got too excited :-)

--

Anton Reinauer <anton@ww.co.nz>

-----  
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## 1.496 My new tower

for scott@online.u-net.com; Mon, 10 May 1999 18:14:07 +0100

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

Subject: My new tower

Date: Mon, 10 May 1999 18:09:07 +0100

As mentioned in an earlier posting, I got my EZTower and A4000 keyboard today, which I was looking forward to installing, however: someone called me downstairs, and I opened the bedroom door on my big toe, then I opened a tin of catfood ineptly, and sliced my finger - someone said I needed stitches, but I insisted on a plaster - they opened the cupboard to get one, and I walked into the cupboard door, hitting my temple on the corner of it.

Do you think I should wait until tomorrow to rehouse my Amiga?

VIC

-----  
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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.497 Re: My new tower

for scott@online.u-net.com; Mon, 10 May 1999 18:25:04 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 10 May 99 18:24:14 +0000

Subject: Re: My new tower

Encoding: 7bit

> As mentioned in an earlier posting, I got my EZTower and A4000 keyboard  
> today, which I was looking forward to installing, however: someone called me  
> downstairs, and I opened the bedroom door on my big toe, then I opened a tin  
> of catfood ineptly, and sliced my finger - someone said I needed stitches,  
> but I insisted on a plaster - they opened the cupboard to get one, and I

> walked into the cupboard door, hitting my temple on the corner of it.

>

> Do you think I should wait until tomorrow to rehouse my Amiga?

Bumpy starts are often the seed of a great love affair ;-)

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

-----  
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## 1.498 Re: My new tower

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 10 May 1999 18:28:56 +0100

Date: Mon, 10 May 1999 12:27:35 -0500

From: "Robert R Mason" <[rrmason@hti.com](mailto:rrmason@hti.com)>

Organization: Raytheon Training Systems

X-Accept-Language: en

Subject: Re: My new tower

boundary="-----CE19C53F89FF2406B70C10E9"

-----CE19C53F89FF2406B70C10E9

Encoding: 7bit

Good answer!

Personally, I'd go back to bed, and start today again tomorrow.)

Bob Mason

Linda Bell wrote:

>

> As mentioned in an earlier posting, I got my EZTower and A4000 keyboard

> today, which I was looking forward to installing, however: someone called me

> downstairs, and I opened the bedroom door on my big toe, then I opened a tin

> of catfood ineptly, and sliced my finger - someone said I needed stitches,

> but I insisted on a plaster - they opened the cupboard to get one, and I

> walked into the cupboard door, hitting my temple on the corner of it.

>

> Do you think I should wait until tomorrow to rehouse my Amiga?

>

> VIC

>

> -----

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> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

-----CE19C53F89FF2406B70C10E9

name="rrmason.vcf"

Encoding: 7bit

Content-Description: Card for Robert Mason

Content-Disposition: attachment;

filename="rrmason.vcf"

begin:vcard

n:Mason;Robert

x-mozilla-html:TRUE

org:Raytheon Training Systems, Inc

version:2.1

email;internet:rrmason@west.raytheon.com

title:Test Engineering Technician

tel;fax:(817) 619-4028

tel;work:(817) 619-4093

note:Pager # 817-513-0558

adr;quoted-printable;;;621 Six Flags Dr.=0D=0A P.O. Box 6171 M/S 402;Arlington;Tx;76005-6171;USA

x-mozilla-cpt;;0

fn:Mason, Robert

end:vcard

-----CE19C53F89FF2406B70C10E9

-----

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-----CE19C53F89FF2406B70C10E9--

## 1.499 Re: My towered Amiga

for scott@online.u-net.com; Wed, 12 May 1999 00:33:20 +0100

From: Anton Reinauer <anton@ww.co.nz>

Date: Wed, 12 May 1999 11:13:48 +1200

Subject: Re: My towered Amiga

On 12-May-99, Linda Bell wrote:

> I

> might write some better instructions with better diagrams, and send to

> to AF to put on CD to help anyone else who might buy one of these  
> towers.

And chuck it on Aminet.

--

Anton Reinauer <anton@ww.co.nz>

-----  
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## 1.500 Re: My towered Amiga

for scott@online.u-net.com; Sat, 15 May 1999 00:19:24 +0100

From: Anton Reinauer <anton@ww.co.nz>

Date: Sat, 15 May 1999 10:44:18 +1200

Subject: Re: My towered Amiga

On 14-May-99, Curt Esser wrote:

>> I think what he was trying to say was the the /adaptor/ didn't have

>> pin 1 marked on it, so it could go either way round with no

>> indication.

> Yes, exactly.

> The cable end of the adaptor would look something like this (with more

> pins, of course) after plugging into the motherboard:

> 0000000000xx

> 0000000000xx (the x's being the removed power pins) or it could be:

^

This is Pin 1! the power pins are at the opposite ends to it.

> And it has no markings whatsoever...

Dickheads!

--

Anton Reinauer <anton@ww.co.nz>

-----  
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## 1.501 Re: My towered Amiga

for scott@online.u-net.com; Thu, 13 May 1999 16:33:37 +0100

From: Ashley Scott <hawkeye@polarisx.freemove.co.uk>

Date: Thu, 13 May 1999 16:19:22 +0100

---

Organization: Satanic Dreams Software.

Subject: Re: My towered Amiga

Hello Curt

[=> Mine consists of an adaptor that plugs into the motherboard's ide port,  
[=> and converts it to fit a standard ide cable. The problem is, the  
[=> motherboard sends power out through this port also. The adaptor "fixes"  
[=> this by having the power pins removed on the cable end - but the  
[=> instructions didn't mention which side the "blank" pins should be on  
[=> (and there is no "key" on the adaptor - it plugs in either way).

[=>

[=> Of course, I guessed wrong. I was fortunate that I only fried the cable,  
[=> and not the HD or motherboard. Anyway, if you find the same situation,  
[=> let me know. I don't remember which way it goes any more, but I'd be  
[=> willing to open my tower up and look to avoid someone else having this  
[=> kind of scare ;)

The simple way to remember is the RED wire on the IDE cable goes to pin 1 on  
the motherboard... Which just happens to have 1 written by it ;). or  
another way to remember is that pin 1 is on the PCMCIA side of the  
motherboard. Honest, I'm not taking the p\*ss :))

Regards

--

<sb>\*<---HAWKEYE (SDS Founder)--->\*

<sb>\*EMAIL:\* hawkeye@polarisx.freemove.co.uk

<sb>\*IRC:\* EsperNet/#SatanicDreams ICQ: 34655410

<sb>#URL: <http://www.satanicdreams.freemove.co.uk/#>

<tsb>

<sb>\*<--- RTG on hold/Arxx 10% --->\*

<tsb>

<tsb>Jealousy is all the fun you think they have.

-----  
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## 1.502 Re: My towered Amiga

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Thu, 13 May 1999 00:19:09 +0100

From: Curt Esser <[camge@ix.netcom.com](mailto:camge@ix.netcom.com)>

Date: Wed, 12 May 1999 18:08:45 -0500

Subject: Re: My towered Amiga

---

Hi Victor

On 11-May-99, Victor Bell wrote:

> I won't be connecting my CDRom and 3.5inch HD with the power flyer,  
> because I will be using the IDE for the HD, and the Typhoon SCSIII  
> controller for the CDRom - I'll cross the Ateo problem when I come to it.  
Just a little warning, in case your 2.5 > 3.5 HD ide adaptor comes with as  
crappy instructions as mine did...

Mine consists of an adaptor that plugs into the motherboard's ide port, and  
converts it to fit a standard ide cable. The problem is, the motherboard  
sends power out through this port also. The adaptor "fixes" this by having  
the power pins removed on the cable end - but the instructions didn't  
mention which side the "blank" pins should be on (and there is no "key" on  
the adaptor - it plugs in either way).

Of course, I guessed wrong. I was fortunate that I only fried the cable,  
and not the HD or motherboard. Anyway, if you find the same situation, let  
me know. I don't remember which way it goes any more, but I'd be willing  
to open my tower up and look to avoid someone else having this kind of  
scare ;)

Yours electronically,

Curt Esser

camage@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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## 1.503 Re: My towered Amiga

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Fri, 14 May 1999 04:17:27 +0000

From: Curt Esser <[camage@ix.netcom.com](mailto:camage@ix.netcom.com)>

Date: Thu, 13 May 1999 19:32:00 -0500

Subject: Re: My towered Amiga

Hi Rick

On 13-May-99, Rick Hodger wrote:

> I watched as Ashley Scott hammered "Re: My towered Amiga" out on their  
> keyboard...

>

>> The simple way to remember is the RED wire on the IDE cable goes to pin 1  
>> on the motherboard... Which just happens to have 1 written by it ;). or



>> another way to remember is that pin 1 is on the PCMCIA side of the  
>> motherboard. Honest, I'm not taking the p\*ss :))

>

> I think what he was trying to say was the the /adaptor/ didn't have pin 1  
> marked on it, so it could go either way round with no indication.

Yes, exactly.

The cable end of the adaptor would look something like this (with more pins,  
of course) after plugging into the motherboard:

0000000000xx

0000000000xx (the x's being the removed power pins) or it could be:

xx0000000000

xx0000000000

And it has no markings whatsoever...

To add to the confusion, it came with an IDE cable that had the red wire on  
the opposite side of the red wire on the IDE cable I already had...

Also, the cable end of the adaptor was NOT keyed, although both my HD and  
Zip Drive IDE cable attachments sockets are. Sort of like reading the  
Blitz manual ;)

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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## 1.504 Re: My towered Amiga

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 11 May 1999 19:59:56 +0100

From: "David McMinn" <[D.Mcminn@eee.rgu.ac.uk](mailto:D.Mcminn@eee.rgu.ac.uk)>

Organization: The Robert Gordon University, E&EE

Date: Tue, 11 May 1999 19:58:31 +0100

encoding: Quoted-printable

Subject: Re: My towered Amiga

> Unlike Power Computing, their technical helpline is only available from  
> 12:15 - 13:30. As I discovered at 14:00.

Do they answer the phone like this: "Can't you see I'm having me lunch?" ;=

)

<df0, floppy power and dead df0 snipped>

---

I think the reason they did that is because you can't draw enough power through the normal PSU connection on the Amiga, especially if you have their EZTower busboard/Zorro4 thing and/or PPC and other little expansions. DF0 power on the motherboard has no limitations as no-one thought anyone would send power into it, so you can get more power through that.

Is it just a normal PC style PSU in the tower? If so, then the floppy power connector shouldn't have killed DF0. Make sure your floppy data cable is plugged in the right way, i.e. pin1->pin1, its far too easy a mistake to make.

> The reset switch on my tower doesn't work - this plugs into the A4000 keyboard interface, as Ctrl + Amiga + Amiga doesn't work - but since I use  
You can get software patches that check the keyboard clock line to see if it has been driven low for a while (the way A2000/3000/4000 kbs send a reset signal). DONT USE THEM, thats my advice. They do bad things to your drives=

.  
> the HD where it is on the motherboard, which means it's now at a 90 degree angle - but since it's only 40mb, and I intend to get a big 3.5inch, I'm not worried about it for the time-being. Better back-up to floppy tonight

Yeah, do that. I left my tower on its side for ages (hdd surface would be vertical) and it eventually died.

> Disks/CD Roms etc and hopefully, move up to a GFX card.

Not trying to kill your tower, but would the Ateo fit in it (if thats the way you're gonna go)? The EZTower would have been designed before it came out.=

..  
And about your other mail, I did think the reason for characters per list item would be for easier shuffling, but I've never written a text editor either=

.  
--

---

l) ^ V ][ l) M =A9 M ][ M N

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David\_McMinn

ICQ=3D16827694

God loves stupid people. That's why he made so many.

-----  
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## 1.505 My towered Amiga

for scott@online.u-net.com; Tue, 11 May 1999 19:33:43 +0000

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

Subject: My towered Amiga

Date: Tue, 11 May 1999 19:29:13 +0100

Just a note about my tower - I installed it yesterday and today - everything seems to be working now, except DF0. If anyone is thinking of getting an Eyeteck EZTower - they should be aware of the following:

Unlike Power Computing, their technical helpline is only available from 12:15 - 13:30. As I discovered at 14:00.

You have to connect an LED Adaptor to the one on the motherboard - which doesn't fit onto the motherboard unless you bend it quite severely - since I'm not an expert in electronics, I wasn't sure whether or not this would damage it - but did it anyway, since their helpline wasn't available to answer this simple question.

If you are familiar with how DF0: is installed in a desktop Amiga, you will know that there are two leads, one for data, and one that draws the power from the motherboard. They provide an extended data cable, but not power cable - this, I think, is why I've bugged my DF0: - there are two leads coming from the PSU - one goes into the motherboard, and one into DF0: - why they didn't just provide a longer lead from the motherboard to DF0 is anyone's guess - suffice to say, I plugged one in DF0:, but not in the motherboard - and now DF0: doesn't work. If I'd read the instruction properly, I would have seen this - but it just seemed mad to have a lead from the PSU to the motherboard, when the PSU feeds power into the normal power socket of the A1200. Fortunately, I have a spare DF0: in an old A500.

The manual states that you don't need to remove the shield (covering the motherboard), but you do if you bought the keyboard interface, and you

---

definitely do to get the above-mentioned LED adaptor in - I've left the shield off.

The reset switch on my tower doesn't work - this plugs into the A4000 keyboard interface, as Ctrl + Amiga + Amiga doesn't work - but since I use a reset icon on Workbench, this doesn't bother me. Apart from that, the A4000 keyboard is excellent - I assume A4000s don't use this key-combo for resetting, as their switch is probably on the base unit, or the tower.

It also never occurred to me that I would require a longer lead for my internal 2.5inch HD (this is because I thought they could only be of a certain length for reliable data transfer - and it certainly wouldn't have occurred to me that I would need a drive-bay reducer in order to fit the 2.5inch HD into the bays - which isn't mentioned in Eyetech's advert for the tower - but they do kindly tell you in the instructions that you can order these from them - naturally, now that my Amiga is in bits, I can't be bothered to wait a week for a new cable and bay reducer, so I've left the HD where it is on the motherboard, which means it's now at a 90 degree angle - but since it's only 40mb, and I intend to get a big 3.5inch, I'm not worried about it for the time-being. Better back-up to floppy tonight - doh - DF0: isn't working.

The instructions are bab - grainy, craply printed, black and white photos, where simple diagrams would have been far more effective.

I expect more for £154 quid, including delivery and A4K keyboard. I might write some better instructions with better diagrams, and send to to AF to put on CD to help anyone else who might buy one of these towers.

The instructions state that you can remove the panel (that is designed to accommodate Zorro slots), for easier access whilst installing - not on mine you can't, because some d\*\*\*khead put two screws on one side, and two RIVETS on the other.

Once I get DF0: working again, I am sure I will be very happy with my tower, but it was not fun installing it, and the instructions are frustratingly obtuse - but at least I can now buy cheaper internal Hard Disks/CD Roms etc and hopefully, move up to a GFX card.

BTW JAKE

I won't be connecting my CDRom and 3.5inch HD with the power flyer, because I will be using the IDE for the HD, and the Typhoon SCSIII controller for the CDRom - I'll cross the Ateo problem when I come to it.

VICTOR BELL

A1200T (nearly)

-----

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## 1.506 Re: My towered Amiga

for scott@online.u-net.com; Tue, 11 May 1999 20:28:58 +0000

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

Subject: Re: My towered Amiga

Date: Tue, 11 May 1999 20:24:17 +0100

David wrote

>Not trying to kill your tower, but would the Ateo fit in it (if thats the way

>you're gonna go)? The EZTower would have been designed before

>it came out...

Well, I wouldn't say this tower is tall, but I have to stand on tip-toes to put a floppy disk in.

Actually, I don't know how big the Ateo is, but yes, I am looking towards Pixel64.

VIC

-----  
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## 1.507 Re: My towered Amiga

for scott@online.u-net.com; Thu, 13 May 1999 18:54:40 +0100

From: Rick Hodger <rick.thehub@bigfoot.com>

Date: Thu, 13 May 1999 18:10:32 +0100

Organization: Pagan Software

Subject: Re: My towered Amiga

I watched as Ashley Scott hammered "Re: My towered Amiga" out on their keyboard...

> The simple way to remember is the RED wire on the IDE cable goes to pin 1

> on the motherboard... Which just happens to have 1 written by it ;). or

> another way to remember is that pin 1 is on the PCMCIA side of the

> motherboard. Honest, I'm not taking the p\*ss :))

I think what he was trying to say was the the /adaptor/ didn't have pin 1 marked on it, so it could go either way round with no indication.

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>

<sb>Visit us at <http://www.thehub.u-net.com>

---

<sb>EMail us at /bloodline@pagan-games.com/

<sb>"Dafel: Bloodline" - The most acomplished RPG ever!

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team \*AMIGA\*

<sb>

<sb>Paul Revere was a tattle-tail.

-----  
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## 1.508 Re: NCS 1.80 is released

for scott@online.u-net.com; Sun, 2 May 1999 09:02:32 +0100

From: Frederic Laboureur <alphasnd@sdv.fr>

Date: Sat, 01 May 1999 10:34:00 +0100

Organization: Fantaisie Software

Subject: Re: NCS 1.80 is released

Encoding: quoted-printable

Hi Simon, =

> <loads of lovely bug fixes snipped>

Hehe :-)

=

>> + Removed NCommodity library and example because of bugs

> =

> What were the bugs in NCommodity library?

> I've used it in a program recently with no real problems.

> Are you planning to fix it in future?

Yes, on my system the NCommodity crash when exists, so...

But it will be fixed soon, don't be affraid. And if I remember well, there is some enforcer hits too.

=

> and...

> =

> How about doing an "NToolTypes" library (when you get a bit of free

> time of course :)

How have you guess it ?? The ToolTypes lib is being develloped and nearly finished... Just a question of time.

=

---

Goodbye,

-- =

Fred.

-----=

-

^v^v^v^v Fr=E9d=E9ric Laboureur (Fred)

\_\_/\\_ =

/ ^ ^ u ^ ^ n ^ ^ \ E-Mail Address: alphasnd@sdv.fr =

(o o \_/(o o)\ \_o o) =

\_/ \_ /// | | \ \ \_ \ Only Amiga makes it possible

(o\_o)// (o o) \ (o\_o) Quality software for the Amiga

`\_ \_ `'\_ \_ `'\_ \_ `'\_ \_ `'\_ \_ `'\_ \_ `'\_ \_ `'\_ \_ `'\_ \_ `'\_ \_ `'\_ \_` =

F-Base TheBoss F-Bench AlphaSOUND - FANTAISIE Software (1999)

-----=

-

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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.509 Re: NCS 1.80 is released

for scott@online.u-net.com; Sun, 2 May 1999 11:19:39 +0000

From: "Simon Hitchen" <simon@gadge.u-net.com>

Organization: Gadge Software

Date: 2 May 99 10:24:02 +0100

Subject: Re: NCS 1.80 is released

Encoding: 7bit

Hello Frederic,

> Yes, on my system the NCommodity crash when exists, so...

Hmmm... that didn't happen here :)

> But it will be fixed soon, don't be affraid. And if I remember

> well, there is some enforcer hits too.

Nope! No hits either...

> The ToolTypes lib is being develloped and

> nearly finished... Just a question of time.

Okey Dokey!

--

Bye f'now

Simon

-----=

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## 1.510 NetDOCK-2 Download Now!

From blitz-list-return-11269-scott=online.u-net.com@netsoc.ucd.ie Tue May 04 22:15:11 1999

for scott@online.u-net.com; Tue, 4 May 1999 22:15:10 +0100

From: Gareth Griffiths <gaz@jokerd.freemove.co.uk>

Date: Tue, 04 May 1999 22:11:01 +0100

Organization: Joker Developments

Subject: NetDOCK-2 Download Now!

Hi,

Finally, I decided to upload ND2 to aminet, and it is now there, waiting for d/l.

pub/aminet/util/wb/nd2-unreg.lha

Ignore the readme file, I'm thinking of changing the registration price to a fiver. Please let me know if you think this is reasonable (hmm) :)

**SO DOWNLOAD NOW, OR EAT MY SOCKS!**

Incidentally, I'm also sending a version of this mail to the amos-list, albeit with some insulting comments towards AMOS. They're a nice friendly bunch om there. I announce my arrival on the list and everyone stops talking! Nice bastards (apologies to anyone on this list who also subscribes to AMOS, Matt Briggs is one (at least, I assume it's Matt Briggs, it could be the Ghost of Livesey in aliased form :))]

Gotta go now, **AND REMEMBER, DOWNLOAD NOW!!!!!!**

Cya!

Gaz.

--

Gareth Griffiths (Joker Developments)

E-Mail: gaz@jokerd.freemove.co.uk

WWW: www.jokerd.freemove.co.uk

ICQ: Gazza (37738211)

Why did the cow cross the road?\n

To get to the \*udder\* side!

-----

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## 1.511 New Address

for scott@online.u-net.com; Fri, 7 May 1999 05:07:08 +0000

Date: 07 May 99 15:51:29 +1200

From: "Don Finlay" <dfinlay@iconz.co.nz>

Subject: New Address

encoding: 7bit

Hi,

Just a short not which I am sending to everyone in my address book to inform all who might be interested that my email address has changed.

New address: don.finlay@internet.co.nz

Sorry if this is of no interest to you what so ever. If it is, however, please update your address for me. All mail sent to my old email address will be forwarded for one month.

Regards, Don Finlay

XXXXXXXXXXXXXXXXXXXXXXXXXXXX

Don Finlay

105 Norwood Rd.

Bayswater, Auckland

New Zealand

Phone 09-445-3699

Fax 64-9-445-3640

Team \*AMIGA\*

XXXXXXXXXXXXXXXXXXXXXXXXXXXX

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## 1.512 New Email Address

for scott@online.u-net.com; Sun, 2 May 1999 12:54:35 +0100

From: "Nick Chapman" <nickchapman@iname.com>

"Nick Osborne" <nick.osborne@dial.pipex.com>,

"Marc Bronkaers" <bronkaers.marc@skynet.be>,

"James Marshall" <homegrown@eclipse.co.uk>,

"Gary Foote" <gfoote@dial.pipex.com>,

"Erik Bronkaers" <erik.bronkaers@gbank.com>,

"David Flaherty" <dflaherty@nutts.demon.co.uk>,

"Curt Esser" <camge@ix.netcom.com>,

"Blitz Mailing List" <blitz-list@netsoc.ucd.ie>,  
"Ben Vost" <bvost@futurenet.co.uk>,  
"Amiga Flame" <philip@amigaflame.demon.co.uk>,  
"Alive Mediasoft" <stevenalive@innotts.co.uk>,  
"Alison Rhodes" <AliRhodes04@yahoo.com>,  
"Alain Bronckaers" <bs175032@skynet.be>,  
"Paul James Capewell" <blue@bomb.demon.co.uk>

Subject: New Email Address

Date: Sun, 2 May 1999 12:53:26 +0100

charset="iso-8859-1"

Encoding: 7bit

Hi there,

just in case you want to know, my current email address is  
nickchapman@iname.com

Any other email address you use for me will still work, but I rarely read  
them, especially scillo@geocities.com. Thanks very much.

Nick Chapman

-----  
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### **1.513 Re: New Problem (Was: Icons and stuff)**

for scott@online.u-net.com; Thu, 6 May 1999 10:18:34 +0100

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Thu, 6 May 1999 10:16:59 +0100

encoding: Quoted-printable

Subject: Re: New Problem (Was: Icons and stuff)

> 1) How do you use SortList?

You need a list type array, and you have to sort on a word variable. If yo=  
u had

a list which was defined as:

Dim List goat.w(20)

Then you would use:

SortList goat(),0 ; 0 because it is just a simple word variable list

I think you can change the direction with SortUp and SortDown. If you have=  
something like this:

NEWTYPE.custom

---

name.s

number.w

END NEWTYPE

Dim List goat.custom(20)

Then you'd do:

SortList goat(),SizeOf.custom\number ; last part is field you want sort list on

If you need to do string sorting in lists, then there is an RI lib for doing that, the commands are stringsort and stringsortdir.

> 2) How could I add entries to a list view without detaching it and

> reattaching it? For instance, when you click on the New Tooltype button in

> the Icon Info requester in WB, you get to type in a tooltype, then when

> you press return, it gets added to the listview. How can I do this?

GTChangeList glist#,id# [,list()]. Leaving out the list() parameter will detach the list from the listview, so you can change it, putting in the list()

parameter re-attaches it.

> 3) Why can't I install any new libs into Blitz? New libs install fine, but upon

> starting Blitz, and loading in some old source, I find that things like

> Execute\_, Request and WBWidth/WBHeight etc. Why is this?

That shouldn't really happen, if your library numbers are the same as they were

(which they should be). What you want to do is save your code as ASCII before\*

you change your libs, then reload it *after* you change them.

Are you doing running makedeflibs after you install the new libs (Blitz v1.9+).

Can't remember how the libs work below that.

--

David McMinn

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Needing someone is like needing a parachute. If they aren't there the first time you need them, chances are you won't be needing them again.

-----

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## 1.514 New Problem (Was: Icons and stuff)

for scott@online.u-net.com; Thu, 6 May 1999 10:06:38 +0100

X-Originating-IP: [195.195.239.194]

From: "Neil Bullock" <trogladite@hotmail.com>

Subject: New Problem (Was: Icons and stuff)

Date: Thu, 06 May 1999 09:05:09 GMT

>[=>> If you've got answers, please reply directly to >[=>>

>trogladite@hotmail.com

>[=>> rather than to the list please. Thanks

>[=>

>[=> Why?

>

>Probs not on the list, and only posted to it, ay? :)

>

No, I'm on the list, but I have to access it from college, which means using a hotmail account which aren't the easiest things to navigate through when you want to find something :)

Anyway, I've got a new problem. The reason I'm asking all this is because my old folder-type blitz manual is falling to bits and loads of pages are missing.

The problems are

1) How do you use SortList?

2) How could I add entries to a list view without detaching it and reattaching it? For instance, when you click on the New Tooltype button in the Icon Info requester in WB, you get to type in a tooltype, then when you press return, it gets added to the listview. How can I do this?

3) Why can't I install any new libs into Blitz? New libs install fine, but upon starting Blitz, and loading in some old source, I find that things like Execute\_, Request and WBWidth/WBHeight etc. Why is this?

Thanks for the help

Neil

PS. Reply to the list if you must :) I'll eventually find it :)

---

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---

## 1.515 Re: New Problem (Was: Icons and stuff)

for scott@online.u-net.com; Thu, 6 May 1999 11:58:43 +0000

Sender: tdc98@doc.ic.ac.uk

Date: Thu, 06 May 1999 11:58:04 +0100

From: Thomas Cobb <tdc98@doc.ic.ac.uk>

Subject: Re: New Problem (Was: Icons and stuff)

Encoding: 7bit

David McMinn wrote:

> > 1) How do you use SortList?

>

> Then you'd do:

>

> SortList goat(),SizeOf.custom\number ; last part is field you want sort list on

>

> If you need to do string sorting in lists, then there is an RI lib for doing

> that, the commands are stringsort and stringsortdir.

In the help docs it says that SortList isn't fully implemented yet so it only works on the first word of a type, even if the first two bytes are part of some larger structure like a string, so if you wanted to sort a list of names it would only sort by the first two letters. If you need anything more than that you'll have to implement your own sorting algorithm.

Thom

-----  
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## 1.516 new user, mui problems

for scott@online.u-net.com; Sun, 30 May 1999 20:37:47 +0100

From: =?iso-8859-1?Q?N=E9meth?= =?iso-8859-1?Q?Mikl=F3s?= - Desco^BLT <djdesco@interware.hu>

Date: Sun, 30 May 1999 21:36:14 +0100

X-SenderInfo: 1; homepage="http://w3.swi.hu/bluelion";

address="Margit u. 90. 1/3."; city="H-1165 Budapest"; country="Hungary"; dob=25071974

Subject: new user, mui problems

Hi all!

I am a hungarian amiga user. I'm making acquaintances with Blitz Basic.

I have a problem with mui custom classes. I can activate TextEditor.mcc with muinewobject, but I cannot set flags.

Anyone can help me?

/Descos^BLT/

--

\*Descos - Blue Lion Team\*

<http://freeweb.interware.hu/djdesco>

<http://w3.swi.hu/bluelion>

-----  
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## 1.517 Re: new user, mui problems

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 30 May 1999 23:58:48 +0100

From: Rob Hutchinson <[loki@sds.in2home.co.uk](mailto:loki@sds.in2home.co.uk)>

Date: Sun, 30 May 1999 23:55:54 +0100

Organization: Satanic Dreams Software.

Subject: Re: new user, mui problems

Encoding: 8bit

Hello N meth

Hiya, N meth... ,on 30-May-99 you mailed me about: new user, mui problems! So I ma reply`in...

[=> Hi all!

[=>

[=> I am a hungarian amiga user. I`m making acquaintances with Blitz Basic.

[=>

[=> I have a problem with mui custum classes. I can activate TextEditor.mcc

[=> with muinewobject, but I cannot set flags.

The MUI.RES doesn`t have custom class constants in it, Rui Carvalho did

an example that I threw in my Attaches folder if you want that as an

example? It seemed to work ok for me :)

[=> Anyone can help me?

[=>

[=> /Descos^BLT/

[=>

Regards

--

<tsb>

<sb>\*CONTACTING MEEEEEEEE:\*

<sb>[loki@sds.in2home.co.uk](mailto:loki@sds.in2home.co.uk) | \*ICQ:\* 27181384

<sb>SDS FOUNDER: URL: <http://www.satanicdreams.freemove.co.uk/>

---

<tsb>

<sb>\*PROJECT INFO:\*

<sb>Minimum Safe Distance [3%]

<sb>/After a few trips to the toilet, the following appeared:/

<sb>MorrisTheMaggot, CTTM2, TimeSwipe, NIB, BlitzBFB, Prefs2000 & TMS.

<sb>

<sb>"I understand your concerns. Request denied." - Data

<tsb>

-----  
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## 1.518 Re: NewType problem (causing many headaches, please help!)

From blitz-list-return-11280-scott=online.u-net.com@netsoc.ucd.ie Wed May 05 18:14:44 1999

for scott@online.u-net.com; Wed, 5 May 1999 18:14:43 +0000

From: Rob Hutchinson <loki@ssoft.freemove.co.uk>

Date: Wed, 05 May 1999 17:59:01 +0100

Organization: Satanic Dreams Software.

Subject: Re: NewType problem (causing many headaches, please help!)

Encoding: binary

Hello steve@one3five.prestel.co.uk

Hiya, steve@one3five.prestel.co.uk... ,on 05-May-99 you mailed me about: NewType problem (causing many headaches, please help!)! So I'ma reply`in...

[=> Apologies if this arrives at the wrong place...

[=>

[=> If it has arrived where it should have...

[=>

[=> Please can someone solve my problem, look at this example:

[=>

<Snipy Snipy, Snap>

NEWTTYPE .menu

label.s

nextmenu.menu

End NEWTYPE

Dim menu1.menu(100)

For a=0 To 100

menu1(a)\label="Menu "+Str\$(a)

Next

Could (I spoze) do something like the above.. Or is this unexceptable for what your trying to do?... If so, you`ll probably have to do it manually.

Hope this helps.

Regards

--

<tsb>

<sb>\*CONTACTING MWA:\*

<sb>loki@sdsoft.freemove.co.uk | \*ICQ:\* 27181384

<sb>SDS FOUNDER: URL: <http://www.satanicdreams.freemove.co.uk/>

<tsb>

<sb>\*PROJECT INFO:\*

<sb>IconExtreme V3.01 [70%] | SDS`GUI [10%]

<sb>/After a few trips to the toilet, the following appeared:/

<sb>MorrisTheMaggot, CTTM2, TimeSwipe, NIB, BlitzBFB, Prefs2000 & TMS.

<tsb>

<sb>"We went to Greece for a 2nd honeymoon. Six days and seven fights."

<tsb>

-----  
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## 1.519 NewType problem (causing many headaches, please help!)

From blitz-list-return-11279-scott=online.u-net.com@netsoc.ucd.ie Wed May 05 17:23:40 1999

for scott@online.u-net.com; Wed, 5 May 1999 17:23:39 +0100

From: "" <[steve@one3five.prestel.co.uk](mailto:steve@one3five.prestel.co.uk)>

Date: 5 May 99 17:17:18 -0500

Subject: NewType problem (causing many headaches, please help!)

Encoding: 7bit

Apologies if this arrives at the wrong place...

If it has arrived where it should have...

Please can someone solve my problem, look at this example:

```
NEWTTYPE .menu
```

```
label.s
```

```
nextmenu.menu
```

```
End NEWTYPE
```

```
menu1.menu\label="MenuOne"
```

```
menu1\nextmenu\label="MenuTwo"
```



menu1\nextmenu\nextmenu\label="MenuThree"

(and so on...)

How do I avoid typing out all that "nextmenu\nextmenu\nextmenu" when creating and reading the variable/newtype? I tried messing with USEPATH but to no avail.

If you can help please post an example or send to me. I dont know if I've subscribed properly or not.

Thanks

-----  
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## 1.520 Re: NewType problem (still causing many headaches, please help!)

for scott@online.u-net.com; Thu, 6 May 1999 00:52:35 +0100

From: Curt Esser <camge@ix.netcom.com>

Date: Wed, 05 May 1999 17:46:48 -0500

Subject: Re: NewType problem (still causing many headaches, please help!)

Hi steve@one3five.prestel.co.uk

On 05-May-99, steve@one3five.prestel.co.uk wrote:

> No seriously, imagine your trying to access the WB gadgets through

> amigalibs.res (this aint what I'm doing but a simply a theory to

> clarify my problem). You can get the x-coord of the first gadget by

> using:

>

> gx=Gadget\LeftEdge

>

> you can get the x-coord for the second gadget using:

>

> gx=Gadget\NextGadget\LeftEdge

>

> Okay then, what do you do if you need the x-coord of the 100th gadget,

> surely the must be a way around typing

>

> gx=Gadget\NextGadget\NextGadget...(98 times more)...\LeftEdge

Yes, there is a way - you can set up an "index" pointer.

Let's say you have opened Window 0, and attached the GTlist:

\*win.Window = peek.l(Addr Window(0)) ;pointer to the window

\*firstgad.Gadget=win\FirstGadget ;our starting point

```
;we'll keep it separate for later use
*currgad.Gadget=*firstgad ;our "index" pointer
Repeat
gnum.w=currgad\GadgetID ;check the ID number
If gnum<>100 ;no, wrong one
currgad=currgad\NextGadget ;so bump the pointer
EndIf ;to find the next one
Until gnum=100 or currgad=0 ;if currgad=0 there are no more
If gnum=100
gx.w=currgad\LeftEdge
Else
(the gadget doesn't exist...)
EndIf
Yours electronically,
Curt Esser
camge@ix.netcom.com
http://members.xoom.com/Curt_Esser/
```

-----  
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## 1.521 Re: NewType problem (still causing many headaches, please help!)

for scott@online.u-net.com; Thu, 6 May 1999 00:51:49 +0100  
From: "Dave" <dave@nbsamiga.demon.co.uk>  
Subject: Re: NewType problem (still causing many headaches, please help!)  
Date: Thu, 6 May 1999 00:49:13 +0100  
charset="iso-8859-1"  
Encoding: 7bit  
Hi Steve,  
>And now I have to apologise for not making the exact problem clear  
>enough...  
hehehe, no problem....I misread things all the time, so I probably read it  
how you mean`t it!  
>My problem was not getting the menu numbers into the actual titles,  
>but thanks for the useful advice anyways - handy things those for/next  
>loops ;-)  
>  
>No seriously, imagine your trying to access the WB gadgets through

>amigalibs.res (this aint what I'm doing but a simply a theory to  
>clarify my problem). You can get the x-coord of the first gadget by  
>using:

>

>gx=Gadget\LeftEdge

>

>you can get the x-coord for the second gadget using:

>

>gx=Gadget\NextGadget\LeftEdge

>

>Okay then, what do you do if you need the x-coord of the 100th gadget,

>surely the must be a way around typing

>

>gx=Gadget\NextGadget\NextGadget...(98 times more)...\LeftEdge

>

>... and so, that is my problem.

What you need are pointers. You need to create a pointer to the object with the \* symbol, and then change the pointer to the current item you want to process.

```
deftype .gadget *tmpgad
```

this creates a variable called "\*tmpgad", which is a pointer to a ".gadget" type variable. It will be zero to start with, because we haven't assigned anything to it yet. Basically we need to pass it the address of gadget variable we want to examine. Like so

```
*tmpgad=Gadget
```

That gadget was from your example. It is simply passing the address of the Gadget structure to \*tmpgad. You can now treat \*tmpgad the same as you would Gadget, ie

```
gx=*tmpgad\LeftEdge ;x pos of first gadget
```

Now, to move onto the next gadget, you simply need to point \*tmpgad to the next Gadget. something like this

```
*tmpgad=*tmpgad\NextGadget
```

```
gx=*tmpgad\LeftEdge ;x pos of second gadget.
```

To process these nextgadgets correctly you could use a while loop...like the following (assuming that the last gadget in the list has 0 for the nextitem, and Gadget is the first gadget in the list)

```
*tmpgad=Gadget
```

```
while *tmpgad<>0
```

```
nprint *tmpgad\LeftEdge ;output this gadgets x
```

pos

```
*tmpgad=*tmpgad\NextGadget ;fetch next gadget
```

wend

This should step through all the Gadgets in the list, printing the x positions. This is how you use pointers and step through lists generally, though there are a few different ways of doing so. I hope you can understand my description of it...I'm sure that if you look around the web, you'll find many descriptions of pointers in C, which'll give you a better idea of how they work.

Good luck,

Dave

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## 1.522 Re: NewType problem (still causing many headaches, please help!)

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Wed, 5 May 1999 22:16:13 +0100

From: David McMinn <[dmcminn@house-of-mojo.freemove.co.uk](mailto:dmcminn@house-of-mojo.freemove.co.uk)>

Date: Wed, 05 May 1999 22:15:08 +0000

Organization: International House Of Mojo

Subject: Re: NewType problem (still causing many headaches, please help!)

Encoding: quoted-printable

[steve@one3five.prestel.co.uk](mailto:steve@one3five.prestel.co.uk)'s head burst.

All we could scrape off the wall was NewType problem (still causing many headaches, please help!).

They're done with pointers and linked lists (Blitz2000 will have tutorial=

s on  
these, for the pointy-deficient:). So you'd need to change your newtype t=

o be  
something liek:

```
NEWTYPED.menu
```

```
label.s
```

```
*nextmenu.menu
```

```
END NEWTYPE
```

This now also means that you need to create memory space for each new in=

stance  
of a menu newtype variable as you go. And free it at the end.

Do you *\*really\** need to use linked lists? There's plenty of people on the=

---

list

able to give help on these if you want, but if you're new to the concept,=

you

maybe want to use an array, like Rob showed you, and read up about linked=

lists

(any programming site on the web, programming books in a library etc).

Chow f'now

-- =

[ ] ^ V [ ] [ ] M I =A9 M I [ ] M M

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David\_McMinn

ICQ =3D 16827694

I love deadlines. I especially like the whooshing

sound they make as they go flying by.

-----  
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## 1.523 NewType problem (still causing many headaches, please help!)

From blitz-list-return-11283-scott=online.u-net.com@netsoc.ucd.ie Wed May 05 18:55:58 1999

for scott@online.u-net.com; Wed, 5 May 1999 18:55:58 +0000

From: "" <steve@one3five.prestel.co.uk>

Date: 5 May 99 18:49:13 -0500

Subject: NewType problem (still causing many headaches, please help!)

Encoding: 7bit

> Hello steve@one3five.prestel.co.uk

> Hiya, steve@one3five.prestel.co.uk... ,on 05-May-99 you mailed me about: NewType problem (causing many headaches, please help!)! So I'ma reply`in...

>

And now I have to apologise for not making the exact problem clear enough...

My problem was not getting the menu numbers into the actual titles, but thanks for the useful advice anyways - handy things those for/next loops ;-)

No seriously, imagine your trying to access the WB gadgets through amigalibs.res (this aint what I'm doing but a simply a theory to clarify my problem). You can get the x-coord of the first gadget by using:

gx=Gadget\LeftEdge

you can get the x-coord for the second gadget using:

gx=Gadget\NextGadget\LeftEdge

Okay then, what do you do if you need the x-coord of the 100th gadget, surely there must be a way around typing

gx=Gadget\NextGadget\NextGadget...(98 times more)...\LeftEdge

... and so, that is my problem.

Thankyou once again, and thanks in advance if you can solve this mystery.

P.S. I'm not new to Blitz but I'm just getting to grips with email and all that, any advice for me there. Cheers thanks, Steve.

-----  
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## 1.524 Re: Nice Complicated Question for you :) Or is it?

for scott@online.u-net.com; Sat, 8 May 1999 22:55:07 +0100

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Mon, 22 Mar 1999 16:02:02 +0000

Subject: Re: Nice Complicated Question for you :) Or is it?

--BOUNDARY.1747969952.1

Rob Hutchinson churned out \*this\* drivel:

> exit without opening the requester.... The reason for this is because

> the program doesn't CD back to Work:

I don't know if this is what you want, but this sets the current directory to whatever you want as long as it's run from CLI (and not direct from Blitz either!)...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

Institutionalised cruelty is one thing, but the /twisted brain-wrong/ of a one-off man-mental is quite another.

-- Chris Morris, /Brass Eye/

```
--BOUNDARY.1747969952.1
Content-Disposition: attachment; filename="SetCurrentDir.asc"
Content-Description: Sets current dir
; has to be compiled and run from CLI :
d$="RAM:T/"
If SetCurrentDirName_ (&d$)=0
Request "", "Failed", "OK"
EndIf
End
--BOUNDARY.1747969952.1
-----
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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
--BOUNDARY.1747969952.1--
```

## 1.525 Nice Complicated Question for you :) Or is it?

for scott@online.u-net.com; Sat, 8 May 1999 20:14:35 +0100  
 From: Rob Hutchinson <loki@sdsoft.freemove.co.uk>  
 Date: Sat, 08 May 1999 20:08:16 +0100  
 Organization: Satanic Dreams Software.  
 Subject: Nice Complicated Question for you :) Or is it?  
 Encoding: binary

Hello,

Ok, we are writing a replacement for the Commodore installer program..  
 But got 1 big problem! :(

When run from a Project Icon (As installer is).. It doesn't CD back to the  
 directory where the Icon was run from... Let me explain...

If you have just this:

```
WBStartup
If ReadFile(0,"<Any_File_That_Is_Located_In_Work:>")
ret=Request("Request", "Found File!", "Ok!")
EndIf
CloseFile 0
End
```

; Where <Any\_File\_That\_Is\_Located\_In\_Work:> is a file in Work:,  
 (For me this is `AerithO.Mid')

And compile it to C: as Test.

Then create a Project Icon in Work: and change the default tool to:

---

Test, Then execute the Icon, it works FINE!... It will pop up the requester. However if you use C:\Test in the default tool, It will exit without opening the requester.... The reason for this is because the program doesn't CD back to Work:

\* When running SnoopDos and `C:\Test` in the DefaultTool.

-----  
 Count Process Name Action Target Name Options Res.  
 -----

15 Test ChangeDir System:C  
 16 Test OpenDev console.device Unit -1 OK  
 17 Test ChangeDir SYS:  
 18 Test ChangeDir System:C  
 19 Test ChangeDir System:C  
 #20 Test Open aeritho.mid Read Fail#  
 21 Test ChangeDir System:C

\* When running SnoopDos and `Test` in the DefaultTool.

-----  
 Count Process Name Action Target Name Options Res.  
 -----

22 Test ChangeDir Work:  
 23 Test OpenDev console.device Unit -1 OK  
 24 Test ChangeDir SYS:  
 26 Test ChangeDir Work:  
 27 Test ChangeDir Work:  
 #28 Test Open aeritho.mid Read OK #  
 29 Test FindPort PLAY Fail  
 30 Arq Animator OpenDev timer.device Unit 1 OK  
 31 Test ChangeDir Work:

See, it works like this ^

But... HOWEVER!.... C:\Installer (commodore installer) works both with and without C: when run from an Icon!!!!!!

\* When running SnoopDos and `C:\Installer` in the DefaultTool.

-----  
 Count Process Name Action Target Name Options Res.  
 -----

15 Installer ChangeDir System:C  
 16 Installer OpenDev console.device Unit -1 OK  
 17 Installer ChangeDir Work:  
 #^ See this,... It changes it back itself... How`d it do that?#



18 Installer Open InstallTest.info Read OK

<tsb>

What I'm asking is,.... How does it know which icon it is run from?

If I can get the path of this icon, can then CD bac to the DIR...

But how is the question...

Anyone know? or got any idea at all?

Thanks.

BTW - Sorry for the bad explanation, I was the only way I could think to show you :)

Cya!

--

<tsb>

<sb>\*CONTACTING MWA:\*

<sb>loki@sdsoft.freemove.co.uk | \*ICQ:\* 27181384

<sb>SDS FOUNDER: URL: <http://www.satanicdreams.freemove.co.uk/>

<tsb>

<sb>\*PROJECT INFO:\*

<sb>IconExtreme V3.01 [70%] | SDS^GUI [10%]

<sb>/After a few trips to the toilet, the following appeared:/

<sb>MorrisTheMaggot, CTTM2, TimeSwipe, NIB, BlitzBFB, Prefs2000 & TMS.

<tsb>

<sb>"They took your dog home in a people bag." -- Blake to Radar

<tsb>

-----  
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## 1.526 Re: Nice Simple Answer for you :)

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sat, 8 May 1999 21:51:14 +0100

From: Curt Esser <[camge@ix.netcom.com](mailto:camge@ix.netcom.com)>

Date: Sat, 08 May 1999 15:40:13 -0500

Subject: Re: Nice Simple Answer for you :)

--BOUNDARY.1748578520.2

Hi Rob

On 08-May-99, Rob Hutchinson wrote:

> Hello,

>

> Ok, we are writing a replacement for the Commodore installer program..

> But got 1 big problem! :(  
>  
> When run from a Project Icon (As installer is).. It doesn't CD back to the  
> directory where the Icon was run from.  
> What I'm asking is,.... How does it know which icon it is run from?  
> If I can get the path of this icon, can then CD bac to the DIR...  
> But how is the question...  
> Anyone know? or got any idea at all?

I'm not sure how the Installer does it, if that's the question.

But attached is a way to do it in Blitz, actually a replacement for the  
WBStartup command.

And the Blitz commands NumPars and Par\$() will also do this, but you'll have  
to separate the path out as it returns the full path with the filename  
included all in one string.

Either way, you would then just "CD" to the project icon's path yourself...

Yours electronically,

Curt Esser

camage@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

--BOUNDARY.1748578520.2

Content-Disposition: attachment; filename="wbstart.asc"

;original code BY LEE PACKHAM

;modified by Curt Esser

;last modified Jan 1 1999

;needs amigalibs.res

;=====

;NOTES: Do NOT use "WBstartup" in your code

; if you use this function!!!!!!!!!!!!!!!!!!!!

; This function will NOT work from inside Blitz!!!!

; (because the startup message never arrives)

; you must create an executable and run it to test

; Click program's icon first

; then shift-click the arguments

;this will also work if run as the default tool

;of a project icon

;there is one bug! If this program is compiled and saved

;in the "path", for example in C:

;and called by a project icon with only the program name

;as the default tool, and not the full path -

;the path returned for this program will incorrectly  
 ;be reported as the same as the project's path...

=====

NEWTYPE .Arg ;structure to store arguments:

Name.s ;argument (file) name

Dir.s ;argument path

End NEWTYPE

Dim Args.Arg(50) ;50 arguments should be enough!

Function.l WBstart{ }

SHARED Args()

\*myproc.Process= FindTask\_(O) ;find ourselves :)

;Request "",Str\$(\*myproc\pr\_CLI),"OK"

If \*myproc\pr\_CLI=0 ;OK, program was run from WB

WaitPort\_( \*myproc\pr\_MsgPort) ;wait for WB's message

\*wbmsg.WBStartup=GetMsg\_( \*myproc\pr\_MsgPort)

numargs.l = \*wbmsg\sm\_NumArgs

\*first.WBArg= \*wbmsg\sm\_ArgList

MaxLen templock\$ = 255

numargs-1 ;number of real arguments

;first arg is our own name

;and the path we ran from

If numargs>49 Then numargs=49 ;just to be safe!

For i = 0 To numargs

\*firstloc= \*first\wa\_Name

NameFromLock\_ \*first\wa\_Lock,&templock\$,255

tempdir\$ = Peek\$(&templock\$)

If Right\$(tempdir\$,1)<>".:"

tempdir\$+ "/"

EndIf

tempname\$ = Peek\$(\*firstloc)

Args(i)\Name = tempname\$

Args(i)\Dir = tempdir\$

\*first + SizeOf .WBArg ;set pointer to next entry

Next i

ReplyMsg\_( \*wbmsg) ;OK, we MUST reply to WB!!!!

Repeat

\*wbmsg.WBStartup=GetMsg\_( \*myproc\pr\_MsgPort)

Until \*wbmsg=0

Else

```
numargs = -1 ;program was run from a CLI
EndIf
Function Return numargs
End Function

;=====
;===== EXAMPLE =====
WBenchToFront_
WbToScreen 0
Window 0,70,10,500,180,$400!$1000!$8,"Wb Start",1,0
numargs.l= WBstart{ }
If numargs>-1
NPrint " "
NPrint " Program : ",Args(0)\Name
NPrint " Run from: ",Args(0)\Dir
NPrint " "
NPrint " -----"
NPrint " ",numargs," arguments recieved:"
If numargs>0
NPrint " "
For i = 1 To numargs
NPrint "#",i
WPrintScroll
NPrint " Name : ",Args(i)\Name
WPrintScroll
NPrint " Dir : ",Args(i)\Dir
WPrintScroll
NPrint " "
WPrintScroll
Next
EndIf
Else
NPrint " Run from CLI"
EndIf
NPrint " "
WPrintScroll
NPrint " Press close gadget to end"
WPrintScroll
Repeat
ev.l=WaitEvent
```

Until ev=\$200 AND EventWindow=0

End

--BOUNDARY.1748578520.2

-----  
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--BOUNDARY.1748578520.2--

## 1.527 Odp: Large Screens

for scott@online.u-net.com; Tue, 25 May 1999 22:15:16 +0000

From: "Krzysztof Jonko" <eteacher@amiga.org.pl>

Subject: Odp: Large Screens

Date: Tue, 25 May 1999 23:13:34 +0200

charset="iso-8859-2"

Encoding: 7bit

>Could someone tell me how I move a screen bigger than the size of the  
>monitor to one side so that I can see the rest of the screen? I mean that I  
>would like to have a 640x400 lores 8 bit screen.

Simply add Autoscroll tag in the screen taglist :-)

Chris, eteacher@amiga.org.pl

-----  
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## 1.528 off topic

for scott@online.u-net.com; Tue, 11 May 1999 20:14:22 +0100

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

Subject: off topic

Date: Tue, 11 May 1999 20:09:12 +0100

I just downloaded a spectrum 128 emulator from Aminet - in recent uploads.

I then went looking for speccy rom sites - on one of them, an applet  
started, and a message appeared - with this message there was a checkbox  
that I could check - the text next to it read:

"Always trust content for Microsoft products"

Did I check it? Yeah right.

VIC

BTW - I know this is off-topic, but perhaps we could agree to put off-topic

---

in the subject - then people could have them deleted from the server if they didn't want them. Sorry if it annoyed anyone.

-----  
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### **1.529 Re: OFF TOPIC - annoyed**

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 18 May 1999 03:28:52 +0100

From: amorel <[amorel@xs4all.nl](mailto:amorel@xs4all.nl)>

Date: Tue, 18 May 1999 02:20:32 +0500

Subject: Re: OFF TOPIC - annoyed

On 17-May-99, Neil Bullock wrote:

C=The question is, why oh why do I still get long gone files listed in

C=Disksalv from before I repartitioned? There's some useful things there too!

C=But I try to recover them, and it crashes :(

Afaik partitioning a hd doesnt destroy any data. You can even get the old situation back if you repartition it back, exactly(or copy back the old RDB). I reckon disksalv finds stuff of long gone partitions as long as nothing has been written over that space.

Regards

--

Jeroen(and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \\ Good old C=64 and an attitude!

Ever kissed a frog? ;-P \\ /Fatman analogue synth :D

Music for your game/demo/release? \\ /<http://www.paia.com>

Contact me! [amorel@xs4all.nl](mailto:amorel@xs4all.nl) \\ /Check my (aged) music on

<http://www.xs4all.nl/~amorel> \\ /aminet or at my homepage.

-\*Now out on aminet and my site! Amoralplayer1.1, a no fuss audioplayer\*-

-----  
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### **1.530 Re: OFF TOPIC - annoyed**

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 18 May 1999 21:47:26 +0100

From: "Andrew Guard" <[aMIGA\\_dUDE@assign.u-net.com](mailto:aMIGA_dUDE@assign.u-net.com)>

Organization: ProPassWord

Date: 17 May 99 19:49:09 +0000

---

Subject: Re: OFF TOPIC - annoyed

X-Face: ggbX)L/8Qm]#Tpb\_Nl\_7q?KW7ol,Y@chVks\$,D.@iuYP.XrF!x!!Loz2}.x:X.k[9A-NjQsu/gaPM\8EaGyX/Sw92G>5tg|VH51w  
VM\*4PG63s(pwT&qE@dB\*lkww:

Encoding: quoted-printable

Well, well Curt Esser, OK then but=2E=2E=2E

> Hi Rick

>=20

> On 15-May-99, Rick Hodger wrote:

> >=20

> > Another fun little thing I've found, is that parts of Windows98 can't

> > count above 100=2E Select files in a directory to see how much space th=  
ey

> > take up, get to 100, it reports the correct size=2E Select file # 101 a=  
nd

> > the little space counter disappears=2E That is damned annoying, but the=  
n

> > maybe it's a reflection of the average Microcyst's Programmer's Intelle=  
ct=2E

>=20

> No, it's Bill Gate's latest theory "100 files per directory is enough for

> anybody=2E=2E=2E"

>=20

Yep that is next to one about "O/S's should take forever to boot up=2E"

--=20

Think about it, ProPassWord=2E [mailto:ppw-subscribe@egroups=2Ecom](mailto:ppw-subscribe@egroups.com)

--

Satanic Dreams <http://www=2Esatanicdreams=2Efreeserve=2Eco=2Euk/>

V//Amiga// Team Amiga RC5

--

603e+ 233/040=A0PowerUP, 32 Meg, BVision, Zip, DVD, Kickstart 3=2E1

Pace56 External voice, ISP <http://www=2Ewirenet=2Eco=2Euk/>

ICQ 21765436

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**1.531 Re: OFF TOPIC - annoyed**

for scott@online.u-net.com; Sat, 15 May 1999 16:51:03 +0100

From: Curt Esser <camge@ix.netcom.com>

Date: Sat, 15 May 1999 10:34:02 -0500

Subject: Re: OFF TOPIC - annoyed

Hi Rick

On 15-May-99, Rick Hodger wrote:

>

> Another fun little thing I've found, is that parts of Windows98 can't  
> count above 100. Select files in a directory to see how much space they  
> take up, get to 100, it reports the correct size. Select file # 101 and  
> the little space counter disappears. That is damned annoying, but then  
> maybe it's a reflection of the average Microcyst's Programmer's Intellect.  
No, it's Bill Gate's latest theory "100 files per directory is enough for  
anybody..."

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

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**1.532 Re: OFF TOPIC - annoyed**

for scott@online.u-net.com; Sat, 15 May 1999 01:39:47 +0100

From: "Dave" <dave@nbsamiga.demon.co.uk>

Subject: Re: OFF TOPIC - annoyed

Date: Fri, 14 May 1999 22:11:58 +0100

charset="iso-8859-1"

Encoding: 7bit

>I am trying to install Championship Manager 3 for my sad brother on this  
PC.

>The properties of drive C state that there are 546 MB of free memory - the  
>game-box states that the game requires 250MB, but the installation stops  
and

>states that there is not enough memory on the target drive.

This is due to the game being crap...no honest...for some reason in needs to

---



be on C only...maybe the put readfile(0,"c:\ourcrappygame\somesillyfile") in their program!

>At this stage, the properties of drive C: state that there is 3.5MB free,

>but the properties of the Championship Manager 3 drawer show that it is only

>218mbs in size.

Yes, I assume your using win 95, which will report funny sizes for directorys. If you do properties on a directory, you will find a dir size in bytes, and the actual amount of size taken up by this directory. Normally this is bigger, as the smallest individual file size you can have on fat16 is 32k. So that software probably takes up more room that it suggests...hence your problem!

>Can you please advise me how to install this badly written software on this >pile of junk.

Personally I'd install it in your waste disposal compartment. Do you have a lot of big software on C?? Like office 97?? First uninstall championship manager, then try uninstalling office 97 and reinstall it to another partition on your hard drive if you have one (ie D). And then reinstall champoinship manager to C:.

thank you for pointing out flaw #9838412 of our software, we have promptly stored your email in our in tray (which is amusing shaped like a trash can!).....

NOTTechSupport@ediosinteractive.com

-----  
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### **1.533 Re: OFF TOPIC - annoyed**

for scott@online.u-net.com; Sat, 15 May 1999 01:39:07 +0100

From: "Dave" <dave@nbsamiga.demon.co.uk>

Subject: Re: OFF TOPIC - annoyed

Date: Fri, 14 May 1999 22:11:58 +0100

charset="iso-8859-1"

Encoding: 7bit

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>The properties of drive C state that there are 546 MB of free memory - the

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thank you for pointing out flaw #9838412 of our software, we have promptly stored your email in our in tray (which is amusing shaped like a trash can!).....

NOTTechSupport@ediosinteractive.com

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## **1.534 Re: OFF TOPIC - annoyed**

for scott@online.u-net.com; Fri, 14 May 1999 22:38:46 +0100

From: David McMinn <dmcminn@house-of-mojo.freereserve.co.uk>

Date: Fri, 14 May 1999 22:37:49 +0000

Organization: International House Of Mojo

Subject: Re: OFF TOPIC - annoyed

Encoding: quoted-printable

Linda Bell's head burst.

---

All we could scape off the wall was OFF TOPIC - annoyed.  
 > This is a copy of an email I've just tried to send to Eidos - I can't s=  
 end  
 > it because the address in the registration agreement for this 2-month o=  
 ld  
 > game isn't accepted  
 Find their webpage and mail it to every address you can find :)  
 > Can you please advise me how to install this badly written software on =  
 this  
 > pile of junk.  
 he he he he he he he he he he he  
 Just a thought though, could be the virtual memory or the recycle bin, I =  
 don't  
 think the space they consume is added to free space.  
 Chow f'now

-- =

[ ] ^ V [ ] [ ] Ml =A9 Ml [ ] N N

dmcminn@house-of-mojo.freeserve.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ =3D 16827694

I'd explain it to you, but your brain would explode.

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## 1.535 Re: OFF TOPIC - annoyed

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 17 May 1999 14:19:36 +0100

From: "David McMinn" <[D.Mcminn@eee.rgu.ac.uk](mailto:D.Mcminn@eee.rgu.ac.uk)>

Organization: The Robert Gordon University, E&EE

Date: Mon, 17 May 1999 14:18:13 +0100

encoding: Quoted-printable

Subject: Re: OFF TOPIC - annoyed

> >I have several directorys with many thousands of files in them,  
 > >>including one 4 gigabyte directory with over 30,000 files in it, a  
 > >mixture of  
 > >>artwork  
 >  
 > :) I had a directory of about 1MB which had about 1500 files in it which

> were all piccies which I'd collected and I was just about to sort it out=  
Hey, we're not that interested in whose running the biggest porn server yo=  
u know

;)

--

l) ^ V ][ l) Ml =A9 Ml ][ M M

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Windows 98 (noun) - blootware patch to Windows 95

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## 1.536 Re: OFF TOPIC - annoyed

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 17 May 1999 13:01:02 +0100

From: Donovan Reeve <[bubby.lnk@ispi.net](mailto:bubby.lnk@ispi.net)>

Date: Mon, 17 May 1999 05:57:26 +0500

Subject: Re: OFF TOPIC - annoyed

On 11-May-99, Neil Bullock flashed:

>>

>> I vaguely remember from my PASCAL programming days on the PC (pre-windows)

>> that directories in DOS can only hold 255 files. Don't know if there's a

>> limit on the Amiga.

>>

>I don't think there's a limit for Amigas. I've most definitely had over 1000

>files in a directory, created automatically by a little proggy I made, just

>see how long it would take Workbench to display the window with all the files

>in it. And it took ages :)

I have several directories with many thousands of files in them, including

one 4 gigabyte directory with over 30,000 files in it, a mixture of artwork

in many sizes. Needless to say it takes a while to open. I keep meaning to

sort them and file them in smaller directories. Someday. ;)

cache later,

Donovan Reeve ([bubby.lnk@ispi.net](mailto:bubby.lnk@ispi.net))

-----  
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---

**1.537 OFF TOPIC - annoyed**

for scott@online.u-net.com; Fri, 14 May 1999 20:16:27 +0100

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

Subject: OFF TOPIC - annoyed

Date: Fri, 14 May 1999 20:10:57 +0100

This is a copy of an email I've just tried to send to Eidos - I can't send it because the address in the registration agreement for this 2-month old game isn't accepted

Techsupport@eidosinteractive.co.uk

Thought it might give you a laugh

-----  
I am trying to install Championship Manager 3 for my sad brother on this PC. The properties of drive C state that there are 546 MB of free memory - the game-box states that the game requires 250MB, but the installation stops and states that there is not enough memory on the target drive.

At this stage, the properties of drive C: state that there is 3.5MB free, but the properties of the Championship Manager 3 drawer show that it is only 218mbs in size.

Can you please advise me how to install this badly written software on this pile of junk.

Thank you.

VICTOR BELL

Long Live Amiga

zalda@home4968.freemove.co.uk

-----  
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**1.538 Re: OFF TOPIC - annoyed**

for scott@online.u-net.com; Sat, 15 May 1999 12:02:17 +0000

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

<dmcminn@house-of-mojo.freemove.co.uk>

Subject: Re: OFF TOPIC - annoyed

Date: Sat, 15 May 1999 11:57:41 +0100

>stuff about installing Champ Manager 3 on PC

David wrote

>Just a thought though, could be the virtual memory or the recycle bin,

>I don't think the space they consume is added to free space.

I emptied the recycle bin first.

Then Dave wrote

>Yes, I assume your using win 95, which will report funny sizes for  
>directories. If you do properties on a directory, you will find a dir size  
>in bytes, and the actual amount of size taken up by this directory.  
>Normally this is bigger, as the smallest individual file size you can  
>have on fat16 is 32k. So that software probably takes up more room  
>that it suggests...hence your problem!

I don't have a clue what it means - but this PC uses FAT32

BTW - I found the proper email address - it's eidosnet - not  
eidosinteractive - the registration shows one - the manual shows another.

Anyway - it serves my brother right for playing games on a PC. Anyone  
remember the adverts in Your Sinclair for Addictive software (who wrote the  
first footy management game)? They always had a picture of a girl wearing  
an Addictive software tee shirt-and a pair of knickers - incentive enough for  
anyone to buy software(!!!!?). When you saved a game, it saved the whole  
program - written in basic.

VIC

-----  
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### **1.539 Re: OFF TOPIC - annoyed**

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 16 May 1999 11:19:43 +0000

From: "Linda Bell" <[zalda@home4968.freemove.co.uk](mailto:zalda@home4968.freemove.co.uk)>

Subject: Re: OFF TOPIC - annoyed

Date: Sun, 16 May 1999 11:15:07 +0100

Curt wrote

>No, it's Bill Gate's latest theory "100 files per directory is enough for  
>anybody..."

I vaguely remember from my PASCAL programming days on the PC (pre-windows)  
that directories in DOS can only hold 255 files. Don't know if there's a  
limit on the Amiga.

VIC

-----  
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---

**1.540 Re: OFF TOPIC - annoyed**

for scott@online.u-net.com; Sun, 16 May 1999 15:03:51 +0000

From: "Neil Bullock" <trogldite@trogsoft.freemove.co.uk>

Subject: Re: OFF TOPIC - annoyed

Date: Tue, 11 May 1999 02:08:13 +0100

charset="iso-8859-1"

Encoding: 7bit

----- Original Message -----

From: Linda Bell <zalda@home4968.freemove.co.uk>

Sent: 16 May 1999 11:15

Subject: Re: OFF TOPIC - annoyed

> Curt wrote

> >No, it's Bill Gate's latest theory "100 files per directory is enough for

> >anybody..."

>

>

> I vaguely remember from my PASCAL programming days on the PC (pre-windows)

> that directories in DOS can only hold 255 files. Don't know if there's a

> limit on the Amiga.

>

I don't think there's a limit for Amigas. I've most definitely had over 1000 files in a directory, created automatically by a little proggy I made, just to see how long it would take Workbench to display the window with all the files in it. And it took ages :)

Regards,

Neil Bullock (North Yorkshire, England)

www.trogsoft.freemove.co.uk

trogldite@trogsoft.freemove.co.uk

ICQ: 27873010 - Afternet: #trogsoft

-----  
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**1.541 Re: OFF TOPIC - annoyed**

for scott@online.u-net.com; Mon, 17 May 1999 13:50:23 +0100

X-Originating-IP: [195.195.239.194]

From: "Neil Bullock" <trogldite@hotmail.com>

---

Subject: Re: OFF TOPIC - annoyed

Date: Mon, 17 May 1999 12:49:50 GMT

Hi

>I have several directorys with many thousands of files in them, >including  
>one 4 gigabyte directory with over 30,000 files in it, a mixture of  
> >artwork  
>in many sizes. Needless to say it takes a while to open. I keep >meaning  
>to  
>sort them and file them in smaller directorys. Someday. ;)

>

were all piccies which I'd collected and I was just about to sort it out,  
but the hard disk knackered and I lost everything on it, so I didn't have to  
While on the subject of knackered hard disks, here's some info and a  
question about my hard disk.

It's 810MB in size, and I tend to take my Amiga everywhere with me, which  
means it gets some knocking around. After a year or so, the hard disk  
stopped working, I discovered that I could re-partition it, and thus lose  
the first 200 MB, but it works fine now.

The question is, why oh why do I still get long gone files listed in  
DiskSalv from before I repartitioned? There's some useful things there too!  
But I try to recover them, and it crashes :(

Any ideas?

Thanks

=====

TROGLADITE - SOFTWARE

Neil Bullock

[www.trogsoft.freemove.co.uk](http://www.trogsoft.freemove.co.uk)

[trogladite@trogsoft.freemove.co.uk](mailto:trogladite@trogsoft.freemove.co.uk) (use this please)

Afnet: #trogsoft

---

Get Your Private, Free Email at <http://www.hotmail.com>

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---



**1.542 Re: OFF TOPIC - annoyed**

for scott@online.u-net.com; Sat, 15 May 1999 12:53:36 +0100

From: Rick Hodger <rick.thehub@bigfoot.com>

Date: Sat, 15 May 1999 10:40:01 +0100

Organization: Pagan Software

Subject: Re: OFF TOPIC - annoyed

I watched as Dave hammered "Re: OFF TOPIC - annoyed" out on their keyboard...

> Yes, I assume your using win 95, which will report funny sizes for  
> directorys. If you do properties on a directory, you will find a dir size  
> in bytes, and the actual amount of size taken up by this directory.  
> Normally this is bigger, as the smallest individual file size you can have  
> on fat16 is 32k. So that software probably takes up more room that it  
> suggests...hence your problem!

Another fun little thing I've found, is that parts of Windows98 can't count above 100. Select files in a directory to see how much space they take up, get to 100, it reports the correct size. Select file # 101 and the little space counter disappears. That is damned annoying, but then maybe it's a reflection of the average Microcyst's Programmer's Intellect.

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>

<sb>Visit us at <http://www.thehub.u-net.com>

<sb>EMail us at [/bloodline@pagan-games.com/](mailto:/bloodline@pagan-games.com/)

<sb>"Dafel: Bloodline" - The most accomplished RPG ever!

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team \*AMIGA\*

<sb>

<sb>Death is the consequence of being alive.

-----

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**1.543 Re: OFF TOPIC - file systems (was annoyed)**

for scott@online.u-net.com; Tue, 18 May 1999 21:35:16 +0100

From: "Andrew Guard" <aMIGA\_dUDE@assign.u-net.com>

Organization: ProPassWord

Date: 17 May 99 19:27:47 +0000

Subject: Re: OFF TOPIC - file systems (was annoyed)

X-Face: ggbXL/8Qm]#Tpb\_Nl\_7q?KW7ol,Y@chVkJ\$,D.@iuYP.XrF!x!!Loz2}.x:X.k[9A-NjQsu/gaPM\8EaGyX/Sw92G>5tg|VH51w  
VM\*4PG63s(pwT&qE@dB\*lkww:

Encoding: quoted-printable

Well, well David McMinn, OK then but=2E=2E=2E

> Hi Vic

>=20

>> I vaguely remember from my PASCAL programming days on the PC (pre-windo=  
ws)

>> that directories in DOS can only hold 255 files=2E Don't know if there=  
's a

>> limit on the Amiga=2E

>=20

> Something like that=2E The number depends on the file system, i=2Ee=2E FA=  
T12 16 or=20

> 32=2E DOS basically has a big array that stores the position of each file=  
on the=20

> disk, once thats full you're buggered=2E Any normal system would use a tr=  
ee=20

> structure or list=2E

>=20

>

Err, hello, we are talking about Mirco\$lop=2E (I have got learn how  
spell the business name correctly, but I can not be \*&^\*)

--=20

Think about it, ProPassWord=2E <mailto:ppw-subscribe@egroups.com>

--

Satanic Dreams <http://www=2Esatanicdreams=2Efreeserve=2Eco=2Euk/>  
V//AmigaV// Team Amiga RC5

--

603e+ 233/040=A0PowerUP, 32 Meg, BVision, Zip, DVD, Kickstart 3=2E1

Pace56 External voice, ISP <http://www=2Ewirenet=2Eco=2Euk/>

ICQ 21765436

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**1.544 Re: OFF TOPIC - file systems (was annoyed)**

for scott@online.u-net.com; Sun, 16 May 1999 13:27:57 +0000

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Sun, 16 May 1999 13:26:39 +0100

encoding: Quoted-printable

Subject: Re: OFF TOPIC - file systems (was annoyed)

Hi Vic

> I vaguely remember from my PASCAL programming days on the PC (pre-window=  
s)

> that directories in DOS can only hold 255 files. Don't know if there's =  
a

> limit on the Amiga.

Something like that. The number depends on the file system, i.e. FAT12 16 =  
or

32. DOS basically has a big array that stores the position of each file on=  
the

disk, once that's full you're buggered. Any normal system would use a tree  
structure or list.

--

l) ^ V ][ l) |M| =A9 |M| ][ |N |N

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Jabba doesn't have time for smugglers who drop their  
pants at the first sign of an Imperial Cruiser.

-----  
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**1.545 Re: OFF TOPIC - file systems (was annoyed)**

for scott@online.u-net.com; Wed, 19 May 1999 11:03:05 +0100

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Wed, 19 May 1999 11:01:48 +0100

encoding: Quoted-printable

Subject: Re: OFF TOPIC - file systems (was annoyed)

---

> Well, well David McMinn, OK then but...  
>> Hi Vic  
>>  
>>> I vaguely remember from my PASCAL programming days on the PC  
>>> (pre-windows) that directories in DOS can only hold 255 files. Don't  
>>> know if there's a limit on the Amiga.  
>>  
>> Something like that. The number depends on the file system, i.e. FAT12  
>> 16 or 32. DOS basically has a big array that stores the position of each  
>> file on the disk, once that's full you're buggered. Any normal system  
>> would use a tree structure or list.  
>>  
>>  
> Err, hello, we are talking about Mirco\$lop. (I have got learn how  
> spell the business name correctly, but I can not be \*&^\*)  
Yes, after reading my message in your message it does look a bit confusing=  
, but  
I was talking about MS as well.

--

l) ^ V ][ l) M =A9 M ][ M N  
dmcminn@house-of-mojo.freemove.co.uk  
[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)  
ICQ=3D16827694

I don't know what weapons World War 3 will be fought  
with but hopefully Microsoft won't be around afterwards.

-----  
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## **1.546 Re: OFF TOPIC! goodbye to the Amiga as we knew it! (fwd)**

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 1 Jun 1999 01:32:39 +0100  
From: Anton Reinauer <[anton@ww.co.nz](mailto:anton@ww.co.nz)>  
Date: Tue, 01 Jun 1999 12:26:21 +1200  
Subject: Re: OFF TOPIC! goodbye to the Amiga as we knew it! (fwd)  
On 31-May-99, Julian Kinraid wrote:  
[heaps of cool sarcasm snipped :]

> I'm sure we can cut the OS down to 196k then.  
> If we don't use error messages, but just print the return code from a  
> function that fails, we can cut even more from the OS. 'Error number  
> \$FAECE5 at offset [0:\$decaf] in program  
> CLI[7]:devs:monitors/flickerlikehell.driver :17' is pretty bleeding  
> obvious. Even my 2 week old cat can understand that.

Come on, lets go back to the memory efficient 8.3 file system; that  
would make the above path something like:

```
..sys/sthgCRPk/HRDWRmon/dr865156.trk :17 ;-)
```

Note: the bit at the end is a sarcastic face, not part of the path! ;)

Actually, once everyone realises that what they want is a brand new OS  
and hardware anyway, it'll probably backfire on him!

--

Anton Reinauer <anton@ww.co.nz>

-----  
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## 1.547 Re: OFF TOPIC! goodbye to the Amiga as we knew it! (fwd)

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 31 May 1999 22:19:46 +0100

From: James L Boyd <[jamesboyd@all-hail.freerve.co.uk](mailto:jamesboyd@all-hail.freerve.co.uk)>

Date: Tue, 03 Jan 1978 03:36:38 +0000

Subject: Re: OFF TOPIC! goodbye to the Amiga as we knew it! (fwd)

Encoding: quoted-printable

Julian Kinraid churned out \*this\* drivel:

> </Sarcasm>

Phew... :)

=

> What a complete load of bollocks. In fact, that 'insider'  
> sounds like one of the troll freaks on c.s.a.misc (Benno Oiung or  
> something).

Even if it was an insider (doubtful), all he's said is that we're  
ditching the current Amiga setup...well, /DUH/ !

So what if a company wants to try and draw in an existing user base anywa=  
y?

The users will decide when they see it whether it was worth their support=  
=2E

I'm looking forward very much to seeing the new Amigas...and hoping they'=

---

ll

be as cheap as they've claimed - funnily enough, if I want an Amiga that does what current Amigas do, /I'll keep my current Amiga!/ Or buy a 1200 for =A330, whatever ;)

See ya,

-- =

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

<sb>Connected from Dundee, Scotland. =

<sb>(http://surf.to/all-hail/)

<tsb>

I don't know anything about music. In my line you don't have to.

-- Elvis Presley

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## 1.548 Re: OFF TOPIC! goodbye to the Amiga as we knew it! (fwd)

for scott@online.u-net.com; Mon, 31 May 1999 02:57:40 +0100

Date: Mon, 31 May 1999 13:34:49 +1200

From: Julian Kinraid <jkinraid@clear.net.nz>

X-Accept-Language: en-GB,en

Subject: Re: OFF TOPIC! goodbye to the Amiga as we knew it! (fwd)

Encoding: 7bit

[snip]

> Some people think Amiga under JS did nothing for almost 2 years. Not  
> quite, but close. They were working, but GW gave them limited resources.  
> Between limited attention and limited financial support from GW, and  
> Schindlers dawdling, it was a bad situation. Schindler was wrong to  
> discount the "Classic" line. Collas is slightly better in this regard, but  
> he values it only as a tool to keep more people from defecting to Wintel  
> forever. He also knows the the real Amiga, and his AmigaNG, are so very  
> different that the evolution of the "look and feel" of AmigaOS 3.5+ is  
> important to ween long-time Amiga users to the new platform. By  
> continuing OS3.x support/alterations, they can gradually get the users  
> comfortable with The Big Shock that is coming. Make no mistake, it is a  
> totally different platform. Note that the 3.5OS programmers are not

> working with the OS5.0 people. This should scare every Amiga user  
> straight to hell. At least the ones educated enough to know what it  
> means.

<Scared straight to hell>

What a pleasant and enlightening experience that was. Now where is that  
tap....

I mean, Gadtools is all anyone should want in gadget user interface  
design. Anyone who tries to make anything newer should be shot  
immediately on sight. I mean, these past 6 years since OS 3.1 have just  
flown by, nothing new in computers has happened.

> In the final analysis, Jeff Schindler is to blame for killing the real  
> Amiga. So is Ted Waitt for not knowing enough about computing or for  
> keeping tabs on the Amiga situation. Enter Collas.

>

> Collas saw that competitors were piling up to cash on on this huge  
> potential universal convergence market, in what everybody hopes will be a  
> post-Wintel era. So he told Waitt to either kill Amiga or accelerate it.  
> Waitt said go for it. So Collas came in, wacked what meager compatibility  
> plans that did exist. Havemose of course, couldn't be happier to go along.  
> He gets to create an OS after his own ego, and is well compensated by  
> GW/Amiga, as hoardes of Amiga users think he's preserving the Amiga.  
> They're dreadfully under the wrong impression. It's like willfully letting  
> the bald eagle (Amiga) go extinct, then trotting out some genetically  
> engineered chimera that looks more like a peacock and declaring it "a bald  
> eagle". In truth it's more like a Frankenstein creation.

>

> BTW, Schindler isn't happy about being bumped down at Amiga. He's already  
> been caught saying things that Jim Collas steadfastly denies. There's  
> this wavefile going around via email of Jeff Schindler saying that in all  
> the bankruptcies and legal proceedings, that the AGA schematics were lost,  
> and that's why they're saying "forget any compatibility". Collas and  
> Waitt are reportedly ticked about this claim. Who knows if the AGA-lost  
> claim is true or not. If not true, then Schindler is lying to key 3rd  
> party Amiga developers. If Schindler was telling the truth, then there's  
> a big coverup (lies?) about why they chose the path they're on, and Collas  
> is the liar. Either way, they're not being honest with the Amiga  
> community. Not a positive sign.

>

> Collas is in a race to the Xmas 99 season. And to beat out competitors for

> the first big convergence platform. He's under the mistaken impression  
> that using the existing AmigaOS upper layers (or even API compatibility)  
> would take longer than using something else and ignoring compatibility.  
> And they don't have the vision or financial will (or the time) to do their  
> own hardware design properly. So they're throwing out any hardware  
> compatibility, which is another reason why they don't have any regard for  
> the 3.X API. Only the "Amiga" sticker remains. Collas is just a  
> businessman/manager who never made it in real programming. He's gotten  
> lazy and greedy at GW. To him, hardware is unimportant. A piecemeal  
> approach is what he learned at Gateway. You find a card you like, and  
> slap it in and let the software guys write a driver to patch it into the  
> system. He's doing this again with Amiga. When he talks about the Amiga  
> plans, the only Amiga he has is a brand name and SOFTWARE (much of which  
> is just block diagrams on a whiteboard and marker). Expect the Amiga 5.0  
> OS to be a LOT bigger than the trim 512K ROMs were used to. It looks  
> unlikely that the NG box will even boot from floppy (unless they go to a  
> 2.88MB or denser floppy).

Yes, I agree, the smaller the OS is, the better it is! Dr. Havemose should trim it back down to 256k. In fact, let's not use Java, OpenGL or C++ at all. That will make it even better. Don't bother about object oriented design, let's all write programs in pure assembler. Don't bother about an advanced user interface, in fact, don't have a user interface at all, I'm sure we can cut the OS down to 196k then. If we don't use error messages, but just print the return code from a function that fails, we can cut even more from the OS. 'Error number \$FAECE5 at offset [0:\$decaf] in program CLI[7]:devs:monitors/flickerlikehell.driver that.

AGA is the best chip ever invented, so is the zorro card system, and if anyone tries to tell you that modern hardware is faster, they're just lying, it is a big conspiracy! We don't need no stinking upgrade, we should be stuck with the same tired hardware for eternity.

If the new computer doesn't run as slow as my 4000 (an amazing feat of wonderful design), I'm going to be really hacked off. My Workbench in 64 colours at a resolution of 800x300 pixels is slow enough that the computer doesn't leave me behind. I can think about what I'm going to do next while I wait for windows to open. Why anyone would want to use a resolution of 1600x1200 pixels in 32 bit colour at a high refresh rate I don't know. The flicker of my monitor in 640x512 resolution helps to keep me awake when I'm trying to figure out which program is trashing



the computer. Memory protection would just mean that people wouldn't bother writing good programs anymore.

The new Amiga shouldn't even have a hard drive, so that people are forced to write compact programs. It shouldn't have a disk drive either, people should have to type the program's source code in each time they want to use it. That will make for a small OS and small programs. There shouldn't be a keyboard either, they should just use switches like in the good 'ol days. <Sigh>, oh, the fond memories. Anyone stupid enough not to understand binary arithmetic should be branded with a big 'I am a loser' sign on their forehead. Anyone who doesn't understand how finite state machines work should get kicked with a really, really big boot. That will cull the people that shouldn't be using computers.

[snip]

</Sarcasm>

What a complete load of bollocks. In fact, that 'insider' sounds like one of the troll freaks on c.s.a.misc (Benno Oiung or something).

--

Julian Kinraid ..... jkinraid@clear.net.nz ..... ICQ:17257217

-----  
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## 1.549 Re: Offtopic tower hacks (was ATTENTION...)

for scott@online.u-net.com; Thu, 13 May 1999 00:38:42 +0100

From: Anton Reinauer <anton@ww.co.nz>

Date: Thu, 13 May 1999 11:20:33 +1200

Subject: Re: Offtopic tower hacks (was ATTENTION...)

On 12-May-99, David McMinn wrote:

>> Ya can do it the cheap way, if you're good at tinkering :) There's

>> a hack on Aminet to desolder your keyboard connector on the

>> motherboard, so

> Whoaaaa, stop there. 31 pins of fine, time consuming desoldering then

> soldering....I couldn't even manage 1. I recommend soldering onto the

> ICs for a proper external keyboard.

You could always pay a professional to do it (or maybe just the desoldering)- it might be cheaper than an external keyboard. Anyway

you'd have to be a bit confident in your soldering, to to some of the tiny pins for the external conversion.

I'll let ya'll know if I succeed in the project!

>> you can use your 1200 keyboard, by making an extension. Then all you >> need

> If anyone wants 2 metres worth of extension cable, they can have the > one I made up - 37 wires (enough for the keyboard lines + LED board).

I found that a Printer cable has enough lines, and would look nice.

you just have to do the connectors for the ends.

--

Anton Reinauer <anton@ww.co.nz>

-----  
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## 1.550 Re: Offtopic tower hacks (was ATTENTION...)

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Wed, 12 May 1999 13:20:12 +0000

From: Curt Esser <[camge@ix.netcom.com](mailto:camge@ix.netcom.com)>

Date: Wed, 12 May 1999 07:05:34 -0500

Subject: Re: Offtopic tower hacks (was ATTENTION...)

Hi Linda

On 12-May-99, Linda Bell wrote:

> Also, on the subject of my now vertical hard drive - which I expect will > eventually die - I used to work at a Jobcentre, and we had a problem with > getting PCs nicked, so every office had cages installed under the desks, > in which the base units were placed - on a side (so that the floppy drive > would be vertical) - and as far as I know, there haven't been any problems > with the hard drives in the last two years. I wonder if hard-drives are > really so sensitive as I thought.

No, it makes no difference to the HD whether it is vertical or horizontal.

I used my HD for years mounted directly to the ZorroII controller board in my A2000 (ie, vertical). The same HD has now run without problems for 2 years mounted horizontally in a drive bay on my A1400T.

Just don't bounce it off the floor ;)

Yours electronically,

Curt Esser

[camge@ix.netcom.com](mailto:camge@ix.netcom.com)

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

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---

**1.551 Re: Offtopic tower hacks (was ATTENTION...)**

for scott@online.u-net.com; Wed, 12 May 1999 09:34:38 +0100

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Wed, 12 May 1999 09:32:22 +0100

encoding: Quoted-printable

Subject: Re: Offtopic tower hacks (was ATTENTION...)

> Ya can do it the cheap way, if you're good at tinkering :) There's a  
> hack on Aminet to desolder your keyboard connector on the motherboard, s=  
o

Whoaaaa, stop there. 31 pins of fine, time consuming desoldering then  
soldering....I couldn't even manage 1. I recommend soldering onto the ICs =  
for a  
proper external keyboard.

> you can use your 1200 keyboard, by making an extension. Then all you need

If anyone wants 2 metres worth of extension cable, they can have the one I=  
made  
up - 37 wires (enough for the keyboard lines + LED board).

--

l) ^ V ][ l) |M| =A9 |M| ][ |N| |N

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

I don't have an attitude problem. You have a perception problem.

-----  
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**1.552 Re: Offtopic tower hacks (was ATTENTION...)**

for scott@online.u-net.com; Fri, 14 May 1999 21:42:02 +0100

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Fri, 14 May 1999 14:38:44 +0500

Subject: Re: Offtopic tower hacks (was ATTENTION...)

On 12-May-99, Vic flashed:

>Also, on the subject of my now vertical hard drive - which I expect will  
>eventually die - I used to work at a Jobcentre, and we had a problem with

>getting PCs nicked, so every office had cages installed under the desks, in  
>which the base units were placed - on a side (so that the floppy drive would  
>be vertical) - and as far as I know, there haven't been any problems with  
>the hard drives in the last two years. I wonder if hard-drives are really  
>so sensitive as I thought.

Modern hard drives are designed to work in any position except upside down.  
No harm will come from running them on their sides. In fact, some computers  
and drive arrays have drives installed on their sides.

catcha later,

Donovan Reeve (bubby.lnk@ispi.net)

-----  
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### **1.553 Re: Offtopic tower hacks (was ATTENTION...)**

for scott@online.u-net.com; Wed, 12 May 1999 12:29:24 +0100

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

<dmcminn@house-of-mojo.freemove.co.uk>

Subject: Re: Offtopic tower hacks (was ATTENTION...)

Date: Wed, 12 May 1999 12:17:07 +0100

> Ya can do it the cheap way, if you're good at tinkering :) There's a  
> hack on Aminet to desolder your keyboard connector on the motherboard, so  
>Whoaaaa, stop there. 31 pins of fine, time consuming desoldering  
>then soldering....I couldn't even manage 1. I recommend soldering  
>onto the ICs for a proper external keyboard.  
> you can use your 1200 keyboard, by making an extension. Then all you need  
>If anyone wants 2 metres worth of extension cable, they can have the  
>one I made up - 37 wires (enough for the keyboard lines + LED  
>board).

Thought I'd use this opportunity to update you on my new tower - DF0: is now  
working - I took it out of the drive bay and held it in my hand - worked  
fine, so I put it back in the tower and it's still working - however - on  
the subject of keyboards - the Eyetech keyboard interface fits over a chip  
on the motherboard, with a lead to the back of the tower, where you plug the  
A4K keyboard in. Unfortunately, the wire from the interface is very stiff  
and inflexible, so when it came to fitting my A1200 into the tower, each  
time I managed to get it in place, the wire prised the interface off the  
chip slightly, so that the keyboard wouldn't work.

It took me five attempts to get the A1200 into the tower, without inadvertently disconnecting the keyboard interface.

Also, on the subject of my now vertical hard drive - which I expect will eventually die - I used to work at a Jobcentre, and we had a problem with getting PCs nicked, so every office had cages installed under the desks, in which the base units were placed - on a side (so that the floppy drive would be vertical) - and as far as I know, there haven't been any problems with the hard drives in the last two years. I wonder if hard-drives are really so sensitive as I thought.

VICTOR BELL

A1200T, 03/40, FPU (not bloody working), 8MB FAST, w FAST SCSI 2

-----  
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## 1.554 Re: Offtopic tower hacks (was ATTENTION...)

for scott@online.u-net.com; Wed, 12 May 1999 19:11:27 +0000

From: Rick Hodger <rick.thehub@bigfoot.com>

Date: Wed, 12 May 1999 18:25:23 +0100

Organization: Pagan Software

Subject: Re: Offtopic tower hacks (was ATTENTION...)

I watched as Linda Bell hammered "Re: Offtopic tower hacks (was ATTENTION...)" out on their keyboard...

> Thought I'd use this opportunity to update you on my new tower - DF0: is  
> now working - I took it out of the drive bay and held it in my hand -  
> worked fine, so I put it back in the tower and it's still working -  
> however - on the subject of keyboards - the Eyetech keyboard interface  
> fits over a chip on the motherboard, with a lead to the back of the  
tower,  
> where you plug the A4K keyboard in. Unfortunately, the wire from the  
> interface is very stiff and inflexible, so when it came to fitting my  
> A1200 into the tower, each time I managed to get it in place, the wire  
> prised the interface off the chip slightly, so that the keyboard wouldn't  
> work.  
> It took me five attempts to get the A1200 into the tower, without  
> inadvertently disconnecting the keyboard interface.

PowerC's device is much easier, it's a little circuit board that you plug into the ribbon cable slot where the original A1200 keyboard slots into the

---

motherboard. The you plug that into a little AT-k/b socket mounted on the back of the tower, plug in a PC keyboard and off you go. The k/b reset works too, Win95 + Win95 + Ctrl :)

> Also, on the subject of my now vertical hard drive - which I expect will  
> eventually die - I used to work at a Jobcentre, and we had a problem with  
> getting PCs nicked, so every office had cages installed under the desks,  
> in which the base units were placed - on a side (so that the floppy drive  
> would be vertical) - and as far as I know, there haven't been any  
problems

> with the hard drives in the last two years. I wonder if hard-drives are  
> really so sensitive as I thought.

But if your tower was like mine, and you had the m/b with the PCMICA slot facing the bottom of the tower, you can quite happily tape the hard-disk to the bottom of the tower case, albeit upside-down. :)

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>

<sb>Visit us at <http://www.thehub.u-net.com>

<sb>EMail us at [/bloodline@pagan-games.com/](mailto:/bloodline@pagan-games.com/)

<sb>"Dafel: Bloodline" - The most accomplished RPG ever!

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team \*AMIGA\*

<sb>

<sb>The new baby is like royalty, he's the prince of wails.

-----  
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## 1.555 Re: Offtopic tower hacks (was ATTENTION...)

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Wed, 12 May 1999 19:13:49 +0100

From: Rick Hodger <[rick.thehub@bigfoot.com](mailto:rick.thehub@bigfoot.com)>

Date: Wed, 12 May 1999 18:27:09 +0100

Organization: Pagan Software

Subject: Re: Offtopic tower hacks (was ATTENTION...)

I watched as Curt Esser hammered "Re: Offtopic tower hacks (was ATTENTION...)" out on their keyboard...

> No, it makes no difference to the HD whether it is vertical or

horizontal.

> I used my HD for years mounted directly to the ZorroII controller board  
in  
> my A2000 (ie, vertical). The same HD has now run without problems for 2  
> years mounted horizontally in a drive bay on my A1400T.  
> Just don't bounce it off the floor ;)

It can do on older hard-disks. On very old hard-disks, because of the  
orientation causing the drive-head to move slightly out of alignment, they  
if used for years horizontally, would refuse to work vertically. But that  
shouldn't really happen any more.

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>

<sb>Visit us at <http://www.thehub.u-net.com>

<sb>EMail us at [/bloodline@pagan-games.com/](mailto:/bloodline@pagan-games.com/)

<sb>"Dafel: Bloodline" - The most accomplished RPG ever!

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team \*AMIGA\*

<sb>

<sb>Anything can be made to work if you fiddle with it long enough.

-----

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## **1.556 Re: Oh, no, it's ObtainBestPen again...!**

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 9 May 1999 04:23:53 +0100

From: Curt Esser <[cange@ix.netcom.com](mailto:cange@ix.netcom.com)>

Date: Sat, 08 May 1999 21:38:38 -0500

Subject: Re: Oh, no, it's ObtainBestPen again...!

Hi James

On 22-Mar-99, James L Boyd wrote:

> Hi,

>

> Does anyone know what the hell a 32 bit left justified fraction is? :)

I haven't a clue - but have you tried just using a long? It might work.

> I know about Curt's palette remapping example (and Fred's NLib version),

> but I want to try and use this directly...

I'd be interested if you get this to work. Where do you get the ColorMap ?

Yours electronically,

Curt Esser

camage@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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### **1.557 Re: Oh, no, it's ObtainBestPen again...!**

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 9 May 1999 04:32:14 +0100

From: "Dave" <[dave@nbsamiga.demon.co.uk](mailto:dave@nbsamiga.demon.co.uk)>

Subject: Re: Oh, no, it's ObtainBestPen again...!

Date: Sun, 9 May 1999 04:30:43 +0100

charset="iso-8859-1"

Encoding: 7bit

>> Does anyone know what the hell a 32 bit left justified fraction is? :)

>

>I haven't a clue - but have you tried just using a long? It might work.

I'd imagine it's a 0-1 1/32 bit value, to represent a colour value, and you would simply need to multiply the 0-1 float this by your max shade (ie, 255).

Not checked it out, but that's a very C thing to do.

Dave

-----  
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### **1.558 Oh, no, it's ObtainBestPen again...!**

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sat, 8 May 1999 21:50:39 +0100

From: James L Boyd <[jamesboyd@all-hail.freemove.co.uk](mailto:jamesboyd@all-hail.freemove.co.uk)>

Date: Mon, 22 Mar 1999 16:16:46 +0000

Subject: Oh, no, it's ObtainBestPen again...!

Hi,

Does anyone know what the hell a 32 bit left justified fraction is? :)

I'm trying to use ObtainBestPenA\_(), and the RGB levels are specified as :

R = red level (32 bit left justified fraction)

G = green level (32 bit left justified fraction)

---



B = blue level (32 bit left justified fraction)

I know about Curt's palette remapping example (and Fred's NLib version),  
but I want to try and use this directly...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

Good morning, doctors. I have taken the liberty of removing  
Windows 95 from my hard drive.

-- HAL's first words contest winner, judged by Arthur C. Clarke.

-----  
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## 1.559 Re: Oh, no, it's ObtainBestPen again...!

for scott@online.u-net.com; Sun, 9 May 1999 09:33:10 +0100

From: "Simon Hitchen" <simon@gadge.u-net.com>

Organization: Gadge Software

Date: 9 May 99 09:23:35 +0100

Subject: Re: Oh, no, it's ObtainBestPen again...!

Encoding: 7bit

Hello Curt,

> > Does anyone know what the hell a 32 bit left justified fraction is? :)

>

> I haven't a clue - but have you tried just using a long? It might work.

It does :) Just shift it left so it ends up as a long.

eg: \$FF -> \$FF000000

> I'd be interested if you get this to work. Where do you get the ColorMap ?

\*scrn.Screen=Peek.l(Addr Screen(0))

\*view.ViewPort=\*scrn\ViewPort

\*cmap.ColorMap=\*view\ColorMap

--

Simon

MailTo:simon@gadge.u-net.com

---

<http://www.gadge.u-net.com>

ICQ: 22707489

A1200T-060/50-48+2MB-CD-HDx2-V90-SVGA-SCSI-ZII-CGX/3D.

Health Warning! This Amiga Is Genetically Modified(tm)

Revenge AGA:UFO\_EU:WB-Tidy:WB-AnimAL:YAMM & more stuff.

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## 1.560 Old email

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 9 May 1999 19:32:11 +0100

From: "Neil Bullock" <[trogldite@trogsoft.freemove.co.uk](mailto:trogldite@trogsoft.freemove.co.uk)>

Subject: Old email

Date: Fri, 7 May 1999 13:45:07 +0100

charset="iso-8859-1"

Encoding: 7bit

Hi

I was wondering if anyone replied to my question for information a few days ago. I can't remember the exact subject line, but it had '(was: Icons and Stuff)' in it. If anyone replied, could they please send me a copy of the reply because hotmail (which I have to use from college) wasn't working that day, and deleted messages from the server without letting me read them. Thanks.

Regards,

Neil Bullock

[www.trogsoft.freemove.co.uk](http://www.trogsoft.freemove.co.uk)

[trogldite@trogsoft.freemove.co.uk](mailto:trogldite@trogsoft.freemove.co.uk)

ICQ: 27873010 - Afternet: #trogsoft

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## 1.561 Re: OS2 GFX

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Fri, 28 May 1999 12:12:15 +0000

From: Curt Esser <[camge@ix.netcom.com](mailto:camge@ix.netcom.com)>

Date: Fri, 28 May 1999 06:04:16 -0500

Subject: Re: OS2 GFX

Hi David

On 28-May-99, David McMinn wrote:

---

> Hi blitzwits

^^ I thought you said they would get worse. So far, they're getting better

- or maybe I'm getting worse ;)

>

> Are GFX cards supported in any way in OS2? Is there an old GFX card and an

> old version of Picasso or CGX that works on OS 2?

GFX cards of one sort or another have been available for a long time, but I don't know which, if any, supported OS 2.

You might try a posting to comp.sys.amiga.hardware

or comp.sys.amiga.graphics

[http://search.dejanews.com/query\\_profile.xp?query=amiga&nofilt=1](http://search.dejanews.com/query_profile.xp?query=amiga&nofilt=1)

I've always had good luck with these kinds of questions there.

Later...

--

This you understand can if FORTH programmer you be can then.

Yours electronically,

Curt Esser

[camge@ix.netcom.com](mailto:camge@ix.netcom.com)

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

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## 1.562 OS2 GFX

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Fri, 28 May 1999 10:57:53 +0000

From: "David McMinn" <[D.Mcminn@eee.rgu.ac.uk](mailto:D.Mcminn@eee.rgu.ac.uk)>

Organization: The Robert Gordon University, E&EE

Date: Fri, 28 May 1999 10:56:39 +0100

encoding: Quoted-printable

Subject: OS2 GFX

Hi blitzwits

Are GFX cards supported in any way in OS2? Is there an old GFX card and an= old

version of Picasso or CGX that works on OS 2?

Thanks.

--

l) ^ V ][ l) |M| =A9 |M| ][ |M| |M|

[dmcminn@house-of-mojo.freemove.co.uk](mailto:dmcminn@house-of-mojo.freemove.co.uk)

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Word/Phrase: A Decimal Point

Anagram: I'm a Dot in Place

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## **1.563 Re: OSS, AHI, Blitz (duh), it's handling of dud?.b[0] type structures and the longest subject line in the world!!!! (was:Poin**

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Fri, 14 May 1999 16:02:13 +0000

From: "Dave" <[dave@nbsamiga.demon.co.uk](mailto:dave@nbsamiga.demon.co.uk)>

Subject: Re: OSS, AHI, Blitz (duh), it's handling of dud?.b[0] type structures and the longest subject line in the world!!!! (was:Poin

Date: Fri, 14 May 1999 16:00:54 +0100

charset="iso-8859-1"

Encoding: 7bit

>> That's something, too... how does that work exactly? How does Blitz

>> handle that? Just so I know...

>

>First of all, arrays in newtypes are stored in place in the newtype, rather

>than being like a normal array, where all that is stored is a pointer to  
>the

>array memory, in which the contents are stored.

>

>Using the [0] after a variable creates an array with 0 elements, thus  
>taking up

>no memory. The Blitz compiler treats this as an array which you can access  
>any

>index you want, something you can do in C for dynamically sized arrays (but  
>only because C has no array bounds checking).

Also, isn't that how they cludge C unions structures into blitz...ie

LONG.l[0]

Word1.w

Word2.w

Or something...LONG is using a long, which is also being used for the two  
seperate word variables?? I dunno, but I'm sure I saw something like this  
once before....

Dave

-----  
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---

## 1.564 Re: OSS, AHI, Blitz (duh), it's handling of dud?.b[0] type structures and the longest subject line in the world!!!! (was:Poin

for scott@online.u-net.com; Fri, 14 May 1999 16:06:18 +0100

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Fri, 14 May 1999 16:03:45 +0100

encoding: Quoted-printable

Subject: Re: OSS, AHI, Blitz (duh), it's handling of dud?.b[0] type structures and the longest subject line in the world!!!! (was:Poin

> Also, isn't that how they cludge C unions structures into blitz...ie

Yep.

--

l) ^ V ][ l) |M| =A9 |M| ][ N |N

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Attention, attention --- that is all.

-----  
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## 1.565 Re: OSS, AHI, Blitz (duh), it's handling of dud?.b[0] type structures and the longest subject line in the world!!!! (was:Poin

for scott@online.u-net.com; Fri, 14 May 1999 14:42:13 +0000

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Fri, 14 May 1999 14:40:08 +0100

encoding: Quoted-printable

Subject: Re: OSS, AHI, Blitz (duh), it's handling of dud?.b[0] type structures and the longest subject line in the world!!!! (was:Poin

Hi Toby

> That's something, too... how does that work exactly? How does Blitz

> handle that? Just so I know...

First of all, arrays in newtypes are stored in place in the newtype, rather

r

than being like a normal array, where all that is stored is a pointer to the

he

array memory, in which the contents are stored.

Using the [0] after a variable creates an array with 0 elements, thus taking up no memory. The Blitz compiler treats this as an array which you can access any index you want, something you can do in C for dynamically sized arrays (but only because C has no array bounds checking). Aaaanyway, because it takes up no memory space, you'd need to supply this type as a pointer variable, so that the base address it was taking the items out of the array from was meaningful.

So you have the pointer variable which points to some memory. From there you access the array of the newtype which just accesses the variables from each successive location in memory.

Essentially, it is exactly the same way Blitz uses its normal arrays, but you can have a different base address, through the use of the pointer. Normally, as I said above, Blitz arrays are stored as a pointer to the memory block for that array. Generally, it can't change unless you re-Dim the array.

--

David McMinn

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Mmmmm, doooooonnnnnuuuuts.

-----  
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## **1.566 Re: OSS, AHI, Blitz (duh), it's handling of dud?.b[0] type structures and the longest subject line in the world!!!! (was:Pointers to pointers in C)**

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Fri, 14 May 1999 14:11:07 +0100

From: Toby Zuijdveld <[hotcakes@abacus.net.au](mailto:hotcakes@abacus.net.au)>

Date: Fri, 14 May 1999 16:49:05 +1000

X-SenderInfo: 1;

picture="http://www.geocities.com/SunsetStrip/Disco/6065/a1people/tobyzuij.gif"

Organization: =?iso-8859-1?Q?Res=A1stance?=  
=

Subject: Re: OSS, AHI, Blitz (duh), it's handling of dud?.b[0] type structures and the longest subject line in the world!!!!  
(was:Pointers to pointers in C)

Encoding: quoted-printable

Hello David

On 12-May-99, David McMinn set out across the seas with this message:

DM>> Of course that doesn't want to compile... I tried removing one of t=  
he

DM>> asterisks, but then Blitz complains of the unknown type (MMDBlock)..=  
=2E

DM>> Which seems to have -no- mention in the original source anywhere...

DM>> MMDSample however is an established NEWTYPE elsewhere in the code...=  
Does

DM>> anyone know what C is trying to do here? I don't understand any of =  
it...

DM> \*blah.MMDBlock[0] ; No problems with array subscript out of ran=  
ge!!

That's something, too... how does that work exactly? How does Blitz han=  
dle

that? Just so I know...

DM> I doubt the original source doesn't mention MMDBlock, otherwise the C=  
DM> compiler would also moan. Make sure you've spelled it right, check al=  
l the

DM> files again, especially the .h files.

I did I did ;) It's not mentioned -anywhere- in the includes - in fact th=  
e OSS

includes missed out a number of structures, which were covered in the fil=  
eformat

documentation instead... So I've fixed all that now =3D]

(Turned all the structures and constants into a .res file too, wow, my fi=  
rst

resident! yippee =3D] )

Anyway eventually, I aim to use all this information to make an extremely=  
makeshift OSS replayer for Blitz using AHI. Beats the crap outta the

controlability you don't get when using those libraries...

BTW does anyone know if AHI can be used in a non-multitasking environment=  
=

---

?

Regards

-- =

.-----.

)-- CAT TAG --{ Only death is fatal - life is not!

`-----`

-----^\_

\_\_\_\_\_V\_\_\_\_\_^\_\_\_ -- Toby Zuijdveld --

\\_\_\_ =ACV. \_\_\_\_\_/

l) )\_ ^\_\_\_ V \ -EMail : <mailto:hotcakes@abacus.net.au>!! |=AC\\ \ \ - HTTP : <http://abacus.net.au/hotcakes>

|\_| | // \_\_\_\_\_ // \_\_\_ // [ Last updated : 22=B704=B799 ]

!\_\_\_/VDTN.V

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## 1.567 Re: Overflow Errors

From [blitz-list-return-11247-scott=online.u-net.com@netsoc.ucd.ie](mailto:blitz-list-return-11247-scott=online.u-net.com@netsoc.ucd.ie) Mon May 03 14:19:33 1999for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 3 May 1999 14:19:33 +0100From: "Andrew Guard" <[aMIGA\\_dUDE@assign.u-net.com](mailto:aMIGA_dUDE@assign.u-net.com)>

Organization: ProPassWord

Date: 2 May 99 11:00:09 +0000

Subject: Re: Overflow Errors

X-Face: ggbX)L/8Qm]#Tpb\_Nl\_7q?KW7ol,Y@chVk\$,D.@iuYP.XrF!x!!Loz2}.x:X.k[9A-NjQsu/gaPM\8EaGyX/Sw92G>5tg|VH51w  
VM\*4PG63s(pwT&qE@dB\*lkww:

Encoding: quoted-printable

Well, well Tony Rolfe, OK then but=2E=2E=2E

&gt; On Tue, 27 Apr 1999 09:45:52 +0100 David McMinn said:

> > \*Gadget\Flags & (\$fff-#GFLG\_TABCYCLE) which gave me an overflow er=  
ror=2E=20

&gt; &gt;=20

> > If you are trying to clear a bit in some flag bits, then its better to =  
use=20> > \*Gadget\Flags & NOT(#GFLG\_TABCYCLE), you avoid all those nasty (un)sign=  
ed=20

&gt; &gt; problems, and its easier to see whats going on=2E

&gt; Duh!



>=20

> Why are the simple solutions always the hardest to see?

>=20

Because if all hard problems were hard to see nobody would be able to solve them=2E

--=20

Think about it, ProPassWord=2E <mailto:ppw-subscribe@egroups.com>=2Ecom

--

Satanic Dreams / Yellow and Blue Team

V//Amiga// Team Amiga RC5

--

603e+ 233/040=A0PowerUP, 32 Meg, BVision, Zip, DVD, Kickstart 3=2E1

Pace56 External voice, ISP <http://www.wirenet.co.uk/>

ICQ 21765436

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## 1.568 Re: Overscan

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 30 May 1999 02:38:41 +0100

From: Curt Esser <[camge@ix.netcom.com](mailto:camge@ix.netcom.com)>

Date: Sat, 29 May 1999 20:18:55 -0500

Subject: Re: Overscan

Hi Donovan

On 29-May-99, Donovan Reeve wrote:

> Hi all,

>

> Is there any possible way of using overscan in Blitz that anyone

> knows of? Especially in AGA if possible.

Yes, open you screen using a taglist and the tag #SA\_Overscan:

SA\_Overscan: ti\_Data contains a defined constant specifying one of the system standard overscan dimensions appropriate for the display mode of the screen. Used with the Width and Height dimensions STDSCREENWIDTH and STDSCREEN, this makes it trivial to open an overscanned or standard dimension screen. You may also hand-pick your various dimensions for overscanned or other screens, by specifying screen position and dimensions explicitly, and by using SA\_DClip to explicitly

---

specify an overscanned DisplayClip region.

The values for ti\_Data of this tag are as follows:

OSCAN\_TEXT - Text Overscan region. A region which is completely on screen and readable ("text safe"). A preferences data setting, this is backward equivalent with the old MoreRows, and specifies the DisplayClip and default dimensions of the Workbench screen. This is the default.

OSCAN\_STANDARD - Also a preferences setting, this specifies a rectangle whose edges are "just out of view." This yields the most efficient position and dimensions of on-monitor presentations, such as games and artwork.

OSCAN\_MAX - This is the largest rectangular region that the graphics library can handle "comfortably" for a given mode. Screens can smoothly scroll (hardware pan) within this region, and any DisplayClip or Screen region within this rectangle is also legal. It is not a preferences item, but reflects the limits of the graphics hardware and software.

OSCAN\_VIDEO - This is the largest region that the graphics library can display, comfortable or not. There is no guarantee that all smaller rectangles are valid. This region is typically out of sight on any monitor or TV, but provides our best shot at "edge-to-edge" video generation.

Remember, using overscan drastically effects memory use and chip memory bandwidth. Always use the smallest (standard) overscan region that works for your application.

>

>

> cacha later,

>

> Donovan Reeve (bubby.lnk@ispi.net)

>

>

>

> -----

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>

>

Later...

--

Nothing so needs reforming as other people's habits.

Yours electronically,

Curt Esser

camage@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

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## 1.569 Overscan

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 30 May 1999 01:19:23 +0100

From: Donovan Reeve <[bubby.lnk@ispi.net](mailto:bubby.lnk@ispi.net)>

Date: Sat, 29 May 1999 18:15:16 +0500

Subject: Overscan

Hi all,

Is there any possible way of using overscan in Blitz that anyone knows of? Especially in AGA if possible.

catcha later,

Donovan Reeve ([bubby.lnk@ispi.net](mailto:bubby.lnk@ispi.net))

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## 1.570 Re: Overscan

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 30 May 1999 06:05:11 +0000

From: Donovan Reeve <[bubby.lnk@ispi.net](mailto:bubby.lnk@ispi.net)>

Date: Sat, 29 May 1999 23:02:08 +0500

Subject: Re: Overscan

On 30-May-99, Curt Esser flashed:

>Hi Donovan

>Yes, open you screen using a taglist and the tag #SA\_Overscan:

> SA\_Overscan: ti\_Data contains a defined constant specifying

-CLIP-

> Remember, using overscan drastically effects memory use and

> chip memory bandwidth. Always use the smallest (standard)

> overscan region that works for your application.

Thanks Curt, this information is very useful, but I didn't make it clear I meant in Blitz MODE. I guess I may have to forget fiddling in Blitz mode if I cant solve this problem, but there are several things I need from Blitz mode which don't seem to be available in Amiga mode. Unless of course I am overlooking something obvious (it wouldn't be the first time).

catcha later,

Donovan Reeve (bubby.lnk@ispi.net)

-----  
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## 1.571 Re: Overscan

for scott@online.u-net.com; Sun, 30 May 1999 11:22:41 +0000

From: "Simon Hitchen" <simon@gadge.u-net.com>

Organization: Gadge Software

Date: 30 May 99 11:11:50 +0100

Subject: Re: Overscan

--=\_8<==MD237511CF6-3E7D199E==8<=\_=

Encoding: 7bit

Hello Donovan,

> Thanks Curt, this information is very useful, but I didn't make it  
> clear I meant in Blitz MODE. I guess I may have to forget fiddling in  
> Blitz mode if I cant solve this problem, but there are several things I  
> need from Blitz mode which don't seem to be available in Amiga mode.

This might help :)

--

Simon

MailTo:simon@gadge.u-net.com

<http://www.gadge.u-net.com>

ICQ: 22707489

A1200T-060/50-48+2MB-CD-HDx2-V90-SVGA-SCSI-ZII-CGX/3D.

Health Warning! This Amiga Is Genetically Modified(tm)

Revenge AGA:UFO\_EU:WB-Tidy:WB-AnimAL:YAMM & more stuff.

--=\_8<==MD237511CF6-3E7D199E==8<=\_=

Encoding: plain (7/8 bit)

Content-Disposition: attachment; filename="Under&Over.asc"

X-MD2-FilePath: Ram Disk:Under&Over.asc

---

```
; Blitz Mode Overscan & Underscan
; - or -
; Cooking with coplists the easy way :)
;
;
; Left mouse to toggle between scan modes (over, normal & under)
;
; Right mouse to quit
HIGH.w=256 ; 256 PAL - 200 NTSC
BitMap 0,352,HIGH,1
VWait
Cls 1
VWait
InitPalette 0,2
PalRGB 0,1,$F,$F,$F
InitCopList 0,44,HIGH,$1,8,2,0
DisplayAdjust 0,4,-8,8,-16,16 ; overscan 352 wide
InitCopList 1,44,HIGH,$1,8,2,0
DisplayAdjust 1,0,0,0,0,0 ; normalscan 320 (don't need this line)
InitCopList 2,44,HIGH,$1,8,2,0
DisplayAdjust 2,-4,8,-8,16,-16 ; underscan 288 wide
VWait:BLITZ:VWait
cop.w=0
Repeat
VWait
DisplayBitMap cop,0
DisplayPalette cop,0
CreateDisplay cop
Repeat
VWait
Until Joyb(0)
If Joyb(0)=1
cop=(cop+1) MOD 3
While Joyb(0)=1
VWait
Wend
End If
Until Joyb(0)=2
End
```

---

--=\_8<==MD237511CF6-3E7D199E==8<=\_=

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--=\_8<==MD237511CF6-3E7D199E==8<=\_=

(end of MIME multipart message)

## 1.572 Re: Palette problem

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 25 May 1999 13:00:08 +0000

From: Curt Esser <[camge@ix.netcom.com](mailto:camge@ix.netcom.com)>

Date: Tue, 25 May 1999 06:49:37 -0500

Subject: Re: Palette problem

Hi Krzysztof

On 25-May-99, Krzysztof Jonko wrote:

> I wonder how can I detect if computer use ECS modes (16 values for each  
> RGB) or 256 values for RGB.

Here is a little bit of code by James Boyd that will tell you:

```
Function.b IsAGA { }
```

```
lib$="graphics.library"
```

```
*gfxbase.GfxBase=OpenLibrary_(&lib$,33)
```

```
If *gfxbase
```

```
If *gfxbase\ChipRevBits0 AND #GFXB_AA_ALICE
```

```
aga.b=-1
```

```
Else aga=0
```

```
EndIf
```

```
CloseLibrary_ *gfxbase
```

```
EndIf
```

```
Function Return aga
```

```
End Function
```

Or, you could use instead the Blitz command "AGA", but I think the above  
would be more reliable.

Yours electronically,

Curt Esser

[camge@ix.netcom.com](mailto:camge@ix.netcom.com)

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

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## 1.573 Re: Palette problem

for scott@online.u-net.com; Tue, 25 May 1999 09:58:58 +0100

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Tue, 25 May 1999 09:56:42 +0100

encoding: Quoted-printable

Subject: Re: Palette problem

> I wonder how can I detect if computer use ECS modes (16 values for each  
> RGB) or 256 values for RGB. This is very important for old Amiga with GF=  
X

> cards - all these computers has no AGA chipset but CAN use "wide" palett=  
e.

> Any ideas?

I don't know if it does matter, because when you use the OS palette routin=  
es

(certainly the ones with a 32 suffix, i.e. LoadRGB32\_) then you are settin=  
g the

palette with a 32bit number for each colour. For example, the red might be  
\$FF000000 ; remember that this is left justified

on an AGA system, the colour would be displayed as red with a value of \$FF=  
(i.e. maximum). On an ECS system, the colour would be displayed as red wit=  
h a

value of \$F (i.e. maximum for ECS). So palette colours look correct whatev=  
er

system they are used on. I think the Blitz palette commands all use these =  
newer

versions of the OS commands, when they were updated for AGA.

--

l) ^ V ][ l) MI =A9 MI ][ MI NI

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Word/Phrase: The Morse Code

Anagram: Here Come Dots

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---

## 1.574 Palette problem

for scott@online.u-net.com; Tue, 25 May 1999 08:07:23 +0100

From: "Krzysztof Jonko" <eteacher@amiga.org.pl>

Subject: Palette problem

Date: Tue, 25 May 1999 09:03:38 +0200

charset="iso-8859-2"

Encoding: 7bit

I wonder how can I detect if computer use ECS modes (16 values for each RGB) or 256 values for RGB. This is very important for old Amiga with GFX cards - all these computers has no AGA chipset but CAN use "wide" palette.

Any ideas?

Chris, eteacher@amiga.org.pl

-----  
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## 1.575 Re: Palette RGB values

for scott@online.u-net.com; Tue, 25 May 1999 13:06:03 +0000

From: Curt Esser <camage@ix.netcom.com>

Date: Tue, 25 May 1999 06:08:06 -0500

Subject: Re: Palette RGB values

Hi James

On 22-Mar-99, James L Boyd wrote:

> Hi all,

>

> Sorry to repost this, but looks like no-one noticed it :)

>

> Does anyone know how to read the RGB values from within

> a palette object, as opposed to using PalRGB, RGB, AGABlue,

> etc, which use the current screen's palette?

Use the RIGFX library commands:

PaletteInfo (palette#) ;first to tell it what palette is to be used

AGAPalRed (colour register#) for AGA palettes

or

PALRed (register#) for ECS palettes

Yours electronically,

Curt Esser

---



camage@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

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## 1.576 Palette RGB values

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 25 May 1999 01:19:19 +0000

From: James L Boyd <[jamesboyd@all-hail.freemove.co.uk](mailto:jamesboyd@all-hail.freemove.co.uk)>

Date: Mon, 22 Mar 1999 16:19:49 +0000

Subject: Palette RGB values

Hi all,

Sorry to repost this, but looks like no-one noticed it :)

Does anyone know how to read the RGB values from within a palette object, as opposed to using PalRGB, RGB, AGABlue, etc, which use the current screen's palette?

See ya,

--

<tsb>

<sb>James L Boyd - [jamesboyd@all-hail.freemove.co.uk](mailto:jamesboyd@all-hail.freemove.co.uk)

<sb>Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

<sb>Connected from Dundee, Scotland.

<sb>(<http://surf.to/all-hail/>)

<tsb>

Kyle, I will kick you in the nuts!

-- Eric Cartman, /South Park/

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## 1.577 Re: Palette RGB values

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 25 May 1999 11:20:37 +0000

From: "S.J.CROY" <[ap6013@qmw.ac.uk](mailto:ap6013@qmw.ac.uk)>

Organization: University of London (QMW)

Date: Tue, 25 May 1999 11:20:11 +0000

Subject: Re: Palette RGB values

On 22 Mar 99 at 16:19, James L Boyd wrote:

---

> Hi all,  
>  
> Sorry to repost this, but looks like no-one noticed it :)  
>  
> Does anyone know how to read the RGB values from within  
> a palette object, as opposed to using PalRGB, RGB, AGABlue,  
> etc, which use the current screen's palette?

Do you know all about Newtypes and stuff? If so good, because look into bb2objtypes.bb and you'll find a Palette Newtype. Cut and Paste this into where you need it. Then you can try something like \*MyPalette.\_paletteinfo = addr palette (0). After this you can read of the values using \*MyPalette\red[0] to get the components. Unfortunately I'm typing this on a PC so I'm only going from memory at the moment - so there is a chance that the names are all wrong, but at least the principle is right.

Mail me directly if you want an example of this (or if what I've just typed sounds complete nonsense)

Steven Croy

-----  
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie  
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.578 Re: Pinball Algorithms 2

From blitz-list-return-11261-scott=online.u-net.com@netsoc.ucd.ie Tue May 04 14:34:26 1999  
for scott@online.u-net.com; Tue, 4 May 1999 14:34:25 +0100  
Sender: tdc98@doc.ic.ac.uk  
Date: Tue, 04 May 1999 12:45:02 +0100  
From: Thomas the Cobb <tdc98@doc.ic.ac.uk>  
Subject: Re: Pinball Algorithms 2

Encoding: 7bit

Anton Reinauer wrote:

> On 29-Apr-99, Linda Bell wrote:

>>

>> What keywords am I looking for?

>

> Velocity (speed), mass, acceleration, momentum, angle of deflection...

Yes, all of those that Anton wrote and also Newton's laws and the equations of motion will be useful.

Thom

-----  
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie  
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.579 Re: Pinball Algorithms 3

From blitz-list-return-11259-scott=online.u-net.com@netsoc.ucd.ie Tue May 04 14:29:58 1999

for scott@online.u-net.com; Tue, 4 May 1999 14:29:57 +0000

Sender: tdc98@doc.ic.ac.uk

Date: Tue, 04 May 1999 12:53:08 +0100

From: Thomas the Cobb <tdc98@doc.ic.ac.uk>

Subject: Re: Pinball Algorithms 3

Encoding: 7bit

Kai Gunter Brandt wrote:

> >> If i remember then it's possible wit some sin/cos functions and a variable

> >> for the speed "impact" on what you hit and when.

> >>

> >> If i find my old source then i can post it...

> >

> >Well also you kinda need materials with different properties like

> >rubber, platic, metal and so on which is what I remember reading about

> >pinball fantasies once.. that it had six or so different materials.

> >You also have the gravity which is affected by the table's slope or

> >any wierd winding bits.

> >

>

> I think this is only a slight modification with the cos/sin because metal

> and rubber has different friction you have ha faster bounce (return) and a

> bigger angle than with rubber.

>

Hmmm not sure, the sin cos seems like a fudge to me - It may work but it won't be obeying the laws of motions, etc.

Different materials will have different coefficients of restitution with the ball (by the way slam tilt and pinball prelude had a ball which change material e.g. a rubber bouncy ball) which affects how much speed is "retained" after impact. the simple 2D formula is  $v = -w * u$

(the w is a very feeble attempt at a mu, the greek symbol) u is the initial velocity, w is the coefficient of restitution and v the velocity after impact.

Velocity is a vector quantity so it has direction (hence the - sign) the coefficient of friction is always between 0 and 1, with 0 being no bounce whatsoever and 1 being perfectly elastic. In 2D (or even 3D if you're feeling brave) you will have to split the velocity into it's componants. Enjoy yourself...

Thom

-----  
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For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

**1.580 Re: please reply**

for scott@online.u-net.com; Mon, 31 May 1999 13:22:46 +0000

From: amorel <amorel@xs4all.nl>

Date: Mon, 31 May 1999 13:38:21 +0500

Subject: Re: please reply

On 30-May-99, Leigh Parry wrote:

C=Can someone 'Reply' to this as I don't thing it is going on the list, but it  
C=should be,I posted a few other messages but they haven't appeared on the  
list.

I'm sorry but it didnt get through to the list :-)

--

Jeroen(and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \\ Good old C=64 and an attitude!

Ever kissed a frog? ;-P\\//Fatman analogue synth :D

Music for your game/demo/release? \\//http://www.paia.com

Contact me! amorel@xs4all.nl \\//Check my (aged) music on

http://www.xs4all.nl/~amorel \\Vaminet or at my homepage.

-\*Now out on aminet and my site! Amoralplayer1.2, a no fuss audioplayer\*-

-----  
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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

**1.581 please reply**

for scott@online.u-net.com; Mon, 31 May 1999 06:45:10 +0100

From: Leigh Parry <lparry@free4all.co.uk>

Date: Sat, 29 May 1999 22:55:15 +0000

Subject: please reply

X-SLUIDL: 01E6E991-16A811D3-B7D60090-275149F0

Hello,

Can someone 'Reply' to this as I don't thing it is going on the list, but it  
should be,I posted a few other messages but they haven't appeared on the list.

Thanks.

Leigh.

--

<sb>

<sb>Leigh Parry

<sb>EMail: lparry@free4all.co.uk

<sb>

<sb>Smile - People will wonder what you're thinking.

<sb>

-----  
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## 1.582 Re: please reply

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 31 May 1999 10:35:31 +0000

From: "Tony Rolfe" <[edgewater@shoalhaven.net.au](mailto:edgewater@shoalhaven.net.au)>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 31 May 99 19:33:51 +1000

Subject: Re: please reply

Encoding: 7bit

On Sat, 29 May 1999 22:55:15 +0000 Leigh Parry said:

> Hello,

>

> Can someone 'Reply' to this as I don't think it is going on the list, but it  
> should be, I posted a few other messages but they haven't appeared on the list.

>

> Thanks.

Don't Mention it

>

> Leigh.

>

> --

> <sb>

> <sb>Leigh Parry

> <sb>EMail: [lparry@free4all.co.uk](mailto:lparry@free4all.co.uk)

> <sb>

> <sb>Smile - People will wonder what you're thinking.

> <sb>

>

>

> -----

> To unsubscribe, e-mail: [blitz-list-unsubscribe@netsoc.ucd.ie](mailto:blitz-list-unsubscribe@netsoc.ucd.ie)

> For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

>

---

>

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

[www.shoalhaven.net.au/edgewater](http://www.shoalhaven.net.au/edgewater)

-----  
To unsubscribe, e-mail: [blitz-list-unsubscribe@netsoc.ucd.ie](mailto:blitz-list-unsubscribe@netsoc.ucd.ie)

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## 1.583 pls update my info

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 25 May 1999 10:06:20 +0100

Date: Tue, 25 May 1999 11:05:08 +0200

From: Bob <[naked.skater@bigfoot.com](mailto:naked.skater@bigfoot.com)>

Subject: pls update my info

>After two months collecting data...

>I want to inform you that a new update of the BB-Developer-List was done. It

>contains now more than 200 (!) people.

>You find it at:

> [http://www.freiepresse.de/home/jubee/BBLIST\\_E.HTM](http://www.freiepresse.de/home/jubee/BBLIST_E.HTM) (english)

> [BBLIST\\_D.HTM](#) (german)

>It lies on you that the list is always up-to-date. Check the information  
about

>you on the site and send me new/corrected data.

Hey great work man!!! Congratulations!! Please change my information  
cos I'll be moving mailbox in a while.

Bob Stifter <mailto:naked.skater@bigfoot.com>

Amiga 1200 603 48mbRam 3.1GBHdd etc.

<http://come.to/nakedone>

Bob Stifter --===\*\*\*===-- TEAM AMIGA

tel. +420 602 834287 --- A1200T 603

<mailto:naked.skater@bigfoot.com>

<http://come.to/nakedone>

AXION ReplaY Skate Shoe

Shorty's Muska Deck

Tracker Hawk Trucks

PiG Wheels

-----  
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---

**1.584 pls update my info**

for scott@online.u-net.com; Tue, 25 May 1999 10:07:31 +0100

Date: Tue, 25 May 1999 11:06:25 +0200

From: Bob <naked.skater@bigfoot.com>

Subject: pls update my info

Ooops sorry that shouldn't go to the list.....

Bob Stifter --====\*\*\*====-- TEAM AMIGA

tel. +420 602 834287 -===- A1200T 603

mailto:naked.skater@bigfoot.com

http://come.to/nakedone

AXION ReplaY Skate Shoe

Shorty's Muska Deck

Tracker Hawk Trucks

PiG Wheels

-----  
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**1.585 Re: Pointers to pointers in C**

for scott@online.u-net.com; Tue, 11 May 1999 17:15:47 +0100

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Tue, 11 May 1999 17:13:31 +0100

encoding: Quoted-printable

Subject: Re: Pointers to pointers in C

> Of course that doesn't want to compile... I tried removing one of the  
> asterisks, but then Blitz complains of the unknown type (MMDblock)...  
> Which seems to have -no- mention in the original source anywhere...  
> MMDSample however is an established NEWTYPE elsewhere in the code... Do=  
es

> anyone know what C is trying to do here? I don't understand any of it..=

.

It looks like its an (array of variable size) of pointers - check to see i=

f

there are any access to variables such as blockarr[num]->somefieldinMMDblo=  
ck.

If thats the case then you can do it like this:

NEWTTYPE.afakearray

\*blah.MMDBlock[0] ; No problems with array subscript out of range!!

END NEWTYPE

\*blockarr.afakearray

Then you can use it like this (hopefully) as compared to the bit of C I wrote

above:

\*blockarr\blah[num]\somefieldinMMDBlock

I doubt the original source doesn't mention MMDBlock, otherwise the Compiler

would also moan. Make sure you've spelled it right, check all the files again,

especially the .h files.

--

David McMinn

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

I don't know what weapons World War 3 will be fought with but hopefully Microsoft won't be around afterwards.

-----  
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## 1.586 Re: Pointers to pointers in C

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 11 May 1999 18:37:09 +0100

From: James L Boyd <[jamesboyd@all-hail.freemove.co.uk](mailto:jamesboyd@all-hail.freemove.co.uk)>

Date: Mon, 10 May 1999 18:15:57 +0000

Subject: Re: Pointers to pointers in C

David McMinn churned out \*this\* drivel:

>> Of course that doesn't want to compile... I tried removing one of the

>> asterisks, but then Blitz complains of the unknown type (MMDBlock)...

>> Which seems to have no mention in the original source anywhere...

>> MMDSample however is an established NEWTYPE elsewhere in the code... Does

>> anyone know what C is trying to do here? I don't understand any of it...

I don't suppose it could be &\*MMDBlock could it? ie address of the pointer?

See ya,

--



<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

Why do cupids and angels continually haunt her dreams/

Like memories of another life?

-- Pixies, /Trompe Le Monde/

-----  
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## 1.587 Pointers to pointers in C

for scott@online.u-net.com; Tue, 11 May 1999 16:06:19 +0000

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Date: Tue, 11 May 1999 17:20:11 +1000

X-SenderInfo: 1;

picture="http://www.geocities.com/SunsetStrip/Disco/6065/a1people/tobyzuij.gif"

Organization: =?iso-8859-1?Q?Res=A1stance?=  
Subject: Pointers to pointers in C

Encoding: quoted-printable

Hello,

In a C structure I have the following:

```
struct MMDBlock **blockarr; /* pointer to pointer of blocks */
```

```
struct MMDSample **smlarr; /* pointer to pointers of samples */
```

OpenBlitz V1.30 converts it to the following NEWTYPE format:

```
**blockarr.MMDBlock ; pointer to pointer of blocks
```

```
**smlarr.MMDSample ; pointer to pointers of samples
```

Of course that doesn't want to compile... I tried removing one of the asterisks, but then Blitz complains of the unknown type (MMDBlock)... Which

seems to have -no- mention in the original source anywhere... MMDSample = however

is an established NEWTYPE elsewhere in the code... Does anyone know what C is

trying to do here? I don't understand any of it...

For anyone interested, I am writing a XM2MED converter...

Kind regards

-- =

.....

}-- CAT TAG --{ Stop tagline theft! Copyright your tagline (c)

`.....`

-----^\_

\_\_\_\_\_V\_\_\_\_\_^\_\_\_\_ -- Toby Zuijdveld --

\\_\_\_\_=ACV. \_\_\_\_\_\_/

l) \_^\_\_\_\_ V\ -EMail : <mailto:hotcakes@abacus.net.au>-

!! !=AC\\ \\ - HTTP : <http://abacus.net.au/hotcakes>

|\_| //\_\_\_\_ //\_\_ // [ Last updated : 22=B704=B799 ]

!\_/VDTN.V

-----

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## 1.588 Re: PPC Information

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Thu, 13 May 1999 23:17:43 +0000

From: "Anders Hasselqvist" <[hassel@acc.umu.se](mailto:hassel@acc.umu.se)>

Subject: Re: PPC Information

Date: Fri, 14 May 1999 00:17:36 +0200

charset="iso-8859-1"

Encoding: quoted-printable

From: Roger Beausoleil <[vision\\_fx@citenet.net](mailto:vision_fx@citenet.net)>

> Hi all,

>=20

> I would to know if someone have a good URL where i can find =  
informations about

> the PPC... ( Opcodes, Format etc )

Ibm has all kind of information. I guess you can find something at =  
Motorola also.

Motorola also give out free books. You just have to pay for shipment.

Some links.. Have a look around. They have alot of information. It's =  
just a matter of

finding it. ;)

<http://www.chips.ibm.com/techlib/products/powerpc/manuals/>

<http://www.chips.ibm.com/techlib/products/ppc/general.html> - Contains =  
compiler related information

In aminet you have som information regarding ppc and amigas.

aminet/dev/misc/ppcpack.lha

Also Frank Wille, author of phxass, has made an ppc assembler for Vbcc =  
and it is available

with source code. [http://devnull.owl.de/~frank/index\\_e.html](http://devnull.owl.de/~frank/index_e.html)

>=20

> I need thoses informations because either if me and Fred(Ncs) do not =  
work

> together for a new version of Blitz, I still continue on my side for =  
the

> development of this marvellous project.

>=20

Are you not working on a Blitz like language anymore?

Bye,

Anders Hasselqvist

hassel@acc.umu.se

-----  
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## 1.589 Re: PPC Information

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Fri, 14 May 1999 02:15:31 +0000

From: Anton Reinauer <[anton@ww.co.nz](mailto:anton@ww.co.nz)>

Date: Fri, 14 May 1999 12:40:06 +1200

Subject: Re: PPC Information

--BOUNDARY.2017535456.3

On 14-May-99, Roger Beausoleil wrote:

> Hi all,

> I would to know if someone have a good URL where i can find  
> informations about the PPC... ( Opcodes, Format etc )  
ppctut.lha in dev/asm is an excellant PPC asm tutorial! I'll send it  
to ya.

And I've attached info an the Amiga PPC developers list.

> I need thoses informations because either if me and Fred(Ncs) do not  
> work together for a new version of Blitz, I still continue on my side  
> for the development of this marvellous project.

Yay!! :)

> I wrote a new Editor with some features( Like GoldEd, MaxonC++ )...

> now I am looking for a new assembler for 68xxx up to PPC.

Cool! :)))))))))

--

Anton Reinauer <anton@ww.co.nz>

--BOUNDARY.2017535456.3

Content-Disposition: attachment; filename="AmigaPPC-Dev.txt"

Content-Description: from wuarchive.wustl.edu

INTRODUCTION TO AMIGAPPC-DEV MAILING LIST

-----

You just purchased your brand-new PPC processor card, downloaded and installed latest SAS/C PPC wanted to develop something really stunning and fast, but... you encounter unexpected problems. And there's nobody you can ask for help. It's a pity...

Or you are AmigaPPC expert, or even AmigaPPC guru, developing optimised routines easily. You'r just living 'AmigaPPC-online-help', but there's noone who asks for your help... What's a pity...

Not any more! There's one place to join: AmigaPPC-Dev mailing list provided by W.F.M.H. and amiga.com.pl internet sevice. The list intended for all Amiga PPC developers wishing to share their experience, opinions and problems with other people interested in writing PowerPC software for Amiga.

Give it a chance! Don't kill bugs alone...

LANGUAGE

-----

This is internation mailing list, so the english is THE language here.

HOW TO SUBSCRIBE

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To subscribe AmigaPPC-Dev mailing list, please send email to:

amigappc-dev-request@amiga.com.pl

with BODY text as follow:

ADD your@email.address.com

as confirmation, you'll be emailed with short introduction, information how to post the mails and other related information.

WWW SUPPORT

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To read about other mailing lists provided by us, please visit dedicated

WWW page:

<http://www.amiga.com.pl/lists/>

you can read the information, and even subscribe via WWW.

---

amiga.com.pl team

-----  
Fri Jan 02 19:37:33 1998

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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

--BOUNDARY.2017535456.3--

## 1.590 PPC Information

for scott@online.u-net.com; Thu, 13 May 1999 22:31:54 +0100

From: Roger Beausoleil <vision\_fx@citenet.net>

Date: Thu, 13 May 1999 23:13:38 +0500

Subject: PPC Information

Hi all,

I would to know if someone have a good URL where i can find informations about the PPC... ( Opcodes, Format etc )

I need thoses informations because either if me and Fred(Ncs) do not work together for a new version of Blitz, I still continue on my side for the development of this marvellous project.

I wrote a new Editor with some features( Like GoldEd, MaxonC++ )... now I am looking for a new assembler for 68xxx up to PPC.

Thx for any helps

Roger Beausoleil

Quebec - Canada

-----  
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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.591 Re: Proportional Fonts

for scott@online.u-net.com; Sat, 29 May 1999 12:24:07 +0100

From: Curt Esser <camge@ix.netcom.com>

Date: Sat, 29 May 1999 05:36:04 -0500

Subject: Re: Proportional Fonts

Hi Tony

On 29-May-99, Tony Rolfe wrote:

> Does anyone know of a good proportional font I can use to test font

---

> sensitivity. I'm not sure whether I'm doing something wrong, but  
> every font I try prints as a fixed font. I'm using the BPrint  
> statement that David supplied, and all the fonts seem Fixed (Xen/8,  
> Xen/11 Times/15, CGTimes/13 Helvetica/24)  
>  
> Wierd!

The code should work fine - I am using it in my game, which has a custom proportional font.

And Times and Helvetica are certainly proportional fonts. But I think Xen is a fixed-width.

Sometimes it can be hard to tell, depending on what you are printing. Try typing a word such as "Milly" - you should see the difference right away.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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## 1.592 Re: Proportional Fonts

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sat, 29 May 1999 14:47:02 +0100

From: Curt Esser <[camge@ix.netcom.com](mailto:camge@ix.netcom.com)>

Date: Sat, 29 May 1999 15:44:45 +0100

Subject: Re: Proportional Fonts

sHi Tony

On 29-May-99, Tony Rolfe wrote:

> Does anyone know of a good proportional font I can use to test font  
> sensitivity. I'm not sure whether I'm doing something wrong, but  
> every font I try prints as a fixed font. I'm using the BPrint  
> statement that David supplied, and all the fonts seem Fixed (Xen/8,  
> Xen/11 Times/15, CGTimes/13 Helvetica/24)  
>  
> Wierd!

The code should work fine - I am using it in my game, which has a custom proportional font.

And Times and Helvetica are certainly proportional fonts. But I think Xen is

---

a fixed-width.

Sometimes it can be hard to tell, depending on what you are printing.

Try typing a word such as "Milly" - you should see the difference right away.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

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For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

## 1.593 Re: Proportional Fonts

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sat, 29 May 1999 14:54:45 +0100

From: "David McMinn" <[D.Mcminn@eee.rgu.ac.uk](mailto:D.Mcminn@eee.rgu.ac.uk)>

Organization: The Robert Gordon University, E&EE

Date: Sat, 29 May 1999 14:52:34 +0100

encoding: Quoted-printable

Subject: Re: Proportional Fonts

Hi Tony,

> > Does anyone know of a good proportional font I can use to test font

> > sensitivity. I'm not sure whether I'm doing something wrong, but

> > every font I try prints as a fixed font. I'm using the BPrint

> > statement that David supplied, and all the fonts seem Fixed (Xen/8,

> > Xen/11 Times/15, CGTimes/13 Helvetica/24)

> >

> > Wierd!

Xen, Times and Helvetica are all fixed widths anyway. CGTimes is probably unnoticable.

Try some of the fonts you used to get on AF subs disks (if you have any).

Something like McGill-Sans-Light-Italic, and use a big font size.

I'll send you a couple if you don't have any, but could you email me privately

as I deleted your email by mistake and had to reply to Curt's.

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l) ^ V ][ l) M =A9 M ][ M N

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Bumper sticker #10

Forget world peace. Visualize using your turn signal.

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## 1.594 Re: Proportional Fonts

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 30 May 1999 08:11:59 +0100

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <[flameduck@software.dk](mailto:flameduck@software.dk)>

Date: Sun, 30 May 1999 09:05:28 +0200

Organization: M2 productions

Subject: Re: Proportional Fonts

Encoding: quoted-printable

Hello Tony.

On 30-May-99, Tony Rolfe wrote:

> I'm embarrassed to say that a combination of my lousy typing and  
> Blitz's failure to report undefined variables as errors caused the  
> problem. If you don't load the font name into the correct variable  
> then all sorts of wierd things happen!!

Ah, well technically Blitz doesn't fail to report undefined variables, si=nce there is no such thing (in Blitz). Didn't Paul Burkey make a program =to check for this sort of thing ? Or was that for something else ?

Oh, and a short personal message to Curt Esser, please send me that "Inve=stigater" program that you have written, since I'm having no end of troub=les connecting to you web site.

Regards

-- =

=2E---+-----

----- / /\_\_ ----- <http://www.m2p.dk> --

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## 1.595 Proportional Fonts

for scott@online.u-net.com; Sat, 29 May 1999 07:24:40 +0100  
From: "Tony Rolfe" <edgewater@shoalhaven.net.au>  
Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia  
Date: 29 May 99 16:22:11 +1000  
Subject: Proportional Fonts  
Encoding: 7bit  
Does anyone know of a good proportional font I can use to test font sensitivity. I'm not sure whether I'm doing something wrong, but every font I try prints as a fixed font. I'm using the BPrint statement that David supplied, and all the fonts seem Fixed (Xen/8, Xen/11 Times/15, CGTimes/13 Helvetica/24)  
Wierd!  
Cheers  
--  
Tony Rolfe  
Amiga 2000, 68030/25, 1+4Mb  
[www.shoalhaven.net.au/edgewater](http://www.shoalhaven.net.au/edgewater)

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To unsubscribe, e-mail: [blitz-list-unsubscribe@netsoc.ucd.ie](mailto:blitz-list-unsubscribe@netsoc.ucd.ie)  
For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

## 1.596 Proportional Fonts

for scott@online.u-net.com; Sat, 29 May 1999 14:46:26 +0100  
From: Tony Rolfe <edgewater@shoalhaven.net.au>  
Date: Sat, 29 May 1999 15:44:38 +0100  
Subject: Proportional Fonts  
Does anyone know of a good proportional font I can use to test font sensitivity. I'm not sure whether I'm doing something wrong, but every font I try prints as a fixed font. I'm using the BPrint statement that David supplied, and all the fonts seem Fixed (Xen/8, Xen/11 Times/15, CGTimes/13 Helvetica/24)  
Wierd!  
Cheers  
--  
Tony Rolfe  
Amiga 2000, 68030/25, 1+4Mb

---

www.shoalhaven.net.au/edgewater

-----  
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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie  
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To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie  
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.597 Re: Proportional Fonts

for scott@online.u-net.com; Sun, 30 May 1999 07:54:21 +0100

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 30 May 99 16:51:48 +1000

Subject: Re: Proportional Fonts

Encoding: 7bit

On Sat, 29 May 1999 05:36:04 -0500 Curt Esser said:

> Hi Tony

>

> On 29-May-99, Tony Rolfe wrote:

>> Does anyone know of a good proportional font I can use to test font  
>> sensitivity. I'm not sure whether I'm doing something wrong, but  
>> every font I try prints as a fixed font. I'm using the BPrint  
>> statement that David supplied, and all the fonts seem Fixed (Xen/8,  
>> Xen/11 Times/15, CGTimes/13 Helvetica/24)

>>

>> Wierd!

>

> The code should work fine - I am using it in my game, which has a custom  
> proportional font.

I'm embarrassed to say that a combination of my lousy typing and  
Blitz's failure to report undefined variables as errors caused the  
problem. If you don't load the font name into the correct variable  
then all sorts of wierd things happen!!

<<Hangs head and shuffles out of the room mumbling incoherently >>

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

www.shoalhaven.net.au/edgewater

-----  
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie  
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.598 Re: Pure

for scott@online.u-net.com; Sun, 30 May 1999 10:24:28 +0000

From: Anton Reinauer <anton@ww.co.nz>

Date: Sun, 30 May 1999 21:16:29 +1200

Subject: Re: Pure

--BOUNDARY.2015886184.1

On 29-May-99, Curt Esser wrote:

> On 28-May-99, David McMinn wrote:

>>>> reentrant means...

>>> > No global variables can be used to store things within your

>>> > program, and

>>> > yes file access would need to be exclusive. There may be other

>>> > requirements that I can't remember.

>>> Aren't global variables still local to that particular program so if

>>> another is run it's global variables are distinct from the first

>>> instance?

>>> Otherwise it would be silly. Or do you mean global environment

>>> variables?

>> No, I mean global program variables. Like in a library, it is the

>> \*exact\* same piece of code that is run when you call the function,

>> i.e. there is only one instance of the code in memory. That's what is

>> sounds like if the whole program needs to be reentrant. If a new

>> instance was created when you ran a resident program then it would

>> not need to be reentrant.

> Yes, exactly. Here is the full information, from the 3.1 OS manual:

I found this interesting file on the subject in the DEV info

(attached):

--

Anton Reinauer <anton@ww.co.nz>

--BOUNDARY.2015886184.1

Content-Disposition: attachment; filename="ReentrantC.lzx"

Encoding: base64

TFpYAAwACgQAAA8AdC8AAMQQAAGAAoAAAJ0qq0SouN10wa99bShSS01zL05EVUstVjQw  
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--BOUNDARY.2015886184.1--

**1.599 Re: Pure**

for scott@online.u-net.com; Sat, 29 May 1999 00:53:29 +0100

From: Curt Esser <camge@ix.netcom.com>

Date: Fri, 28 May 1999 18:45:50 -0500

Subject: Re: Pure

Hi David

On 28-May-99, David McMinn wrote:

>>> reentrant means...

>> >

>> > No global variables can be used to store things within your program,

>> > and

>> > yes file access would need to be exclusive. There may be other

>> > requirements that I can't remember.

>>

>> Aren't global variables still local to that particular program so if

>> another is run it's global variables are distinct from the first

>> instance?

>> Otherwise it would be silly. Or do you mean global environment

>> variables?

>

> No, I mean global program variables. Like in a library, it is the \*exact\*

> same piece of code that is run when you call the function, i.e. there is

> only one instance of the code in memory. That's what it sounds like if the

> whole program needs to be reentrant. If a new instance was created when

> you ran a resident program then it would not need to be reentrant.

Yes, exactly. Here is the full information, from the 3.1 OS manual:

To be made resident, a command should be Pure, meaning that it is both re-entrant and re-executable. A re-entrant command can properly support independent use by two or more programs at the same time. A re-executable command does not have to be reloaded to be executed again. (Setting the Pure bit does not make a command or program Pure)

Hmmm, piece of cake, eh? ;)

How would you be able to use any variables at all? Since some other program could come along and change them before the first program was even done...

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

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## 1.600 Re: Pure

for scott@online.u-net.com; Fri, 28 May 1999 12:35:53 +0100

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Fri, 28 May 1999 12:34:23 +0100

encoding: Quoted-printable

Subject: Re: Pure

> > reentrant means...

> >

> > No global variables can be used to store things within your program, a=nd

> > yes file access would need to be exclusive. There may be other

> > requirements that I can't remember.

>

> Aren't global variables still local to that particular program so if

> another is run it's global variables are distinct from the first instanc=e?

> Otherwise it would be silly. Or do you mean global environment

> variables?

No, I mean global program variables. Like in a library, it is the \*exact\* =same

piece of code that is run when you call the function, i.e. there is only o=ne

instance of the code in memory. Thats what is sounds like if the whole pro=gram

needs to be reentrant. If a new instance was created when you ran a reside=nt

program then it would not need to be reentrant.

--

) ^ V ][ l) MI =A9 MI ][ M N

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Everybody is somebody else's weirdo

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## 1.601 Re: Pure

for scott@online.u-net.com; Fri, 28 May 1999 10:05:21 +0100

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Fri, 28 May 1999 10:03:16 +0100

encoding: Quoted-printable

Subject: Re: Pure

> Hi folks, I want to make a blitzprogram made resident, how can I be sure  
> that a program is what they say; reentrant, and what does this really  
> mean? The program will support reading and writing of files, so should I  
> assure to open the files in an exclusive way?

reentrant means that the program should be able to be called as many times=  
as

you want, without different instances of the program interfering with each=  
other. Library functions need to be reentrant, for example. You don't want=  
one

programs' asl file requester to be changed when you call the same function=  
from  
another program.

No global variables can be used to store things within your program, and y=  
es

file access would need to be exclusive. There may be other requirements th=  
at I

can't remember.

--

l) ^ V ][ l) |M| =A9 |M| ][ |M| |

dcmminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

WANTED: Meaningful overnight relationship.

-----

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**1.602 Re: Pure**

for scott@online.u-net.com; Sat, 29 May 1999 14:35:21 +0000

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Sat, 29 May 1999 14:34:01 +0100

encoding: Quoted-printable

Subject: Re: Pure

> Hmm, piece of cake, eh? ;)

Yeah, sure

> How would you be able to use any variables at all? Since some other

> program could come along and change them before the first program was ev=  
en

> done...

Functions are your friend. Local variables are your friend. Local variable=  
s are

created on the stack each time the code is run, so they would be created f=  
or

each time the function was run, on the calling program's stack.

--

l) ^ V ][ l) |V| =A9 |V| ][ N N

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Practice safe sex - don't do it with a Mafia boss's wife.

-----  
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**1.603 Re: Pure**

for scott@online.u-net.com; Sat, 29 May 1999 14:42:27 +0100

From: David McMinn <D.Mcminn@eee.rgu.ac.uk>

Date: Sat, 29 May 1999 15:41:09 +0100

Subject: Re: Pure

Encoding: quoted-printable

> Hi folks, I want to make a blitzprogram made resident, how can I be sure=

> that a program is what they say; reentrant, and what does this really

> mean? The program will support reading and writing of files, so should =

I

> assure to open the files in an exclusive way?

reentrant means that the program should be able to be called as many time=

s

as =

you want, without different instances of the program interfering with eac=

h =

other. Library functions need to be reentrant, for example. You don't wan=

t

one =

programs' asl file requester to be changed when you call the same functio=

n

from =

another program.

No global variables can be used to store things within your program, and =

yes

file access would need to be exclusive. There may be other requirements t=

hat

I =

can't remember.

-- =

) ^ V ][ ( ) M =A9 M ][ M N

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

WANTED: Meaningful overnight relationship.

-----  
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## 1.604 Re: Pure

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 31 May 1999 02:57:05 +0100

Date: Sat, 29 May 1999 21:40:15 +1200

From: Julian Kinraid <[jkinraid@clear.net.nz](mailto:jkinraid@clear.net.nz)>

X-Accept-Language: en-GB,en

---

Subject: Re: Pure

Encoding: 7bit

Curt Esser wrote:

>

> Hi David

>

> On 28-May-99, David McMinn wrote:

> >>> reentrant means...

> >>>

> >>> No global variables can be used to store things within your program,

> >>> and

> >>> yes file access would need to be exclusive. There may be other

> >>> requirements that I can't remember.

> >>

> >> Aren't global variables still local to that particular program so if

> >> another is run it's global variables are distinct from the first

> >> instance?

> >> Otherwise it would be silly. Or do you mean global environment

> >> variables?

> >

> > No, I mean global program variables. Like in a library, it is the \*exact\*

> > same piece of code that is run when you call the function, i.e. there is

> > only one instance of the code in memory. That's what it sounds like if the

> > whole program needs to be reentrant. If a new instance was created when

> > you ran a resident program then it would not need to be reentrant.

>

> Yes, exactly. Here is the full information, from the 3.1 OS manual:

>

> To be made resident, a command should be Pure, meaning that it is both

> re-entrant and re-executable. A re-entrant command can properly support

> independent use by two or more programs at the same time. A re-executable

> command does not have to be reloaded to be executed again. (Setting the

> Pure bit does not make a command or program Pure)

>

> Hmm, piece of cake, eh? ;)

>

> How would you be able to use any variables at all? Since some other program

> could come along and change them before the first program was even done...

You use local variables on the stack, which are dynamically allocated

each time a function is called. To use global variables, you can use semaphores to make sure that only one instance of your program is accessing a particular bit of information. But I think the way Blitz works, with the stuff it does behind the scenes, would probably make it impossible to make a re-entrant program.

--

Julian Kinraid ..... jkinraid@clear.net.nz ..... ICQ:17257217

-----  
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## 1.605 Pure

for scott@online.u-net.com; Thu, 27 May 1999 20:56:48 +0100

From: Peter Thor <thor@mailbox.swipnet.se>

Date: Thu, 27 May 1999 21:35:27 +0200

Organization: Nukleus

Subject: Pure

Hi folks, I want to make a blitzprogram made resident, how can I be sure that a program is what they say; reentrant, and what does this really mean? The program will support reading and writing of files, so should I assure to open the files in an exclusive way?

C u folks, Joru.

--

Peter Thor, Programmer Assembler/Blitz/C/C++

Irc: Joru, ICQ: 11277616, Alt-EMail: joru@hotmail.com

Jim Collas - "The Amiga community is the most innovative, dedicated, heroic and enduring community in the computer industry"

.- Amiga is it! -.

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## 1.606 Re: Pure

for scott@online.u-net.com; Sat, 29 May 1999 14:12:43 +0100

From: Peter Thor <thor@mailbox.swipnet.se>

Date: Sat, 29 May 1999 15:08:32 +0200

Organization: Nukleus

---

Subject: Re: Pure

The 28-Maj-99, David McMinn wrote:

>>> reentrant means...

>> >

>> > No global variables can be used to store things within your program,

>> > and

>> > yes file access would need to be exclusive. There may be other

>> > requirements that I can't remember.

>>

>> Aren't global variables still local to that particular program so if

>> another is run it's global variables are distinct from the first

>> instance?

>> Otherwise it would be silly. Or do you mean global environment

>> variables?

>

> No, I mean global program variables. Like in a library, it is the \*exact\*

> same piece of code that is run when you call the function, i.e. there is

> only one instance of the code in memory. That's what it sounds like if the

> whole program needs to be reentrant. If a new instance was created when

> you ran a resident program then it would not need to be reentrant.

Hmm, so filelocks and response from the user can't be stored in a global variable?

I'm a little bit lost here, but what about local variables contained within a statement/procedure?

//Thor

--

Peter Thor, Programmer Assembler/Blitz/C/C++

Irc: Joru, ICQ: 11277616, Alt-EMail: joru@hotmail.com

Jim Collas - "The Amiga community is the most innovative, dedicated, heroic and enduring community in the computer industry"

.- Amiga is it! -.

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---

**1.607 Re: Pure**

for scott@online.u-net.com; Fri, 28 May 1999 11:07:04 +0100

Sender: tdc98@doc.ic.ac.uk

Date: Fri, 28 May 1999 11:07:11 +0100

From: Thomas Cobb <tdc98@doc.ic.ac.uk>

Subject: Re: Pure

Encoding: 7bit

David McMinn wrote:

> reentrant means...

>

> No global variables can be used to store things within your program, and yes

> file access would need to be exclusive. There may be other requirements that I

> can't remember.

Aren't global variables still local to that particular program so if another is

run it's global variables are distinct from the first instance? Otherwise it

would be silly. Or do you mean global environment variables?

Thom

-----  
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**1.608 Re: Pure**

for scott@online.u-net.com; Sat, 29 May 1999 06:59:50 +0100

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 29 May 99 15:57:58 +1000

Subject: Re: Pure

Encoding: 7bit

On Fri, 28 May 1999 11:07:11 +0100 Thomas Cobb said:

> David McMinn wrote:

>

>> reentrant means...

>>

>> No global variables can be used to store things within your program, and yes

>> file access would need to be exclusive. There may be other requirements that I

>> can't remember.

>

---

> Aren't global variables still local to that particular program so if another is  
> run it's global variables are distinct from the first instance? Otherwise it  
> would be silly. Or do you mean global environment variables?

I would be extremely surprised if you could make a real Blitz program  
"Pure". The problem is that a pure program has to have all its  
variables separated from the actual program code, otherwise changing a  
variable in one iteration would affect all others.

I think that all arrays and all the blitz objects are defined in the  
executable so they are not pure.

If Steve Matty is listening, maybe he can correct me if I'm wrong.

Cheers

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

[www.shoalhaven.net.au/edgewater](http://www.shoalhaven.net.au/edgewater)

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## 1.609 Re: Pure

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sat, 29 May 1999 07:03:17 +0000

From: "Tony Rolfe" <[edgewater@shoalhaven.net.au](mailto:edgewater@shoalhaven.net.au)>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 29 May 99 16:01:55 +1000

Subject: Re: Pure

Encoding: 7bit

On Fri, 28 May 1999 18:45:50 -0500 Curt Esser said:

> Hi David

>

> On 28-May-99, David McMinn wrote:

> >>> reentrant means...

> >>>

> >>> No global variables can be used to store things within your program,

> >>> and

> >>> yes file access would need to be exclusive. There may be other

> >>> requirements that I can't remember.

> >>

> >> Aren't global variables still local to that particular program so if

---

>>> another is run it's global variables are distinct from the first  
>>> instance?  
>>> Otherwise it would be silly. Or do you mean global environment  
>>> variables?  
>>  
>> No, I mean global program variables. Like in a library, it is the \*exact\*  
>> same piece of code that is run when you call the function, i.e. there is  
>> only one instance of the code in memory. That's what it sounds like if the  
>> whole program needs to be reentrant. If a new instance was created when  
>> you ran a resident program then it would not need to be reentrant.  
>  
> Yes, exactly. Here is the full information, from the 3.1 OS manual:  
>  
> To be made resident, a command should be Pure, meaning that it is both  
> re-entrant and re-executable. A re-entrant command can properly support  
> independent use by two or more programs at the same time. A re-executable  
> command does not have to be reloaded to be executed again. (Setting the  
> Pure bit does not make a command or program Pure)  
>  
> Hmmmm, piece of cake, eh? ;)  
>  
> How would you be able to use any variables at all? Since some other program  
> could come along and change them before the first program was even done...  
The only way would be to define a newtype containing All your  
variables, getmain enough memory for it and use the addresses of the  
variables as offsets from a register. (At least that's how I did it  
on other architectures). The problem with Blitz is that, even if you  
did \*Ptr = <<get memory for newtype>>,  
I'm not convinced that the pointer is not actually defined in the  
executable.

Cheers

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

[www.shoalhaven.net.au/edgewater](http://www.shoalhaven.net.au/edgewater)

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---



**1.610 Re: Re:ADPro**

for scott@online.u-net.com; Sat, 22 May 1999 00:58:23 +0100

From: Curt Esser <camge@ix.netcom.com>

Date: Fri, 21 May 1999 18:45:48 -0500

Subject: Re: Re:ADPro

Hi Donovan

On 20-May-99, Donovan Reeve wrote:

> On 19-May-99, Curt Esser flashed:

>> Hi Donovan

>

>>> Yes, I bought it too, and never regreted it. There is still no program

>>> which resizes, retones and makes gamma and contrast corrections to

>>> graphics with such ease and accuracy.

>>>

>

>> ADPro is quite good - but I suggest you guys try ImageFX. It does

>> everything ADPro does plus much more, and with a full WYSIWYG GUI too...

>

>

> Actually, I have ImageFX but I find ADPro does a better job of reducing

> graphics and maintaining a good representation of them which is very

> important to me as I do a lot of game graphics. ImageFX has its good

> points too of course, and can do many more things than ADPro, but for

> what ADPro does it is still the best, at least for they type of things

> I am doing (small, detailed graphics in limited palettes). Your mileage

> may vary of course.

Oh, I didn't mean anything against AdPro. I often use it myself. Just from the way people were talking, it seemed nobody had ever heard of IFX ;)

My own "pet graphics peeve" was the loss of Brilliance. It's still my favorite 2d art program for it's speed. I only wish it had continued to be developed...

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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---

## 1.611 Re:ADPro

for scott@online.u-net.com; Fri, 21 May 1999 00:43:40 +0100

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Thu, 20 May 1999 17:40:29 +0500

Subject: Re:ADPro

On 19-May-99, Curt Esser flashed:

>Hi Donovan

>> Yes, I bought it too, and never regreted it. There is still no program

>> which resizes, retones and makes gamma and contrast corrections to

>> graphics with such ease and accuracy.

>>

>ADPro is quite good - but I suggest you guys try ImageFX. It does

>everything ADPro does plus much more, and with a full WYSIWYG GUI too...

Actually, I have ImageFX but I find ADPro does a better job of reducing graphics and maintaining a good representation of them which is very

important to me as I do a lot of game graphics. ImageFX has its good

points too of course, and can do many more things than ADPro, but for

what ADPro does it is still the best, at least for they type of things

I am doing (small, detailed graphics in limited palettes). Your mileage

may vary of course.

I have almost every graphics utility which ever came out for the Amiga

except for Art Effect which I was going to order tonight but I forgot.

Thanks for reminding me. :)

catcha later,

Donovan Reeve (bubby.lnk@ispi.net)

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## 1.612 Re: Recursion

for scott@online.u-net.com; Tue, 1 Jun 1999 01:28:35 +0100

From: Anton Reinauer <anton@ww.co.nz>

Date: Tue, 01 Jun 1999 12:19:47 +1200

Subject: Re: Recursion

On 01-Jun-99, Linda Bell wrote:

> I've never used recursion before, and I'm a bit scared :-O at the

> prospect, as most tutorials use the factorial example, which involves

> first bending your head around the point of factorials. However, I  
> think recursion is my best option for what I need, but I wonder if  
> anyone can tell me whether I need to do anything about the stack,  
Each time you recurse into your function, the previous local variables  
are stored on the stack, so the more times you recurse into the  
function the bigger the stack needs to be- if you only do it a couple  
of times you shouldn't have to worry.

--

Anton Reinauer <anton@ww.co.nz>

-----  
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### 1.613 Re: Recursion

for scott@online.u-net.com; Mon, 31 May 1999 23:20:23 +0100

From: David McMinn <dmcminn@house-of-mojo.freemove.co.uk>

Date: Mon, 31 May 1999 23:08:56 +0000

Organization: International House Of Mojo

Subject: Re: Recursion

Encoding: quoted-printable

Linda Bell's head burst.

All we could scrape off the wall was Recursion.

> I've never used recursion before, and I'm a bit scared :-O at the  
> prospect, as most tutorials use the factorial example, which involves  
> first bending your head around the point of factorials. However, I  
If you want an example of recursive directory parsing, then download  
dir2html.lha from Aminet/util/dir by David someone-or-other...  
> think recursion is my best option for what I need, but I wonder if  
> anyone can tell me whether I need to do anything about the stack,  
> because a floodfill example I have in C, states that it is stack-intens=  
ive,  
> but the Blitz manual doesn't go into this in any detail (page 33).

Sounds like it doesn't use the stack then, maybe its stacked full of glob=  
al  
variables :)

But seriously, Rob posted some code for his MUI problems earlier that let=  
s you

change the stack from inside your program, because running from Ted doesn=

---

't let  
 you specify a stack size, so you get a default of 4096 bytes. If you crea=  
 te an  
 executable, then you can obviously set the size in the icon or set it in =  
 the  
 cli you are using.

Chow f'now

-- =

[ ] ^ V [ ] [ ] M =A9 M [ ] [ ] M M

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ =3D 16827694

Windows98 - the world's first non-operating operating system!

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## 1.614 Recursion

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 31 May 1999 18:23:02 +0100

From: "Linda Bell" <[zalda@home4968.freemove.co.uk](mailto:zalda@home4968.freemove.co.uk)>

Subject: Recursion

Date: Mon, 31 May 1999 18:15:08 +0100

Hello,

I've never used recursion before, and I'm a bit scared :-O at the  
 prospect, as most tutorials use the factorial example, which involves  
 first bending your head around the point of factorials. However, I  
 think recursion is my best option for what I need, but I wonder if  
 anyone can tell me whether I need to do anything about the stack,  
 because a floodfill example I have in C, states that it is stack-intensive,  
 but the Blitz manual doesn't go into this in any detail (page 33).

Thanks for any help.

VIC

-----  
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## 1.615 Redraw-replacement

for scott@online.u-net.com; Thu, 20 May 1999 02:01:20 +0100

From: Leigh Parry <lparry@free4all.co.uk>

Date: Wed, 19 May 1999 19:40:23 +0000

Subject: Redraw-replacement

X-SLUIDL: BA8EDC7C-0E3B11D3-9A140060-67311B2C

Hello,

I have a similar request to a recent posting.

How can I replace the 'Redraw' in the following statement with a library call  
( probably similar or maybe even 'RefreshGList\_' )

commenting out the redraw saves nearly 5k off the executable as there are no  
other gadget commands or even GT commands used in my prog.

Code is altered from the RIDatatype example and inserted in my own prog.

```
-----  
#WIND=2 : #BMCM=2 : #PICX=405 : #PICY=1 : #PICW=160 : #PICH=128  
_DATATYPE  
If DataTypeOpen(name$)  
If DataTypeGroup="pict"  
If DataTypeCreate  
DataTypeBitmap  
redrawn.b=0  
If AttachDataType(2,50,405,1,160,128) ; predefined co-ords  
quitflag=0  
Repeat  
ev.l=WaitEvent  
ec.l=EventCode  
Select ev  
Case #IDCMP_IDCMPUPDATE  
If redrawn=0  
If DataTypeReady  
redrawn=1  
Redraw 2,50 ; The offending Redraw command  
quitflag=-1  
DataTypesPalette 2  
Gosub _SETPALETTE ; A routine to change some  
colours  
EndIf  
EndIf
```

---

```

End Select
Until quitflag=-1
DetachDataType
EndIf
EndIf
EndIf
DataTypeClose
EndIf
Return

```

-----  
TIA  
Leigh

-----  
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## 1.616 Redraw-replacement

for scott@online.u-net.com; Thu, 20 May 1999 02:26:35 +0000

From: Leigh Parry <lparry@free4all.co.uk>

Date: Wed, 19 May 1999 19:49:06 +0000

Subject: Redraw-replacement

X-SLUIDL: BA8EDEEA-0E3B11D3-9A140060-67311B2C

Hello,

I have a similar request to a recent posting.

How can I replace the 'Redraw' in the following statement with a library call  
(probably similar or maybe even 'RefreshGList\_')

commenting out the redraw saves nearly 5k off the executable as there are no  
other gadget commands or even GT commands used in my prog.

Code is altered from the RIDataype example and inserted in my own prog.

```

-----
_DATATYPE
If DataTypeOpen(name$)
If DataTypeGroup="pict"
If DataTypeCreate
DataTypeBitmap
redrawn.b=0
If AttachDataType(2,50,405,1,160,128) ; predefined co-ords
quitflag=0

```

```
Repeat
ev.l=WaitEvent
ec.l=EventCode
Select ev
Case #IDCMP_IDCMPUPDATE
If redrawn=0
If DataTypeReady
redrawn=1
Redraw 2,50 ; The offending Redraw command
quitflag=-1
DataTypesPalette 2
Gosub _SETPALETTE ; A routine to change some colours
EndIf
EndIf
End Select
Until quitflag=-1
DetachDataType
EndIf
EndIf
EndIf
DataTypeClose
EndIf
Return
```

-----

TIA

Leigh

-----

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For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

## 1.617 Re: Remote Sysadmins

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Thu, 27 May 1999 18:19:52 +0100

Date: Thu, 27 May 1999 18:19:01 +0100

From: "Andrew McCarthy \(\Sysadmin\) " <[andrewmc@netsoc.ucd.ie](mailto:andrewmc@netsoc.ucd.ie)>

Subject: Re: Remote Sysadmins

Hi folks,

On Sat, May 15, 1999 at 08:54:11AM +0500, Donovan Reeve wrote:

> The following is the contents of a letter which I just sent to the Blitz

> List Systems Administrator. I decided to post a copy of it to the list as  
> it explains the status of the installation of the new remote administrators  
> quite well. As you can see, we should have this new service available in  
> a couple of weeks.

It's done! The four volunteers have been added to the remote-administrators  
list for Blitz-list and I've contacted them separately to inform them.

I'll remain listening on the list and watch that there are no major problems  
with the system.

Best of luck,

Andrew McCarthy

andrewmc-blitz@netsoc.ucd.ie

UCD Internet Society Systems Administrator

> Rob Hutchinson <loki@sdsoft.freereserve.co.uk>

> Rui Carvalho <grim@ip.pt>

> Anders Hasselqvist <hassel@acc.umu.se>

> S Beardwood <scott@online.u-net.com>

-----  
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.618 Remote Sysadmins

for scott@online.u-net.com; Sat, 15 May 1999 16:00:57 +0100

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Sat, 15 May 1999 08:54:11 +0500

Subject: Remote Sysadmins

Hi all,

The following is the contents of a letter which I just sent to the Blitz  
List Systems Administrator. I decided to post a copy of it to the list as  
it explains the status of the installation of the new remote administrators  
quite well. As you can see, we should have this new service available in  
a couple of weeks.

On 15-May-99, Andrew McCarthy \(\Sysadmin\) flashed:

>Hi there!

>I was watching, but I'm also in the middle of my exams, so I'm not around  
much

>until the end of next week. If you forward the email addresses of the four

>volunteers listed below, I'll set it up when I next can.

>Regards,

---



>Andrew McCarthy  
>UCD Netsoc Systems Administrator  
>On Sat, May 08, 1999 at 09:55:15PM +0500, Donovan Reeve wrote:  
>> Hi all.  
>>  
>> As of 00.00 hours GMT this morning the vote has ended, with absolutely no  
>> decenting votes thus we have voted to accept the following four individuals  
>> as the new remote administrators of the Blitz List:  
>>  
>> Rob Hutchinson  
>> Rui Carvalho  
>> Anders Hasselqvist  
>> Scott Beardwood  
><snip>

Thankyou. The emails are as follows:

Rob Hutchinson <loki@ssoft.freemove.co.uk>

Rui Carvalho <grim@ip.pt>

"Anders Hasselqvist" <hassel@acc.umu.se>

S Beardwood <scott@online.u-net.com>

Again, thankyou. We look forward to having these people instated  
as remote administrators.

Donovan Reeve (bubby.lnk@ispi.net)

-----  
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.619 Re: Remote Sysadmins

for scott@online.u-net.com; Sun, 30 May 1999 01:23:14 +0100

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Sat, 29 May 1999 18:20:09 +0500

Subject: Re: Remote Sysadmins

On 27-May-99, Andrew McCarthy \(\Sysadmin\) flashed:

>Hi folks,

>On Sat, May 15, 1999 at 08:54:11AM +0500, Donovan Reeve wrote:

>> The following is the contents of a letter which I just sent to the Blitz

>> List Systems Administrator. I decided to post a copy of it to the list as

>> it explains the status of the installation of the new remote administrators

>> quite well. As you can see, we should have this new service available in

>> a couple of weeks.

>It's done! The four volunteers have been added to the remote-administrators

>list for Blitz-list and I've contacted them seperately to inform them.

>I'll remain listening on the list and watch that there are no major problems

>with the system.

>Best of luck,

Thankyou, Andrew. We appreciate your help in this matter.

Donovan Reeve (bubby.lnk@ispi.net)

-----  
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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.620 Reqtools

for scott@online.u-net.com; Wed, 26 May 1999 10:58:09 +0000

From: Bippy M <BippyM@stingent.freemove.co.uk>

Date: Tue, 25 May 1999 10:46:06 +0000

Subject: Reqtools

Hiya Guys,

Could some nice chap, show me an example of using the Reqtools Requesters  
(Not with Neils Reqtools.lib) I need to use a filerequester, so any help  
appreciated.

I also need to lock windows any help here aswell id possible...

Thanks!!!

T'ra

--

x-----| BippyM@Stingent.freemove.co.uk |-----x

||

| Current Projects: |

| Overflow (Pipemania Clone) [..^.....] 30% |

| Packer2Packer Suite [.^.....] 20% |

||

x-----| BippyM@Stingent.freemove.co.uk |-----x

-----  
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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.621 Re: Reqtools

for scott@online.u-net.com; Wed, 26 May 1999 11:06:29 +0100

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Wed, 26 May 1999 11:03:33 +0100

encoding: Quoted-printable

Subject: Re: Reqtools

> Hiya Guys,

>

> Could some nice chap, show me an example of using the Reqtools Requester=

s

> (Not with Neils Reqtools.lib) I need to use a filerequester, so any help

> appreciated.

>

> I also need to lock windows any help here aswell id possible...

If anyone wants a converted reqtools.h (v38) then I can send that. But I d=

on't

have any examples.

--

l) ^ V ][ l) |V| =A9 |V| ][ |N |N

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Word/Phrase: Alec Guinness

Anagram: Genuine Class

-----  
To unsubscribe, e-mail: [blitz-list-unsubscribe@netsoc.ucd.ie](mailto:blitz-list-unsubscribe@netsoc.ucd.ie)

For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

## 1.622 Re: Reqtools

for scott@online.u-net.com; Wed, 26 May 1999 19:10:12 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Wed, 26 May 1999 18:56:24 +0000

Subject: Re: Reqtools

--BOUNDARY.1747827464.2

Bippy M churned out \*this\* drivel:

> Could some nice chap, show me an example of using the Reqtools Requesters

---

> (Not with Neils Reqtools.lib) I need to use a filerequester, so any help  
> appreciated.

Here's some stuff I was working on a while back (which I'll eventually  
get round to doing more with)...I didn't do any file requesters as  
I remember, but if you get the reqtools docs, and look at what I've done,  
you should be able to tell what you have to supply to the commands - it's  
easier than it looks!

> I also need to lock windows any help here aswell id possible...

I think that's in here...

I'd avoid the LockWB { } function, cos I realised that it doesn't work for  
all the WB windows, just the main one (or maybe even just the active one,  
can't remember)...

BTW David, as I discovered after converting the whole of reqtools.h, it's  
not needed - it's all in amigalibs.res! DOH!

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

You haven't got a clue, have you? /But you will do,/ if you  
watch for thirty minutes!

--Chris Morris, Brass Eye

--BOUNDARY.1747827464.2

Content-Disposition: attachment; filename="Blitztools.asc"

Encoding: quoted-printable

Content-Description: Some reqtools functions

; End

=2EInfo

=2E

; \$VER: RTBlitz 0.5 (17.4.1999) James L Boyd

; RTBlitz - reqtools functions for Blitz Basic by

; James L Boyd - jamesboyd@all-hail.freemove.co.uk

; This is a set of functions which use the reqtools.library

; directly.

; I decided to do this because of a few bugs in 3rd party

; reqtools libraries for Blitz, and just cos I was bored ;)

---

```
; There are a few useful extras not available in the 3rd
; party libraries though, eg. you can have invisible text
; entry requesters (handy for passwords :) , "bare" look
; requesters, and more that I can't remember right now...
; By default, all of these calls lock the window you call
; them from. You can change this finding references to :
; #RT_LockWindow, -1
; and changing the -1 to 0. Don't know why anyone would want
; to do this though ;)
; Oh, wait, just discovered that if you use the Workbench
; window as the calling window, it locks out the Workbench
; while the requester's open :)
=2EALTERNATIVE
=2E
; Most of these reqtools calls use a pointer to the currently
; used window, which is how the functions are set up.
; If you don't want to have a window open however, I've
; provided alternative lines after any sections which
; refer to the currently used window.
; Just comment out the "current window" line and uncomment
; the line below. These lines are marked "!ALTERNATIVE", so
; you can just do a search to get to them :)
; NOTE - the user's settings can alter the way requesters
; open ,eg. always on the Workbench Screen or currently
; active screen, etc...
; To get the requesters to open on the screen your window's
; open on, call CatchDosErrs after opening your window.
NoCli
=2ERTWB
; Function : RTWB { }
; Author : James L Boyd - jamesboyd@all-hail.freemove.co.uk
; Returns a memory pointer to the Workbench window.
; You can basically ignore this one, because it's called from
; other functions. If you're interested though :
; This is a modified version (well, the name's different ;)
; of the WBWinAddr { } function in StatsFuncs.lha, which is
; on Aminet in dev/basic.
; It returns a pointer to the Workbench window.
; Click on the ALTERNATIVE label for more info.
```

---

```
Function.l RTWB { }
wb$=3D"Workbench"
*scr.Screen=3DLockPubScreen_(&wb$)
If *scr
*win.Window =3D *scr\FirstWindow
While *win
If *win\Flags & #WFLG_WBENCHWINDOW
If *win\Title=3D0
Goto poppit
EndIf
EndIf
*win =3D *win\NextWindow
Wend
Function Return 0 ; didn't get it!
poppit
Function Return *win
Else Function Return 0
EndIf
End Function
; demo :
;; NOTE - this demo isn't much use!
; *win.Window=3DWBWinAddr { }
; NPrint *win
; MouseWait:End
=2ERTCheck
; Function : RTCheck { }
; Author : James L Boyd - jamesboyd@all-hail.freemove.co.uk
; Checks for the presence of the latest (read : last ;)
; version of reqtools.library on the user's system.
; You should quit your program (or use other requesters)
; when this returns 0 (call it at the start of your program).
Function.b RTCheck { }
lib$=3D"reqtools.library"
libv.b=3D38
*lib.Library=3DOpenLibrary_(&lib$,libv)
If *lib
CloseLibrary_ *lib
Function Return -1
Else Function Return 0
```

---

```

EndIf
End Function
=2ERTGetString
; Function : RTGetString { title, body text, default , max input length, =
use Workbench }
; Author : James L Boyd - jamesboyd@all-hail.freemove.co.uk
; Puts up the reqtools RTGetString requester, asking the user to
; enter a string into a requester. You can supply a default
; string to be in the gadget already (or just "" otherwise).
; I've tried to give some interesting variations, but
; they're more limited than I'd like, because Blitz only
; allows 6 variables to be passed to a function.
; This one has a (relatively) big demo, just to show off :)
; Anyway, you supply these items :
; title - the text to appear in the title bar
; body text - the text to appear in the middle of the requester
; eg. "Hello, enter a string"
; default - the default text (supply "" if none) to go in
; the box, eg. "Edit this text"
; max input length - the maximum number of characters your user
; can enter. Note that if your default string
; is longer than this number, the number is
; increased to the length of your string.
; Anyone who want to do more with it, get the reqtools developer
; archive from Aminet, and just keep the autodoc, which lists
; all the different flags you can supply. NOTE the constant
; #mx though, if you add more tags!
Function$ RTGetString {title$,body$,deftext$,maxchars.l,wb.b}
body$=3DReplace$(body$,"l",Chr$(10))
gadget$=3D"OKICancel"
#mx=3D9
Dim ReqTags.TagItem(#mx)
If wb
ReqTags(0)\ti_Tag =3D #RT_Window, RTWB{ }
Else ReqTags(0)\ti_Tag =3D #RT_Window, Peek.l(Addr Window(Used W=
indow))
EndIf
ReqTags(1)\ti_Tag =3D #RTGS_GadFmt, &gadget$
ReqTags(2)\ti_Tag =3D #RTGS_TextFmt, &body$

```

---

```

ReqTags(3)\ti_Tag =3D #RT_ReqPos, #REQPOS_POINTER
ReqTags(4)\ti_Tag =3D #RT_LockWindow, -1
ReqTags(5)\ti_Tag =3D #RTGS_BackFill, -1
ReqTags(6)\ti_Tag =3D #RTGS_Invisible, 0
ReqTags(7)\ti_Tag =3D #RTGS_Flags, #GSREQF_CENTERTEXT
; #mx : ^ should be this number +2 !!
ReqTags(#mx)\ti_Tag =3D #TAG_DONE
DEFTYPE.rtReqInfo *reqinfo
If Peek.l(&deftext$-4) > maxchars Then maxchars=3DPeek.l(&deftext$-4)=
res.l=3Dmaxchars/4
While Frac(res)<>0
maxchars+1
res=3Dmaxchars/4
Wend
*mem=3DAllocMem_(maxchars,#MEMF_PUBLIC#MEMF_CLEAR)
If *mem
Poke$ *mem,deftext$
result.l=3DrtGetStringA_ (*mem,maxchars,&title$,*reqinfo,&ReqTags(0)\=
ti_Tag)
ret$=3DPeek$ (*mem)
FreeMem_ *mem,maxchars
If result
Function Return ret$
Else Function Return ""
EndIf
EndIf
End Function
=2ERTGetLong
Function.l RTGetLong {title$,body$,long.l,wb.b}
body$=3DReplace$(body$,"|",Chr$(10))
gadget$=3D"OK|Cancel"
#mx=3D9
Dim ReqTags.TagItem(#mx)
If wb
ReqTags(0)\ti_Tag =3D #RT_Window, RTWB{ }
Else ReqTags(0)\ti_Tag =3D #RT_Window, Peek.l(Addr Window(Used Window=
))
EndIf
ReqTags(1)\ti_Tag =3D #RTGL_GadFmt, &gadget$

```



```
ReqTags(2)\ti_Tag =3D #RTGL_TextFmt, &body$
ReqTags(3)\ti_Tag =3D #RT_ReqPos, #REQPOS_CENTERSCR
ReqTags(4)\ti_Tag =3D #RT_LockWindow, -1
ReqTags(5)\ti_Tag =3D #RTGL_BackFill, -1
ReqTags(6)\ti_Tag =3D #RTGL_Invisible, 0
ReqTags(7)\ti_Tag =3D #RTGL_Flags, #GSREQF_CENTERTEXT
; #mx : ^ should be this number +2 !!
ReqTags(#mx)\ti_Tag =3D #TAG_DONE
DEFTYPE.rtReqInfo *reqinfo
res.l=3DrtGetLongA_(&long,&title$,*reqinfo,&ReqTags(0)\ti_Tag)
If res=3D1
Function Return long
Else Function Return res
EndIf
End Function
=2ERTLockWB
; Function : RTLockWB { delay in ticks}
; Author : James L Boyd - jamesboyd@all-hail.freemove.co.uk
; A bit of a gimmick, but might be useful (not very friendly
; though ;)
; Locks the Workbench window for as long as you want :)
Function.b RTLockWB {del.l}
If del<1 Then del=3D1
*scr.Screen=3DLockPubScreen_ ("Workbench")
If *scr
ScreenToFront_ *scr
*win.Window=3DRTWB{}
If *win
lock.l=3DrtLockWindow_ (*win)
If lock
Delay_ del
rtUnlockWindow_ *win,lock
EndIf
Else Function Return 0
EndIf
UnlockPubScreen_ "Workbench",*scr
Else Function Return 0
EndIf
Function Return -1
```

```
End Function
=2E
=2EDEMO
; NOTE - the i,c and b under each RTGetString { } call stand
; for invisible, centered, bare (see the function descriptions).
If RTCheck { }=3D0
Request "" ,"You need reqtools.library v38+","ABORT":End
EndIf
;Request "" ,"Gonna lock the WorkbenchScreen for three seconds!","Close m=
e & click on the Workbench!"
;
;If RTLockWB { 150}
; Request "" ,"Hey, stop clicking!","OK"
;EndIf
a$=3DRTGetString {"Test Requester","Enter some text(Max 25 chars) :","Ed=
it me",25,-1}
If a$
Request "" ,"You entered : "+a$,"OK"
Else Request "" ,"Cancelled/Nothing entered","OK"
EndIf
result.l=3DRTGetLong {"Test Requester","Enter a numeric value (default 99=
9) :","999,-1}
If result
Request "" ,"You entered a value of "+Str$(result)+".","OK"
Else Request "" ,"You cancelled!","OK"
EndIf
End
--BOUNDARY.1747827464.2
```

-----  
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--BOUNDARY.1747827464.2--

## 1.623 Requestors on Prg Screen

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Fri, 28 May 1999 19:01:05 +0000  
From: Bippy M <[BippyM@stingent.freemove.co.uk](mailto:BippyM@stingent.freemove.co.uk)>  
Date: Thu, 27 May 1999 18:49:30 +0000  
Subject: Requestors on Prg Screen

---

Hiya Guys,

I'm converting one of my progs over to using the NCS libs, but have found a small error!!

How do I get my requestors etc, to open on my progs screen?

I used to use the Catchdoserrs command, but this is now useles :(

Cheerzzz....

T'ra

--

x-----| BippyM@Stingent.freemove.co.uk |-----x

||

| Current Projects: |

| Overflow (Pipemania Clone) [..^.....] 30% |

| Packer2Packer Suite [.^.....] 20% |

||

x-----| BippyM@Stingent.freemove.co.uk |-----x

-----

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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.624 Requestors on Prg Screen

for scott@online.u-net.com; Mon, 31 May 1999 17:13:46 +0100

From: Bippy M <BippyM@stingent.freemove.co.uk>

Date: Thu, 27 May 1999 18:49:30 +0000

Subject: Requestors on Prg Screen

Hiya Guys,

I'm converting one of my progs over to using the NCS libs, but have found a small error!!

How do I get my requestors etc, to open on my progs screen?

I used to use the Catchdoserrs command, but this is now useles :(

Cheerzzz....

T'ra

--

x-----| BippyM@Stingent.freemove.co.uk |-----x

||

| Current Projects: |

| Overflow (Pipemania Clone) [..^.....] 30% |

| Packer2Packer Suite [.^.....] 20% |

||

x-----| BippyM@Stingent.freemove.co.uk |-----x

-----

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**1.625 Re: Requestors on Prg Screen**

for scott@online.u-net.com; Mon, 31 May 1999 23:25:42 +0100

From: David McMinn <dmcminn@house-of-mojo.freemove.co.uk>

Date: Mon, 31 May 1999 22:54:12 +0000

Organization: International House Of Mojo

Subject: Re: Requestors on Prg Screen

Encoding: quoted-printable

James L Boyd's head burst.

All we could scrape off the wall was Re: Requestors on Prg Screen.

> I did get this working, but can't get my source ATM...I found how

> to do it from the reqtools autodocs (doesn't need reqtools though)...

> there's a little text file in the same drawer as the reqtools.doc...

Its similar to what I've posted for the reply to Neil's device email, exc=

ept you

change your pr\_WindowPtr to something like NWindowID or the returned resu=

lt

from NWindow(...). And you'd only restore the pointer at the end of the p=

rogram

(or whenever you close the window) rather than after checking for the dev=

ice.

Chow f'now

-- =

[] ^ V [] [ D ] M I =A9 M I [] [ N N

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ =3D 16827694

I love deadlines. I especially like the whooshing

sound they make as they go flying by.

-----  
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For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

**1.626 Re: Requestors on Prg Screen**

for scott@online.u-net.com; Mon, 31 May 1999 22:25:08 +0100

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Tue, 03 Jan 1978 03:49:35 +0000

Subject: Re: Requestors on Prg Screen

Bippy M churned out \*this\* drivel:

> I'm converting one of my progs over to using the NCS libs, but have found  
> a small error!!

>

> How do I get my requestors etc, to open on my progs screen?

> I used to use the Catchdoserrs command, but this is now useless :(

I did get this working, but can't get my source ATM...I found how  
to do it from the reqtools autodocs (doesn't need reqtools though)...  
there's a little text file in the same drawer as the reqtools.doc...

I'll send mine when I get it...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

There are two kinds of people, those who finish what they start and  
so on...

-- Robert Byrne

-----

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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.627 Screen 2 Window Blit.

for scott@online.u-net.com; Fri, 7 May 1999 19:24:42 +0100

From: Rob Hutchinson <loki@ssoft.freemove.co.uk>

Date: Fri, 07 May 1999 14:06:14 +0100

Organization: Satanic Dreams Software.

Subject: Screen 2 Window Blit.

--BOUNDARY.272740208.3

Hello,

Just thought I'd tell you all that I've uploaded the final version  
of the screen2window blit example that has been flying round us for  
a while to aminet. No doubt there are lots of bugs or cockups or summat,  
but Simon has fixed it for GFX cards and I just changed the spare  
rastport's bitmap sizes..

It`s also attached to this mail :)

Cya!

--

<tsb>

<sb>\*CONTACTING MWA:\*

<sb>loki@sdsoft.freemove.co.uk | \*ICQ:\* 27181384

<sb>SDS FOUNDER: URL: <http://www.satanicdreams.freemove.co.uk/>

<tsb>

<sb>\*PROJECT INFO:\*

<sb>IconExtreme V3.01 [70%] | SDS`GUI [10%]

<sb>/After a few trips to the toilet, the following appeared:/

<sb>MorrisTheMaggot, CTTM2, TimeSwipe, NIB, BlitzBFB, Prefs2000 & TMS.

<tsb>

<sb>Truman: "The buck stops here!" Clinton: "The buck? It never got here!"

<tsb>

--BOUNDARY.272740208.3

Content-Disposition: attachment; filename="Scr2WinBlit.readme"

Encoding: 8bit

Short: Blitz - Scr2Win Blit - GFX card tested.

Uploader: loki@sdsoft.freemove.co.uk (Robert Hutchinson)

Author: loki@sdsoft.freemove.co.uk (Robert Hutchinson), dmcminn@house-of-mojo.freemove.co.uk (David McMinn), simon@gadge.net.com (Simon Hitchen)

Type: dev/basic

Date: 07/05/1999

B·L·I·T·Z·S·C·R·2·W·I·N·B·L·I·T

-----

Grabs a section of the WBScreen`s bitmap and draws it to the window.

Also an example of a custom window dragbar.

NAME: Screen to Window example,

DESCRIPTION:

Creates a transparent window at 0,0 on the WBScreen, which has a custom Dragbar (the whole window, ESC to exit).

This has been tested and fixed for GFX cards.

HISTORY:

Written by ROBERT HUTCHINSON: 06/05/1999

- Initial version

Fixed by DAVID MCMINN: 06/05/1999 (hehe)

- Fixed bitmap allocation.

Fixed for GFX Cards by SIMON HITCHEN: 07/05/1999 (hoho)

---

- Fixed for GFX cards.
- Added OS bitmap.
- Added Delay.

Updated again by ROBERT HUTCHINSON: 07/05/1999 (haha)

- Fixed bitmap allocation to only open the size of the window.

#### REQUIREMENTS:

- AmigaLibsIII.res (NCS Amiga Libs :))

#### DISTRIBUTION AND USAGE:

Feel free to use it any way ya want.

Please send any changes to:

- loki@sdsoft.freemove.co.uk
- dmminn@house-of-mojo.freemove.co.uk
- simon@gadge.u-net.com

#### UPDATES:

You can get the latest changes to this example from:

- <http://www.satanicdreams.freemove.co.uk/>
- <http://www.blitz-2000.freemove.co.uk/>
- AMINET
- BOUNDARY.272740208.3

Content-Disposition: attachment; filename="Scr2WinBlit.lha"

Encoding: base64

```
KOstbGg1Lf0CAAQBgAAF2+nJsAAEINjcxJXaW5CbG10LnJlYWRTZRSLSAvRrl7E43Lcc8Af4
j5JsbvJWxc8LhsO5iUY+oDrSuFda+2bYG6Ld1t854UHhp/QY7JV1VquBFcGYNxrmA1babklK
VMzgX2io7PkGQJJ1d+46Lvcvzb8vzCcyqAYK2DQ65tsqSagVZwqT8T+K6Fp3sd3qEVirkLs6
XePxDfGmYVMDVxZPSdCOo7nHuLClrZZ/7zjCiues6EeNKeKxyJ35K0/sn+np8319Aa59ZNZO
qz1pR48DUcBd45ECwmesMUjUwajlHxILS9LBuoCFA8ssxlnncfMzqjze7Lm+/L93h4eDjmi3
32w2y2/pbbJbptjt77dxllrbeqlzJ9vnHPNRplgYFjOw5AdO8GUIG7QVeBFH6rCY7KzWAZFA
UKNzWBWYm515nRQnm649UtJMAD6mrsqFsEME/FbCL97G164TGU644ET2uDOF8fbCd17D1fM
ZML8EmmOH0lh2RZ3COulQIQFomYoyF2GUKGYRkzAzY8wEO/oOMYc6Tz0hSZbYD2Bz94HDFcP
6U1YEXGBTRoOH1Ox1rnLSdbX8Jh643XUE3n9S8d6VdsjFtKuqGSXZH8LhfuUdjCLk3QI9miC
OUNW2XTqhkIoBm/DtcO66eQIUHYc1QchUsrcNtEV0IKAPvfC+GvTrhi/h7DFSNI92EC6t/
W1dVSZzNue7+8LwGOloxbGZIdeyIhuQZgbGvd840mlPtGvY4dVb1FBK9knWc+yd8ajdLke2y
g11QOBj/Wi/0ABqTfYttYIFXQE2DffxZ/kOGYOGTbgRwfjthjg1wRSyZ+wgrPwN7zzLhhhd
UWLYYotMI6YGpwz93c3IorrRw6NrciweifDb195wXQbyEagbvo0EFwEN0YMjoHM3QOhi/kX4
j+lQmJasUUXL56TI4FMWJzuYA7/eILBi/7h0wbP84aylu30felgvoN8E8SuagOAsupjU3WNn
zDxJS0Bw3U3qTX2p9SxlmfL158+bqzMMg89BbR1r/kH5f7cJm87WTvzS31bXiztglcJqkt
bGg1Lf0IAACiFwAAMG6nJgAAEFNjcxJXaW5CbG10My5BU00FPQcudLvRpuOjed/AH+c5kxuY
gYdl63I5C5ABMaysB8AQbtlw7RLQS5pLTeGM7O+N//+7qQhsHHHZZey+C9I8F8F8V8Nvsve
Hu0bbbd9vB7Qu17jfKGB2Q54wSgMcEbyNQH7jRaITtcBAadvBZvudOFy9d5R+wBzkOZJ5QMC
```

ZDRy6DSHjSGpY0ZIVGqgIEEnPnDHYWW2g1PwOvg+aVRCMDumVKIgtSGz5TSBxEG6n0QnYSGgE  
7EiR+6BNNQphfgIghlOAn9J3gNG8GaDuH45kSBb5uoHTSPS01JxzuYMN6/1rTTHJAIrJ11  
hfvWG7+EOfFhs87l3AKrBU/byVPu5Kvs9nsUGAFIHI4EwGhDtPJLAIiNXPzKNQkK1X+DloLlm  
45d7x00J875+OciMEIExG0AaGFDpkiTKdBNmTiyScEW8Dly9dFPBR1si5+6guIfRvLm9eGdl  
d54ey9gYfN/RaPCbWvKxaHjKaXnNB9WP7UEM+b/Cwk7IEcOsEaDrgKIg/I4IzK+a3xLdLfb+  
/E5fbuN3cODI2JLFBnN0QZZXHHKcgw2BxXbObfMbc4cvHxrieF8t9yxiKJ8K920GLBXttrJP  
Mc8IZhiAJDtMpwgSMGWsNrYazD+o2QtdMJzD3SnjeUAOvmjzidUo5VGRaKQo7IPfK9KjMmm  
RVIPJ2npuop6eycDeidigjj976BN9JGalEj8UfUNlgiRH785ns56emlGdI98Sjji6bVfC2xi  
PWjSL34wznSpn8JS/poSUEUZG2TbCuKIjtSn0p0cvJyatWqnKZJo4HXhnAil3opyfMRyww/J/  
Kl9tSpU/sHVxkFbwimoB7aVkkpJUaZBn8CVU/pdA//HlwoZRqqF9rB43X8KOaREacg8HrGjP  
TWAVuk5+ynDxDFZlyk9xVBfhMYsB06dFEJQdppIDZYTy8sxscu5LuK4SQ1lm4eDqUmNHB17+  
DG5aw85cFWpNxc7blvnws4pkAwiehaLKMdJTAkkgKoQF80qelEiQgU5caaLyu3PIbLlnkpaI  
jkecp3TKiYzBrF8ipLTTKoIvGqLaxCmxAm4bRMXeLjmIBFvRIgV6iUQXzdp1Ht8y4K2TNFU3  
1k5VhbgVMrMRskQKqWRBKQMwuoEvhGgYWI87A2YbmTQQ2YgHzZjupg7Rnx/Ea7M63FEUs7o  
1RzD/LxhavoY6m03zYevpbCnOzqTRVHnKsBNxZFcZfK6UmGyYaZWyo1iYZgymwsevLF9t  
NbN61cqTK/nk4p30NbHvtFD78ZiF8VhXxtH0Jfa9NWp59xOEFF2fWsRvnSO8KISpNIUU80Tg  
0X0pF0syQ3ULu4Vqo/f3CK4zg8Mho3HZCuqC01Tz54ESgfiXPqwEW5xfAgNR1UIknhhU6uR  
GkTWeeAIRUC0aJ4XEA7CiU6kx4R/v5BcruXQ6L17pD+fD/3+ImgF8+gcCJfzYw/GYavcqJ6  
hQ+boZ+1WjMgVe8QJoB+0sFl187vYLNtwq38KcNZsgHwFys6n7ju6UqIWFfi/e0P0biM5m2OG  
qTElhLjtJdQgbrGznn+OIZAWY17KNk/UqjXdbx119/V39HXs6OvcbxQtjnV4cwz/RI7RIG6  
psVBdVCmP95IiI8o8+798yAT9XhDWwY9xHMr2epUn8RX/54NkB2QO9gz8zkNuN5zn/pMev/a  
Y9a0xJjP/EW2q1uSvyTfa+6rtQeeVOoNNFWTURC/G2ZLNCc8UJ88pXfMp6OChD54OyX/dB/t  
X3+8IbIRfGEJkInyhBYd75ycAuzmWCukIYJU/QrDLfQIDkD1iUiu4Neu2Z4uJqIvOC+YXj2  
1FGUQtgFu7/hBLpNC5HmQIEP0L40AVkqOG5b96f11P4cdRGLd0ugmCJT9hz9HpDDZE5eP6KY  
uiNV4POARhdsDhnriWK1cMUQ5SJQySz6gRfVJ4tCJNffZR3m8cpSt4318nF87E6rM3Ur89bX  
qGxi0OpE152hfTZqce6WK9NmgshujLM5+SH+DVu85eZp4cfN0W8li9ftN3+hvBg/NfBXs4XP  
gOTy19n2CkdXchf8TyEyFeO/Pi5+SG7JTeDxm121ZVWd7N9sTiF7FfCziHWzuBav17divf9H  
62iNyQV5QtG7YHglNA80vMWhQjsGk2P6eG6eiSSAU0aDKKjDAZqRJ2S7YVNiiMwmaa49V8fr  
GVTxABW2cDG1P4IkVvQcArTmValjONEbzNs0v5NO3L9WzTiY9fj2DM0r4h40a9kvNdcQjVS  
gKFNBB173FkcGA/cMVXqmnE3w4rByluzgW84yiOpQ/JOI8/xjz5Og+ZLYg82abt68KNC+ry6  
8cDw5NC84WeKjcB854M76dGuMLcCLcDhFWvJAB5RyNZPmgCxcd84eulRHgvt5oTZ5aNCTb1  
7G51vITtWBDXgktDq6+A93uPWfxdrw227rd9yzk/g5dtNKBGg9UedoNtBMub41yza17tFbx4  
fzDhtjONkcuXG7ThSszcN9vo+AmHm6/AmsZzr0HEm8NsY0smMpgbb122obLhsXr3Rbr2rbeH  
wHFsgrbfoQkVEsg7nu3rre+aR55VEBniA3meIDVtjT+Ac88C8Rn9LVhf7Y2S+cdrGV+YPmBp  
xiptvWxY4sPXLfQYPGlC2PgZP/UsvLJgooPq1LdmtJ86EkmiFUnrT7BtE9XytJUaUSrO4kJ  
X7HbOV/xs5f0n/Vseo7gMOL5G8z7SPHK9Hr4dXTewVp5wKU2TL7QuG7BV/TJMOjpwlnj/Ad  
iNVkqWB4+9bx33q/SePIS3NVaL9pdIaf3qMsJneycSuDhjrDy8j9tEiwNSUfZW1HgWFKTSiD  
Lf0q/P121P06Z2md+Tstq5aZCmj15NsbP6UD5RkvDuRFuZq0pmb547n8X4S+DF1btBinnPT+  
WmIqqAzFcrTRebcuC+YrySdMvF62fdx1sMmk9GJ59+mBIzZ/rmhYo0wQ0B023hZHxoUbPDK



LsYSs25f85Mn9clz65Kkx25lePdE54NY+YRiZ4BJh5LsZv6B37zqsoijawP+mU/7eH//9s8  
 R+eQfITTSysfgxBRbZwK/gA=  
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## 1.628 Screen Requestor limiter

From blitz-list-return-11248-scott=online.u-net.com@netsoc.ucd.ie Mon May 03 14:20:24 1999

for scott@online.u-net.com; Mon, 3 May 1999 14:20:23 +0100

From: "Andrew Guard" <aMIGA\_dUDE@assign.u-net.com>

Organization: ProPassWord

Date: 2 May 99 14:59:30 +0000

Subject: Screen Requestor limiter

X-Face: ggbX)L/8Qm]#Tpb\_Nl\_7q?KW7ol,Y@chVk\$,D.@iuYP.XrF!x!!Loz2}.x:X.k[9A-NjQsu/gaPM\8EaGyX/Sw92G>5tg|VH51w  
 VM\*4PG63s(pwT&qE@dB\*lkww:

Encoding: quoted-printable

I am using Curt Esser screen source code from his site=2E

(screentags=2Elzx/screentags=2Easc) Aug 8, 1998

How can I get it to only display screens which are 8Bit or less=2E

Also how can I get it to display screens which are 16Bit=2E=20=20

Or 15Bit and greater=2E

As well how do you do same in MUI=2E

Not much but this is real big problem for me right now=2E

--=20

Think about it, ProPassWord=2E <mailto:ppw-subscribe@egroups.com>=2Ecom

--

Satanic Dreams <http://www=2Esatanicdreams=2Efreeseve=2Eco=2Euk/>

V//AmigaV// Team Amiga RC5

--

603e+ 233/040=A0PowerUP, 32 Meg, BVision, Zip, DVD, Kickstart 3=2E1

Pace56 External voice, ISP <http://www=2Ewirenet=2Eco=2Euk/>

ICQ 21765436

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**1.629 Re: Screen Requestor limiter**

From blitz-list-return-11282-scott=online.u-net.com@netsoc.ucd.ie Wed May 05 18:47:55 1999

for scott@online.u-net.com; Wed, 5 May 1999 18:47:55 +0100

From: "Andrew Guard" <aMIGA\_dUDE@assign.u-net.com>

Organization: ProPassWord

Date: 5 May 99 18:23:49 +0000

Subject: Re: Screen Requestor limiter

X-Face: ggbX)L/8Qm]#Tpb\_Nl\_7q?KW7ol,Y@chVkJ\$,D.@iuYP.XrF!x!lLoz2}.x:X.k[9A-NjQsu/gaPM\8EaGyX/Sw92G>5tg|VH51w  
VM\*4PG63s(pwT&qE@dB\*lkww:

Encoding: quoted-printable

Well, well David McMinn, OK then but=2E=2E=2E

> Hi Andrew,

>=20

> just use the ASLSM\_MinDepth and/or ASLSM\_MaxDepth tags=2E

>=20

Sadly this doesn't help me as you can still do 15/16/24 Bit=2E

Screens ID, 8/15/16/24 Bit screen can all have from 2 to 256 colours

on the screen at once so they all get displayed=2E What I don't want to

see is anything that can open up with 15/16/25 Bit displays, even if

they are just 2<>256 colour on screen=2E

--=20

Think about it, ProPassWord=2E <mailto:ppw-subscribe@egroups.com>=2Ecom

--

Satanic Dreams <http://www=2Esatanicdreams=2Efreeseve=2Eco=2Euk/>

V//Amiga// Team Amiga RC5

--

603e+ 233/040=A0PowerUP, 32 Meg, BVision, Zip, DVD, Kickstart 3=2E1

Pace56 External voice, ISP <http://www=2Ewirenet=2Eco=2Euk/>

ICQ 21765436

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**1.630 Re: Screen Requestor limiter**

From blitz-list-return-11253-scott=online.u-net.com@netsoc.ucd.ie Tue May 04 00:50:17 1999

for scott@online.u-net.com; Tue, 4 May 1999 00:50:17 +0100

From: Curt Esser <camge@ix.netcom.com>

Date: Mon, 03 May 1999 18:32:11 -0500

Subject: Re: Screen Requestor limiter

--BOUNDARY.1748631840.1

Hi Andrew

On 02-May-99, Andrew Guard wrote:

> I am using Curt Esser screen source code from his site.

> (screentags.lzx/screentags.asc) Aug 8, 1998

>

> How can I get it to only display screens which are 8Bit or less.

I have attached a version that will do this, thanks to David McMinn's hook function. I snipped it out of my program, so there are probably some variables you don't need, but the important part is the hook function stuff.

>

> Also how can I get it to display screens which are 16Bit.

Just change the part where it checks for the depth to whatever you want it to show/not-show.

>

> Or 15Bit and greater.

>

> As well how do you do same in MUI.

Can't help you on that...

Later...

--

Moderation is a fatal thing.

Nothing succeeds like excess.

Yours electronically,

Curt Esser

camage@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

--BOUNDARY.1748631840.1

Content-Disposition: attachment; filename="LimitModes.asc"

Encoding: quoted-printable

=2EgetScreen

FindScreen 1

\*SCR.Screen=3DPeek.l(Addr Screen (1))

wbwide.w=3D \*SCR\Width ;height of WB

wbhigh.w=3D \*SCR\Height ;width of WB

toffst.w=3D \*SCR\BarHeight + 4 ;Height of title bar

---

---

```
tleft.w=3D(wbwide-280)/2 ;top left corner
PrefDisplayWidth.w=3D320
PrefDisplayHeight.w=3D200
title%=3D"Select Crazy 8's ScreenMode:"
yes%=3D"Play"
no%=3D"Quit"
DEFTYPE.Hook myhook ; The hook for ASL tag as &myhook
myhook\h_Entry=3D?hook ; Set address of hook stub which sorts =
out registers and calls Blitz function
myhook\h_SubEntry =3D ?hook_jump ; Set address of Blitz function. NB Tha=
t you must have a label directly before the function
PutReg a5,myhook\h_Data ; Store the global variables base
; Set up some tags for the ASL screenmode requester
Dim SMRtags.TagItem(20)
SMRtags(0)\ti_Tag=3D#ASLSM_InitialLeftEdge,tleft ;left e=
dge of requester
SMRtags(1)\ti_Tag=3D#ASLSM_InitialTopEdge,tofst ;top ed=
ge of requester
SMRtags(2)\ti_Tag=3D#ASLSM_InitialWidth,280 ;width =
of requester
SMRtags(3)\ti_Tag=3D#ASLSM_InitialHeight,180 ;height=
of requester
SMRtags(4)\ti_Tag=3D#ASLSM_InitialDisplayID,$11000 ;screen=
mode (if present, PAL:Lowres)
SMRtags(5)\ti_Tag=3D#ASLSM_InitialDisplayDepth,3 ;depth =
of screen (in bitplanes/bits per pixel)
SMRtags(6)\ti_Tag=3D#ASLSM_InitialDisplayWidth,PrefDisplayWidth ;width =
of desired screen
SMRtags(7)\ti_Tag=3D#ASLSM_InitialDisplayHeight,PrefDisplayHeight ;height=
of desired screen
SMRtags(8)\ti_Tag=3D#ASLSM_InitialOverscanType,1 ;oversc=
an type in cycle gadget (2 =3D #OSCAN_STANDARD)
SMRtags(9)\ti_Tag=3D#ASLSM_MinWidth,320
SMRtags(10)\ti_Tag=3D#ASLSM_MaxWidth,400
SMRtags(11)\ti_Tag=3D#ASLSM_MinHeight,200
SMRtags(12)\ti_Tag=3D#ASLSM_MaxHeight,300
SMRtags(13)\ti_Tag=3D#ASLSM_DoOverscanType,1 ; Show =
overscan cycle gadget to user
SMRtags(14)\ti_Tag=3D#ASLSM_DoWidth,1 ; Show =
```

---

```

width gadget to user
SMRtags(15)\ti_Tag=3D#ASLSM_DoHeight,1 ; Show =
height gadget to user
SMRtags(16)\ti_Tag=3D#ASLSM_FilterFunc,&myhook ; Set h=
ook for this function
SMRtags(17)\ti_Tag=3D#ASLSM_TitleText,&title$
SMRtags(18)\ti_Tag=3D#ASLSM_PositiveText,&yes$
SMRtags(19)\ti_Tag=3D#ASLSM_NegativeText,&no$
SMRtags(20)\ti_Tag=3D#TAG_END ; End o=
f tag list
; Initialise and allocate a requester for the screenmode
*sreq.ScreenModeRequester=3D0
*sreq=3DAllocAslRequest_(2,&SMRtags(0)\ti_Tag)
Sok.l=3DAslRequest_(*sreq,&SMRtags(0)\ti_Tag)
; If the return value was not 0 (therefore a success)
If Sok<>0
Display.l=3D*sreq\sm_DisplayID
Oscan.w=3D*sreq\sm_OverscanType
;Dpth.w=3D*sreq\sm_DisplayDepth
Widh.l=3D*sreq\sm_DisplayWidth
Heit.l=3D*sreq\sm_DisplayHeight
Else
Request "", "ScreenMode selection Cancelled!", "Program ending"
End
EndIf
If (*sreq) Then FreeAslRequest_(*sreq) ;we MUST free this ourselves=
If GetIconObject(ourname$)
PutTtype{ "SCREEN",Str$(Display)}
PutTtype{ "OSCAN",Str$(Oscan)}
PutTtype{ "WIDTH",Str$(Widh)}
PutTtype{ "HEIGHT",Str$(Heit)}
PutIconObject(ourname$)
FreeIconObject
EndIf
Free Screen 1
Return
;*****_
*
; This is the Function that the hook will call. Put the label before

```

```

; the Statement/Function you want To jump To. Note that you need to put
; Runerrsoff and Runerrson around the statement or function.
Runerrsoff
hook_jump:
Function.l hook{*dahook.Hook, modeID.l, *smr.ScreenModeRequester}
DEFTYPE.DisplayInfo DisInfoBuf ; Buffer to receive information about
mode display
DEFTYPE.DimensionInfo DimInfoBuf ; Buffer to receive information about
mode dimensions
DEFTYPE.MonitorInfo MonInfoBuf ; Buffer to receive information about
monitor (driver)
DEFTYPE.NameInfo NamInfoBuf ; Buffer to receive information about
mode name
; Gets a handle to a record of display information for the screenmode
in question
IDhandle.l=3DFindDisplayInfo_(modeID)
; Fill in the various buffers about this screenmode, using the newly
; gotten handle
GetDisplayInfoData_ IDhandle,&DisInfoBuf,SizeOf.DisplayInfo,#DTAG_DISPLAY,0
GetDisplayInfoData_ IDhandle,&DimInfoBuf,SizeOf.DimensionInfo,#DTAG_DIMENSIONS,0
GetDisplayInfoData_ IDhandle,&MonInfoBuf,SizeOf.MonitorInfo,#DTAG_MONITOR,0
GetDisplayInfoData_ IDhandle,&NamInfoBuf,SizeOf.NameInfo,#DTAG_NAME,0
; Do tests. True=3DMode is displayed, False=3Dmode is not shown
;In these tests, any mode
; with a maximum horizontal width of <640 is rejected
; max height <400 is rejected
; max depth >8 (ie, >256 color GFX card modes) is rejected
funcret=3DTrue
If DimInfoBuf\MaxDepth >8 Then funcret=3DFalse ;8 bit only!
;If DimInfoBuf\Nominal\MaxX >600 Then funcret=3DFalse ;lo-res only=
!
;If DimInfoBuf\Nominal\MaxY >390 Then funcret=3DFalse
Function Return funcret
End Function
Runerrson
;*****_

```

```

*
;*****
;
*
;Goto HookSkip ; This is done so that hook code does not get
; executed out of place
; Code for calling the higher level hook functions. This piece of code is
; used
; for all hooks. Basically it puts what's in A0 (usually the *hook structure) into
; D0, A1 into D1 and A2 into D2. What this means is that within your high
; level
; function, you should have three parameters. These parameters must match
; up with
; what the Autodocs say will be passed in the address registers (given that they
; are put into the data registers). Remember that in Blitz, the parameters
; are in order of data register D0 first parameter, and so on.
; This hook will also return a value in D0, which is the value returned by the
; high level function. Some hook applications may need this, others may not.
hook: MOVEM.L d1-d7/a0-a6,-(a7) ; Save registers to stack (NOT D0!!!)
MOVE.L a0,d0 ; These three moves put the hook parameters
MOVE.L a1,d1 ; (which are in A0-A2) into the data registers,
MOVE.L a2,d2 ; so that the Blitz function can access them
MOVEA.L 16(a0),a5 ; Restore the global variable base
MOVEA.L 12(a0),a3 ; Get the address pointed to by the h=
_SubEntry field of the Hook structure
LEA.L 6(a3),a3 ; Get the address to jump to (address =
of high level function)
JSR (a3) ; Go do it!!
; The value is returned in d0 from the function. As this is where
; we want it, nothing is done, and the hook returns.
MOVEM.L (a7)+,d1-d7/a0-a6 ; Restore registers from stack (NOT D=

```

---

0, we want to keep the return value)

RTS

;HookSkip

;End

--BOUNDARY.1748631840.1

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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

--BOUNDARY.1748631840.1--

### 1.631 Re: Screen Requestor limiter

From blitz-list-return-11258-scott=online.u-net.com@netsoc.ucd.ie Tue May 04 12:01:56 1999

for scott@online.u-net.com; Tue, 4 May 1999 11:05:55 +0100

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Tue, 4 May 1999 11:04:08 +0100

encoding: Quoted-printable

Subject: Re: Screen Requestor limiter

Hi Andrew,

just use the ASLSM\_MinDepth and/or ASLSM\_MaxDepth tags.

l) ^ V ][ l) |M| =A9 |M| ][ |N |N

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Amateur speed typist: 100 words per minute

-----  
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### 1.632 Screens!!

for scott@online.u-net.com; Tue, 25 May 1999 02:40:51 +0000

From: Bippy M <BippyM@stingent.freemove.co.uk>

Date: Mon, 24 May 1999 02:29:22 +0000

Subject: Screens!!

Hiya Guys,

Could some kind person give me an example of opening a screen the OS way,  
and open a window on it !!

---



Or James L Boyd, how about adding a Screen/Window opening functions to your Statfuncs file?

Thanx in advance!!

T'ra

--

x-----| BippyM@Stingent.freemove.co.uk |-----x

||

| Current Projects: |

| Overflow (Pipemania Clone) [..^.....] 30% |

| Packer2Packer Suite [..^.....] 20% |

||

x-----| BippyM@Stingent.freemove.co.uk |-----x

-----

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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.633 Re: Screens!!

for scott@online.u-net.com; Tue, 25 May 1999 13:03:57 +0100

From: Curt Esser <camge@ix.netcom.com>

Date: Tue, 25 May 1999 05:15:29 -0500

Subject: Re: Screens!!

--BOUNDARY.1748593936.1

Hi Bippy

On 23-May-99, Bippy M wrote:

> Hiya Guys,

>

> Could some kind person give me an example of opening a screen the OS way,

> and open a window on it !!

OK, here is an example how to do it using the ScreenTags command.

If you want to open it fully through the OS, without the Blitz command at

all, I can show this also - it's not much different. But then you will

need to "borrow" the screen for your Blitz program (like you do when using

WB) and remember to close it yourself after your program is ended.

There are also a lot more tags that could be used - see the AutoDocs for a

full listing.

Later...

--

Yours electronically,

---

```
Curt Esser
camge@ix.netcom.com
http://members.xoom.com/Curt_Esser/
--BOUNDARY.1748593936.1
Content-Disposition: attachment; filename="screentags.asc"
Encoding: quoted-printable
;ASL Screenmode Requester and ScreenTags
;Curt Esser camge@ix.netcom.com
;use all or parts in any way you like
;last modified Aug 8, 1998
;NEEDS amigalibs.res, WB 2.xx or better
WBStartup
WBenchToFront_
NoCli
WbToScreen 1 ;we use WB for mode requester
LoadFont 0,"topaz.font",9 ;load the screen's font
*fn=3DAddr IntuiFont (0) ;pointer to screen font
NEWTYPE.SMode ;for the mode requester
DisplayID.l
DisplayWidth.l
DisplayHeight.l
DisplayDepth.w
OverscanType.w
End NEWTYPE
sm$=3D>Select A Screen Mode:" ;title for mode requester
If NTSC=3D-1 ;set the default screen mode=
imode.l=3D$19004 ;NTSC hi-res lace for NTSC
iheight.w=3D400
Else
imode.l=3D$29004 ;PAL hi-res laced for PAL
iheight.w=3D512
EndIf
Dim SMRtags.TagItem(19) ;taglist for mode requester
SMRtags(0)\ti_Tag=3D#ASLSM_InitialLeftEdge,160 ;these are the positio=
n for the
SMRtags(1)\ti_Tag=3D#ASLSM_InitialTopEdge,10 ;screenmode requester
SMRtags(2)\ti_Tag=3D#ASLSM_InitialWidth,320 ;and the sizes
SMRtags(3)\ti_Tag=3D#ASLSM_InitialHeight,200
SMRtags(4)\ti_Tag=3D#ASLSM_InitialDisplayID,imode ;these are shown as "s=
```

---

```

elected"
SMRtags(5)\ti_Tag=3D#ASLSM_InitialDisplayDepth,3 ;when the requester op=
ens
SMRtags(6)\ti_Tag=3D#ASLSM_InitialDisplayWidth,640
SMRtags(7)\ti_Tag=3D#ASLSM_InitialDisplayHeight,iheight
SMRtags(8)\ti_Tag=3D#ASLSM_InitialOverscanType,1
SMRtags(9)\ti_Tag=3D#ASLSM_InitialInfoOpened,0 ;use no "properties" w=
indow
SMRtags(10)\ti_Tag=3D#ASLSM_DoDepth,1 ;0 for no depth select=
or
SMRtags(11)\ti_Tag=3D#ASLSM_DoOverscanType,1 ;0 for no OverScan sel=
ector
SMRtags(12)\ti_Tag=3D#ASLSM_DoWidth,1 ;0 for no width gadget=
SMRtags(13)\ti_Tag=3D#ASLSM_DoHeight,1 ;0 for no height gadge=
t
SMRtags(14)\ti_Tag=3D#ASLSM_MinHeight,200 ;minimum height allowe=
d
SMRtags(15)\ti_Tag=3D#ASLSM_MinWidth,320 ;minimum width allowed=
SMRtags(16)\ti_Tag=3D#ASLSM_MinDepth,3 ;minimum depth allowed=
SMRtags(17)\ti_Tag=3D#ASLSM_TitleText,&sm$ ;pointer to requester =
title$
SMRtags(18)\ti_Tag=3D#TAG_DONE
;
; ScreenMode requester returns the ScreenMode structure
;
*sreq.SMode=3D0
*sreq=3DAllocAslRequest_(2,&SMRtags(0)\ti_Tag)
ok.b=3DAslRequest_(*sreq,&SMRtags(0)\ti_Tag)
If ok<>0 ;if ok=3D0, the user hit the "cancel" gadget
;----- now we read the results into variables
;this part is not really necessary, but makes it possible to
;just make up the screen without using the requester every time
;the program is started
;these results could be saved into a "prefs" file
;and reloaded into your program before opening the screen
Display.l=3D*sreq\DisplayID
Oscan.w=3D*sreq\OverscanType
Dpth.w=3D*sreq\DisplayDepth
Width.l=3D*sreq\DisplayWidth

```

---

```

Heit.l=3D*sreq\DisplayHeight
;----- now we make the "Program's" screen -----
; we will make it up in back and pop it to the front when it's ready
;useless here, but it makes your actual program look much better-
;the user won't see the screen and windows being drawn
Dim SCRtags.TagItem(11)
SCRtags(0)\ti_Tag=3D#SA_DisplayID,Display
SCRtags(1)\ti_Tag=3D#SA_Overscan,Oscan
SCRtags(2)\ti_Tag=3D#SA_Depth,Dpth
SCRtags(3)\ti_Tag=3D#SA_Width,Widh
SCRtags(4)\ti_Tag=3D#SA_Height,Heit
SCRtags(5)\ti_Tag=3D#SA_Top,0
SCRtags(6)\ti_Tag=3D#SA_Left,0
SCRtags(7)\ti_Tag=3D#SA_AutoScroll,1 ;autscroll is on!
SCRtags(8)\ti_Tag=3D#SA_Pens,?DriPens ;List of 13 Dripens
SCRtags(9)\ti_Tag=3D#SA_Behind,1 ;make screen in back of di=
splay
SCRtags(10)\ti_Tag=3D#SA_Font,*fn
SCRtags(11)\ti_Tag=3D#TAG_DONE
ScreenTags 0,"Test Screen",& SCRtags(0) ;open the test screen
Window 1,10,10,300,100,$1000|S8,"Screen info",1,0 ;and a small window
NPrint "$"+Hex$(Display)
NPrint "Depth=3D",Dpth
NPrint "Press close gadget to end"
ShowScreen 0 ;now bring screen to the fro=
nt
Repeat ;just wait until the window
ev.l=3DWaitEvent ;close gadget is pressed
Until ev=3D$200
Else
Request "" ,"Screen Cancelled!","OK"
End
EndIf
If (*sreq) Then FreeAslRequest_(*sreq) ;we MUST free this ourselves=
End
Even
DriPens
Dc.w 0,1,1,2,1,3,1,0,2,1,2,1,-1
--BOUNDARY.1748593936.1

```

```

-----
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--BOUNDARY.1748593936.1--

```

## 1.634 ScreenTags (Dpen,Bpen)

for scott@online.u-net.com; Sun, 9 May 1999 17:36:38 +0000

From: "Andrew Guard" <aMIGA\_dUDE@assign.u-net.com>

Organization: ProPassWord

Date: 9 May 99 11:46:17 +0000

Subject: ScreenTags (Dpen,Bpen)

X-Face: ggbX)L/8Qm]#Tpb\_Nl\_7q?KW7ol,Y@chVk\$,D.@iuYP.XrF!x!lLoz2}.x:X.k[9A-NjQsu/gaPM\8EaGyX/Sw92G>5tg|VH51w  
VM\*4PG63s(pwT&qE@dB\*lkww:

Encoding: quoted-printable

Do any of you know how what is tag is=A0for Dpen, Bpen=2E

What I mean is=20

=20=20=20=20=20=20=20=20=20=20=20=20=20=20=20=20=20=20=20=20=20=20=20=20=20=20=20=

=20=20=20=20=20=20=20=20=20

Screen 0,0,0,640,256,8,\$8000,"",1(Dpen),2(Bpen)

For ScreenTags list,

SCRtags(0)\ti\_Tag=3D#SA\_DisplayID,SScreenDisplay

SCRtags(1)\ti\_Tag=3D#SA\_Overscan,SScreenOscan

SCRtags(2)\ti\_Tag=3D#SA\_Depth,SScreenDepth

SCRtags(3)\ti\_Tag=3D#SA\_Width,SScreenWidth

SCRtags(4)\ti\_Tag=3D#SA\_Height,SScreenHeight

SCRtags(5)\ti\_Tag=3D#SA\_Top,0

SCRtags(6)\ti\_Tag=3D#SA\_Left,0

SCRtags(7)\ti\_Tag=3D#SA\_AutoScroll,1 ;autscroll is on!

SCRtags(8)\ti\_Tag=3D#SA\_Pens,?DriPens ;List of 13 Dripens

SCRtags(9)\ti\_Tag=3D#SA\_Behind,1 ;make screen in back of displa=

y

SCRtags(10)\ti\_Tag=3D#SA\_ShowTitle,0

SCRtags(11)\ti\_Tag=3D#TAG\_DONE

=

w2

ScreenTags 0,"GerateProPassWord",& SCRtags(0) ;open the test screen

--=20

Think about it, ProPassWord=2E <mailto:ppw-subscribe@egroups.com>=2Ecom

--

Satanic Dreams <http://www.esatanicdreams.efreeserve.com/>

V//AmigaV// Team Amiga RC5

--

603e+ 233/040=A0PowerUP, 32 Meg, BVision, Zip, DVD, Kickstart 3=2E1

Pace56 External voice, ISP http://www=2Ewirenet=2Eco=2Euk/  
ICQ 21765436

-----  
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## 1.635 Re: ScreenTags (Dpen,Bpen)

for scott@online.u-net.com; Mon, 10 May 1999 04:59:14 +0100

From: Curt Esser <camge@ix.netcom.com>

Date: Sun, 09 May 1999 21:47:46 -0500

Subject: Re: ScreenTags (Dpen,Bpen)

Encoding: quoted-printable

Hi Andrew

On 09-May-99, Andrew Guard wrote:

> Do any of you know how what is tag is=A0for Dpen, Bpen.

There is no tag for this - if you open the screen with a taglist, they ar=

e

part of the SA\_Pens tag. I've included the DriPens stuff, which should g=

o

with this taglist. Put it at the very end of your code. They act simila=

r

to the "ScreenPens" command used with a screen made without a taglist, bu=

t

control a couple more pens. I think the first two are Bpen and Dpen. A

little playing around with 'em will show you which ones control what

colours. I've included a "generic" set to start from.

> =

> For ScreenTags list,

> =

> SCRtags(0)\ti\_Tag=3D#SA\_DisplayID,SScreenDisplay

> SCRtags(1)\ti\_Tag=3D#SA\_Overscan,SScreenOscan

> SCRtags(2)\ti\_Tag=3D#SA\_Depth,SScreenDepth

> SCRtags(3)\ti\_Tag=3D#SA\_Width,SScreenWidth

> SCRtags(4)\ti\_Tag=3D#SA\_Height,SScreenHeight

> SCRtags(5)\ti\_Tag=3D#SA\_Top,0

> SCRtags(6)\ti\_Tag=3D#SA\_Left,0

> SCRtags(7)\ti\_Tag=3D#SA\_AutoScroll,1 ;autscroll is on!

> SCRtags(8)\ti\_Tag=3D#SA\_Pens,?DriPens ;List of 13 Dripens

> SCRtags(9)ti\_Tag=3D#SA\_Behind,1 ;make screen in back of di=  
 splay  
 > SCRtags(10)ti\_Tag=3D#SA\_ShowTitle,0  
 > SCRtags(11)ti\_Tag=3D#TAG\_DONE  
 > =  
 =  
 w2  
 > ScreenTags 0,"GerateProPassWord",& SCRtags(0) ;open the test screen  
 Even  
 DriPens ;the colours to use for the various screen pens =  
 Dc.w 0,1,1,2,1,3,1,0,2,1,2,1,3  
 Yours electronically,  
 Curt Esser  
 camge@ix.netcom.com  
[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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## 1.636 Re: ScreenTags (Dpen,Bpen)

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 9 May 1999 19:24:49 +0100  
 From: "David McMinn" <[dmcminn@house-of-mojo.freemove.co.uk](mailto:dmcminn@house-of-mojo.freemove.co.uk)>  
 Organization: International House of Mojo  
 Date: Sun, 9 May 1999 19:22:05 +0100  
 encoding: Quoted-printable  
 Subject: Re: ScreenTags (Dpen,Bpen)

On 9 May 99, at 18:31, Victor broke out long enough to write:

> >Do any of you know how what is tag is for Dpen, Bpen.

>

> >What I mean is

>

> >Screen 0,0,0,640,256,8,\$8000,"",1(Dpen),2(Bpen)

>

> I think they`re obsolete - can`t remember where I got that impression -

> just put 0 and 1.

I don`t think so, they are used to set the (default) trim colours on menus=  
 and

other stuff for that screen. So these should be the colours you want for t=

hose  
things.

--

() ^ V [] [] () | | =A9 | | [] | | |

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

-----  
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### 1.637 Re: ScreenTags (Dpen,Bpen)

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 10 May 1999 09:37:00 +0100

From: "David McMinn" <[D.Mcminn@eee.rgu.ac.uk](mailto:D.Mcminn@eee.rgu.ac.uk)>

Organization: The Robert Gordon University, E&EE

Date: Mon, 10 May 1999 09:34:45 +0100

encoding: Quoted-printable

Subject: Re: ScreenTags (Dpen,Bpen)

Hi Curt

> > Do any of you know how what is tag is=A0for Dpen, Bpen.

>

> There is no tag for this - if you open the screen with a taglist, they a=

re

SA\_DetailPen and SA\_BlockPen

> Even

> DriPens ;the colours to use for the various screen pens

> Dc.w 0,1,1,2,1,3,1,0,2,1,2,1,3

According to the autodocs, you need to terminate this with -1 or NOT(0) (i=

ts ~0

in C).

--

() ^ V [] [] () | | =A9 | | [] | | |

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Jabba doesn't have time for smugglers who drop their  
pants at the first sign of an Imperial Cruiser.

-----  
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**1.638 Re: ScreenTags (Dpen,Bpen)**

for scott@online.u-net.com; Sun, 9 May 1999 18:35:29 +0000

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

Subject: Re: ScreenTags (Dpen,Bpen)

Date: Sun, 9 May 1999 18:31:19 +0100

Andrew wrote:

>Do any of you know how what is tag is for Dpen, Bpen.

>What I mean is

>Screen 0,0,0,640,256,8,\$8000,"",1(Dpen),2(Bpen)

I think they're obsolete - can't remember where I got that impression - just put 0 and 1.

VIC

-----  
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**1.639 Re: ScreenTags (Dpen,Bpen)**

for scott@online.u-net.com; Sun, 9 May 1999 20:34:34 +0100

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

Subject: Re: ScreenTags (Dpen,Bpen)

Date: Sun, 9 May 1999 20:30:48 +0100

David McMinn wrote

>I don't think so, they are used to set the (default) trim colours on >menus and

>other stuff for that screen. So these should be the colours you want

>for those

>things.

Are you sure - what about ScreenPens? That's what I use for setting those - if I need to mess with them.

VIC

My parents have just gone on holiday, so I thought I'd mess with the Windows bootpic, I put AMIGA ROOLZ! across it, and saved the old version. Bloody Windows won't display it when it boots. Is there any other company, other than Microsoft, that would go to the trouble of checking whether or not it was their splash screen?

-----  
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---

## 1.640 Re: scrolly text

for scott@online.u-net.com; Mon, 31 May 1999 02:06:53 +0100

Date: Sun, 30 May 1999 22:06:44 -0300 (ADT)

Sender: ah210@chebucto.ns.ca

From: John Mason <ah210@chebucto.ns.ca>

Subject: Re: scrolly text

On 30 May 1999, Oliver Marks wrote:

> Can anyone give me some code that will load in a text file and scroll  
> the contents of the text file across a window at the moment i have  
> loaded in a text file into an array and can display the start of the  
> text in the window but i do not know how to scroll it across the  
> screen any body have any ideas?

My Reminder program (on Aminet) does this, although for just one string at a time. Here's what it does, basically (no pun intended) :

```
text.s = "some text to scroll"
```

```
currchar = 1
```

```
while currchar <= len(text)
```

```
wlocate <some coords at far right of window minus the width of a char>
```

```
print mid$(text,currchar,1) ; Print the next character
```

```
wscroll <rectangle filling entire window, scroll to the left by the  
width of a char>
```

```
currchar+1
```

```
wend
```

Does that help? I thing wscroll is a valid command. You need to know the width of the font you're using for it to work, otherwise that should work.

Note that this example would scroll the text from right to left.

--

John Mason -- ICQ 17931257

<http://chebucto.ns.ca/~ah210/Profile.html>

Home of NewStuff and Reminder!

-----

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---

## 1.641 scrolly text

for scott@online.u-net.com; Sun, 30 May 1999 20:23:12 +0000

From: "Oliver Marks" <oly@enterprise.net>

Organization: Private

Date: 30 May 99 16:18:31 +0100

Subject: scrolly text

Encoding: 7bit

Hi,

Can anyone give me some code that will load in a text file and scroll the contents of the text file across a window at the moment i have loaded in a text file into an array and can display the start of the text in the window but i do not know how to scroll it across the screen any body have any ideas?

--

ICQ#: 33315204

Url : <http://www.homepages.enterprise.net/oly/games/index.htm>

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## 1.642 Re: scrolly text

for scott@online.u-net.com; Mon, 31 May 1999 18:13:52 +0100

From: Peter Thor <thor@mailbox.swipnet.se>

Date: Mon, 31 May 1999 00:07:55 +0200

Organization: Nukleus

Subject: Re: scrolly text

Encoding: quoted-printable

The 30-Maj-99, Oliver Marks wrote:

> Can anyone give me some code that will load in a text file and scroll

> the contents of the text file across a window

<snap>

I did this on my TI-85 calculator a long time ago.

I kept the text i wanted to scroll in a textarray and clipped out the text to print out while the scroll was being achieved.

Let us say you've scrolled for a while, say 8 steps to the left , and you= have a textarray

that is 60 letters long, the length of the displayed text is 20 chars.

---

What you do is cut out the 20 characters with a character-offset of 9 characters, and then print your new textarray. Next time you increase you=

r

counter and use an offset of 10 instead.

Best of luck.

//Thor

-- =

Peter Thor, Programmer Assembler/Blitz/C/C++

Irc: Joru, ICQ: 11277616, Alt-EMail: joru@hotmail.com

Jim Collas - "The Amiga community is the most innovative, dedicated, hero=  
ic and enduring community in the computer industry"  
=2E- Amiga is it! -.=

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### 1.643 Searching source code

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 17 May 1999 12:12:34 +0100

From: [rostsoft@iol.cz](mailto:rostsoft@iol.cz)

Date: Mon, 17 May 1999 13:11:35 +0200

Subject: Searching source code

Hello all,

if anybody can send me or give me an URL for source sode to a simple text editor I'd be really thankful!!!

Thanks!

-----  
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### 1.644 Shameless self promotion =)

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 18 May 1999 00:27:58 +0100

From: amorel <[amorel@xs4all.nl](mailto:amorel@xs4all.nl)>

Date: Tue, 18 May 1999 01:10:37 +0500

Subject: Shameless self promotion =)

The newest version of my sound player has been uploaded to aminet and is available now. Or you can get it from my site. It is shareware and if you like it email me on how to pay the \$5,- (or DFL 10,-) fee. ofcourse you then get

---

all the usual support and updates etc. Be one of the thousand happy registered users :-)

Stuff added: playlist loading and saving, several bugfixes and some more I forgot.

The player supports ALL octamed formats up to OSS, modules, digibooster pro and 8 bit iff samples. Sid should work but still doesnt :-\ Try it. It unpacks powerpacked files and xpk`ed files. It has playlist support and the normal stuff. It's a no fuss player, which means I won't be adding useless stuff like graphical equalisers, volume control(you got a BIG knob on your amp for that), 24 bit skins and all that other crap which makes programs an unstable memory and resource hog.

If you are using visual prefs and still have problems with the window drawing, tell me. I've tested it to extremes and it works perfectly here.

A mui version of this player was made in an evening and works great. Though it looks like shit(mui does ;) and has no playlist yet. Mui is a pain in the ass, slow, the oo stuff is the worst I've seen in ages and the devdocs are weird. I would like it a lot if anyone could help me out and/or point me to some proper info on this. Don't worry though, the gadtools version is always preferred, by me.

Regards

--

Jeroen(and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \\ Good old C=64 and an attitude!

Ever kissed a frog? ;-P\\ /Fatman analogue synth :D

Music for your game/demo/release? \\ /http://www.paia.com

Contact me! amorel@xs4all.nl \\ /Check my (aged) music on  
http://www.xs4all.nl/~amorel \\ /aminet or at my homepage.

-\*Now out on aminet and my site! Amoralplayer1.2, a no fuss audioplayer\*-

--

Jeroen(and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \\ Good old C=64 and an attitude!

Ever kissed a frog? ;-P\\ /Fatman analogue synth :D

Music for your game/demo/release? \\ /http://www.paia.com

Contact me! amorel@xs4all.nl \\ /Check my (aged) music on  
http://www.xs4all.nl/~amorel \\ /aminet or at my homepage.

-\*Now out on aminet and my site! Amoralplayer1.1, a no fuss audioplayer\*-

-----

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## 1.645 Shape Scaling In Mildred

for scott@online.u-net.com; Fri, 14 May 1999 14:17:29 +0000

From: Jake Frederick <gonzo@acadia.net>

Date: Fri, 14 May 1999 09:09:54 +0500

Subject: Shape Scaling In Mildred

Could someone give me an example of scaling a shape with the shapezoom command in Mildred? I can scale a bitmap but for some reason I'm having trouble with shapes.

--

-If the doors of perception were cleansed everything would appear to man as it truly is, infinite.-

-----  
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## 1.646 Re: Shape Scaling In Mildred

for scott@online.u-net.com; Sat, 15 May 1999 16:52:42 +0000

From: Jake Frederick <gonzo@acadia.net>

Date: Sat, 15 May 1999 11:44:02 +0500

Subject: Re: Shape Scaling In Mildred

--BOUNDARY.21311448.1

On 14-May-99, Paul wrote:

> It should be no different. MZoomShape zooms from one shape to another.

> You shouldn't try zooming from and to the same shape cus that will

> only work if the dest size is smaller. You could try

> MZoomBitmapToShape? They really all do work the same cus they all use

> the same basic routine.

>

Why doesn't the following code work when I change it from MZoomShapeToBitmap to MZoomShape?

--

-If the doors of perception were cleansed everything would appear to man as it truly is, infinite.-

--BOUNDARY.21311448.1

Content-Disposition: attachment; filename="zoom.bb2"

WBStartup

NoCli

---

```
MCPU MProcessor
Mc2pCPUmode MProcessor
MReserveBitmaps 1
MReservec2pWindows 1
InitBank 0,320*200,$10002
CludgeBitMap 0,320,200,8,Bank(0)
MBitmap 0,320,200
MPlanar16ToBitmap 0,Bank(0)
LoadShapes 0,"blitz2:work/guy.shapes"
Cls 0
Blit 0,0,0
MShape 0,48,96
MPlanar16ToShape n,Bank(0),48,96,320,200
Screen 0,0,0,320,200,8,0,"demo",0,0,0
Mc2pWindow 0,320,200
While RawStatus($45)=False
zoom.q=96
zoomspeed.q=2
Repeat
zoom+zoomspeed
ax.q=zoom/96
ay.q=zoom/96
MZoomShapeToBitmap x,y,ax,ay,x,y,24,96,False,z
Mc2p Bank(0)
Until zoom>192-zoomspeed OR RawStatus($45)=True
Wend
End
--BOUNDARY.21311448.1
```

```
-----
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--BOUNDARY.21311448.1--
```

## 1.647 Re: Shape Scaling In Mildred

```
for scott@online.u-net.com; Sat, 15 May 1999 21:31:31 +0100
From: Jake Frederick <gonzo@acadia.net>
Date: Sat, 15 May 1999 16:24:29 +0500
Subject: Re: Shape Scaling In Mildred
```

On 15-May-99, Paul wrote:

> Jake,

>

>> Why doesn't the following code work when I change it from

>> MZoomShapeToBitmap to MZoomShape?

>

> Because they don't do the same thing! MZoomShapeToBitmap uses a shape

> and zooms it output to the destination. MZoomShape zooms from one

> shape to another, so you won't see it on your bitmap unless you then

> went and MBlitted.

I know that, I just forgot to mention it in the e-mail. Anyway I figured out the problem, I didn't specify which shape I was using with MUseShape.

--

-If the doors of perception were cleansed everything would appear to man as it truly is, infinite.-

-----  
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## 1.648 Re: Shape Scaling In Mildred

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Fri, 14 May 1999 18:22:54 +0100

From: "Paul" <[paulwest@stationone.demon.co.uk](mailto:paulwest@stationone.demon.co.uk)>

Organization: private

Date: 14 May 99 18:21:17 +0000

Subject: Re: Shape Scaling In Mildred

Encoding: 7bit

> Could someone give me an example of scaling a shape with the shapezoom command  
> in Mildred? I can scale a bitmap but for some reason I'm having trouble with  
> shapes.

It should be no different. MZoomShape zooms from one shape to another.

You shouldn't try zooming from and to the same shape cus that will

only work if the dest size is smaller. You could try

MZoomBitmapToShape? They really all do work the same cus they all use the same basic routine.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

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---



## 1.649 Re: Shape Scaling In Mildred

for scott@online.u-net.com; Sat, 15 May 1999 18:34:57 +0100

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 15 May 99 18:27:37 +0000

Subject: Re: Shape Scaling In Mildred

Encoding: 7bit

Jake,

> Why doesn't the following code work when I change it from MZoomShapeToBitmap  
> to MZoomShape?

Because they dont do the same thing! MZoomShapeToBitmap uses a shape  
and zooms it output to the destination. MZoomShape zooms from one  
shape to another, so you wont see it on your bitmap unless you then  
went and MBlitted.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

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## 1.650 Shapes (Identification, and some other stuff)

for scott@online.u-net.com; Tue, 1 Jun 1999 03:31:02 +0100

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Tue, 01 Jun 1999 03:29:00 +0100

Organization: Satanic Dreams Software.

Subject: Shapes (Identification, and some other stuff)

Hello,

Does anyone know anything about Blitz's "Shapes" format?..  
Specifically a way to identify a file (a byte-run).. And a way to  
tell how many shapes are in the file..?

Thanks

Rob

Cya!

--

---

<tsb>

<sb>\*CONTACTING MEEEEEEEE:\*

<sb>loki@sds.in2home.co.uk | \*ICQ:\* 27181384

<sb>SDS FOUNDER: URL: <http://www.satanicdreams.freemove.co.uk/>

<tsb>

<sb>\*PROJECT INFO:\*

<sb>Minimum Safe Distance [3%]

<sb>/After a few trips to the toilet, the following appeared:/

<sb>MorrisTheMaggot, CTTM2, TimeSwipe, NIB, BlitzBFB, Prefs2000 & TMS.

<sb>

<sb>"Tsuki ni kawatte, oshioki yo!" - Sailor Moon

<tsb>

-----  
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## 1.651 Re: Shapes, Windows and Blitting

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 25 May 1999 14:11:06 +0100

From: Curt Esser <[camge@ix.netcom.com](mailto:camge@ix.netcom.com)>

Date: Tue, 25 May 1999 07:56:50 -0500

Subject: Re: Shapes, Windows and Blitting

Hi David

On 25-May-99, David McMinn wrote:

>>

>> You can also use the Blitz equivalent, "BitMapToWindow"

>>

>

> Sorry, I forgot. Me and my OS fetish....

Heh, heh. Actually, it's good to see the OS ways of doing things. I'd

rather do things that way myself. I just added the Blitz command stuff for completeness

Yours electronically,

Curt Esser

[camge@ix.netcom.com](mailto:camge@ix.netcom.com)

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

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---

## 1.652 Re: Shapes, Windows and Blitting

for scott@online.u-net.com; Tue, 25 May 1999 13:02:54 +0100

From: Curt Esser <camge@ix.netcom.com>

Date: Tue, 25 May 1999 06:51:05 -0500

Subject: Re: Shapes, Windows and Blitting

Hi David

On 25-May-99, David McMinn wrote:

>

>

>> do this, I need a way of blitting shapes to an OS window. Is there a  
>> version of WBlit equivalent to BBlit (so that smooth movement of the  
>> shape can happen without leaving a trail as WBlit does)

No, there isn't. But I think you are confusing BBlit (which stores the area of the background that you are about to over-write with you shape) with true double-buffered (ie, 2 separate) bitmaps, where one bitmap is being shown while the other is being drawn on. And this is why it's impossible in a window, as a window only has one bitmap. In fact, the Window's bitmap is never actually seen - it's a place in memory where intuition keeps a copy of the window, and uses it for re-drawing the window when necessary.

The Window you actually see is drawn on the screen's bitmap...

>

>> use a bitmap attached to the window to blit to. I don't like the second  
>> method, as I would have to set up a gadgetlist, wasting a bit of memory,  
>> to be able to attach a bitmap to the window. (All because of the  
>> arguments of the Window command)

The bitmap argument for the window is really meant for using SuperBitMap windows.

But you can supply a dummy gadgetlist number if you don't want any gadgets.

(Yes, I've tried it)

IE, just put "0" as the gadgetlist - no real gadgetlist is actually needed.

>

> OK, don't bother with the bitmap and gadgetlist parameters of the window.

> When you want to draw a bitmap to a window you can use the command:

>

> BltBitMapRastPort\_ Addr BitMap(bmp),x1,y1,RastPort(win),x2,y2,w,h,\$C0

You can also use the Blitz equivalent, "BitMapToWindow"

But it's still going to flash just like WBlit does, unless you have a fast processor. If you are using a system patch like FBlit or a GFX card, and

keep the size of the Window (or at least the area of the bitmap being transferred to the window at each time) small, you can get it to work reasonably smoothly on an 030/50 or better with a hi-res-laced WB ...

Yours electronically,

Curt Esser

camage@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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## 1.653 Re: Shapes, Windows and Blitting

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 25 May 1999 09:35:25 +0100

From: "David McMinn" <[D.Mcminn@eee.rgu.ac.uk](mailto:D.Mcminn@eee.rgu.ac.uk)>

Organization: The Robert Gordon University, E&EE

Date: Tue, 25 May 1999 09:34:08 +0100

encoding: Quoted-printable

Subject: Re: Shapes, Windows and Blitting

> do this, I need a way of blitting shapes to an OS window. Is there a  
> version of WBlit equivalent to BBlit (so that smooth movement of the sha=  
pe

> can happen without leaving a trail as WBlit does), or otherwise, how can=  
I

Don't think so.

> use a bitmap attached to the window to blit to. I don't like the second  
> method, as I would have to set up a gadgetlist, wasting a bit of memory,  
> to be able to attach a bitmap to the window. (All because of the argumen=  
ts  
> of the Window command)

OK, don't bother with the bitmap and gadgetlist parameters of the window. =  
When

you want to draw a bitmap to a window you can use the command:

```
BlitBitMapRastPort_ Addr BitMap(bmp),x1,y1,RastPort(win),x2,y2,w,h,$C0
```

bmp =3D number of bitmap you want to draw

x1,y1 =3D co-ordinates in bitmap to start drawing from

win =3D window number to draw to

x2,y2 =3D co-ordinates in window to start drawing to

w,h =3D width and height of the area to draw

---

--

l) ^ V ][ l) Ml =A9 Ml ][ M M

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

God loves stupid people. That's why he made so many.

-----  
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### 1.654 Re: Shapes, Windows and Blitting

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 25 May 1999 13:16:24 +0000

From: "David McMinn" <[D.Mcminn@eee.rgu.ac.uk](mailto:D.Mcminn@eee.rgu.ac.uk)>

Organization: The Robert Gordon University, E&EE

Date: Tue, 25 May 1999 13:14:53 +0100

encoding: Quoted-printable

Subject: Re: Shapes, Windows and Blitting

>

> You can also use the Blitz equivalent, "BitMapToWindow"

>

Sorry, I forgot. Me and my OS fetish....

--

l) ^ V ][ l) Ml =A9 Ml ][ M M

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Word/Phrase: Slot Machines

Anagram: Cash Lost in 'em

-----  
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### 1.655 Re: Shapes, Windows and Blitting

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 25 May 1999 13:32:39 +0000

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <[flameduck@software.dk](mailto:flameduck@software.dk)>

Date: Tue, 25 May 1999 14:21:16 +0200

Organization: M2 productions

---

Subject: Re: Shapes, Windows and Blitting

Encoding: quoted-printable

Hello Sandy.

On 24-May-99, Sandy Brownlee wrote:

> This is my first post to the group- I have probably an incredibly simpl=  
e  
> question for you.

There are no simple questions, only simple answers, or something :o>

> My problem has to do with a game that I'm currently attempting to write=  
=2E I

> would like it to be OS friendly, displaying on a window in the WB- but =  
> do this, I need a way of blitting shapes to an OS window. Is there a  
> version of WBlit equivalent to BBlit (so that smooth movement of the sh=  
ape

> can happen without leaving a trail as WBlit does), or otherwise, how ca=  
n I

> use a bitmap attached to the window to blit to. I don't like the second=  
> method, as I would have to set up a gadgetlist, wasting a bit of memory=  
, to

> be able to attach a bitmap to the window. (All because of the arguments=  
of

> the Window command)

Erm, I'm no expert or anything (esp. not on system programming, I'm just =  
learning, much like yourself) But can't you just blit straight to the wind=  
ows' bitmap ? I've done that before and it certainly worked, whether it's=  
actually system freindly or not is another matter entirely. Oh, and if y=  
ou want a doublebuffered blit you should quite probably do it (the BBlit =  
thing) on seperate bitmaps and then use BitmapToWindow or BltBitMapRastPo=  
rt\_ (as David suggested) depending on how good you are at systems program=  
ming. However, bear in mind that this WILL slow down the performnce of yo=  
ur game on non-gfx-card machines (it'll slow it down on gfx-cards aswell,=  
but they're so fast no-one will notice :o>)

> Hope you can help.

Hope I've been helpfull

Regards

-- =

=2E---+----- - - - - -

----- / /\_\_ ----- <http://www.m2p.dk> --

/\_\_\_\_| Productions/=

-----

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## 1.656 Shapes, Windows and Blitting

for scott@online.u-net.com; Mon, 24 May 1999 19:57:47 +0100

From: Sandy Brownlee <Sandy@brownlee99.freemove.co.uk>

Date: Mon, 24 May 1999 19:42:56 +0000

Subject: Shapes, Windows and Blitting

Hi All!

This is my first post to the group- I have probably an incredibly simple question for you.

My problem has to do with a game that I'm currently attempting to write. I would like it to be OS friendly, displaying on a window in the WB- but to do this, I need a way of blitting shapes to an OS window. Is there a version of WBlit equivalent to BBlit (so that smooth movement of the shape can happen without leaving a trail as WBlit does), or otherwise, how can I use a bitmap attached to the window to blit to. I don't like the second method, as I would have to set up a gadgetlist, wasting a bit of memory, to be able to attach a bitmap to the window. (All because of the arguments of the Window command)

Hope you can help.

Sandy Brownlee

-----  
M\$- "Where did you want to go again?"  
-----

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## 1.657 Re: Shapes, Windows and Blitting

for scott@online.u-net.com; Tue, 25 May 1999 19:25:55 +0000

From: Sandy Brownlee <Sandy@brownlee99.freemove.co.uk>

Date: Tue, 25 May 1999 19:23:25 +0000

Subject: Re: Shapes, Windows and Blitting

Hello David

On 25-May-99, you wrote:

>

> OK, don't bother with the bitmap and gadgetlist parameters of the window.

> When you want to draw a bitmap to a window you can use the command:

>

> BltBitMapRastPort\_ Addr BitMap(bitmap),x1,y1,RastPort(window),x2,y2,w,h,\$C0

---

>  
> bmp = number of bitmap you want to draw  
> x1,y1 = co-ordinates in bitmap to start drawing from  
> win = window number to draw to  
> x2,y2 = co-ordinates in window to start drawing to  
> w,h = width and height of the area to draw  
>

Thanx, that works just fine.

I don't notice much slowdown, yet, but I do have an 040, I suppose ;-)

Regards,

Sandy Brownlee

-----  
Bill Gates- "It can't be that bad... We fixed over 300 faults last week"

-----  
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## 1.658 Silly deactivate string solution #1

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Fri, 14 May 1999 01:43:34 +0100

From: "Dave" <[dave@nbsamiga.demon.co.uk](mailto:dave@nbsamiga.demon.co.uk)>

Subject: Silly deactivate string solution #1

Date: Fri, 14 May 1999 01:42:57 +0100

charset="iso-8859-1"

Encoding: 7bit

Hi all,

Yes I know this one's been cured...but I've been playing with it....and here's another way to do it

Activate 0:type chr\$(A)

Simply replace the 0 in activate to the window you want to kill the string in (ie, you can do this on any window). The good thing about this is it triggers a idcmp up for the string gadget, which means that your programs waitevent loop would detect that and you could process changes as normal, without having to check for a change in another way. And it should be very system friendly, and you could even do it to other windows (ie, not one's you've created). And I can't see any down side to this, just call it, and if a string gadget isn't activate then nothing happens..so you don't need to know before whether there is one active or not.

Just playing,

---



Dave

P.s. Why is mission impossible called mission impossible?? Because they do it every week....surely it should be called mission quite tricky, or mission almost impossible, but not quite!

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## 1.659 Re: slighty off topic book related query

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 3 May 1999 12:36:59 +0000

From: "Anders Hasselqvist" <[hassel@acc.umu.se](mailto:hassel@acc.umu.se)>

Subject: Re: slighty off topic book related query

Date: Mon, 3 May 1999 13:36:40 +0200

charset="iso-8859-1"

Encoding: quoted-printable

From: Dave <[dave@nbsamiga.demon.co.uk](mailto:dave@nbsamiga.demon.co.uk)>

>=20

> The Amiga Guru Book

> 1993, Ralph Babel (published by Ralph Babel, no ISBN)

> DM 79.00

>=20

You can buy it from Schatztruhe..

I bought it there and I'm happy with it.. It contains about everything =  
you want to know.

I sent money on monday. The book arrived Friday the same week and I live =  
in Sweden.

I even got change back :)

Anders Hasselqvist

[hassel@acc.umu.se](mailto:hassel@acc.umu.se)

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## 1.660 Re: slighty off topic book related query

From [blitz-list-return-11257-scott@online.u-net.com@netsoc.ucd.ie](mailto:blitz-list-return-11257-scott@online.u-net.com@netsoc.ucd.ie) Tue May 04 09:09:24 1999

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 4 May 1999 09:09:11 +0000

From: "Anders Hasselqvist" <[hassel@acc.umu.se](mailto:hassel@acc.umu.se)>

---

Subject: Re: slighty off topic book related query

Date: Tue, 4 May 1999 10:08:46 +0200

charset="iso-8859-1"

Encoding: quoted-printable

From: Dave <dave@nbsamiga.demon.co.uk>

> >You can buy it from Schatztruhe..

> > bought it there and I'm happy with it.. It contains about everything =  
you

> want to know.

> > sent money on monday. The book arrived Friday the same week and I =  
live in

> Sweden.

> > even got change back :)

>=20

>=20

> The two things I need at the moment are, the .lib file formats (used =  
by

> linkers) and hunk types (ie, overlay). Neither of those is covered by =  
an

> `official book`, and the systems programmers guide only gives you 2 =  
pages on

> hunks. I read a review of The Amiga Dos Manual (3rd Ed), which said it =  
had

> over a hundred pages on these subjects ;)....but is that info in your =  
book??

>=20

Yes, that is one of the reasons I bought it. "The Amiga Dos Manual (3rd =  
Ed)" is an official

book, but many say that "The Guru Book" is better.

You can also check out

HunkGuide.lha dev/misc 7K 134 Executable file structure =  
explanaton

In aminet for an incomplete collection of structures.

Bye,

Anders Hasselqvist

hassel@acc.umu.se

-----  
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---

## 1.661 Re: slightly off topic book related query

From blitz-list-return-11254-scott=online.u-net.com@netsoc.ucd.ie Tue May 04 01:42:30 1999

for scott@online.u-net.com; Tue, 4 May 1999 01:42:30 +0100

From: "Dave" <dave@nbsamiga.demon.co.uk>

Subject: Re: slightly off topic book related query

Date: Tue, 4 May 1999 01:41:48 +0100

charset="iso-8859-1"

Encoding: 7bit

>>

>> The Amiga Guru Book

>> 1993, Ralph Babel (published by Ralph Babel, no ISBN)

>> DM 79.00

>>

>You can buy it from Schatztruhe..

> bought it there and I'm happy with it.. It contains about everything you want to know.

> sent money on monday. The book arrived Friday the same week and I live in Sweden.

> even got change back :)

The two things I need at the moment are, the .lib file formats (used by linkers) and hunk types (ie, overlay). Neither of those is covered by an `official book`, and the systems programmers guide only gives you 2 pages on hunks. I read a review of The Amiga Dos Manual (3rd Ed), which said it had over a hundred pages on these subjects ;)....but is that info in your book??

Dave

-----  
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## 1.662 SMC v1.0

for scott@online.u-net.com; Fri, 14 May 1999 00:14:02 +0100

From: Gareth Griffiths <gaz@jokerd.freemove.co.uk>

satanicdreams@egroups.com,

ezmlm <blitz-list@netsoc.ucd.ie>

Date: Thu, 13 May 1999 20:27:29 +0100

Organization: Joker Developments

Subject: SMC v1.0

---

Hi,

OK People, I need a favour, and I need one quick.

I need to gather together save game files (careers) from EVERY version of SWOS to date (excluding the unofficial updates) by this I mean:

SWOS v1.0

SWOS v1.1

SWOS 95/96 European Championships Edition

SWOS 96/97

I already have a save game file from 95/96.

The reason? I have done a savegame editor which I am uploading to aminet as I write this. But it has only been tested with 95/96. If possible, could you also state your system config, as IIRC (does that stand for If I Remember Correctly?) SWOS is sensitive to mem configs, and refuses to load a game on a 500 that was saved on a 1200.

Cheers. It will be on aminet in a few days. game/patch/SMC.lha

Cya!

Gaz.

--

<sb> Gareth Griffiths (Joker Developments)

<sb> E-Mail: gaz@jokerd.freemove.co.uk

<sb> WWW: www.jokerd.freemove.co.uk

<sb> ICQ: Gazza (37738211)

"We are the Knights who say... Ni!" - Monty Python.

-----  
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## **1.663 Re: Some more Window Blit stuff.**

for scott@online.u-net.com; Sun, 2 May 1999 04:07:26 +0100

From: Curt Esser <camge@ix.netcom.com>

Date: Sat, 01 May 1999 21:54:28 -0500

Subject: Re: Some more Window Blit stuff.

Hi Dave

On 01-May-99, Dave wrote:

> I know what the exact problem is, it is in GetAShape, its the fact that  
> mark hardcoded the blitter wait himself (instead of calling the library  
> function waitblit\_ which is only 3 instructions long when no blitter  
> process is active..and knows about all the quirks of the system and

> blitter so why he wouldn't use that god only knows!).  
He may have been trying to avoid the bug in older versions of the Agnes  
chip, which would give incorrect results with the OS function.  
> I fixed it with a suggestion from the creator  
> of andy williams?? (worms??),  
Andy Davidson ;)  
> by turning auto cookies off, and making them  
> by hand with make cookie (or whatever) in a separate loop with  
> clearcacheu\_ for good measure!.

Good to know! Thanks.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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## 1.664 Re: Some more Window Blit stuff.

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sat, 1 May 1999 22:24:32 +0000

From: Curt Esser <[camge@ix.netcom.com](mailto:camge@ix.netcom.com)>

Date: Sat, 01 May 1999 15:42:18 -0500

Subject: Re: Some more Window Blit stuff.

--BOUNDARY.1748331152.1

Hi Victor,

On 01-May-99, Linda Bell wrote:

> Loki wrote  
>> Anyone know why you cant grab a shape from an OS bitmap?.. And if there  
>> is anyway to do this?... Perhaps someone knows the structure of a  
>> bitmap or a .image ? Any ideas how I can acheive the above?  
>> The debugger dies complaining about interleaved bitmaps :(((  
>> Yet you can still blit,bblit,qblit and all the other blits to it :)  
>  
>  
> You can, with ScreensBitmap as you've used, glancing briefly at the code,  
> I wonder if the routine that contains the WBlit is ever executed -  
> shouldn't you call this routine first, before waiting for the window to be  
> moved?

>

> Having said that, I wrote a Clock program with a transparent background,  
> which worked by grabbing the image of the WBScreen behind it's window, and  
> WBlitting it. When I got my 030, this program stopped grabbing the  
> background properly, and I had to write a new Clock program - never  
> understood why it stopped working properly.

Aha, the GetAShape bug rears it's ugly head again!

It's something to do with the caches found in 030 + processors. The  
GetAShape is working OK, but sometimes the shape is messed up if you try  
blitting it.

Some cures:

Use the OS call "CacheClearU\_" after the GetAShape but before blitting it.

This will usually fix it.

This will definately fix it, but it's a bit more complicated. Note that you  
could do this with a whole series of shapes at once also:

- 1 - do the GetAShape (or several GetAShapes)
- 2 - save it/them off as a temporary shapes file into RAM:
- 3 - free the shape(s)
- 4 - reload it/them from RAM:
- 5 - delete the temporary file

As a side note, the above method also makes an excellent de-fragmenter if  
you program is doing lots of freeing and reloading of different sized  
shapes...

<sb>

As far as the window background, however, a better method is to use the  
Scroll command. This does away with the need for a shape at all (thus  
saving on chip ram and program overhead) See the attachment.

Also, you could use this "scrolled to" bitmap to GetAShape from, if you're  
having problems with the WB's interleaved bitmap.

Later...

--

A woman without a man is like a fish without a bicycle.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

--BOUNDARY.1748331152.1

Content-Disposition: attachment; filename="Invisible.asc"

;"invisible" WB window

---

```

NoCli
WBenchToFront_ ;make sure Workbench is showing
WbToScreen 0 ;get workbench screen
ScreensBitMap 0,0 ;and find it's bitmap
planes=Peek.w(Addr BitMap (0)+4) ;get the screen depth
WinWidth.w=200 ;set sizes for our window
WinHeight.w=180
WinX.w=Peek.w(Addr BitMap(0))/2-(WinWidth/2) ;and center it on the WB
WinY.w=Peek.w(Addr BitMap (0)+2)/2-(WinHeight/2)
BitMap 1,WinWidth,WinHeight,planes ;make a bitmap for the window
Scroll WinX,WinY,WinWidth,WinHeight,0,0,0 ;copy the "picture" to it
Free BitMap 0 ;don't need this any more
;-----
;this next bit makes a real invisible window with no border...
;but you won't be able to see it unless you put something in it!
;so I've given it a border for the second example below
;Window 0,WinX,WinY,WinWidth,WinHeight,$800,"",1,2 ;open the window
;BitMaptoWindow 1,0 ;make the window "invisible"
;MouseWait
;End
;-----
;here I'll give it a border so you can see the window:
;you'll need amigalibs.res for this part
Window 0,WinX,WinY,WinWidth,WinHeight,$81$2,"Hey! It worked!",1,2
*win.Window=Peek.l(Addr Window(0)) ;get the offsets to keep
top.w = *win\BorderTop ;the bitmap in the right
left.w = *win\BorderLeft ;place inside the window
bottom.w = *win\BorderBottom ;borders
right.w = *win\BorderRight
insidewidth.w = WinWidth -left -right
insideheight.w = WinHeight -top -bottom
;OK, now paste the background into the window:
BitMaptoWindow 1,0,left,top,left,top,insidewidth,insideheight
Repeat
Until WaitEvent=$200
End
--BOUNDARY.1748331152.1
;-----
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--BOUNDARY.1748331152.1--

```

**1.665 Re: Some more Window Blit stuff.**

for scott@online.u-net.com; Thu, 6 May 1999 00:54:21 +0000

From: Curt Esser <camge@ix.netcom.com>

Date: Wed, 05 May 1999 18:43:10 -0500

Subject: Re: Some more Window Blit stuff.

--BOUNDARY.1748505728.1

Hi Thomas

>

> GetAShape just doesn't work with interleaved bitmaps as they are stored in  
> memory in a different way. In some BUM docs I have it claims that  
> GetAShape was updated to handle interleaved bitmaps but I could never get  
> it to work.

Here's a way that does work - but not on GFX cards...

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

--BOUNDARY.1748505728.1

Content-Disposition: attachment; filename="ShapeGrab.asc"

NoCli

WBenchToFront\_

FindScreen 0

ScreensBitMap 0,0

dpth.w=WBDepth

#SpareBitmap=1 ;an un-used bitmap object number

Statement ShapeGrab { shapenum.w,x.w,y.w,width.w,height.w,dpth.b }

Free Shape shapenum

InitShape shapenum,width,height,dpth ;create a blank shape

ShapesBitMap shapenum,#SpareBitmap ;needed for drawing to it

Use BitMap #SpareBitmap

Scroll x,y,width,height,0,0,0 ;the actual grab

MakeCookie shapenum ;needed for blitting

End Statement

ShapeGrab{0,100,20,200,100,dpth}

;ok, got it - let's put it in a window to see if it worked:

Window 0,200,20,250,150,\$8,"We grabbed this:",1,0

WBlit 0,30,30

Repeat

---



ev.=WaitEvent  
Until ev=\$200  
End  
--BOUNDARY.1748505728.1

-----  
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--BOUNDARY.1748505728.1--

## 1.666 Re: Some more Window Blit stuff.

for scott@online.u-net.com; Thu, 6 May 1999 21:30:09 +0100

From: Curt Esser <camge@ix.netcom.com>

Date: Thu, 06 May 1999 14:58:48 -0500

Subject: Re: Some more Window Blit stuff.

Hi Thomas

On 06-May-99, Thomas Cobb wrote:

> Curt Esser wrote:

>

>> > GetAShape just doesn't work with interleaved bitmaps as they are stored

>> > in memory in a different way.

>>

>> Here's a way that does work - but not on GFX cards...

>

> Great! This avoids the corrupted-graphics-on-030 problem as well doesn't

> it?

Yes, it will, because the GetAShape command isn't used.

The scroll command, apparently, uses the OS command, so it doesn't matter if the bitmap is interleaved or not. GetAShape is, instead, done by Blitz itself - hence, the bug ;)

To be fair, Blitz was written in the days of OS 1.3 - maybe there was no such thing as interleaved bitmaps then?

Here is the other method, suggested by Dave, that works too.

But this will only work on regular bitmaps, not interleaved.

If you didn't see the posting, it is:

AutoCookie OFF ;it is the "cookie" that gets thrashed by GetAShape

GetaShape blah, blah, blah...

MakeCookie (shapenumber)

So now you will have a normal shape, with cookie, ready to blit!

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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## 1.667 Re: Some more Window Blit stuff.

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 2 May 1999 00:47:31 +0100

From: "Dave" <[dave@nbsamiga.demon.co.uk](mailto:dave@nbsamiga.demon.co.uk)>

Subject: Re: Some more Window Blit stuff.

Date: Sun, 2 May 1999 00:45:44 +0100

charset="iso-8859-1"

Encoding: 7bit

>Aha, the GetAShape bug rears it's ugly head again!

>

>It's something to do with the caches found in 030 + processors. The

>GetAShape is working OK, but sometimes the shape is messed up if you try

>blitting it.

>

I know what the exact problem is, it is in GetAShape, its the fact that mark hardcoded the blitter wait himself (instead of calling the library function waitblit\_ which is only 3 instructions long when no blitter process is active..and knows about all the quirks of the system and blitter so why he wouldn't use that god only knows!). This can cause problems on fast machines, as the cpu has already passed by the blitwait by using it's fast cache before the poor old blitter puts down his newspaper n cup of tea and goes to work ;)

As far as I can tell, what happens is the mask corrupts (this is why saving then reloading works, by remaking the masks on reload), because the system is allowed to use the blitter again, before the mask (the last blit when getting a shape) has finished using the blitter, so it gets corrupted, or doesnt finish. I fixed it with a sugestion from the creator of andy williams?? (worms??), by turning auto cookies off, and making them by hand with make cookie (or whatever) in a seperate loop with clearcacheu\_ for good measure!.

Dave

-----  
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---

**1.668 Re: Some more Window Blit stuff.**

for scott@online.u-net.com; Sun, 2 May 1999 17:00:59 +0100

From: "Dave" <dave@nbsamiga.demon.co.uk>

Subject: Re: Some more Window Blit stuff.

Date: Sun, 2 May 1999 16:53:52 +0100

charset="iso-8859-1"

Encoding: 7bit

>> I know what the exact problem is, it is in GetAShape, its the fact that  
>> mark hardcoded the blitter wait himself (instead of calling the library  
>> function waitblit\_ which is only 3 instructions long when no blitter  
>> process is active..and knows about all the quirks of the system and  
>> blitter so why he wouldn't use that god only knows!).

>

>He may have been trying to avoid the bug in older versions of the Agnes  
>chip, which would give incorrect results with the OS function.

Hmmm...wasn't that fixed by setpatch...or someother patch?? It's better to  
use system calls when possible, because the can be patched easily if any  
problems arise.

>> I fixed it with a sugestion from the creator

>> of andy williams?? (worms??),

>

>Andy Davidson ;)

I got that the wrong way round anyway ;) (never was very good at names!)

>> by turning auto cookies off, and making them

>> by hand with make cookie (or whatever) in a seperate loop with

>> clearcacheu\_ for good measure!.

>

>Good to know! Thanks.

Hmm..though why it works...I don't know. I disassmled one of my blitz  
programs....and it's completely different to the waitblit\_ call (though he's  
follow the A1000/A500/A2000 hardware manual correctly...it just goes to  
show..bashing the hardware doesn't work in the long run)

blitz wait blit:

btst #6,\$DFF002

waitloop :btst #6,\$DFF002

bne waitloop

graphics library wait blit:

tst.b \$DFF002

---

btst #6,\$DFF002

bne.s waitloop

rts

waitloop: tst.b \$BFE001

tst.b \$BFE001

btst #6,\$DFF002

bne.s waitloop

tst.b \$DFF002

rts

weird or what?? I suspect that fixes some problems with caches and blitter quirks, and no clearcacheu\_ in sight!

Dave

-----  
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## 1.669 Re: Some more Window Blit stuff.

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sat, 1 May 1999 19:31:09 +0000

From: "Linda Bell" <[zalda@home4968.freemove.co.uk](mailto:zalda@home4968.freemove.co.uk)>

<[loki@sdsoft.freemove.co.uk](mailto:loki@sdsoft.freemove.co.uk)>

Subject: Re: Some more Window Blit stuff.

Date: Sat, 1 May 1999 19:17:22 +0100

Loki wrote

>Anyone know why you cant grab a shape from an OS bitmap?.. And if there

>is anyway to do this?... Perhaps someone knows the structure of a

>bitmap or a .image ? Any ideas how I can acheive the above?

>The debugger dies complaining about interleaved bitmaps :(((

>Yet you can still blit,bblit,qblit and all the other blits to it :)

You can, with ScreensBitmap as you`ve used, glancing briefly at the code, I

wonder if the routine that contains the WBlit is ever executed - shouldn`t

you call this routine first, before waiting for the window to be moved?

Having said that, I wrote a Clock program with a transparent background,

which worked by grabbing the image of the WBScreen behind it`s window, and

WBlitting it. When I got my 030, this program stopped grabbing the

background properly, and I had to write a new Clock program - never

understood why it stopped working properly.

VICTOR BELL

-----  
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---

## 1.670 Some more Window Blit stuff.

for scott@online.u-net.com; Sat, 1 May 1999 14:17:36 +0100

From: Rob Hutchinson <loki@ssoft.freemove.co.uk>

Date: Sat, 01 May 1999 14:16:56 +0100

Organization: Satanic Dreams Software.

Subject: Some more Window Blit stuff.

Hello,

;

; Some Shit:

;

WbToScreen 0

BitMap 0,WBWidth,WBHeight,WBDepth

ScreensBitMap 0,0

SetWinX=0

SetWinY=0

Window 0,SetWinX,SetWinY,100,100,\$81\$41\$10001\$2,"Test",0,1

DefaultOutput

Repeat

Delay\_(1)

EV.l=Event

WinNowX=WindowX

WinNowY=WindowY

If SetWinX<>WinNowX

SetWinX=WindowX

WinChange=1

EndIf

If SetWinY<>WinNowY

SetWinY=WindowY

WinChange=1

EndIf

If WinChange=1

WinChange=0

Use BitMap 0

GetaShape 0,WindowX,WindowY,WindowWidth,WindowHeight

WBlit 0,0,0

EndIf

Until EV=\$200

End

Anyone know why you cant grab a shape from an OS bitmap?.. And if there is anyway to do this?... Perhaps someone knows the structure of a bitmap or a .image ? Any ideas how I can acheive the above?  
The debugger dies complaining about interleaved bitmaps :(((  
Yet you can still blit,bblit,qblit and all the other blits to it :)  
Cya!

--

<tsb>

<sb>\*CONTACTING MWA:\*

<sb>loki@sdsoft.freemove.co.uk | \*ICQ:\* 27181384

<sb>SDS FOUNDER: URL: <http://www.satanicdreams.freemove.co.uk/>

<tsb>

<sb>\*PROJECT INFO:\*

<sb>IconExtreme V3.01 [70%] | SDS^GUI [10%]

<sb>/After a few trips to the toilet, the following appeared:/

<sb>MorrisTheMaggot, CTTM2, TimeSwipe, NIB, BlitzBFB, Prefs2000 & TMS.

<tsb>

<sb>"Never tell me the odds!" -- Han Solo

<tsb>

-----  
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## 1.671 Re: Some more Window Blit stuff.

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 2 May 1999 01:00:03 +0000

From: Rob Hutchinson <[loki@sdsoft.freemove.co.uk](mailto:loki@sdsoft.freemove.co.uk)>

Date: Sun, 02 May 1999 00:54:08 +0100

Organization: Satanic Dreams Software.

Subject: Re: Some more Window Blit stuff.

Encoding: binary

Hello Curt

Hiya, Curt... ,on 01-May-99 you mailed me about: Re: Some more Window Blit stuff.! So I'ma reply`in...

[=> Hi Victor,

[=>

[=> On 01-May-99, Linda Bell wrote:

[=>> Loki wrote

[=>>> Anyone know why you cant grab a shape from an OS bitmap?.. And if

[=>>> there is anyway to do this?... Perhaps someone knows the structure of

[=>>> a bitmap or a .image ? Any ideas how I can acheive the above? The  
[=>>> debugger dies complaining about interleaved bitmaps :((( Yet you can  
[=>>> still blit,bbllit,qblit and all the other blits to it :)  
[=>>  
[=>>  
[=>> You can, with ScreensBitmap as you`ve used, glancing briefly at the  
[=>> code, I wonder if the routine that contains the WBlit is ever executed  
[=>> - shouldn`t you call this routine first, before waiting for the window  
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[=>>  
[=>> Having said that, I wrote a Clock program with a transparent  
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[=>> it`s window, and WBlitting it. When I got my 030, this program stopped  
[=>> grabbing the background properly, and I had to write a new Clock  
[=>> program - never understood why it stopped working properly.  
[=>  
[=> Aha, the GetAShape bug rears it`s ugly head again!  
[=> It`s something to do with the caches found in 030 + processors. The  
[=> GetAShape is working OK, but sometimes the shape is messed up if you try  
[=> blitting it.  
[=>  
[=> Some cures:  
[=>  
[=> Use the OS call "CacheClearU\_" after the GetAShape but before blitting  
[=> it. This will usually fix it.  
It doesn`t get to `after`.. It dies on the command itself! :(  
[=> This will definately fix it, but it`s a bit more complicated. Note that  
[=> you could do this with a whole series of shapes at once also:  
[=>  
[=> 1 - do the GetAShape (or several GetAShapes)  
[=> 2 - save it/them off as a temporary shapes file into RAM:  
[=> 3 - free the shape(s)  
[=> 4 - reload it/them from RAM:  
[=> 5 - delete the temporary file  
GetaShape from where? It wont let me, like I said, it dies on the command  
itself :(((  
[=> As a side note, the above method also makes an excellent de-fragmenter  
[=> if you program is doing lots of freeing and reloading of different sized  
[=> shapes...

---

Nice,.. but probably a little slow?

<sb>

[=>

[=> As far as the window background, however, a better method is to use the

[=> Scroll command. This does away with the need for a shape at all (thus

[=> saving on chip ram and program overhead) See the attachment.

Yeah but the bitmap eats like 300K+ of chip mem on a hires-laced screen...

I spoze it could be freed everytime you move the window and it has

redraw it,.. but it would still require 200-300K of chip mem to move the

window :(.

[=> Also, you could use this "scrolled to" bitmap to GetAShape from, if

[=> you're having problems with the WB's interleaved bitmap.

Scroll to?.. I'm just wondering if there is an OS command that grabs

a section of a screens bitmap and returns a .Image structure?

That would work if there is???

Thanks for the example m8!

[=> Later...

Regards

--

<tsb>

<sb>\*CONTACTING MWA:\*

<sb>loki@ssoft.freemove.co.uk | \*ICQ:\* 27181384

<sb>SDS FOUNDER: URL: <http://www.satanicdreams.freemove.co.uk/>

<tsb>

<sb>\*PROJECT INFO:\*

<sb>IconExtreme V3.01 [70%] | SDS`GUI [10%]

<sb>/After a few trips to the toilet, the following appeared:/

<sb>MorrisTheMaggot, CTTM2, TimeSwipe, NIB, BlitzBFB, Prefs2000 & TMS.

<tsb>

<sb>A sharp tongue and a dull mind are usually found in the same head!

<tsb>

-----  
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**1.672 Re: Some more Window Blit stuff.**

From blitz-list-return-11277-scott=online.u-net.com@netsoc.ucd.ie Wed May 05 17:01:22 1999

for scott@online.u-net.com; Wed, 5 May 1999 17:01:21 +0000

Sender: tdc98@doc.ic.ac.uk

Date: Wed, 05 May 1999 17:00:45 +0100

From: Thomas Cobb <tdc98@doc.ic.ac.uk>

Subject: Re: Some more Window Blit stuff.

Encoding: 7bit

Rob Hutchinson wrote:

> ;

> ; Some Shit:

> ;

>

> Anyone know why you cant grab a shape from an OS bitmap?.. And if there

> is anyway to do this?... Perhaps someone knows the structure of a

> bitmap or a .image ? Any ideas how I can acheive the above?

> The debugger dies complaining about interleaved bitmaps :(((

> Yet you can still blit,bblit,qblit and all the other blits to it :)

GetAShape just doesn't work with interleaved bitmaps as they are stored in

memory in a different way. In some BUM docs I have it claims that

GetAShape was updated to handle interleaved bitmaps but I could never get

it to work.

Thom

-----  
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**1.673 Re: Some more Window Blit stuff.**

for scott@online.u-net.com; Thu, 6 May 1999 11:52:05 +0100

Sender: tdc98@doc.ic.ac.uk

Date: Thu, 06 May 1999 11:51:50 +0100

From: Thomas Cobb <tdc98@doc.ic.ac.uk>

Subject: Re: Some more Window Blit stuff.

Encoding: 7bit

Curt Esser wrote:

>> GetAShape just doesn't work with interleaved bitmaps as they are stored in

>> memory in a different way.

---

>

> Here's a way that does work - but not on GFX cards...

Great! This avoids the corrupted-graphics-on-030 problem as well doesn't it?

Thom

-----  
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## 1.674 Re: Source code text editor

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 10 May 1999 10:36:25 +0100

From: "David McMinn" <[D.Mcminn@eee.rgu.ac.uk](mailto:D.Mcminn@eee.rgu.ac.uk)>

Organization: The Robert Gordon University, E&EE

Date: Mon, 10 May 1999 10:33:00 +0100

encoding: Quoted-printable

Subject: Re: Source code text editor

> Exist any source code text editor for Blitz?

It must exist, unless RWE deleted it ;)

But Steve Matty is trying to release the source for BSS, Ted v2.52 is part=  
of  
that.

--

l) ^ V ][ l) |M| =A9 |M| ][ N N

[dmcminn@house-of-mojo.freemove.co.uk](mailto:dmcminn@house-of-mojo.freemove.co.uk)

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Be nice to your kids. They'll choose your nursing home.

-----  
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## 1.675 Re: Source code text editor

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 11 May 1999 19:08:00 +0100

From: "David McMinn" <[D.Mcminn@eee.rgu.ac.uk](mailto:D.Mcminn@eee.rgu.ac.uk)>

Organization: The Robert Gordon University, E&EE

Date: Tue, 11 May 1999 19:05:38 +0100

encoding: Quoted-printable

Subject: Re: Source code text editor

> This won't be much help, but if I were doing one in C, I would be using  
> pointers - which I'm not comfortable with in Blitz.

I don't like the way Blitz handles the default type pointers, i.e. \*blah.b=  
or

\*blah.w, but apart from that they are fine. Oh, and apart from struct blah=  
\*\*var ;)

> You would do something along the lines of a newtype that would contain a=  
n

> ascii character, a pointer to the previous ascii character, and a pointe=  
r

> to the next ascii character - where ascii characters would include TABs,  
> ENTERs, etc

Seriously? You'd end up with 5 bytes per character, and you'd constantly h=  
ave

to change your list on every keypress. I think what normally would happen =  
is

you allocate a block into which you would put your characters, then you ha=  
ve a

list of these blocks. I don't know if it would be one line per block, as y=  
ou'd

have to limit line length (ala Ted), probably just a bunch of characters, =  
not

specific to anything.

And the block couldn't be too big, because if you deleted something from t=  
he

start of a block, it would take ages to shift all the characters back one =  
place.

--

l) ^ V ][ l) |V| =A9 |V| ][ |N |N

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Windows98 - the world's first non-operating operating system!

-----  
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## 1.676 Re: Source code text editor

for scott@online.u-net.com; Tue, 11 May 1999 18:56:42 +0100

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

Subject: Re: Source code text editor

Date: Tue, 11 May 1999 18:52:28 +0100

Rostislav wrote

>Exist any source (blitz) code text editor?

>How write text editor?

This won't be much help, but if I were doing one in C, I would be using pointers - which I'm not comfortable with in Blitz.

You would do something along the lines of a newtype that would contain an ascii character, a pointer to the previous ascii character, and a pointer to the next ascii character - where ascii characters would include TABs, ENTERs, etc

Beyond that, I can't help.

VIC

-----  
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## 1.677 Re: Source code text editor

for scott@online.u-net.com; Tue, 11 May 1999 19:40:30 +0100

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

<dmcminn@house-of-mojo.freemove.co.uk>

Subject: Re: Source code text editor

Date: Tue, 11 May 1999 19:35:26 +0100

I wrote, previously

> You would do something along the lines of a newtype that would contain an  
> ascii character, a pointer to the previous ascii character, and a pointer  
> to the next ascii character - where ascii characters would include TABs,  
> ENTERs, etc

David wrote back:

>Seriously? You'd end up with 5 bytes per character, and you'd >constantly  
have

>to change your list on every keypress. I think what normally would >happen  
is

>you allocate a block into which you would put your characters, then >you

have a

>list of these blocks. I don't know if it would be one line per block, as

>you'd

>have to limit line length (ala Ted), probably just a bunch of >characters,  
not specific to anything.

>And the block couldn't be too big, because if you deleted something >from  
the

>start of a block, it would take ages to shift all the characters back >one  
place.

That's why I would use pointers in a dynamically linked-list - you wouldn't  
have to shift the characters back one place because this way, you can delete  
a character, and change the previous characters pointer to point to the  
character after - and change the next character's pointer to point to the  
character before - if you see what I mean. By the way - I've never done  
this - I know someone who did, and thought myself that it was a waste, but  
then decided it was probably right.

I suppose you could use words instead of characters, but I would still do it  
this way. If I was going to do it, which I'm not.

VIC

-----  
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## 1.678 Source code text editor

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 10 May 1999 10:32:48 +0000

From: Rostislav Stenicka <[rostsoft@iol.cz](mailto:rostsoft@iol.cz)>

Date: Mon, 10 May 1999 15:24:05 +0100

Subject: Source code text editor

Hello,f%

Exist any source code text editor for Blitz?

--

--

<tsb>\_\*rostsoft@iol.cz "2Mb"\*\_

<tsb>/RStenicka@seznam.cz "10Mb"/

<tsb><http://web.iol.cz/rostsoft/>

<tsb>\_\*#A4000/040/30 20MB FAST RAM#\*\_

<tsb>\_\*#Cybervision64 4MB#\*\_

<tsb>#Toccata (AHI 16 BIT)#

<tsb>\*#2GB SCSI\*, 1.2GB IDE#  
<tsb>#CDrom 32 Toshiba SCSI#  
<tsb>/#V-lab video graber, Fastline# #SCSI#/  
-----

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## 1.679 Source code text editor

for scott@online.u-net.com; Tue, 11 May 1999 10:55:49 +0100

From: Rostislav Stenicka <rostsoft@iol.cz>

Date: Tue, 11 May 1999 15:49:53 +0100

Subject: Source code text editor

Hello,f%

Exist any source (blitz) code text editor?

How write text editor?

--

--

<tsb>\_\*rostsoft@iol.cz "2Mb"\*\_  
<tsb>/RStenicka@seznam.cz "10Mb"/  
<tsb><http://web.iol.cz/rostsoft/>  
<tsb>\_\*#A4000/040/30 20MB FAST RAM#\*\_  
<tsb>\_\*#Cybervision64 4MB#\*\_  
<tsb>#Toccata (AHI 16 BIT)#  
<tsb>\*#2GB SCSI\*, 1.2GB IDE#  
<tsb>#CDrom 32 Toshiba SCSI#  
<tsb>/#V-lab video graber, Fastline# #SCSI#/  
-----

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## 1.680 Re: Speed assessment

for scott@online.u-net.com; Fri, 14 May 1999 18:16:54 +0000

From: Ashley Scott <hawkeye@polarisx.freemove.co.uk>

Date: Fri, 14 May 1999 18:17:00 +0100

Organization: Satanic Dreams Software.

Subject: Re: Speed assessment

On 12-May-99, Paul Wrote.....

---

[=> All the graphics rendering is done with Mildred. The sky is 64

[=> colours, the ground is 64 colours and the other 128 is for the

[=> baddies (they dont do much yet).

[=>

[=>

I'm getting 21.5081 from that bit of code on my Apollo 040-25 & I'm using OxyPatcher too and it is patching one instruction when you're progie is run FINTRZ.D (a7)+,FP0 ! Looks good mate... Even though it's a load of flying coke cans :)).

Regards

--

<sb>\*<---(Satanic Dreams Software Founder)--->\*

<sb>\*EMAIL:\* hawkeye@polarisx.freemove.co.uk

<sb>\*IRC:\* EsperNet/#SatanicDreams ICQ: 34655410

<sb>#URL: http://www.satanicdreams.freemove.co.uk/#

<sb>\*<--- RTG on hold/Arexx 16% --->\*

<tsb>Super-sado-masochistic-expialadocious!

-----  
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## 1.681 Re: Speed assessment

for scott@online.u-net.com; Sun, 16 May 1999 07:16:27 +0100

From: Blitzwing <blitzwing@goldweb.com.au>

Date: Sun, 16 May 1999 16:15:03 +1000

Subject: Re: Speed assessment

here are 120 32x64 objects (also 120 6x10 zoomed in the scanner).

> This runs at 21-22 fps on my 040/25 (it was 25fps for 65 objects),

> as I added a few more for the 060 people. I expect an 060/50

> could do a significantly larger amount of blitting, though. Control is

> with the joystick (reports average fps) and your hero is a lump of mud

> at the moment (still working on the character profile, and looking for

> a spare rib ;)

Well I got a smoth 31 FPS, that's with YAM, Miami and DirOpus 4.11 running as well

Blitzwing

-----  
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**1.682 Re: Speed assessment**

for scott@online.u-net.com; Fri, 14 May 1999 16:16:03 +0100

From: Chris Deeney <chris@addnet.demon.co.uk>

Date: Fri, 14 May 1999 16:10:29 +0000

Organization: personal

Subject: Re: Speed assessment

Hey Paul

On 13-May-99, Paul wrote:

>> [=>> This runs at 21-22 fps on my 040/25 (it was 25fps for 65 objects),

>> [=>> as I added a few more for the 060 people. I expect an 060/50

>> [=>

>> [=> It gave me 33.0492 FPS on 060/50

>>

>> 12.summat on my 030/40 :(((

>> And it flickers horribly :(

>

> Well its only an early nocked-up engine at the moment so its only

> singlebuffered :-) I wouldn't expect it to be more than half speed a

> high end 030 so that sounds about right.

Hmmm runs grrreat on mine :) 17.1784 FPS on my 68030/50 with 50mhz fpu :)

Flickers a bit mind u :) although double buffering in mildred is a piece 'a

piss :)

hehe

Chris.

--

Chris "PrinceD" Deeney

#chris@addnet.demon.co.uk#

Powered by\_

...../-\MIGA

\*/#irc.dal.net amirc ungabunga#\*/

+-----coding-----+

| \*Powder Burnz\* | 0000159 lines | 003% complete |

+-----+

| \*Crittters\* | 0000465 lines | 050% complete |

+-----+

-----

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## 1.683 Re: Speed assessment

for scott@online.u-net.com; Thu, 13 May 1999 12:41:27 +0100

From: Curt Esser <camge@ix.netcom.com>

Date: Thu, 13 May 1999 06:25:37 -0500

Subject: Re: Speed assessment

Hi Paul

On 12-May-99, Paul wrote:

- > It will only run in AGA (320x240) and
- > there are 120 32x64 objects (also 120 6x10 zoomed in the scanner).
- > This runs at 21-22 fps on my 040/25 (it was 25fps for 65 objects)

I get 13.8 on my 030/50

I don't know if it's just my system, but the foreground (large) coke cans do flash quite a bit. I can see them being "drawn" from top to bottom. The rest is smooth.

I tried forcing my NTSC system into PAL with degrader first, but it made no difference in the flickering or in the speed.

BTW, I saw several responses to this posting on the list yesterday - but only recieved the posting itself today. Does anybody know why? Am I in a time-warp or something?

Later...

--

A clove of garlic a day keeps your best friends away.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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## 1.684 Re: Speed assessment

for scott@online.u-net.com; Thu, 13 May 1999 00:50:34 +0000

From: Daniel Allsopp <daniel@thesnakepit.demon.co.uk>

Date: Thu, 13 May 1999 00:43:46 +0100

Subject: Re: Speed assessment

Hi Paul,

On 12-May-99, you wrote:

---

34 fps on my 060 here.....send an exe that used WritePixelArray for  
CyberGraphX....that should speed it up quite a bit...no c2p ;)

--

Cheers,

Daniel

<tsb>E-Mail: [daniel@thesnakepit.demon.co.uk](mailto:daniel@thesnakepit.demon.co.uk)

<tsb>URL: <http://www.thesnakepit.demon.co.uk/>

<tsb>ICQ Number : 20783863

<tsb>

- "Windows 95 is Bug Free" - Bill Gates in 1995

- "We fixed 5000 bugs since the release of Windows 95!" - Bill Gates on Windows 98

-----  
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## 1.685 Re: Speed assessment

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Thu, 13 May 1999 15:10:13 +0100

From: "Dave" <[dave@nbsamiga.demon.co.uk](mailto:dave@nbsamiga.demon.co.uk)>

Subject: Re: Speed assessment

Date: Thu, 13 May 1999 15:08:18 +0100

charset="iso-8859-1"

Encoding: 7bit

>> Hmm. I'm only getting about 16 fps on my '040/25. What accellerator do  
you

>> have?

>

>040/25.

>

>I guess you have one of those sort of slow ones? commodore one or

>something? slower fastram?

And/or things running in the background?? That can kill the speed if it  
swaps out during a critical loop to do something like redraw a task bar on  
wb ;)

Dave

-----  
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---

## 1.686 Re: Speed assessment

for scott@online.u-net.com; Fri, 14 May 1999 23:49:30 +0100

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Fri, 14 May 1999 16:45:23 +0500

Subject: Re: Speed assessment

On 13-May-99, Paul flashed:

>Sorry about the slightly large fileattach size, it's mainly because  
>of the IFF pics.

Hey, Paul. Can I download this from somewhere? I would really like to look at it (and Simons thingie two) but for some reason anything that comes to me via e-mail which is LZX archived arrives badly corrupted and will not extract. There are allways two attached files of the same name, the larger of which is the real file but corrupted, and the smaller of which is the Blitz List trailing message (as I found out by loading them into TED. I had the same problem when Fred tried to send me his stuff as an LZX archived file attachment. ASCII and other unarchived file attachments seem to work, but not the archived ones.

I would sure appreciate it if someone could shed some light on this problem as I miss out on all the good stuff.

each y'all later,

Donovan Reeve (bubby.lnk@ispi.net)

-----  
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## 1.687 Re: Speed assessment

for scott@online.u-net.com; Sat, 15 May 1999 00:28:37 +0100

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Fri, 14 May 1999 17:24:31 +0500

Subject: Re: Speed assessment

On 13-May-99, Curt Esser flashed:

>BTW, I saw several responses to this posting on the list yesterday - but  
>only recieved the posting itself today. Does anybody know why? Am I in a  
>time-warp or something?

Happens to me all the time. I think it's caused by Internet Backbone lag (the number of systems it has to pass through and the speed with which it gets passed on) varying depending on where the sender and reciever in question

are located. This is worse for those of us in the Americas as the Blitz List is nearly half a world away. There is lag for messages both as they go to the list and as they are traveling from the list to the subscribers. The additive effects can vary widely.

catcha later,

Donovan Reeve (bubby.lnk@ispi.net)

-----  
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## 1.688 Re: Speed assessment

for scott@online.u-net.com; Thu, 13 May 1999 13:49:56 +0100

From: Jake Frederick <gonzo@acadia.net>

Date: Thu, 13 May 1999 08:41:48 +0500

Subject: Re: Speed assessment

On 13-May-99, Paul wrote:

> Hi folks,

>

> Since I haven't posted anything file-attached since the first version  
> of Mildred, I thought I'd show you a little thing I'm working on at  
> the moment. I guess it's sort of along similar lines to that `crap  
> fighter' thing. This might give you some idea (jake) what amount of  
> stuff you can do at what speed. It will only run in AGA (320x240) and  
> there are 120 32x64 objects (also 120 6x10 zoomed in the scanner).  
> This runs at 21-22 fps on my 040/25 (it was 25fps for 65 objects),  
> as I added a few more for the 060 people. I expect an 060/50  
> could do a significantly larger amount of blitting, though. Control is  
> with the joystick (reports average fps) and your hero is a lump of mud  
> at the moment (still working on the character profile, and looking for  
> a spare rib ;)

>

> Sorry about the slightly large fileattach size, it's mainly because  
> of the IFF pics.

>

> All the graphics rendering is done with Mildred. The sky is 64  
> colours, the ground is 64 colours and the other 128 is for the  
> baddies (they dont do much yet).

>

---

Hmmm. I'm only getting about 16 fps on my '040/25. What accellerator do you have?

--

-If the doors of perception were cleansed everything would appear to man as it truly is, infinite.-

-----  
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### **1.689 Re: Speed assessment**

for scott@online.u-net.com; Fri, 14 May 1999 17:09:45 +0100

From: Jake Frederick <gonzo@acadia.net>

Date: Fri, 14 May 1999 12:01:46 +0500

Subject: Re: Speed assessment

On 13-May-99, Paul wrote:

>> Hmmm. I'm only getting about 16 fps on my '040/25. What accellerator do you

>> have?

>

> 040/25.

>

> I guess you have one of those sort of slow ones? commodore one or

> something? slower fastram?

Actually it's an Apollo. I tried removing all my commodities and degrading to PAL and still only got 18 fps.

--

-If the doors of perception were cleansed everything would appear to man as it truly is, infinite.-

-----  
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### **1.690 Re: Speed assessment**

for scott@online.u-net.com; Thu, 13 May 1999 19:56:38 +0100

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Wed, 12 May 1999 18:53:22 +0000

---

Subject: Re: Speed assessment

Curt Esser churned out \*this\* drivel:

> I get 13.8 on my 030/50

Hmm, I've got the same CPU as Curt, but I get 17.5...

> I don't know if it's just my system, but the foreground (large) coke cans

> do flash quite a bit. I can see them being "drawn" from top to bottom. The

> rest is smooth.

No, I get the same here - the big cans flicker like mad, but the rest is

very nice...

Oh, and Paul - would you mind spilling the beans on that 3D ground technique?

I saw the code for the Crap Fighter demo, but couldn't tell how it was done...

Very cool :)

> BTW, I saw several responses to this posting on the list yesterday - but

> only recieved the posting itself today. Does anybody know why? Am I in a

> time-warp or something?

Don't know, but one of my mails to you bounced temporarily the other day...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

We don't like their sound, and guitar music is on the way out.

-- Decca Recording Co. rejecting the Beatles, 1962.

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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.691 Speed assessment

for scott@online.u-net.com; Wed, 12 May 1999 20:28:28 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 12 May 99 20:15:29 +0000

Subject: Speed assessment

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Hi folks,

Since I haven't posted anything file-attached since the first version of Mildred, I thought I'd show you a little thing I'm working on at the moment. I guess it's sort of along similar lines to that 'crap fighter' thing. This might give you some idea (jake) what amount of stuff you can do at what speed. It will only run in AGA (320x240) and there are 120 32x64 objects (also 120 6x10 zoomed in the scanner). This runs at 21-22 fps on my 040/25 (it was 25fps for 65 objects), as I added a few more for the 060 people. I expect an 060/50 could do a significantly larger amount of blitting, though. Control is with the joystick (reports average fps) and your hero is a lump of mud at the moment (still working on the character profile, and looking for a spare rib ;)

Sorry about the slightly large fileattach size, it's mainly because of the IFF pics.

All the graphics rendering is done with Mildred. The sky is 64 colours, the ground is 64 colours and the other 128 is for the baddies (they dont do much yet).

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

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(end of MIME multipart message)

## 1.692 Re: Speed assessment

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Thu, 13 May 1999 13:57:31 +0100

From: "Paul" <[paulwest@stationone.demon.co.uk](mailto:paulwest@stationone.demon.co.uk)>

Organization: private

Date: 13 May 99 13:52:21 +0000

Subject: Re: Speed assessment

Encoding: 7bit

> [=>> This runs at 21-22 fps on my 040/25 (it was 25fps for 65 objects),

> [=>> as I added a few more for the 060 people. I expect an 060/50

> [=>

> [=> It gave me 33.0492 FPS on 060/50

>

> 12.summat on my 030/40 :(((

> And it flickers horribly :(

Well its only an early nocked-up engine at the moment so its only  
 singlebuffered :-) I wouldn't expect it to be more than half speed a  
 high end 030 so that sounds about right.

--

Paul.

IRC: #amiga, Dalnet: #blitz

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## 1.693 Re: Speed assessment

for scott@online.u-net.com; Thu, 13 May 1999 13:59:32 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 13 May 99 13:55:06 +0000

Subject: Re: Speed assessment

Encoding: 7bit

> I don't know if it's just my system, but the foreground (large) coke cans do  
> flash quite a bit. I can see them being "drawn" from top to bottom. The  
> rest is smooth.

That's fairly normal as its only single-buffered. 13.8 is actually a  
bit faster than being half the speed of an 040/25, which is probably  
because the 030 c2p routine is faster than half speed.

> I tried forcing my NTSC system into PAL with degrader first, but it made no  
> difference in the flickering or in the speed.

It should be run in pal really.

> BTW, I saw several responses to this posting on the list yesterday - but  
> only recieved the posting itself today. Does anybody know why? Am I in a  
> time-warp or something?

I dunno, it seems to happen to me sometimes as well.

--

Paul.

IRC: #amiga, Dalnet: #blitz

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## 1.694 Re: Speed assessment

for scott@online.u-net.com; Thu, 13 May 1999 14:02:08 +0100

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 13 May 99 13:57:56 +0000

Subject: Re: Speed assessment

Encoding: 7bit

> Hmm. I'm only getting about 16 fps on my '040/25. What accellerator do you

> have?

040/25.

I guess you have one of those sort of slow ones? commodore one or something? slower fastram?

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

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## 1.695 Re: Speed assessment

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Thu, 13 May 1999 20:40:26 +0000

From: "Paul" <[paulwest@stationone.demon.co.uk](mailto:paulwest@stationone.demon.co.uk)>

Organization: private

Date: 13 May 99 20:39:46 +0000

Subject: Re: Speed assessment

Encoding: 7bit

> Oh, and Paul - would you mind spilling the beans on that 3D ground technique?

>

> I saw the code for the Crap Fighter demo, but couldn't tell how it was done...

> Very cool :)

First i draw a strip of land, 2240x60, 64 colours at the moment. I then shove it through a little program which zooms the widths down to make a trapezium shape, that is 320 pixels wide at the top and 2240 at the bottom, centered in the bitmap. This gets loaded into the game. The scroll position goes from 0 to 2239 and this is used to work out where in the land image to read the bottom line from. Then successively each row is copied to the display with an appropriately calculated slope so that the rows at the top scroll slower than at the bottom. To optimise it a bit i just made the data into an array for use with MScroll's custom offsets list.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

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---

## 1.696 Re: Speed assessment

for scott@online.u-net.com; Thu, 13 May 1999 11:35:42 +0000

From: Rob Hutchinson <loki@sdsoft.freemove.co.uk>

Date: Thu, 13 May 1999 10:42:37 +0100

Organization: Satanic Dreams Software.

Subject: Re: Speed assessment

Encoding: binary

Hello Simon

Hiya, Simon... ,on 12-May-99 you mailed me about: Re: Speed assessment! So I ma reply`in...

[=> Hello Paul,

[=>

[=> Very nice demo :)

[=>

[=>> This runs at 21-22 fps on my 040/25 (it was 25fps for 65 objects),

[=>> as I added a few more for the 060 people. I expect an 060/50

[=>

[=> It gave me 33.0492 FPS on 060/50

12.summat on my 030/40 :(((

And it flickers horribly :(

[=>

Regards

--

<tsb>

<sb>\*CONTACTING MWA:\*

<sb>loki@sdsoft.freemove.co.uk | \*ICQ:\* 27181384

<sb>SDS FOUNDER: URL: <http://www.satanicdreams.freemove.co.uk/>

<tsb>

<sb>\*PROJECT INFO:\*

<sb>IconExtreme V3.01 [70%] | SDS^GUI [10%]

<sb>/After a few trips to the toilet, the following appeared:/

<sb>MorrisTheMaggot, CTTM2, TimeSwipe, NIB, BlitzBFB, Prefs2000 & TMS.

<tsb>

<sb>ALGOL PROGRAMMERS block it out

<tsb>

-----  
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## 1.697 Re: Speed assessment

for scott@online.u-net.com; Fri, 14 May 1999 07:26:30 +0100

From: Rui Carvalho <grim@ip.pt>

Date: Thu, 13 May 1999 19:53:04 +0000

X-SenderInfo: 1; picture="http://www.ip.pt/~ip234558/ddds/grim.gif";

homepage="Http://www.ip.pt/~ip234558/"; dob=31011977

Organization: Dark Dreams Designs

Subject: Re: Speed assessment

Encoding: 8bit

Hello Paul

Somewhere Paul wrote:

P > All the graphics rendering is done with Mildred. The sky is 64

P > colours, the ground is 64 colours and the other 128 is for the

P > baddies (they dont do much yet).

Excellent (despite the big coke cans flicker like hell)

I made 13.75 FPS in my 030/050 in DBNTSC LowresNoFlicker (320x420) (I promoted your screen) and (get ready for a shock) the same result in HIRES NO FLICKER 720x467

but you'll need a magnifying lense to see the GFX ;)

--

Best Regards,

Rui Carvalho «gRiM»

-----

«Http://www.ip.pt/~ip234558/»

«Last Update: 03.04.99»

«ICQ:28959421»

AMIGA 1230T 050 - 32MB - DBNTSC

-----

It is better to have tried and failed than to have failed to try, but the result's the same.

-----  
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## 1.698 Re: Speed assessment

for scott@online.u-net.com; Wed, 12 May 1999 23:18:06 +0100

From: "Simon Hitchen" <simon@gadge.u-net.com>

Organization: Gadge Software

---

Date: 12 May 99 21:42:13 +0100

Subject: Re: Speed assessment

Encoding: 7bit

Hello Paul,

Very nice demo :)

> This runs at 21-22 fps on my 040/25 (it was 25fps for 65 objects),

> as I added a few more for the 060 people. I expect an 060/50

It gave me 33.0492 FPS on 060/50

--

Simon

MailTo:simon@gadge.u-net.com

<http://www.gadge.u-net.com>

ICQ: 22707489

A1200T-060/50-48+2MB-CD-HDx2-V90-SVGA-SCSI-ZII-CGX/3D.

Health Warning! This Amiga Is Genetically Modified(tm)

Revenge AGA:UFO\_EU:WB-Tidy:WB-AnimAL:YAMM & more stuff.

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## 1.699 Re: Split + Join files

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 17 May 1999 01:29:34 +0100

From: Anton Reinauer <[anton@ww.co.nz](mailto:anton@ww.co.nz)>

Date: Mon, 17 May 1999 12:17:38 +1200

Subject: Re: Split + Join files

On 17-May-99, Sam Brookes wrote:

> i asked this question on the AFB (Amiga Format Bulitin) about multi

> disk zips (splitting files over disks) a few days back and i was told

> to goto <http://www.cdrom.com/pub/infozip> or

> <ftp://ftp.cdrom.com/pub/infozip>

> this is only for zips bigger than a 720kb disk though. Say if you have

> a 1mb file on PC and u want to copy it to miggy via M\$-DOS 720Kb disks

> then load winzip and make zip over disk (if u dont know how to this i

> can tell u - just save the archive to drive A:\ and when it runs out

> of space it will ask for another disk - easy :) or i think u use a

> file from the above site (havent tried it yet)

It depends which version of WinZip you have I think, some older (maybe all) versions, needed an extra plugin to do this.

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed  
for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.4)  
<<http://www.ww.co.nz/home/anton/>>

-----  
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## 1.700 Re: Split + Join files

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 17 May 1999 01:31:38 +0000

From: Anton Reinauer <anton@ww.co.nz>

Date: Mon, 17 May 1999 12:14:28 +1200

Subject: Re: Split + Join files

On 11-May-99, Neil Bullock wrote:

> I'm sure I saw a proggy on Aminet which could split and rejoin files.

> Dunno what it was called though.

JsplitIt.lha on Aminet, has a very good Amiga one and a dos PC one.

but it should be compatible with other PC ones as well.

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed  
for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.4)  
<<http://www.ww.co.nz/home/anton/>>

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## 1.701 Re: Split + Join files

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Thu, 20 May 1999 09:02:32 +0100

From: Curt Esser <[camge@ix.netcom.com](mailto:camge@ix.netcom.com)>

Date: Wed, 19 May 1999 06:00:50 -0500

Subject: Re: Split + Join files

---



Hi Donovan

On 18-May-99, Donovan Reeve wrote:

> On 17-May-99, Free\_Jack@gmx.net flashed:

>

>> I bought AD Pro up from the first version in .... 1989 ????

>

>> If more peoples bought this GREAT Programm (I can still do things with it

>> I can't do in PhotoShop) ASDG wound't go bankrupt ... (:

>

>

> Yes, I bought it too, and never regreted it. There is still no program

> which resizes, retones and makes gamma and contrast corrections to

> graphics with such ease and accuracy.

>

ADPro is quite good - but I suggest you guys try ImageFX. It does everything ADPro does plus much more, and with a full WYSIWYG GUI too...

Later...

--

Free speech has no limits, for those who can afford the fines.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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## 1.702 Re: Split + Join files

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 16 May 1999 14:29:58 +0100

From: "David McMinn" <[D.Mcminn@eee.rgu.ac.uk](mailto:D.Mcminn@eee.rgu.ac.uk)>

Organization: The Robert Gordon University, E&EE

Date: Sun, 16 May 1999 14:28:55 +0100

encoding: Quoted-printable

Subject: Re: Split + Join files

> There are Amiga versions, MS Dos versions, and Windows 3.1 versions.

> Until I get a CD Rom for my newly towered Amiga, I'll keep using these

> excellent utils. If anyone wants them, let me know, or if I'm doing

> something I shouldn't be doing - let me know.

---

There's loads of stuff on aminet for splitting and joining files, most are multi-platform and free, so its likely that its those programs you got.

--

l) ^ V ][ l) Ml =A9 M ][ M N

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

God loves stupid people. That's why he made so many.

-----  
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### 1.703 Re: Split + Join files

for scott@online.u-net.com; Wed, 19 May 1999 04:17:00 +0100

From: Donovan Reeve <[bubby.lnk@ispi.net](mailto:bubby.lnk@ispi.net)>

Date: Tue, 18 May 1999 21:12:57 +0500

Subject: Re: Split + Join files

On 17-May-99, Free\_Jack@gmx.net flashed:

>I bought AD Pro up from the first version in .... 1989 ??? AND YES

>if find the Spliz and Joinz very useful ....

>If more peoples bought this GREAT Programm (I can still do things with it

>I can't do in PhotoShop) ASDG wound't go bankrupt ... (:

Yes, I bought it too, and never regreted it. There is still no program

which resizes, retones and makes gamma and contrast corrections to graphics with such ease and accuracy.

Donovan Reeve ([bubby.lnk@ispi.net](mailto:bubby.lnk@ispi.net))

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### 1.704 Re: Split + Join files

for scott@online.u-net.com; Mon, 17 May 1999 13:55:52 +0000

Date: Mon, 17 May 1999 14:55:18 +0200 (MEST)

Subject: Re: Split + Join files

From: Free\_Jack@gmx.net

X-Authenticated-Sender: #0000269610@gmx.net

X-Authenticated-IP: [209.58.48.238]

---

X-Flags: 0001

Encoding: 7bit

> I don't know if any PC users are interested, or even if this is a  
> bit naughty, but my dad got some Amiga disks at a car boot sale, and >  
there was a pirated version of Ad Pro on one of them

I bought AD Pro up from the first version in .... 1989 ???? AND YES  
if find the Spliz and Joinz very useful ....

If more peoples bought this GREAT Programm (I can still do things with it  
I can't do in PhotoShop) ASDG woundn't go bankrupt ... (:

---

Sent through Global Message Exchange - <http://www.gmx.net>

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## 1.705 Re: Split + Join files

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 16 May 1999 15:58:24 +0000

From: James L Boyd <[jamesboyd@all-hail.freemove.co.uk](mailto:jamesboyd@all-hail.freemove.co.uk)>

Date: Sun, 16 May 1999 15:55:15 +0000

Subject: Re: Split + Join files

Linda Bell churned out \*this\* drivel:

[ file splitting ]

> There are Amiga versions, MS Dos versions, and Windows 3.1 versions. Until  
> I get a CD Rom for my newly towered Amiga, I'll keep using these excellent  
> utils. If anyone wants them, let me know, or if I'm doing something I  
> shouldn't be doing - let me know.

Forget about that - get a serial lead and Twin (or TwinExpress?) from Aminet.

You get to copy files over the serial ports. There's a program for the Amiga  
(great between two Amigas if you don't want to mess about with terminals,  
Pronet, etc), and a version for DOS.../really/ easy to use :)

See ya,

--

<tsb>

<sb>James L Boyd - [jamesboyd@all-hail.freemove.co.uk](mailto:jamesboyd@all-hail.freemove.co.uk)

<sb>Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

<sb>Connected from Dundee, Scotland.

<sb>(<http://surf.to/all-hail/>)

<tsb>

---

Copy from one, it's plagiarism; copy from two, it's research.

-- Wilson Mizner

-----

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## 1.706 Split + Join files

for scott@online.u-net.com; Sun, 16 May 1999 14:25:31 +0100

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

Subject: Split + Join files

Date: Sun, 16 May 1999 14:19:55 +0100

I don't know if any PC users are interested, or even if this is a bit naughty, but my dad got some Amiga disks at a car boot sale, and there was a pirated version of Ad Pro on one of them - this isn't about that though - I think Ad Pro is just a program with lots of interesting ways of making your images look corrupted - however, on the same disk are some very useful utilities for splitting and joining files for Amiga and PC. So you can split a file on a PC, put it on MS Dos disks, and join it back together on Amiga (and vice versa).

There are Amiga versions, MS Dos versions, and Windows 3.1 versions. Until I get a CD Rom for my newly towered Amiga, I'll keep using these excellent utils. If anyone wants them, let me know, or if I'm doing something I shouldn't be doing - let me know.

VIC

-----

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## 1.707 Re: Split + Join files

for scott@online.u-net.com; Sun, 16 May 1999 22:10:35 +0100

From: "Neil Bullock" <trogldite@troglsoft.freemove.co.uk>

"Sam Brookes" <ami-gerbil@ami-gerbil.freemove.co.uk>

Subject: Re: Split + Join files

Date: Tue, 11 May 1999 12:21:27 +0100

charset="iso-8859-1"

Encoding: 7bit

----- Original Message -----

---

From: Sam Brookes <ami-gerbil@ami-gerbil.freemove.co.uk>

Sent: 16 May 1999 18:30

Subject: Re: Split + Join files

>

>

> -----Original Message-----

> From: Linda Bell <zalda@home4968.freemove.co.uk>

> To: blitz-list@netsoc.ucd.ie <blitz-list@netsoc.ucd.ie>

> Date: 16 May 1999 14:25

> Subject: Split + Join files

>

>

> >I don't know if any PC users are interested, or even if this is a bit

> >naughty, but my dad got some Amiga disks at a car boot sale, and there was

> a

> >pirated version of Ad Pro on one of them - this isn't about that though - I

> >think Ad Pro is just a program with lots of interesting ways of making your

> >images look corrupted - however, on the same disk are some very useful

> >utilities for splitting and joining files for Amiga and PC. So you can

> >split a file on a PC, put it on MS Dos disks, and join it back together on

> >Amiga (and vice versa).

> >

> >There are Amiga versions, MS Dos versions, and Windows 3.1 versions. Until

> >I get a CD Rom for my newly towered Amiga, I'll keep using these excellent

> >utils. If anyone wants them, let me know, or if I'm doing something I

> >shouldn't be doing - let me know.

>

>

> i asked this question on the AFB (Amiga Format Bulletin) about multi disk

> zips (splitting files over disks) a few days back and i was told to goto

> <http://www.cdrom.com/pub/infozip>

> or

> <ftp://ftp.cdrom.com/pub/infozip>

>

> this is only for zips bigger than a 720kb disk though. Say if you have a 1mb

> file on PC and u want to copy it to miggy via MS-DOS 720Kb disks then load

> winzip and make zip over disk (if u dont know how to this i can tell u -

> just save the archive to drive A:\ and when it runs out of space it will ask

> for another disk - easy :) or i think u use a file from the above site

> (havent tryed it yet) and then save the files to your miggys hd. load up the  
> amiga version of the program from the above site and then decompress it or  
> some thing.  
>  
> or copy all the files to miggys hd as above and use the join command in the  
> miggys c: dir.  
>  
> if this dont make any sense (sorry) i can forward the replies i got - unless  
> you wanna do it without using ZIP files.  
>  
> hope it was of some help - or is this different to wot u were asking?  
I'm sure I saw a proggy on Aminet which could split and rejoin files. Dunno  
what it was called though.

TROGLADITE - SOFTWARE

Neil Bullock

www.trogsoft.freemove.co.uk

trogladite@trogsoft.freemove.co.uk

ICQ: 27873010 - Afternet: #trogsoft

-----  
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## 1.708 Re: Split + Join files

for scott@online.u-net.com; Mon, 17 May 1999 11:38:00 +0100

X-Originating-IP: [195.195.239.194]

From: "Neil Bullock" <trogladite@hotmail.com>

Subject: Re: Split + Join files

Date: Mon, 17 May 1999 10:37:28 GMT

>  
>> I'm sure I saw a proggy on Aminet which could split and rejoin files.  
>> Dunno what it was called though.  
>  
> JsplitIt.lha on Aminet, has a very good Amiga one and a dos PC one.  
>but it it should be compatible with other PC ones as well.  
>  
That's the one :)

=====  
TROGLADITE - SOFTWARE

---

Neil Bullock

www.trogsoft.freemove.co.uk

trogladite@trogsoft.freemove.co.uk (use this please)

Afnet: #trogsoft

---

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## 1.709 Re: Split + Join files

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 17 May 1999 13:03:31 +0000

Sender: [tdc98@doc.ic.ac.uk](mailto:tdc98@doc.ic.ac.uk)

Date: Mon, 17 May 1999 13:01:17 +0100

From: Thomas Cobb <[tdc98@doc.ic.ac.uk](mailto:tdc98@doc.ic.ac.uk)>

Subject: Re: Split + Join files

Encoding: 7bit

Anton Reinauer wrote:

> > this is only for zips bigger than a 720kb disk though. Say if you have  
> > a 1mb file on PC and u want to copy it to miggy via M\$-DOS 720Kb disks  
> > then load winzip and make zip over disk (if u dont know how to this i  
> > can tell u - just save the archive to drive A:\ and when it runs out  
> > of space it will ask for another disk - easy :) or i think u use a  
> > file from the above site (havent tryed it yet)

>

> It depends which version of WinZip you have I think, some older (maybe  
> all) versions, needed an extra plugin to do this.

Remember that WinZip is just a (rather crap) frontend for the zip dos  
command. Pretty much any version of the dos command will do a multiple  
disk compress if you use the right option. AFAIK the multiple disk  
compress is just a compress followed by a split. If you want to decompress  
one of these all you need to do id join the individual parts back together  
and then unzip the resulting archive using a standard amiga zip command.

The amigados join command will do.

Thom

---

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---

**1.710 Re: Split + Join files (off-topic but so what?)**

for scott@online.u-net.com; Sun, 16 May 1999 19:17:14 +0100

Date: Sun, 16 May 1999 15:16:19 -0300 (ADT)

Sender: ah210@chebucto.ns.ca

From: John Mason <ah210@chebucto.ns.ca>

Subject: Re: Split + Join files (off-topic but so what?)

On Sun, 16 May 1999, Sam Brookes wrote:

> >images look corrupted - however, on the same disk are some very useful  
> >utilities for splitting and joining files for Amiga and PC. So you can  
> >split a file on a PC, put it on MS Dos disks, and join it back together on  
> >Amiga (and vice versa).

I've always done this by using JSplit from Aminet to split a zip or whatever into multiple 720k pieces. Then I copy these files onto the PC hard drive, and use the DOS copy command to join the files together! I don't remember what the syntax is exactly, but if you type copy /? it will show you. I do remember that you have to specify that each file is BINARY or it will corrupt the final file. Of course this isn't as easy as having a program to do it, but it does do the job.

--

John Mason -- ICQ 17931257

<http://chebucto.ns.ca/~ah210/Profile.html>

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**1.711 Re: Split + Join files ENOUGH ALREADY!**

for scott@online.u-net.com; Mon, 17 May 1999 12:08:54 +0000

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

Subject: Re: Split + Join files ENOUGH ALREADY!

Date: Mon, 17 May 1999 11:49:38 +0100

Of course - I should have known there'd be files on Aminet to do this - sorry I raised the subject, and apologize to anyone annoyed at the number of mails on this subject.

Enough, already :)

VIC

-----  
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## 1.712 Re: Sprites

for scott@online.u-net.com; Fri, 21 May 1999 00:33:57 +0000

From: Curt Esser <camge@ix.netcom.com>

Date: Thu, 20 May 1999 07:10:50 -0500

Subject: Re: Sprites

Hi S.J.CROY

On 19-May-99, S.J.CROY wrote:

> Hello ppl

>

> I know that in the age of the Mildred lib, that this question is

> gonna appear out of fashion. But what the hell, I'm gonna ask it

> anyway. I'm using blitz mode for my new game, and I am relying

> heavily on sprites. Is there anyway to grab a sprite directly from a

> bitmap, instead of using Getashape then Getasprite? I had a look in

> bb2objtypes and found the Sprite newtype. It appears all I need to

> do is copy the part of the bitmap to another location in ChipMem,

> and then initialize the pointers. After this, how do I get Blitz to

> recognize the Sprite newtype at the address and thus let me use it?

You could probably just poke the values as necessary into the sprite object

that you want to use... Once you've done that, it should be recognized.

But why not use the GetAShape and GetASprite commands? It does exactly as

you say, copies the selected part of the bitmap to another location in

chip-mem and sets up all the pointers - it's probably no faster to do it

all yourself...

And there might be problems de-allocating the memory once you're done...

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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## 1.713 Re: Sprites

for scott@online.u-net.com; Sat, 22 May 1999 00:54:30 +0100

From: Curt Esser <camge@ix.netcom.com>

Date: Fri, 21 May 1999 18:19:40 -0500

---

Subject: Re: Sprites

Hi S.J.CROY

On 21-May-99, S.J.CROY wrote:

> On 20 May 99 at 7:10, Curt Esser wrote:

>

>> Hi S.J.CROY

>>

>> On 19-May-99, S.J.CROY wrote:

>>> Hello ppl

>>>

>>> I know that in the age of the Mildred lib, that this question is

>>> gonna appear out of fashion. But what the hell, I'm gonna ask it

>>> anyway. I'm using blitz mode for my new game, and I am relying

>>> heavily on sprites. Is there anyway to grab a sprite directly from a

>>> bitmap, instead of using Getashape then Getasprite? I had a look in

>>> bb2objtypes and found the Sprite newtype. It appears all I need to

>>> do is copy the part of the bitmap to another location in ChipMem,

>>> and then initialize the pointers. After this, how do I get Blitz to

>>> recognize the Sprite newtype at the address and thus let me use it?

>>

>> You could probably just poke the values as necessary into the sprite

>> object that you want to use... Once you've done that, it should be

>> recognized.

>

> Hmmmm.... Why is it the simplest solutions always elude me? Thank's

> Curt. So I should just set a blank shape, use a getasprite and thus

> the pointers will be set up and so I can write the values straight

> in.

I don't think you even need to do that.

When your program runs, the number of each Object you have set in the compiler options (Shapes, Sprites, Bitmaps, etc) are already "created", whether or not you actually use them.

They are really nothing more than blocks of memory where the required data will be kept.

I haven't actually tried this, but I think it would work:

Get the shape using GetAShape (with autocookie off - I don't think a sprite uses a cookie)

- this will copy the image to chipram, as you said.

Peek the shape object to get the address of the image data and poke it into

---

the data address of the selected sprite object:

```
*adr=peek.l(addr Shape(0)+14) ;pointer to the graphic bitplanes
```

```
poke.l addr Sprite(0),*adr
```

You will also need to poke in the other required sprite stuff - the height, channels, etc.

Then Blitz can use any sprite commands on Sprite 0

Before your program ends, make sure to clear out any Sprite Objects you have cludged up this way by:

```
Poke.l addr Sprite(0),0
```

Otherwise Blitz will try to free the Sprite data (which already belongs to the Shape) and you'll probably get a crash...

>

>

>> But why not use the GetAShape and GetASprite commands? It does exactly as

>> you say, copies the selected part of the bitmap to another location in

>> chip-mem and sets up all the pointers - it's probably no faster to do it

>> all yourself...

>

> The big problem here is memory fragmentation. To explain why,

> say I have a bitmap with the sprites all ready. Using GetAShape

> will copy a part of the bitmap to another location in ChipMem. Then

> using GetASprite, Blitz will then copy that copy to another location!!

> Of course, I could use Free Shape, but like I said before this

> fragments the ChipMem.

Well, yes - but if the sprites are always the same size, the same "hole"

left in Chip mem by the shape will be reused each time by the GetAShape'ing

if you free and re-use the same shape each time, so the actual loss would

be very small...

Or, to totally eliminate the fragmenting, why not just pre-save all the

sprites off into a sprites file, and load that into your program? Then you

don't need the shapes (or the bitmap) at all.

If you must get them from within the program for some reason, you could

still de-fragment chip mem by doing this:

Create all the sprites using GetAshape and GetASprite

Save all the sprites into a sprites file in RAM:

Free everything (the bitmap, shapes, and sprites)

Reload the sprites from RAM:

Yours electronically,

Curt Esser

camage@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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## 1.714 Re: Sprites

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 24 May 1999 19:39:12 +0000

From: Curt Esser <[camage@ix.netcom.com](mailto:camage@ix.netcom.com)>

Date: Mon, 24 May 1999 13:19:51 -0500

Subject: Re: Sprites

--BOUNDARY.1748774576.1

Hi S.J.CROY

On 24-May-99, S.J.CROY wrote:

> On 21 May 99 at 18:19, Curt Esser wrote:

>

>>

>> I don't think you even need to do that.

>>

>> When your program runs, the number of each Object you have set in the

>> compiler options (Shapes, Sprites, Bitmaps, etc) are already "created",

>> whether or not you actually use them.

>>

>> They are really nothing more than blocks of memory where the required

>> data will be kept.

>

> Really?? I would never have guessed! I honestly thought Blitz would

> just set up the objects when it needs to.

No, that's what those settings in 'Compiler Options' are for.

Try the attached - it should print out the memory addresses of the first 3  
sprite objects, which should be 16 bytes apart.

>

>

>> \*adr=peek.l(addr Shape(0)+14) ;pointer to the graphic bitplanes

>> poke.l addr Sprite(0),\*adr

>

> So basically I could use addr Sprite(0), addr Shape(0), addr

> Bitmap(0) etc even though I haven't initialized anything?

Yes, as long as you have that many set in your compiler options.

Of course, this sort of peeking and poking is not recommended for compatibility with future systems, but then, Blitz mode stuff won't work on future systems anyway.

>

>> Or, to totally eliminate the fragmenting, why not just pre-save all the  
>> sprites off into a sprites file, and load that into your program? Then  
>> you don't need the shapes (or the bitmap) at all.

>

> Of course, I could do this, but that would be too easy!! The truth  
> is, I completely forgot about the command LoadSprites ;)

>

>

>> If you must get them from within the program for some reason, you could  
>> still de-fragment chip mem by doing this:

>>

>> Create all the sprites using GetAshape and GetASprite

>>

>> Save all the sprites into a sprites file in RAM:

>>

>> Free everything (the bitmap, shapes, and sprites)

>>

>> Reload the sprites from RAM:

>

> Are you sure this would defragment ChipMem? If someone only has  
> ChipMem on their machine, surely doing this would make the  
> fragmentation worse?

Yes, in that case it would make it worse. It only helps if they have some fast ram.

Yours electronically,

Curt Esser

camage@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

--BOUNDARY.1748774576.1

Content-Disposition: attachment; filename="sprite.asc"

NPrint Addr Sprite(0)

NPrint Addr Sprite(1)

NPrint Addr Sprite(2)

MouseWait

---

End

--BOUNDARY.1748774576.1

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--BOUNDARY.1748774576.1--

## 1.715 Sprites

for scott@online.u-net.com; Wed, 19 May 1999 16:57:14 +0100

From: "S.J.CROY" <ap6013@qmw.ac.uk>

Organization: University of London (QMW)

Date: Wed, 19 May 1999 16:55:47 +0000

Subject: Sprites

Hello ppl

I know that in the age of the Mildred lib, that this question is gonna appear out of fashion. But what the hell, I'm gonna ask it anyway. I'm using blitz mode for my new game, and I am relying heavily on sprites. Is there anyway to grab a sprite directly from a bitmap, instead of using Getashape then Getasprite? I had a look in bb2objtypes and found the Sprite newtype. It appears all I need to do is copy the part of the bitmap to another location in ChipMem, and then initialize the pointers. After this, how do I get Blitz to recognize the Sprite newtype at the address and thus let me use it?

Thanks for listening

Steven Croy

-----  
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## 1.716 Re: Sprites

for scott@online.u-net.com; Fri, 21 May 1999 11:11:15 +0000

From: "S.J.CROY" <ap6013@qmw.ac.uk>

Organization: University of London (QMW)

Date: Fri, 21 May 1999 11:10:40 +0000

Subject: Re: Sprites

On 20 May 99 at 7:10, Curt Esser wrote:

> Hi S.J.CROY

---

>

> On 19-May-99, S.J.CROY wrote:

>> Hello ppl

>>

>> I know that in the age of the Mildred lib, that this question is  
>> gonna appear out of fashion. But what the hell, I'm gonna ask it  
>> anyway. I'm using blitz mode for my new game, and I am relying  
>> heavily on sprites. Is there anyway to grab a sprite directly from a  
>> bitmap, instead of using Getashape then Getasprite? I had a look in  
>> bb2objtypes and found the Sprite newtype. It appears all I need to  
>> do is copy the part of the bitmap to another location in ChipMem,  
>> and then initialize the pointers. After this, how do I get Blitz to  
>> recognize the Sprite newtype at the address and thus let me use it?

>

> You could probably just poke the values as necessary into the sprite object  
> that you want to use... Once you've done that, it should be recognized.  
Hmmm.... Why is it the simplest solutions always elude me? Thank`s  
Curt. So I should just set a blank shape, use a getasprite and thus  
the pointers will be set up and so I can write the values straight  
in.

> But why not use the GetAShape and GetASprite commands? It does exactly as  
> you say, copies the selected part of the bitmap to another location in  
> chip-mem and sets up all the pointers - it's probably no faster to do it  
> all yourself...

The big problem here is memory fragmentation. To explain why,  
say I have a bitmap with the sprites all ready. Using GetAShape  
will copy a part of the bitmap to another location in ChipMem. Then  
using GetASprite, Blitz will then copy that copy to another location!!  
Of course, I could use Free Shape, but like I said before this  
fragments the ChipMem.

Thank you

Steven Croy

-----  
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---

## 1.717 Re: Sprites

for scott@online.u-net.com; Mon, 24 May 1999 12:41:58 +0100

From: "S.J.CROY" <ap6013@qmw.ac.uk>

Organization: University of London (QMW)

Date: Mon, 24 May 1999 12:35:56 +0000

Subject: Re: Sprites

On 21 May 99 at 18:19, Curt Esser wrote:

>

> I don't think you even need to do that.

>

> When your program runs, the number of each Object you have set in the

> compiler options (Shapes, Sprites, Bitmaps, etc) are already "created",

> whether or not you actually use them.

>

> They are really nothing more than blocks of memory where the required data

> will be kept.

Really?? I would never have guessed! I honestly thought Blitz would

just set up the objects when it needs to.

> \*adr=peek.l(addr Shape(0)+14) ;pointer to the graphic bitplanes

> poke.l addr Sprite(0),\*adr

So basically I could use addr Sprite(0), addr Shape(0), addr

Bitmap(0) etc even though I haven't initialized anything?

> Or, to totally eliminate the fragmenting, why not just pre-save all the

> sprites off into a sprites file, and load that into your program? Then you

> don't need the shapes (or the bitmap) at all.

Of course, I could do this, but that would be too easy!! The truth

is, I completely forgot about the command LoadSprites ;)

> If you must get them from within the program for some reason, you could

> still de-fragment chip mem by doing this:

>

> Create all the sprites using GetAshape and GetASprite

>

> Save all the sprites into a sprites file in RAM:

>

> Free everything (the bitmap, shapes, and sprites)

>

> Reload the sprites from RAM:

Are you sure this would defragment ChipMem? If someone only has



ChipMem on their machine, surely doing this would make the fragmentation worse?

Thanks a lot

Steven Croy

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## 1.718 Re: Still here, but my head is starting to split...

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Thu, 6 May 1999 09:47:02 +0000

From: "David McMinn" <[D.Mcminn@eee.rgu.ac.uk](mailto:D.Mcminn@eee.rgu.ac.uk)>

Organization: The Robert Gordon University, E&EE

Date: Thu, 6 May 1999 09:44:04 +0100

encoding: Quoted-printable

Subject: Re: Still here, but my head is starting to split...

> Thanks for the suggestions guys but just one more query,

> what/where/who Blitz2000 that David mentioned?

>

> I'm not new to Blitz but have never heard Blitz2000 mentioned before.

It'll be a new Blitz website with everything on it. Just that its not done= yet.

The URL is [www.blitz-2000.freemove.co.uk](http://www.blitz-2000.freemove.co.uk) but be warned that there is next= nothing on it. Yet.

> Maybe they can sort me with some painkillers eh?

Gotta get used to that pain stick for programming in Blitz ;)

--

) ^ V ][ l) Ml =A9 Ml ][ M M

[dmcminn@house-of-mojo.freemove.co.uk](mailto:dmcminn@house-of-mojo.freemove.co.uk)

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

I'd explain it to you, but your brain would explode.

-----  
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## 1.719 Still here, but my head is starting to split...

for scott@online.u-net.com; Wed, 5 May 1999 23:44:14 +0100

From: "" <steve@one3five.prestel.co.uk>

Date: 5 May 99 23:38:37 -0500

Subject: Still here, but my head is starting to split...

Encoding: 7bit

Thanks for the suggestions guys but just one more query,

what/where/who Blitz2000 that David mentioned?

I'm not new to Blitz but have never heard Blitz2000 mentioned before.

Maybe they can sort me with some painkillers eh?

Thanks sent again. Steve.

--

\*Maybe I can help you with something?!?

\*steve@one3five.prestel.co.uk

\*Setup:

\*040/25, 16Mb Fast, AGA, 32xCD, 56K modem, Scandoubler&F/Fixer, 15"VGA

\*OS3.1, Turboprint, AmigaWriter, PPaint, BlitzBasic etc.

-----  
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## 1.720 Re: Strange happenings

for scott@online.u-net.com; Thu, 13 May 1999 12:42:31 +0100

From: Curt Esser <camge@ix.netcom.com>

Date: Thu, 13 May 1999 06:06:20 -0500

Subject: Re: Strange happenings

--BOUNDARY.1748730872.2

Hi Tony,

On 13-May-99, Tony Rolfe wrote:

>

> Can any one explain why the gadget is vertically offset from the box?

> Both have a Top parameter equal to the variable BoxTop, but the

> gadget is 13 (I think?) pixels vertically lower than the box.

Yes - GTgadgets always take the top border into account - drawing commands don't.

Oh, and "drawing" includes text printing, as well...

And don't be thrown off by commands such as "GTBevelBox" or "GTGadgetBorder"

-

they are really still just drawing commands like "WLine" and have nothing to do with a GTlist. They are just a way for you to access the internal drawing routines in the gadtools.library that intuition uses for rendering gadgets...

So, a "y" position of 0 = the very top of the window border for drawing, but just below the top border for a GTgadget...

Anyway, the fix is to use the Top Border size to either raise the GTGadgets (as

I did in the attached) or else use it to lower all the other stuff to match up.

&gt;

> Is this always 13? Is it dependent on the font? On something else?

On the top border height, really (which itself depends on the font)

BTW, it is the same if your window is NOT GimmeZeroZero.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

--BOUNDARY.1748730872.2

Content-Disposition: attachment; filename="GadTestFix.asc"

Encoding: quoted-printable

WbToScreen 0

#GT\_Immediate =3D \$80 ; activate on gadgetdown

#GT\_Vertical =3D \$400 ; make slider/scroller vertical

\*SCR.Screen =3D Peek.l(Addr Screen (0))

Screen\_Font\$ =3D Peek\$ (\*SCR\Font\ta\_Name) ; Screen font's name

Screen\_Font\_Height.w =3D \*SCR\Font\ta\_YSize ; ... and height

Screen\_Width.w =3D \*SCR\Width ; Screen's width

Screen\_Height.w =3D \*SCR\Height ; ... and height

Screen\_Bar\_Height.b =3D \*SCR\BarHeight + 1 ; Height of it's = title bar

Screen\_Depth.w =3D \*SCR\RastPort\BitMap\Depth ; Screen Depth

Screen\_Detail\_Pen.w =3D \*SCR\DetailPen AND \$FF ; The drawing pen colours

Screen\_Block\_Pen.w =3D \*SCR\BlockPen AND \$FF

CloseScreen 0

Screen 0,0,0,Screen\_Width,Screen\_Height,Screen\_Depth,-32768,"Testing...",<=

Screen\_Detail\_Pen,Screen\_Block\_Pen

```

DefaultIDCMP #IDCMP_MENU PICK | #IDCMP_GADGETUP | #IDCMP_GADGETDOWN | #IDC=
MP_CLOSEWINDOW
Window 0,0,0,Screen_Width,Screen_Height,$1408,"",1,2
CatchDosErrs
LoadFont 0,Screen_Font$,Screen_Font_Height
WindowFont 0
BoxTop.w =3D 20
BoxBottom.w =3D 100
BoxHeight.w =3D BoxBottom - BoxTop
BoxLeft.w =3D 60
BoxRight.w =3D 160
BoxWidth.w =3D BoxRight - BoxLeft
ScrollTop=3DBoxTop-Screen_Bar_Height
GTScroller 0,1,BoxRight,ScrollTop,16,BoxHeight,"",#GT_Vertical+#GT_Immedi=
ate,10,10,0
AttachGTLList 0,0
GadgetBorder BoxLeft,BoxTop,BoxWidth,BoxHeight
Repeat
Until WaitEvent =3D #IDCMP_CLOSEWINDOW
End
--BOUNDARY.1748730872.2

```

```

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--BOUNDARY.1748730872.2--

```

## 1.721 Re: Strange happenings

for scott@online.u-net.com; Thu, 13 May 1999 10:30:49 +0000

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Thu, 13 May 1999 10:29:00 +0100

encoding: Quoted-printable

Subject: Re: Strange happenings

> Can any one explain why the gadget is vertically offset from the box? Bo=
th

> have a Top parameter equal to the variable BoxTop, but the gadget is 13 =

(I

> think?) pixels vertically lower than the box.

>

> Is this always 13? Is it dependent on the font? On something else?

I see you have used the dreaded gime00 flag on your window. It causes the window borders to be rendered separate (or masked or something) so you can't

corrupt them. This has the unfortunate effect of offsetting gtagads. Try sticking in a GTGZZPosition On!Off somewhere in the code (manual doesn't say

where) but probably before creating your gadgets.

--

) ^ V ][ l) Ml =A9 Ml ][ M M

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David\_McMinn

ICQ=3D16827694

For Sale: Parachute. Only used once, never opened, small stain.

-----  
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## 1.722 Re: Strange happenings

for scott@online.u-net.com; Thu, 13 May 1999 12:51:36 +0100

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Thu, 13 May 1999 12:49:12 +0100

encoding: Quoted-printable

Subject: Re: Strange happenings

> And don't be thrown off by commands such as "GTBevelBox" or

> "GTGadgetBorder" - they are really still just drawing commands like

> "WLine" and have nothing to do with a GTlist. They are just a way for you

ou

Except that GTBevelBox crashes if you have not attached that GTList to a window

yet. Sucks.

--

) ^ V ][ l) Ml =A9 Ml ][ M M

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David\_McMinn

ICQ=3D16827694

Microsoft - where do you want to die today?

-----  
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## 1.723 Re: Strange happenings

for scott@online.u-net.com; Thu, 13 May 1999 18:35:32 +0100

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

Subject: Re: Strange happenings

Date: Thu, 13 May 1999 18:31:04 +0100

Hmmm There seems to be some confusion here, so thought I'd clarify it, as after reading the first mail, I tried it out.

If you print "A" at 10,10, and WPlot (white) at 10,10, "A" is further down and right than the pixel.

If you use \$400 in the flags for the window "GimmeZeroZero", the pixel appears in the same place as the "A"

The origin for graphics is the top-left of the WHOLE window, the origin for text/gadgets is inside the window. Using GimmeZeroZero moves the origin for graphics to the inside.

VIC

-----  
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## 1.724 Strange happenings

for scott@online.u-net.com; Thu, 13 May 1999 07:15:31 +0100

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 13 May 99 16:13:58 +1000

Subject: Strange happenings

Encoding: 7bit

Hi, all

I've attached a little program.

Can any one explain why the gadget is vertically offset from the box?

Both have a Top parameter equal to the variable BoxTop, but the gadget is 13 (I think?) pixels vertically lower than the box.

Is this always 13? Is it dependent on the font? On something else?

Thanks in advance for the help.

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

www.shoalhaven.net.au/edgewater

-----  
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## 1.725 Strange happenings

for scott@online.u-net.com; Thu, 13 May 1999 07:19:06 +0000

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 13 May 99 16:16:48 +1000

Subject: Strange happenings

--=\_8<==MD2373AF0-512AEA26==8<=\_=

Encoding: 7bit

Hi, all

I've attached a little program.

At least I have this time... Silly twit forgot it last time didn't I?

Can any one explain why the gadget is vertically offset from the box?

Both have a Top parameter equal to the variable BoxTop, but the

gadget is 13 (I think?) pixels vertically lower than the box.

Is this always 13? Is it dependent on the font? On something else?

Thanks in advance for the help.

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

www.shoalhaven.net.au/edgewater

--=\_8<==MD2373AF0-512AEA26==8<=\_=

Encoding: plain (7/8 bit)

Content-Disposition: attachment; filename="gadgettest.asc"

X-MD2-FilePath: Blitz2:Motel/gadgettest.asc

WbToScreen 0

#GT\_Immediate = \$80 ; activate on gadgetdown

#GT\_Vertical = \$400 ; make slider/scroller vertical

\*SCR.Screen = Peek.l(Addr Screen (0))

Screen\_Font\$ = Peek\$ (\*SCR\Font\ta\_Name) ; Screen font's name

Screen\_Font\_Height.w = \*SCR\Font\ta\_YSize ; ... and height

Screen\_Width.w = \*SCR\Width ; Screen's width

Screen\_Height.w = \*SCR\Height ; ... and height

Screen\_Bar\_Height.b = \*SCR\BarHeight + 1 ; Height of it's title bar

Screen\_Depth.w = \*SCR\RastPort\BitMap\Depth ; Screen Depth

Screen\_Detail\_Pen.w = \*SCR\DetailPen AND \$FF ; The drawing pen colours

Screen\_Block\_Pen.w = \*SCR\BlockPen AND \$FF

CloseScreen 0

Screen 0,0,0,Screen\_Width,Screen\_Height,Screen\_Depth,-32768,"Testing...",Screen\_Detail\_Pen,Screen\_Block\_Pen

```

DefaultIDCMP #IDCMP_MENU_PICK | #IDCMP_GADGET_UP | #IDCMP_GADGET_DOWN | #IDCMP_CLOSEWINDOW
Window 0,0,0,Screen_Width,Screen_Height,$1408,"",1,2
CatchDosErrs
LoadFont 0,Screen_Font$,Screen_Font_Height
WindowFont 0
BoxTop.w = 20
BoxBottom.w = 100
BoxHeight.w = BoxBottom - BoxTop
BoxLeft.w = 60
BoxRight.w = 160
BoxWidth.w = BoxRight - BoxLeft
GTScroller 0,1,BoxRight,BoxTop,16,BoxHeight,"",#GT_Vertical+#GT_Immediate,10,10,0
AttachGTLList 0,0
GadgetBorder BoxLeft,BoxTop,BoxWidth,BoxHeight
Repeat
Until WaitEvent = #IDCMP_CLOSEWINDOW
End
--_#8<==MD2373AF0-512AEA26==8<=_#

```

```

-----
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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
--_#8<==MD2373AF0-512AEA26==8<=_#--
(end of MIME multipart message)

```

## 1.726 Re: SuperTED

```

for scott@online.u-net.com; Thu, 20 May 1999 17:20:32 +0000
From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>
Organization: The Robert Gordon University, E&EE
Date: Thu, 20 May 1999 17:18:54 +0100
encoding: Quoted-printable
Subject: Re: SuperTED
> Where can I get the latest freely distributable version of SuperTED?
Aminet/dev/basic/SuperTED224.lha
--
) ^ V ] [ ] M =A9 M ] [ M N
dmcminn@house-of-mojo.freemove.co.uk
http://members.xoom.com/David_McMinn
ICQ=3D16827694
WANTED: Meaningful overnight relationship.

```

```

-----
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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

```



## 1.727 SuperTED

for scott@online.u-net.com; Thu, 20 May 1999 16:42:10 +0100

From: Jake Frederick <gonzo@acadia.net>

Date: Thu, 20 May 1999 11:33:57 +0500

Subject: SuperTED

Where can I get the latest freely distributable version of SuperTED?

--

-If the doors of perception were cleansed everything would appear to man as it truly is, infinite.-

-----  
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## 1.728 Re: SWOS Money Cheater

for scott@online.u-net.com; Sat, 15 May 1999 17:38:45 +0100

From: Gareth Griffiths <gaz@jokerd.freemove.co.uk>

ezmlm <blitz-list@netsoc.ucd.ie>

Date: Sat, 15 May 1999 17:37:34 +0100

Organization: Joker Developments

Subject: Re: SWOS Money Cheater

Hi,

Apologies to someone who sent me a message entitled SWOS Money Cheater. I believe it contained SWOS savegames, like I asked for. The problem was, YAM dleted it before I could download it. So, if the person who sent that was reading this, could he send iit again plz.

Sorry :)

Cya!

Gaz.

--

<sb> Gareth Griffiths (Joker Developments)

<sb> E-Mail: [gaz@jokerd.freemove.co.uk](mailto:gaz@jokerd.freemove.co.uk)

<sb> WWW: [www.jokerd.freemove.co.uk](http://www.jokerd.freemove.co.uk)

<sb> ICQ: Gazza (37738211)

Why did the cow cross the road?\n

To get to the \*udder\* side!

-----  
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---

## 1.729 Re: Tabs in Listviews?

for scott@online.u-net.com; Mon, 31 May 1999 15:55:36 +0100

From: Curt Esser <camge@ix.netcom.com>

Date: Sun, 30 May 1999 20:23:49 -0500

Subject: Re: Tabs in Listviews?

Hi Mike

On 30-May-99, Mike Delling wrote:

>

>

> Hello Blitzers!

>

> A small problem again...

>

> I want to display an unproportional Front in a Listview. So far so good,  
> now my problem is, that I can not set up a Tabulator in this Listview and  
> without one it looks very strange. What can I do or must I use MUI?

If you are using your own font, there is a way. I set up my font with a one pixel wide "space" character in place of one of the unused characters, and add enough of these, using the OS TextLength\_ function, to do the tabbing when I set up my Listview.

If you are allowing any font to be used, you'll have to find a different method.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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## 1.730 Tabs in Listviews?

for scott@online.u-net.com; Sun, 30 May 1999 16:52:27 +0100

From: Mike Delling <[tranquilizer@mike.ruhr.de](mailto:tranquilizer@mike.ruhr.de)>

Date: Sun, 30 May 1999 17:43:13 +0200

Subject: Tabs in Listviews?

Encoding: base64

DQoNCkhlbGxvIEJsaXR6ZXJzIQ0KDQpBIHNtYWxsIHByb2JsZlZlYm9gYWdhaW4uLi4NCg0KSSB3

---



yourself).

If you want any help, mail me privately (unless you think everyone will be interested).

Cheers

.

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

[www.shoalhaven.net.au/edgewater](http://www.shoalhaven.net.au/edgewater)

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## 1.732 Re: Ted Edit

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 10 May 1999 10:35:15 +0100

From: "David McMinn" <[D.Mcminn@eee.rgu.ac.uk](mailto:D.Mcminn@eee.rgu.ac.uk)>

Organization: The Robert Gordon University, E&EE

Date: Mon, 10 May 1999 10:32:05 +0100

encoding: Quoted-printable

Subject: Re: Ted Edit

> Is can use any other editor that Ted Edit for Blitz?

You can use any text editor, but you need to get the program which acts like a

CLI compiler, from Aminet/dev/basic.

--

) ^ V ][ I ] MI =A9 MI ][ M NI

[dmcminn@house-of-mojo.freemove.co.uk](mailto:dmcminn@house-of-mojo.freemove.co.uk)

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

I love deadlines. I especially like the whooshing sound they make as they go flying by.

-----  
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---

## 1.733 Ted Edit

for scott@online.u-net.com; Mon, 10 May 1999 10:30:47 +0100

From: Rostislav Stenicka <rostsoft@iol.cz>

Date: Mon, 10 May 1999 15:22:10 +0100

Subject: Ted Edit

Hello,f%

Is can use any other editor that Ted Edit for Blitz?

--

--

<tsb>\_\*rostsoft@iol.cz "2Mb"\*\_

<tsb>/RStenicka@seznam.cz "10Mb"/

<tsb>http://web.iol.cz/rostsoft/

<tsb>\_\*#A4000/040/30 20MB FAST RAM#\*\_

<tsb>\_\*#Cybervision64 4MB#\*\_

<tsb>#Toccata (AHI 16 BIT)#

<tsb>\_\*#2GB SCSI\*, 1.2GB IDE#

<tsb>#CDrom 32 Toshiba SCSI#

<tsb>/#V-lab video grabber, Fastline# #SCSI#/  
-----

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## 1.734 Re: The big MUI question!!!

for scott@online.u-net.com; Fri, 21 May 1999 16:36:23 +0100

From: Daniel Allsopp <daniel@thesnakepit.demon.co.uk>

Date: Fri, 21 May 1999 16:35:32 +0100

Subject: Re: The big MUI question!!!

Encoding: quoted-printable

Hi Rob,

On 21-May-99, you wrote:

> Hello,

> =

> Does ANYONE know why Blitz-MUI programs instantly GURU when you  
> enter the MUI prefs and try to change the window background image?

> =

> This is the only reason I dont use the EFMUILib.. If there is a way to

> stop this I will start using it :). I've already started some stuff :)=

Sorry, not related, but another HUGE problem with EFMUI lib is the massive number of enforcer hits when using multi-column lists. I think it's got something to do with the ListHook as it's reading bytes from all over the place that aren't allocated.

-- =

Cheers,

Daniel

<tsb>E-Mail: [daniel@thesnakepit.demon.co.uk](mailto:daniel@thesnakepit.demon.co.uk)

<tsb>URL: <http://www.thesnakepit.demon.co.uk/>

<tsb>ICQ Number : 20783863

<tsb>

- "Windows 95 is Bug Free" - Bill Gates in 1995

- "We fixed 5000 bugs since the release of Windows 95!" - Bill Gates on Windows 98

-----  
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## **1.735 Re: The big MUI question!!!**

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sat, 22 May 1999 12:10:45 +0000

From: Daniel Allsopp <[daniel@thesnakepit.demon.co.uk](mailto:daniel@thesnakepit.demon.co.uk)>

Date: Sat, 22 May 1999 12:11:05 +0100

Subject: Re: The big MUI question!!!

Hi John,

On 21-May-99, you wrote:

> Hi Rob,

>

>> Does ANYONE know why Blitz-MUI programs instantly GURU when you  
>> enter the MUI prefs and try to change the window background image?

>>

>> This is the only reason I don't use the EFMUILib.. If there is a way to  
>> stop this I will start using it :).. I've already started some stuff :)

>

> I seem to remember having this problem before, and solving it by  
> increasing the stack size of the program once it was in exe form. I don't  
> think I found a way to set the stack while running it from Blitz though.  
> I think the recommended stack for a MUI program is at least 8k.

>

> Hope this helps,

Nope, even a stack of 50,000 still gives enforcer hits.

--

Cheers,

Daniel

<tsb>E-Mail: [daniel@thesnakepit.demon.co.uk](mailto:daniel@thesnakepit.demon.co.uk)

<tsb>URL: <http://www.thesnakepit.demon.co.uk/>

<tsb>ICQ Number : 20783863

<tsb>

- "Windows 95 is Bug Free" - Bill Gates in 1995

- "We fixed 5000 bugs since the release of Windows 95!" - Bill Gates on Windows 98

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## 1.736 Re: The big MUI question!!!

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sat, 22 May 1999 20:21:10 +0100

From: Daniel Allsopp <[daniel@thesnakepit.demon.co.uk](mailto:daniel@thesnakepit.demon.co.uk)>

Date: Sat, 22 May 1999 20:21:22 +0100

Subject: Re: The big MUI question!!!

Encoding: quoted-printable

Hi Rick,

On 22-May-99, you wrote:

> I watched as Daniel Allsopp hammered "Re: The big MUI question!!!" out =

on

> their keyboard...

> =

>> Sorry, not related, but another HUGE problem with EFMUI lib is the

> massive

>> number of enforcer hits when using multi-column lists. I think it's go=

t

>> something to do with the ListHook as it's reading bytes from all over =

the

>> place that aren't allocated.

> =

> It isn't. I just tried a program of mine that uses multi-column lists,

> with no enforcer hits other than a few on start-up that I get on every

> program, in amongst dozens being caused by Workbench redrawing windows.=

> =

> I think it must be something in your code that's causing those.

No, cause the program example supplied with the EFMUI lib causes exactly =  
the same

hits as my programs....it's not my code....it's the dodgy lib. Probably t=  
he

MUIListhook command cause the pointers etc by themselves are fine and  
turning the hook off makes the list show crap but no hits.

BTW, I don't use Enforcer, I use CyberGuard.....which is the same thing  
supposedly.

-- =

Cheers,

Daniel

<tsb>E-Mail: daniel@thesnakepit.demon.co.uk

<tsb>URL: <http://www.thesnakepit.demon.co.uk/>

<tsb>ICQ Number : 20783863

<tsb>

- "Windows 95 is Bug Free" - Bill Gates in 1995

- "We fixed 5000 bugs since the release of Windows 95!" - Bill Gates on W=  
indows 98=

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## 1.737 Re: The big MUI question!!!

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Fri, 21 May 1999 15:45:44 +0000

From: "David McMinn" <[D.Mcminn@eee.rgu.ac.uk](mailto:D.Mcminn@eee.rgu.ac.uk)>

Organization: The Robert Gordon University, E&EE

Date: Fri, 21 May 1999 15:44:07 +0100

encoding: Quoted-printable

Subject: Re: The big MUI question!!!

> Also, does anyone know how to set a window's pointer Busy?

I would think that the normal way of doing this would work for MUI (see JL=  
B's

Stats&Funcs archive on Aminet), or is there a special thing you can do?

--

l) ^ V ][ l) |V| =A9 |V| ][ |N |N



dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Bumper sticker #1.

Could you drive any better if I shoved that cell phone up your ASS?

-----  
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## 1.738 Re: The big MUI question!!!

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Fri, 21 May 1999 17:13:28 +0100

Date: Fri, 21 May 1999 13:12:10 -0300 (ADT)

Sender: [ah210@chebucto.ns.ca](mailto:ah210@chebucto.ns.ca)

From: John Mason <[ah210@chebucto.ns.ca](mailto:ah210@chebucto.ns.ca)>

Subject: Re: The big MUI question!!!

Hi Rob,

> Does ANYONE know why Blitz-MUI programs instantly GURU when you

> enter the MUI prefs and try to change the window background image?

>

> This is the only reason I don't use the EFMUILib.. If there is a way to

> stop this I will start using it :).. I've already started some stuff :)

I seem to remember having this problem before, and solving it by increasing the stack size of the program once it was in exe form. I don't think I found a way to set the stack while running it from Blitz though.

I think the recommended stack for a MUI program is at least 8k.

Hope this helps,

--

John Mason -- ICQ 17931257

<http://chebucto.ns.ca/~ah210/Profile.html>

Home of NewStuff and Reminder!

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## 1.739 Re: The big MUI question!!!

for scott@online.u-net.com; Sat, 22 May 1999 12:57:48 +0100

From: Rick Hodger <rick.thehub@bigfoot.com>

Date: Sat, 22 May 1999 12:53:37 +0100

Organization: Pagan Software

Subject: Re: The big MUI question!!!

I watched as Daniel Allsopp hammered "Re: The big MUI question!!!" out on their keyboard...

> Sorry, not related, but another HUGE problem with EFMUI lib is the massive

> number of enforcer hits when using multi-column lists. I think it's got

> something to do with the ListHook as it's reading bytes from all over the

> place that aren't allocated.

It isn't. I just tried a program of mine that uses multi-column lists, with no enforcer hits other than a few on start-up that I get on every program, in amongst dozens being caused by Workbench redrawing windows.

I think it must be something in your code that's causing those.

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>

<sb>Visit us at <http://www.thehub.u-net.com>

<sb>EMail us at [/bloodline@pagan-games.com/](mailto:/bloodline@pagan-games.com/)

<sb>"Dafel: Bloodline" - The most accomplished RPG ever!

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team \*AMIGA\*

<sb>

<sb>Never put off till tomorrow what you can avoid all together.

-----  
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## 1.740 The big MUI question!!!

for scott@online.u-net.com; Fri, 21 May 1999 15:33:15 +0100

From: Rob Hutchinson <loki@sdsoft.freemove.co.uk>

Date: Fri, 21 May 1999 15:31:39 +0100

X-SenderInfo: 1; homepage="http://www.satanicdreams.freemove.co.uk/"; dob=19071981

Organization: Satanic Dreams Software.

Subject: The big MUI question!!!

Hello,

Does ANYONE know why Blitz-MUI programs instantly GURU when you enter the MUI prefs and try to change the window background image?

This is the only reason I dont use the EFMUILib.. If there is a way to stop this I will start using it :). I've already started some stuff :)

Also, does anyone know how to set a window`s pointer Busy?

Thanks,

Rob.

Cya!

--

<tsb>

<sb>\*CONTACTING MEEEEEEEE:\*

<sb>loki@sdsoft.freemove.co.uk | \*ICQ:\* 27181384

<sb>SDS FOUNDER: URL: <http://www.satanicdreams.freemove.co.uk/>

<tsb>

<sb>\*PROJECT INFO:\*

<sb>Minimum Safe Distance [0.001%]

<sb>/After a few trips to the toilet, the following appeared:/

<sb>MorrisTheMaggot, CTTM2, TimeSwipe, NIB, BlitzBFB, Prefs2000 & TMS.

<sb>

<sb>Sorry, gotta go... My regeneration is starting...

<tsb>

-----  
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## 1.741 The big MUI question!!!

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sat, 22 May 1999 17:28:59 +0100

From: [bml@thenet.co.uk](mailto:bml@thenet.co.uk) (Simon Archer)

X-FTN-To: Rick Hodger

Subject: The big MUI question!!!

Date: 22 May 1999 17:23:51

X-newsreader: Spot 1.3b #1534

encoding: quoted-printable

On 22 May 99 Rick Hodger wrote about 'The big MUI question!!!'.

RH> no enforcer hits other than a few on start-up that I get on every

---

That's because the executable was compiled with the debugging option enabled. Remove it from compiler/options and those hits will go.

Simon Archer

-----  
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## 1.742 The big MUI question!!!

for scott@online.u-net.com; Sat, 22 May 1999 17:41:16 +0000

From: bml@thenet.co.uk (Simon Archer)

X-FTN-To: Rick Hodger

Subject: The big MUI question!!!

Date: 22 May 1999 17:23:51

X-newsreader: Spot 1.3b #1534

encoding: quoted-printable

On 22 May 99 Rick Hodger wrote about 'The big MUI question!!!'.

RH> no enforcer hits other than a few on start-up that I get on every

That's because the executable was compiled with the debugging option enabled. Remove it from compiler/options and those hits will go.

Simon Archer

-----  
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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.743 Re: The END command

for scott@online.u-net.com; Wed, 19 May 1999 23:07:15 +0100

From: amorel <amorel@xs4all.nl>

Date: Wed, 19 May 1999 23:54:20 +0500

Subject: Re: The END command

On 20-May-99, Luca Carminati wrote:

C=Hi friends,

C=just a little question. Is it Blitzally correct to end a program from within  
a

C=subroutine as in the following code?

Sure, no problem. I end my program in a statement even.

Regards

--

---

Jeroen(and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32  
H.P. Lovecraft, Inc. \\ Good old C=64 and an attitude!  
Ever kissed a frog? ;-P\\ /Fatman analogue synth :D  
Music for your game/demo/release? \\ /http://www.paia.com  
Contact me! amorel@xs4all.nl \\ /Check my (aged) music on  
http://www.xs4all.nl/~amorel \\ /aminet or at my homepage.  
-\*Now out on aminet and my site! Amoralplayer1.2, a no fuss audioplayer\*-

-----  
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## 1.744 The END command

for scott@online.u-net.com; Wed, 19 May 1999 21:33:08 +0000

From: Luca Carminati <toffi@spm.it>

Date: Wed, 19 May 1999 21:04:20 -0500

Subject: The END command

Encoding: quoted-printable

Hi friends,

just a little question. Is it Blitzally correct to end a program from wit=  
hin a subroutine as in the following code?

...

Repeat

...

Gosub DoWork

...

Until <something>

End

DoWork:

...

If <something>=3D0 Then End ; <----- Is that right?

...

Return

Thanx in advance...

-- =

Best regards,

Luca.

-----  
||



>

> Thanx in advance...

Technically, No. Real structured programming should have only one entry point and one exit point per routine.

Having said that, it works and simplifies the code, so...

Thinking about this as I write (rather than the more sensible before I write) I do have a Fatal\_Error statement which pops up a requester with one option "Terminate Program".

It just reads better if you have a gosub or a function, you logically expect it to return.

Cheers

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

[www.shoalhaven.net.au/edgewater](http://www.shoalhaven.net.au/edgewater)

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## 1.746 Re: The Game..

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 11 May 1999 16:11:17 +0100

From: Toby Zuijdveld <[hotcakes@abacus.net.au](mailto:hotcakes@abacus.net.au)>

Blitz List <[blitz-list@netsoc.ucd.ie](mailto:blitz-list@netsoc.ucd.ie)>

Date: Tue, 11 May 1999 09:50:22 +1000

X-SenderInfo: 1;

picture="http://www.geocities.com/SunsetStrip/Disco/6065/a1people/tobyzuij.gif"

Organization: =?iso-8859-1?Q?Res=A1stance?=  
-----

Subject: Re: The Game..

Encoding: quoted-printable

Hello Andrew

On 09-May-99, Andrew Guard set out across the seas with this message:

AG>>> [=3D> When the program is first run you'd pop-up a screen-mode requ=ester

AG>>> [=3D> the user to select his own special gfx card/aga screen mode.

AG>>> [=3D> program could then save the setting so it doesn't have to kee=

p

AG>>> [=3D> every time. RTGMaster has this built in. You can also mask

AG>>> [=3D> certain screenmodes that you game will not support - such as

AG>> 16/24-bit RH> [=3D> colour and certain sizes that you game would run=

AG>>> [=3D> you can limit the screenmode options for the user a

AG>> little. Napalm RH> [=3D> does this.

AG>>> If I'm not mistaken, a puzzle game like this, will only support 1 s=  
et

AG>>> screen dimentions!!!! Otherwise the GFX wont fill the screen (if

AG>>> what I mean?., Whereas, map-based games can have missive

AG>> screen-modes? RH> But we still promote the type of screen?.. Would

AG>>> (or whatever it is) do this?

AG>> It possibly might, but it's a lot better to use an ASL requestor and=  
have

AG>> an RT patcher do it's job.

AG>> What you would need to do for this game, is supply the user a screen=  
mode

AG>> requestor, but supply the ASL library with a list of filters:

AG>> eg for a 320x240x8 game

AG>> Anything greater than 320 width, and anything less than 320 width, a=  
nd

AG>> anything greater than 256 height, and anything less than 200 height,=  
and

AG>> anything greater than 8 bit, and anything less than 8 bit, will NOT =  
show up

AG>> in the requestor... That allows all relevant viewmodes to be listed =  
and the

AG>> user can still choose a gfxcard display.

AG> How do you stop from showing anything that is greater then 8Bit

AG> display. Rember that 15/16/24Bit displays can and do, do 2<>256

AG> colours on screen at once.

Ummm actually yeh you're right I read somewhere that the OS treats >8bit  
Workbench screens as 8bit in the workbench display tags and says so too..=  
=2E =

there was some alternative method for figuring out the -actual- number of=  
bits... And I'm not sure if the ASL requestor would filter them properly=  
because of that?

Does that work for Workbench >8bit or any OS screen?

In any case CGFX lets you filter out 15bit screens in the listings... so=  
that

just cuts it down to bogus 16/24bit listings ;) There must be a way to fi=



lter

them, surely???

Regards

-- =

.....

}-- CAT TAG --{ I didn't do it, nobody saw it, you can't prove anything!=

`.....'

-----^\_

\_\_\_\_\_v\_\_\_\_\_^\_\_\_ -- Toby Zuijdveld --

\\_\_\_ =ACV. \_\_\_\_\_\_/

l) \_^\_\_\_ v\ -EMail : <mailto:hotcakes@abacus.net.au>-

!! !=AC\\ \ - HTTP : <http://abacus.net.au/hotcakes>

l\_| //\_\_\_\_\_ //\_\_\_ // [ Last updated : 22=B704=B799 ]

!\_\_\_/VDTN.V

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## 1.747 Re: The New Game Concept - was Re: Fast scrolling (George 2)

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 18 May 1999 01:20:04 +0100

From: Anton Reinauer <[anton@ww.co.nz](mailto:anton@ww.co.nz)>

Date: Tue, 18 May 1999 12:13:54 +1200

Subject: Re: The New Game Concept - was Re: Fast scrolling (George 2)

On 17-May-99, Stephen Lebed wrote:

- > Atari had bought back all there old games, so now the new space
- > invaders has better graphics and fully animated aliens. Its still 2d.
- > The new missile command has better graphics but its still 2d. There
- > were others as well.
- > My point is, please don't give up because other games have better
- > graphics. It always comes down to gameplay. I don't own a PS or a N64
- > because I'm tired of Quake-like games or TombRaider-like games. I go
- > to E3 because I want to see what is going to be the new innovation,
- > and I never see it.
- > If it wasn't for Mildred, I wouldn't be programming my games. Great
- > graphics keep me interested in programming, but great gameplay keeps
- > the customers coming back for more.

Yep, the PC games scene has /very/ little innovation! The PSX is a lot better, because it has 2D type games as well (even if some use 3D for

the GFX).

I was playing The Secret of Monkey Island the other day. I hadn't played it in years. It still makes virtually all the RPGs done in those intervening years look very sad (maybe Resident Evil 1, is as good)!! the reason it was good was the attention to detail, and you can tell the programmer really gave a sh\*t! Compared to the amount of shovelware in the PC scene, where they just try and do the minimum work they have to, to get it on the shelves. Because the game dragged you into it, and got the imagination going, you forgot the graphics were blocky, and 32 colours. Your imagination then fills in the rest, if the game has lots of atmosphere.

I used to get that with simple arcade games like Donkey Kong, which had awesome gameplay.

Also, a multi-player net link could breathe new life into these older games- as not many 2D games have multi-player links on PC's!

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.4)  
<<http://www.ww.co.nz/home/anton/>>

-----  
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## 1.748 Re: The New Game Concept - was Re: Fast scrolling (George 2)

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Wed, 19 May 1999 02:09:29 +0100

From: Anton Reinauer <anton@ww.co.nz>

Date: Wed, 19 May 1999 12:33:46 +1200

Subject: Re: The New Game Concept - was Re: Fast scrolling (George 2)

On 18-May-99, Curt Esser wrote:

> Yes, exactly! I've seen far too many games that amounted to little  
> more than a vehicle for showing off the special effects. They look  
> impressive, and serve their purpose (that being to transfer the money  
> out of your pocket) but soon wind up on a shelf gathering dust...  
> I still quite often fire up my copy of Worms, or one of the Lemmings  
> series...

> I don't really care how many colours they used, or that they're in 2D  
> - the important point is, they're FUN :)  
> That seems to be something that's been pushed to the side in the rush  
> to come up with the ultimate graphic extravaganza...

Yeah, they don't realise what amazing games they could create, if they combined the old gameplay with awesome graphics! Gods was a good example of this AFAIK.

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

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## 1.749 Re: The New Game Concept - was Re: Fast scrolling (George 2)

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 18 May 1999 21:27:21 +0000

From: Chris Deeney <[chris@addnet.demon.co.uk](mailto:chris@addnet.demon.co.uk)>

Date: Wed, 04 Jan 1978 10:18:37 +0000

Organization: personal

Subject: Re: The New Game Concept - was Re: Fast scrolling (George 2)

Hey Anton m8

On 18-May-99, Anton Reinauer wrote:

> Yep, the PC games scene has /very/ little innovation! The PSX is a lot  
> better, because it has 2D type games as well (even if some use 3D for  
> the GFX).  
> I was playing The Secret of Monkey Island the other day. I hadn't  
> played it in years. It still makes virtually all the RPGs done in those  
> intervening years look very sad (maybe Resident Evil 1, is as good)!!  
> the reason it was good was the attention to detail, and you can tell  
> the programmer really gave a sh\*t! Compared to the amount of shovelware  
> in the PC scene, where they just try and do the minimum work they have  
> to, to get it on the shelves. Because the game dragged you into it, and  
> got the imagination going, you forgot the graphics were blocky, and 32  
> colours. Your imagination then fills in the rest, if the game has lots

> of atmosphere.

Yep i agree entirely, games nowadays just slap everything in your face and leave nothing for the imagination, games need to give the gamer something to pull them into the gaming experience :)

> Also, a multi-player net link could breathe new life into these older

> games- as not many 2D games have multi-player links on PC's!

Heheee Anton ;) plug for my new net game in development there ;)

Chris.

p.s I really should update my sig :D

--

Chris "PrinceD" Deeney

#chris@addnet.demon.co.uk#

Powered by\_

...../-\MIGA

\*/#irc.dal.net amirc ungabunga#\*/

+-----coding-----+

| \*Powder Burnz\* | 0000159 lines | 003% complete |

+-----+

| \*Crittters\* | 0000465 lines | 050% complete |

+-----+

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## 1.750 Re: The New Game Concept - was Re: Fast scrolling (George 2)

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 18 May 1999 03:22:12 +0000

From: Curt Esser <[camge@ix.netcom.com](mailto:camge@ix.netcom.com)>

Date: Mon, 17 May 1999 20:29:21 -0500

Subject: Re: The New Game Concept - was Re: Fast scrolling (George 2)

Hi Anton,

On 17-May-99, Anton Reinauer wrote:

> On 17-May-99, Stephen Lebed wrote:

>> My point is, please don't give up because other games have better

>> graphics. It always comes down to gameplay. I don't own a PS or a N64

>> because I'm tired of Quake-like games or TombRaider-like games. I go

>> to E3 because I want to see what is going to be the new innovation,

>> and I never see it.

>

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> I was playing The Secret of Monkey Island the other day. I hadn't  
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> the reason it was good was the attention to detail, and you can tell  
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> colours. Your imagination then fills in the rest, if the game has lots  
> of atmosphere.

Yes, exactly! I've seen far too many games that amounted to little more than a vehicle for showing off the special effects. They look impressive, and serve their purpose (that being to transfer the money out of your pocket) but soon wind up on a shelf gathering dust...

I still quite often fire up my copy of Worms, or one of the Lemmings series...

I don't really care how many colours they used, or that they're in 2D - the important point is, they're FUN :)

That seems to be something that's been pushed to the side in the rush to come up with the ultimate graphic extravaganza...

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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## **1.751 Re: The New Game Concept - was Re: Fast scrolling (George 2)**

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Wed, 19 May 1999 02:15:46 +0000

From: Jake Frederick <[gonzo@acadia.net](mailto:gonzo@acadia.net)>

Date: Tue, 18 May 1999 21:08:23 +0500

Subject: Re: The New Game Concept - was Re: Fast scrolling (George 2)

On 19-May-99, Anton Reinauer wrote:

> Yeah, they don't realise what amazing games they could create, if they

> combined the old gameplay with awesome graphics! Gods was a good  
> example of this AFAIK.

>

I just finished playing Super Stardust CD-32, one of my favorite games of all  
time which is another example of this.

--

-If the doors of perception were cleansed everything would appear to man as it  
truly is, infinite.-

-----  
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## **1.752 The New Game Concept - was Re: Fast scrolling (George 2)**

for scott@online.u-net.com; Mon, 17 May 1999 02:15:35 +0100

From: Stephen Lebed <slebed@earthlink.net>

Date: Sun, 16 May 1999 18:13:27 -0800

Subject: The New Game Concept - was Re: Fast scrolling (George 2)

Hi there Linda

On 16-May-99, you wrote:

>

> I don't intend to finish this game - as I got Zelda 64 while I was writing  
> it, and decided nobody would want to play a game like this anymore - I  
> wish I'd known 3-4 years ago that Blitz Basic and an A1200 was capable of  
> this.

I'm new to blitz myself, having bought into all the talk of a better Amos  
coming down the pike for far too long.

Just because there are games like Zelda64 doesn't mean that nobody wants to  
play your Mario Bros game anymore. I went to the E3 (Electronic  
Entertainment Expo) here in Los Angeles. I try to make it every year. If  
you haven't heard, this is THE trade show for the video game industry.

After spending time at all the different companies booths, booths that must  
cost over a million dollars themselves, one thing was clear. There is  
nothing new or exciting coming out this season. All the games were  
variations on the first person shooter theme, or racing sims, or third  
person action games. Don't get me wrong, I played Microsofts new internet  
only spacewar game and was blown away by the incredible graphics. In fact  
all the games had incredible graphics. I think the Microsoft game was  
running at 1024x768 in 24bit, and was very smooth.

---

Atari had bought back all there old games, so now the new space invaders has better graphics and fully animated aliens. Its still 2d. The new missile command has better graphics but its still 2d. There were others as well. My point is, please don't give up because other games have better graphics. It always comes down to gameplay. I don't own a PS or a N64 because I'm tired of Quake-like games or TombRaider-like games. I go to E3 because I want to see what is going to be the new innovation, and I never see it. If it wasn't for Mildred, I wouldn't be programming my games. Great graphics keep me interested in programming, but great gameplay keeps the customers coming back for more.

Thanks in advance,

Stephen Lebed

slebed@earthlink.net

ps My dad got a PS for christmas and the only game he'll play is Abe's Odessey, a 2d game.

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## 1.753 The Source

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 31 May 1999 00:23:40 +0100

From: Roger Beausoleil <[vision\\_fx@citenet.net](mailto:vision_fx@citenet.net)>

Date: Sat, 25 Nov 1995 16:51:35 +0500

Subject: The Source

--BOUNDARY.6537.1798.287221296.1

Excuse me all...

Here's the source!

Roger Beausoleil

Quebec-Canada

--BOUNDARY.6537.1798.287221296.1

Encoding: base64

TFpYAAAACgAAAA8AuhIAAGIFAAAKAgAAAAoAAM0zCwNkYgcOBNb+/hJCYWNrRmlsbFdpbmRvdy5zcmOQAh3QAAAZgCGZAAP4K/dLPoBkEV4BbaeltLI2leTAFaUpFu6SV1Vj9rdO2j0ZO3RwQveUf98CRwAAMiAABkAACWVaWWVtr9vwriSCFwecxeRRihFmtFdAgmSs68sivCKzRtq4N2tFYyNHp9HkRT8AqHoj/iIObaCY3w3YN6Fo70DV2IGhCXkYV50obeJ74hAQP/fUAxRaRFRmUQ5xYDJCNmaEQwiBPw71ybUDZYsuc6hbZwWOcTnc5KN7ktb4QMC4t3wZdfOp0hw3rIbtqHBLPWA TjBTWAIogQxSknM4WEzgzCMysqAJGEnqmF0YtSwooolCB9fPiada3dGhkMh1DINO20ukDkM pDj0sbYTataI2iHRMNQeK1qDhemWjIgwOEIXOmVk1MwI7ANjwBKzwyT1+4mnvV4ubp4fnh9V

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--BOUNDARY.6537.1798.287221296.1

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For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)  
--BOUNDARY.6537.1798.287221296.1--

## 1.754 Re: The Vote

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 10 May 1999 03:41:03 +0000  
From: Anton Reinauer <[anton@ww.co.nz](mailto:anton@ww.co.nz)>  
Date: Mon, 10 May 1999 13:16:17 +1200  
Subject: Re: The Vote  
On 09-May-99, Donovan Reeve wrote:  
> Hi all.  
> As of 00.00 hours GMT this morning the vote has ended, with  
> absolutely no decenting votes thus we have voted to accept the  
> following four individuals as the new remote administrators of the  
> Blitz List:  
> Rob Hutchinson  
> Rui Carvalho  
> Anders Hasselqvist  
> Scott Beardwood  
> O.K. Now, where are the cookies and punch!?! ;) )  
Party, party, party! :) Maybe we have one on IRC! - Ps: no-one was  
there last Sat :-/

--  
Anton Reinauer <[anton@ww.co.nz](mailto:anton@ww.co.nz)>

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To unsubscribe, e-mail: [blitz-list-unsubscribe@netsoc.ucd.ie](mailto:blitz-list-unsubscribe@netsoc.ucd.ie)  
For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

## 1.755 Re: The Vote

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Tue, 11 May 1999 00:59:02 +0000  
From: Anton Reinauer <[anton@ww.co.nz](mailto:anton@ww.co.nz)>  
Date: Tue, 11 May 1999 11:42:20 +1200

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Subject: Re: The Vote

On 11-May-99, Victor Bell wrote:

> Anton wrote

>> Party, party, party! :) Maybe we have one on IRC! - Ps: no-one was

>> there last Sat :-/

> No, but there was 10 the Sat before last :)

> VIC

-Sulk! :)

--

Anton Reinauer <anton@ww.co.nz>

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To unsubscribe, e-mail: [blitz-list-unsubscribe@netsoc.ucd.ie](mailto:blitz-list-unsubscribe@netsoc.ucd.ie)

For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

## 1.756 The Vote

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 9 May 1999 04:58:53 +0000

From: Donovan Reeve <[bubby.lnk@ispi.net](mailto:bubby.lnk@ispi.net)>

Date: Sat, 08 May 1999 21:55:15 +0500

Subject: The Vote

Hi all.

As of 00.00 hours GMT this morning the vote has ended, with absolutely no decenting votes thus we have voted to accept the following four individuals as the new remote administrators of the Blitz List:

Rob Hutchinson

Rui Carvalho

Anders Hasselqvist

Scott Beardwood

Gentlemen, I congratulate you and wish you a good tenure of office, and I am sure all on this list wish to thank you for volunteering to make life a little easier for all of us.

I will contact the list administrator and inform him (unless he is watching this and already knows) that the list users have voted to approve you each as our new remote administrators so that we may have a fast response time to problems. My job will then be finished and it will be up to the four of you to arrange with him to be recognised by the system as administrators.

O.K. Now, where are the cookies and punch!?! ;) )

Donovan Reeve ([bubby.lnk@ispi.net](mailto:bubby.lnk@ispi.net))

-----  
To unsubscribe, e-mail: [blitz-list-unsubscribe@netsoc.ucd.ie](mailto:blitz-list-unsubscribe@netsoc.ucd.ie)

For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

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## 1.757 Re: The Vote

for scott@online.u-net.com; Mon, 10 May 1999 18:53:17 +0100

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

Subject: Re: The Vote

Date: Mon, 10 May 1999 14:42:30 +0100

Anton wrote

> Party, party, party! :) Maybe we have one on IRC! - Ps: no-one was

>there last Sat :-/

No, but there was 10 the Sat before last :)

VIC

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To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.758 This is a test

for scott@online.u-net.com; Fri, 21 May 1999 19:07:41 +0000

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

Subject: This is a test

Date: Fri, 21 May 1999 18:57:41 +0100

This is a test.

Ignore me :)

-----  
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.759 Re: This is an emergency!

for scott@online.u-net.com; Mon, 31 May 1999 13:21:10 +0100

From: amorel <amorel@xs4all.nl>

Date: Mon, 31 May 1999 14:03:16 +0500

Subject: Re: This is an emergency!

On 31-May-99, Gareth Griffiths wrote:

C=Hi,

C= I just realised that because of the last hard drive crash (which

C=every1 laughed at might I add :-( I had lost all of the source code

C=Issue 102 (AFCD18)

Excuse me for saying this(and I might have said this already in a way) how the

---

hell could you NOT have backed up anything? There arent a lot of source files  
>880 kb so they fit on a mere floppy. I'm sorry but you asked for it, really.

That'll teach you ;-)

Regards

--

Jeroen(and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \\ Good old C=64 and an attitude!

Ever kissed a frog? ;P\\ /Fatman analogue synth :D

Music for your game/demo/release? \\ /http://www.paia.com

Contact me! amorel@xs4all.nl \\ /Check my (aged) music on

http://www.xs4all.nl/~amorel \\ /aminet or at my homepage.

-\*Now out on aminet and my site! Amoralplayer1.2, a no fuss audioplayer\*-

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To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

## 1.760 This is an emergency!

for scott@online.u-net.com; Mon, 31 May 1999 11:46:53 +0100

From: Gareth Griffiths <gaz@jokerd.freemove.co.uk>

AMOS Mailing List <amos-list@onelist.com>,

afb@egroups.com

Date: Mon, 31 May 1999 11:41:30 +0100

Organization: Joker Developments

Subject: This is an emergency!

Hi,

I just realised that because of the last hard drive crash (which  
every1 laughed at might I add :( I had lost all of the source code  
for my AMOS games and Blitz stuff.

Because I compiled all my Amos games, I ain't got the source no more.

So, could somebody look thru their AFCD Collection and possibly lend  
me the following CD's:

Issue 102 (AFCD18)

Issue 103 (AFCD19)

Issue 107 (AFCD23)

or could u email me the following files from each one:

Issue 102: The Alien Pong Trilogy v2 drawer from the ReaderGames  
drawer (I don't know what the drawers called, prolly summat like APT2)

Issue 103: The Shoot Out drawer from the ReaderGames drawer (prolly

called ShootOut or SO)

Issue 107: The Shoot Out 2 drawer from the ReaderGames drawer (prolly called SO2)

IT would be VERY appreciated, as I need the source to take screenshots of my AMOS screens, cos AMOS is not OS-freindly :-)

Cheers. This message is also going to the AMOS-list and the AFB, even tho I don't subscribe to the latter now :)

Cya!

Gaz.

--

<sb>

<sb>Gareth Griffiths

<sb>Founder of Joker Developments:

<sb>E-Mail: \*gaz@jokerd.freemove.co.uk\*

<sb>WWW: \*www.jokerd.freemove.co.uk\*

<sb>ICQ: \*GazChap (31023012)\*

<sb>

<sb>Aliens Invade Los Angeles - And No One Noticed!

<sb>

-----  
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## 1.761 Re: Timing issues

for scott@online.u-net.com; Thu, 27 May 1999 17:49:08 +0100

From: "Andrew Guard" <aMIGA\_dUDE@assign.u-net.com>

Organization: ProPassWord

Date: 27 May 99 06:45:46 +0000

Subject: Re: Timing issues

X-Face: ggbX)L/8Qm]#Tpb\_Nl\_7q?KW7ol,Y@chVkJ\$,D.@iuYP.XrF!x!!Loz2}.x:X.k[9A-NjQsu/gaPM\8EaGyX/Sw92G>5tg|VH51w  
VM\*4PG63s(pwT&qE@dB\*lkww:

Encoding: quoted-printable

Well, well Stephen Lebed, OK then but=2E=2E=2E

> Hi all,

>=20

> Question: When I want to determine the fps of my routines, does \*Timer\*

> count in 50ths of a second or 60ths of a second?

>=20

---

> Is there a standard timing function that is consistent across US and  
> European Amiga systems?

>=20

To make even more confusing GFX are in land of there own!

--=20

Think about it, ProPassWord=2E mailto:ppw-subscribe@egroups=2Ecom

--

Satanic Dreams <http://www=2Esatanicdreams=2Efreeserve=2Eco=2Euk/V//Amiga//> Team Amiga RC5

--

603e+ 233/040=A0PowerUP, 32 Meg, BVision, Zip, DVD, Kickstart 3=2E1  
Pace56 External voice, ISP <http://www=2Ewirenet=2Eco=2Euk/>  
ICQ 21765436

-----  
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## 1.762 Re: Timing issues

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Wed, 26 May 1999 01:01:59 +0000

From: Anton Reinauer <[anton@ww.co.nz](mailto:anton@ww.co.nz)>

Date: Wed, 26 May 1999 11:57:43 +1200

Subject: Re: Timing issues

Encoding: quoted-printable

On 26-May-99, Mikkel L=F8kke wrote:

=

>> Is there a standard timing function that is consistent across US and  
>> European Amiga systems?

> No, but apparently the CIA timer is a close enough match, not to mke  
> a big difference.

=46from the hardware docs:

BFE401 talo CIAA timer A low byte (.715909 Mhz NTSC; .709379 Mhz PAL)

This would mean .00653 difference- around 0.9% per cent difference  
per second. I haven't tried this out yet- it's only theory at the  
moment.

> Also the motherboard clock off all (or most

> unmodified AMiGA's) is 28.something Mhz ALWAYS. If one could somehow

> read that then you would have a uniform timer that works on all

> machines that havn't had their motherboards overclocked.

Yes, Dave posted this on the subject the other day:

>Do you really need counting down timers?? Why not simply call

>CurrentTime. It

>returns the current seconds.l and microseconds.l in two memory

>variables

>(useful for blitz)...ie

>seconds.l=3D0:micros.l=3D0

>CurrentTime\_ &seconds,&micros

>That`s what I usually use, and it hasn`t failed me yet..(ie, micro

>seconds

>are accurate enough for me...1000th of a second accuracy!)

>Dave

>> From reading the docs they say that the V-Blank interrupt is  
accurate

>> over long periods. Does any one know if it changes to the GFX card

>> rate, or does it still stay at NTSC/PAL rates when a GFX card screen  
is

>> up?

>

>I think it changes, and possibly also changes with different "monitor"

>settings, but I can't check it as I have no GFX card, and only can use

>PAL/NTSC monitors...

>

>Does anybody know?

We'll have to write a test program, and get GFX card users to test it  
out.

=

-- =

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2.0 =

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0 =

=

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed =  
for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.4)

<<http://www.ww.co.nz/home/anton/>>

-----  
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---

## 1.763 Re: Timing issues

for scott@online.u-net.com; Mon, 24 May 1999 19:43:43 +0100

From: Curt Esser <camge@ix.netcom.com>

Date: Mon, 24 May 1999 13:30:34 -0500

Subject: Re: Timing issues

Hi Stephen

On 23-May-99, Stephen Lebed wrote:

> Hi all,

>

> Question: When I want to determine the fps of my routines, does \*Timer\*

> count in 50ths of a second or 60ths of a second?

Both - if you are running in NTSC, it is 60th second, if in PAL it is 50th.

In other words, it is just counting the VBlanks that have passed since your last ResetTimer command.

>

> Is there a standard timing function that is consistent across US and

> European Amiga systems?

You could use the system clock time to always count in seconds and micros - but that won't work in Blitz mode, I don't think.

>

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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## 1.764 Re: Timing issues

for scott@online.u-net.com; Mon, 24 May 1999 19:22:49 +0100

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

<slbed@earthlink.net>

Subject: Re: Timing issues

Date: Mon, 24 May 1999 19:06:37 +0100

>Question: When I want to determine the fps of my routines, does \*Timer\*

>count in 50ths of a second or 60ths of a second?

I've only just seen this question - Freeserve's server went down last

Friday - but it doesn't look like anyone else has answered it.

It depends on whether you're using NTSC or PAL - a PAL screen (European) updates every 50th of a second - an NTSC (American) screen updates every 60th of a second.

Hope this helps

VIC

-----  
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## 1.765 Re: Timing issues

for scott@online.u-net.com; Tue, 25 May 1999 17:25:44 +0100

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Tue, 25 May 1999 18:05:42 +0200

Organization: M2 productions

Subject: Re: Timing issues

Encoding: quoted-printable

Hello Stephen.

On 23-May-99, Stephen Lebed wrote:

> Question: When I want to determine the fps of my routines, does \*Timer=  
\*

> count in 50ths of a second or 60ths of a second?

Both, depending on the frequency of the PSU.

> Is there a standard timing function that is consistent across US and

> European Amiga systems?

No, but apparently the CIA timer is a close enough match, not to mke a b=ig difference. Also the motherboard clock off all (or most unmodified AMi=GA's) is 28.something Mhz ALWAYS. If one could somehow read that then yo= u would have a uniform timer that works on all machines that havn't had t= heir motherboards overclocked.

Anyway, I have come up with a solution, which I unfortunately don't have t= he required skills to test, the theory goes like this:

1. Make a VBlank Interupt that adds one to counter (which it will do eve= ry VBlank, 50 Hz on PAL, 60 Hz on NTSC and anywhere from 40-120Hz on gra= phics screen.) The first problem here, is that I'm not sure wether VBlank= interupts work properly on graphics cards. But the theory is fine.

---

2. Have a counter in your main loop that adds one each time you redraw the screen.
3. At certain time intervals, (like every ten seconds or so) you compare the two values to see how many frames were available, and how many you "used". If they are the same, it runs at full frame rate, if the number of available frames was larger, you run at slower than full frame, if the number of used frames is larger the game is running too fast.
4. This way is probably much over complicated, but it should work, you can calculate the fps, and even adjust the display for optimal performance. Offcourse this is so obvious, you'd think that if it worked, it would have been done before, so it probably doesn't. I'd just like to know why.

Regards

-- =

=2E---+-----

----- / /\_ ----- <http://www.m2p.dk> --

/\_\_\_\_| Productions/=

-----  
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## 1.766 Timing issues

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 23 May 1999 19:22:23 +0000

From: Stephen Lebed <[slebed@earthlink.net](mailto:slebed@earthlink.net)>

Date: Sun, 23 May 1999 11:21:00 -0800

Subject: Timing issues

Hi all,

Question: When I want to determine the fps of my routines, does \*Timer\* count in 50ths of a second or 60ths of a second?

Is there a standard timing function that is consistent across US and European Amiga systems?

--

Thanks in advance,

Stephen Lebed

[slebed@earthlink.net](mailto:slebed@earthlink.net)

-----  
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## 1.767 Tower Project Info

for scott@online.u-net.com; Fri, 14 May 1999 16:40:12 +0000

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Fri, 14 May 1999 09:36:13 +0500

Subject: Tower Project Info

On 14-May-99, Anton Reinauer flashed:

> A1300\_V2.0.lha in hard/hacks for the rehousing the 1200 keyboard.

>Also there's:

>1200Tower21.lha

>A1200tower\_XTR.txt

>TowerFit.lha

>XtPcPower.lha

Hey, thanks a bunch!

catcha later,

Donovan Reeve (bubby.lnk@ispi.net)

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## 1.768 Re: Two questions

for scott@online.u-net.com; Tue, 18 May 1999 03:28:21 +0100

From: amorel <amorel@xs4all.nl>

Date: Tue, 18 May 1999 02:12:38 +0500

Subject: Re: Two questions

On 17-May-99, Krzysztof Jonko wrote:

C=2. What is the difference between Blitz Macros and Statements?

A macro puts the code you made for the macro at the place where you call the macro. Its like you copy and paste your piece of code everywhere. Just now Blitz does it. A statement is a piece of code written once which is called for whenever you write the name of it in your code. The code of the statement will NOT be placed in place of the statement name, like with a macro. In assembler I reckon a statement call causes a jumpsr or something to another place in your code which then will be executed until and end statement.

Afaik 8-)

Hope this helps =)

--

Jeroen(and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \ \ Good old C=64 and an attitude!  
 Ever kissed a frog? ;-P \ \ / Fatman analogue synth :D  
 Music for your game/demo/release? \ \ / http://www.paia.com  
 Contact me! amorel@xs4all.nl \ \ / Check my (aged) music on  
 http://www.xs4all.nl/~amorel \ \ / aminet or at my homepage.  
 -\*Now out on aminet and my site! Amoralplayer1.1, a no fuss audioplayer\*-

-----  
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## 1.769 Re: Two questions

for scott@online.u-net.com; Mon, 17 May 1999 15:19:22 +0100  
 From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>  
 Organization: The Robert Gordon University, E&EE  
 Date: Mon, 17 May 1999 15:16:55 +0100  
 encoding: Quoted-printable  
 Subject: Re: Two questions  
 > Simple two questions:  
 > 1. How can I change colours of GtButton text and background?  
 > (GtSetAttrs with tags for GtText doesn't work...)  
 You can't. Not using standard methods anyway. You might want to try drawin=  
 g the  
 graphics for the button in the colours you want then grabbing it as a shap=  
 e and  
 using a GtShape.  
 > 2. What is the difference between Blitz Macros and Statements?  
 A macro is replaced directly in the code, by the code between Macro...End  
 Macro. A statement is a separate function that has to be jumped to, and ha=  
 s its  
 own variable space.  
 --  
 l) ^ V ][ l) | | =A9 | | ][ | | |  
 dmcminn@house-of-mojo.freemove.co.uk  
 http://members.xoom.com/David\_McMinn  
 ICQ=3D16827694  
 Mmmmm, doooooonnnnnuuuuts.

-----  
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## 1.770 Two questions

for scott@online.u-net.com; Mon, 17 May 1999 15:07:53 +0000

From: "Krzysztof Jonko" <eteacher@amiga.org.pl>

Subject: Two questions

Date: Mon, 17 May 1999 13:18:18 +0200

charset="iso-8859-2"

Encoding: 7bit

Simple two questions:

1. How can I change colours of GtButton text and background?

(GtSetAttrs with tags for GtText doesn't work...)

2. What is the difference between Blitz Macros and Statements?

Chris, eteacher@amiga.org.pl

-----  
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## 1.771 Re: Two questions

for scott@online.u-net.com; Mon, 17 May 1999 18:42:19 +0000

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

Subject: Re: Two questions

Date: Mon, 17 May 1999 18:37:19 +0100

Chris wrote

>1. How can I change colours of GtButton text and background?

> (GtSetAttrs with tags for GtText doesn't work...)

As David said, you can't, but if you absolutely have to, try the TextGadget instead, if you don't want to use shapegadgets.

>2. What is the difference between Blitz Macros and Statements?

What he said :)

VIC

-----  
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**1.772 Two things...**

for scott@online.u-net.com; Sun, 23 May 1999 19:27:55 +0100

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Mon, 22 Mar 1999 16:15:07 +0000

Subject: Two things...

--BOUNDARY.1747518656.1

Hi all,

Two things :

- 1) I've attached a piece of code I came up with from David McMinn's icon->shape renderer, for no reason other than that it's cool, and might be of use to someone :)
- 2) Does anyone know how to read the RGB values from within a palette object, as opposed to using PalRGB, RGB, AGABlue, etc, which use the current screen's palette?

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

Amiga is not dead ; I can see it, I can hear it, I can feel it...

-- Petro Tyschtschenko

--BOUNDARY.1747518656.1

Content-Disposition: attachment; filename="TABB.asc"

Encoding: quoted-printable

Content-Description: Icon GUI

```
; NOTE - You need blitzlibs:amigalibs.res in your
; Compiler Options' "Resident" box to use this!
; This little bit of code creates a nice "button-bank"
; type of GUI...remaps NewIcons to the WB palette if
; NewIcons is running.
; Get the program-running code from StatsFuncs.lha
; (aminet/dev/basic/), which launches programs from
; their icons (and use : Execute_ "blah",0,0 if no icon
; available) and make your own custom launcher :)
; You might want to add more error-checking, and maybe
```

```

; a default shape to use if the program can't find the
; requested icon...
; Try adding as many icons as you like to the list
; at the bottom (but before "*END*").
; Just run it - the program adjusts for icons it
; can't find...in fact, try commenting out one of
; the Data lines (but not the "*END*" one!).
; OK, hit MainCode in the list at the right...
Function.b IconShape {sh.w,iconname$,selected.b}
; (the function that does the cool stuff (by D McMinn) )
*do.DiskObject =3D GetDiskObject_(&iconname$)
If *do
If selected
*im.Image =3D *do\do_Gadget>SelectRender
Else *im.Image =3D *do\do_Gadget\GadgetRender
EndIf
InitShape sh,*im\Width,*im\Height,*im\Depth
*sh.shape =3D Addr Shape(sh)
DEFTYPE.RastPort rp
DEFTYPE.BitMap bmp
InitRastPort_ &rp
InitBitMap_ &bmp,*im\Depth,*im\Width,*im\Height
For i.w=3D0 To *im\Depth-1
bmp\Planes[i] =3D *sh\_data + i * (*im\Height) * (((*im\Width) + 1=
5) LSR 3) & $FFFE)
Next i
rp\_BitMap =3D &bmp
DrawImage_ &rp,*im,0,0
MakeCookie sh
FreeDiskObject_ *do
Function Return -1
Else Function Return 0
End If
End Function
=2EMainCode
FindScreen 0,"Workbench Screen"
*scr.Screen =3D Peek.l(Addr Screen(0))
sg.b=3D0 ; ShapeGadget number
nextx.w=3D*scr\WBorLeft ; X position for next gadget

```

---

```

tallest.w=3D0 ; tallest icon
sh1.b=3D0 ; normal shape
sh2.b=3D1 ; selected shape
Restore icons ; read from Data statement after "icons:"
Repeat
Read ic$ ; read icons
If ic$<>"*END*" ; until we get "*END*"
norm.b=3DIconShape {sh1,ic$,0} ; convert to normal
seld.b=3DIconShape {sh2,ic$,-1} ; convert to selected
If norm AND seld ; got 'em BOTH
ShapeGadget 0,nextx,0,0,sg,sh1,sh2 ; make ShapeGadget
nextx+ShapeWidth(sh1) ; get next position
; check for tallest shape :
If ShapeHeight(sh1)>tallest Then tallest=3DShapeHeight(sh1)
sg+1:sh1+2:sh2+2 ; increase gadget number, Shape numbers
EndIf
EndIf
Until ic$=3D"*END*" ; got "*END*", continue...
; nextx + screen border sizes =3D right edge of window :
nextx+*scr\WBorderLeft+*scr\WBorderRight
;-----=
--
; OK, some crude error checking :
; NOTE - this assumes the window's left edge is gonna be 0 :
If nextx>*scr\Width Then NPrint "Uh-oh...exceeded screen width!":MouseWait:End
If sg=3D0 Then NPrint "Uh-oh...didn't create ANY gadgets!":MouseWait:End
If tallest=3D0 Then NPrint "Uh-oh...the tallest gadget's 0 pixels high!":MouseWait:End
;-----=
--
; window, adjusted for screen border sizes and tallest shape :
Window 0,0,*scr\BarHeight+1,nextx,tallest+*scr\BarHeight+1+*scr\WBorderBottom,$140e,"TABB - The Amazing Button Bank",-1,-1,0
Repeat
Select WaitEvent
Case $200
End
Case $40

```

DisplayBeep\_(0) ; beep the screen when gadgets hit  
 End Select  
 Forever  
 icons:  
 ; IMPORTANT!!!! DON'T ADD ".info" to the filenames!!!!  
 Data\$ "sys:prefs/sound","Sys:utilities/multiview","YAM:YAM","Sys:System/F=ormat"  
 Data\$ "sys:tools/calculator","sys:system/rexxmast","sys:prefs/screenmode"=","Miami:Miami"  
 ; DO NOT REMOVE THIS :  
 Data\$ "\*END\*" ; no more icons  
 --BOUNDARY.1747518656.1  
 -----  
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 --BOUNDARY.1747518656.1--

## 1.773 UDP\_Chat V2.4 -oops

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 2 May 1999 10:52:47 +0100  
 From: Anton Reinauer <[anton@ww.co.nz](mailto:anton@ww.co.nz)>  
 Date: Sun, 02 May 1999 21:51:41 +1200  
 Subject: UDP\_Chat V2.4 -oops  
 I've uploaded V2.4 of UDP\_Chat to Aminet again- the last one was rejected because I'd LZXd the old stuff to cut the archive size down and they couldn't auto-check it for viruses (Un\*x machine) :-/  
 Typical- the first time I don't wait until it's up on Aminet first, and it has a problem! Anyway- it should be there in the next couple of days :)  
 Seeya- Anton  
 --  
 Anton Reinauer <[anton@ww.co.nz](mailto:anton@ww.co.nz)>  
 A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0  
 A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0  
 Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: [dev/basic/UDP\\_Chat.lha](http://dev/basic/UDP_Chat.lha) (V2.4)  
 <<http://www.ww.co.nz/home/anton/>>

-----  
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## 1.774 Usefull Source - Window BackFill

for scott@online.u-net.com; Mon, 31 May 1999 00:20:58 +0000

From: Roger Beausoleil <vision\_fx@citenet.net>

Date: Sat, 25 Nov 1995 16:50:04 +0500

Subject: Usefull Source - Window BackFill

Hi all,

I'm sending a source written in ASM with BLITZ very well documented.

This source will be helpful for everyone... It will create a backfill in your window as is the "About"'s window...

RogerBeausoleil

Quebec-Canada

-----  
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## 1.775 Re: VisualPrefs problems

for scott@online.u-net.com; Thu, 20 May 1999 17:27:32 +0100

Date: Thu, 20 May 1999 17:25:00 +0100

From: BootBlock/s^D <BootBlock@Bigfoot.com>

Organization: s^D

X-Accept-Language: en

Subject: Re: VisualPrefs problems

Encoding: 7bit

Thomas Cobb wrote:

> A dummy error trap causes my computer to crash. When the error occurs it  
> calls the error handler which doesn't do anything so the error is unresolved  
> and the system is left in a nice unstable state and dies.

A dummy error handler works perfectly here, this is what I'm currently using (I'm typing this directly into my mailer, so forgive any errors!):

```
;Top of code...
```

```
Gosub _SetError
```

```
Goto _Cont
```

```
_SetErrorVP:
```

```
SetErr
```

```
End SetErr
```

```
Return
```

---



```
_SetError:
```

```
SetErr
```

```
;
```

```
;...error handler code...
```

```
;
```

```
End
```

```
End SetErr
```

```
Return
```

```
_Cont:
```

```
;
```

```
; ...normal code...
```

```
;
```

Everytime I detach/attach a GTList, I do a Gosub \_SetErrorVP. Then I do the GTChangeList stuff and then do a Gosub \_SetError. Works pretty well and no crashes or anything when the \_SetErrorVP code is executed.

--

BootBlock/Satanic Dreams, from Grimsby, England. - ICQ#: 14864929

HTTP://fly.to/ParpsVille <--[Currently having probs]

Use: http2//www.parpsville.co.uk OR

http2//wuh-wuh-wuh.parpsville.co.uk

-----  
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## 1.776 Re: VisualPrefs problems

for scott@online.u-net.com; Thu, 20 May 1999 10:32:21 +0100

From: Curt Esser <camge@ix.netcom.com>

Date: Thu, 20 May 1999 04:14:37 -0500

Subject: Re: VisualPrefs problems

Hi David

On 20-May-99, David McMinn wrote:

>

>

>> Hi guys,

>>

>> I just installed VisualPrefs (I think you know what it is) on my Amiga

>> and... SURPRISE!!! My Blitz programs have tantrums. When closing a window

>> containing a GTListView gadget, either the programs abort or cause a

>> software failure. It doesn't matter if I free the gadget before or after  
>> closing the window, or if I detach the glist before or after closing the  
>> window, or if I free the glist before or after closing the window.  
>> Nothing changes. What's up? Anyone of you has/had the same problem?

>

> Everyone has this problem.

>

> Anyway, back to the point, most people use this (assuming that their  
> program is going to end when they free the glist):

>

> SetErr

> End

> End SetErr

> Free GTList x

> ClrErr

>

> I don't know if this would work without the End, but you could always try  
> and hope that Blitz would just ignore the error and continue.

Yes, you can use a dummy error trap also:

SetErr

EndSetErr

Free GTlist x

ClrErr

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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## 1.777 Re: VisualPrefs problems

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Fri, 21 May 1999 00:36:10 +0100

From: Curt Esser <[camge@ix.netcom.com](mailto:camge@ix.netcom.com)>

Date: Thu, 20 May 1999 07:00:19 -0500

Subject: Re: VisualPrefs problems

---

Hi Thomas

On 20-May-99, Thomas Cobb wrote:

> Curt Esser wrote:

>> Yes, you can use a dummy error trap also:

>>

>> SetErr

>> EndSetErr

>> Free GTlist x

>> ClrErr

>>

>

> A dummy error trap causes my computer to crash. When the error occurs it

> calls the error handler which doesn't do anything so the error is

> unresolved and the system is left in a nice unstable state and dies.

Yes, but in this case there really isn't an error! Blitz just thinks there

is, because it can't free the shapes that VP has attached to the gadgets.

Of course you shouldn't use this to try to trap real errors. That's why it

must be cancelled right after with the ClrErr command.

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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## 1.778 Re: VisualPrefs problems

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sat, 22 May 1999 00:53:53 +0100

From: Curt Esser <[camge@ix.netcom.com](mailto:camge@ix.netcom.com)>

Date: Fri, 21 May 1999 18:40:13 -0500

Subject: Re: VisualPrefs problems

Hi James

On 21-May-99, James L Boyd wrote:

> Curt Esser churned out \*this\* drivel:

>

> Curt, I was looking at this :

>

>>> Yes, you can use a dummy error trap also:

>>>>

>>>> SetErr

>>>> EndSetErr

>>>> Free GTlist x

>>>> ClrErr

>

> Shouldn't it be :

>

> SetErr

> Free GTlist x ; in between these, so it does this on an error...?

> EndSetErr

> ClrErr

No, because the error occurs when trying to free the GTlist.

Putting it inside the error trap would create an error trap endless loop or maybe an instant guru or something because the error trap itself would be creating another error so it would keep looping back to the error trap...

Yes, it would be a guru - the stack would overflow after a bit...

Yours electronically,

Curt Esser

[camage@ix.netcom.com](mailto:camage@ix.netcom.com)

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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## 1.779 Re: VisualPrefs problems

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sat, 22 May 1999 00:56:07 +0000

From: Curt Esser <[camage@ix.netcom.com](mailto:camage@ix.netcom.com)>

Date: Fri, 21 May 1999 18:35:39 -0500

Subject: Re: VisualPrefs problems

Hi Luca

On 21-May-99, Luca Carminati wrote:

> Hi guys,

>

> thank you very much for all your replies about the VisualPrefs problem.

>

---

> I tried the following solution:

>

> ; top of code

>

> SetErr

> ...

> ... normal error handler

> ...

> End SetErr

>

> ; somewhere else

>

> SetErr

> End SetErr

>

> Free GTList x

>

> SetErr

> ...

> ... normal error handler again

> ...

> End SetErr

>

> This works perfectly here, but if Thomas says it crashes on his machine,

> maybe it's not the best solution?

I think people are getting a bit confused. The thing to keep in mind is that in the case of the VP problem, there IS NO REAL ERROR. Blitz only thinks there is.

That is why the "do nothing" error trap works without problems. As long as you remove it immediately after. And be sure to detach the GTlist first!

The "do nothing" error trap would certainly cause a crash if a real error happened. I think that is what Thomas was referring to...

The way you have done it should be fine.

BTW, I looked at the source for the GTlib - as David said, it is freeing the GTlist "backwards" (at least, that's what it looks like to me - I'm not much use at ASM)

Maybe one of you guys who know about making libraries could fix it?

Also, there is an updated GTlib that comes with BSS - does this one fix the problem?

---

I don't know, since I don't have VP to test it on.

Yours electronically,

Curt Esser

camage@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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## 1.780 Re: VisualPrefs problems

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Thu, 20 May 1999 09:21:35 +0100

From: "David McMinn" <[D.Mcminn@eee.rgu.ac.uk](mailto:D.Mcminn@eee.rgu.ac.uk)>

Organization: The Robert Gordon University, E&EE

Date: Thu, 20 May 1999 09:20:15 +0100

encoding: Quoted-printable

Subject: Re: VisualPrefs problems

> Hi guys,

>

> I just installed VisualPrefs (I think you know what it is) on my Amiga

> and... SURPRISE!!! My Blitz programs have tantrums. When closing a windo=

w

> containing a GTListView gadget, either the programs abort or cause a

> software failure. It doesn't matter if I free the gadget before or after

> closing the window, or if I detach the gtlis before or after closing th=

e

> window, or if I free the gtlis before or after closing the window.

> Nothing changes. What's up? Anyone of you has/had the same problem?

Everyone has this problem. Blitz tries to free the memory it has allocated=

in

the gtlis, but finds it can't because it is VisualPrefs that has allocate=

d it.

However, I'm sure it would work, if someone had written the BBGTLIB in thi=

s

order:

FreeGadgets\_ \*gtlis

<Free other memory allocated>

My guess is that the lib is written the other way round, because VisualPre=

fs is

---

supposed to restore pointers and stuff in the gadgets when you call the FreeGadgets\_ command.

Anyway, back to the point, most people use this (assuming that their program

is going to end when they free the glist):

SetErr

End

End SetErr

Free GTList x

ClrErr

I don't know if this would work without the End, but you could always try = and

hope that Blitz would just ignore the error and continue.

--

) ^ V ] [ ] | = A 9 | ] [ | |

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Accept that some days you're the pigeon, and some days you're the statue.

-----

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## 1.781 Re: VisualPrefs problems

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 24 May 1999 17:03:48 +0100

From: "David McMinn" <[D.Mcminn@eee.rgu.ac.uk](mailto:D.Mcminn@eee.rgu.ac.uk)>

Organization: The Robert Gordon University, E&EE

Date: Mon, 24 May 1999 17:01:56 +0100

encoding: Quoted-printable

Subject: Re: VisualPrefs problems

> Also, there is an updated GTlib that comes with BSS - does this one fix  
> the problem?

I think that one fixes the problem with GTShapes all having the same shape=  
as

the highlighted image. Which I spent a while trying to fix before I realis=  
ed

this was fixed, doh.

> I don't know, since I don't have VP to test it on.

Don't get it either, it sucks.

--

l) ^ V ][ l) M =A9 M ][ M N

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Word/Phrase: Eleven plus two

Anagram: Twelve plus one

-----  
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## 1.782 Re: VisualPrefs problems

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Fri, 21 May 1999 23:09:09 +0100

From: James L Boyd <[jamesboyd@all-hail.freemove.co.uk](mailto:jamesboyd@all-hail.freemove.co.uk)>

Date: Fri, 21 May 1999 20:49:01 +0000

Subject: Re: VisualPrefs problems

Encoding: quoted-printable

Curt Esser churned out \*this\* drivel:

Curt, I was looking at this :

>> Yes, you can use a dummy error trap also:

>>> =

>>> SetErr

>>> EndSetErr

>>> Free GTlist x

>>> ClrErr

Shouldn't it be :

SetErr =

=

Free GTlist x ; in between these, so it does this on an error...?

EndSetErr =

=

ClrErr

See ya,

-- =

<tsb>

<sb>James L Boyd - [jamesboyd@all-hail.freemove.co.uk](mailto:jamesboyd@all-hail.freemove.co.uk)

<sb>Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*







**1.785 Re: VisualPrefs problems**

for scott@online.u-net.com; Sat, 22 May 1999 10:23:09 +0100

From: Luca Carminati <toffi@spm.it>

Date: Sat, 22 May 1999 11:19:14 -0500

Subject: Re: VisualPrefs problems

Encoding: base64

SGkgeW91IGFsbCwNCg0KT24gbXkqbWFjaGluZSBJIGhhdmUgdGhlfZpc3VhbFBYbWZzIHBy  
b2JsZW0ganVzdCB3aGVuIGZyZWVpbmcgYSBndGxpc3QgY29udGFpbmluZyBhIGxpc3R2aWV3  
LiBEb2VzIGFueWJvZHKgaGF2ZSB0aGUgc2FtZSBwcm9ibGVtIHdoZW4gZnJlZWluZyBhIGd0  
bGlzdCBub3QgY29udGFpbmluZyBhIGxpc3R2aWV3Pw0KDQpDIHlhIGxhdGVyLi4uDQoNCg0K  
LS0gDQpCZXN0IHJlZ2FyZHMsdQoNCkx1Y2EuDQoNCiAgIF9fX19fX19fX19fX19fX19fX19f  
X19fX19fX19fX19fX18NCiAgfCAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAg  
ICAgICB8DQogIHwgICAgLS0tLS0gIExVS0UnUyBQUk9KRUNUyAgLS0tLS0gICAgfA0KICB8  
ICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgIHwNCiAgfCAgICBmdWNhIENh  
cm1pbmF0aSA8dG9mZmlAc3BtLml0PiAgICB8DQogIHwgICAgQTEyMDAvMDMwLzIrNE1lL1dC  
My4wLzEuMkdiSEQgICAgfA0KICB8ICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAg  
ICAgIHwNCiAgfCAgICB8DQogIHwgICAgLS0tLS0gIExVS0UnUyBQUk9KRUNUyAgLS0tLS0gICAgfA0KICB8

**1.786 Re: VisualPrefs problems**

for scott@online.u-net.com; Tue, 25 May 1999 06:28:26 +0000

Date: Tue, 25 May 1999 07:30:55 +0200

From: Schnider Angel <cityangel@bluewin.ch>

X-Accept-Language: en

Subject: Re: VisualPrefs problems

Encoding: 8bit

Luca Carminati wrote:

> Hi guys,

>

> I just installed VisualPrefs (I think you know what it is) on my Amiga and... SURPRISE!!! My Blitz programs have tantrums. When closing a window containing a GTListView gadget, either the programs abort or cause a software failure. It doesn't matter if I free the gadget before or after closing the window, or if I detach the glist before or after closing the window, or if I free the glist before or after closing the window. Nothing changes. What's up? Anyone of you has/had the same problem?

>

> --

> Best regards,

>

> Luca.

>

> \_\_\_\_\_  
> ||  
> |----- LUKE'S PROJECTS ----- |  
> ||  
> | Luca Carminati <toffi@spm.it> |  
> | A1200/030/2+4Mb/WB3.0/1.2GbHD |  
> ||  
> \_\_\_\_\_  
>  
> -----  
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Hello..

VisualPref it's cool but I have the same problem, but no solution now.

ciao

CityAngel

CCCCCC AAAAAA

C A A

C AAAAAAAA

C A A

CCCCCC A A

AAA AAA

-----  
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## 1.787 Re: VisualPrefs problems

for scott@online.u-net.com; Thu, 20 May 1999 12:08:41 +0100

Sender: tdc98@doc.ic.ac.uk

Date: Thu, 20 May 1999 12:07:45 +0100

From: Thomas Cobb <tdc98@doc.ic.ac.uk>

Subject: Re: VisualPrefs problems

Encoding: 7bit

Curt Esser wrote:

>  
>> Anyway, back to the point, most people use this (assuming that their  
>> program is going to end when they free the gtlst):  
>>

>> SetErr  
>> End  
>> End SetErr  
>> Free GTList x  
>> ClrErr  
>>  
>> I don't know if this would work without the End, but you could always try  
>> and hope that Blitz would just ignore the error and continue.

>  
> Yes, you can use a dummy error trap also:

>  
> SetErr  
> EndSetErr  
> Free GTlist x  
> ClrErr  
>

A dummy error trap causes my computer to crash. When the error occurs it calls the error handler which doesn't do anything so the error is unresolved and the system is left in a nice unstable state and dies.

Thom

-----  
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## 1.788 Re: VisualPrefs problems

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 24 May 1999 16:07:54 +0100

Sender: [tdc98@doc.ic.ac.uk](mailto:tdc98@doc.ic.ac.uk)

Date: Mon, 24 May 1999 16:07:55 +0100

From: Thomas Cobb <[tdc98@doc.ic.ac.uk](mailto:tdc98@doc.ic.ac.uk)>

Subject: Re: VisualPrefs problems

Encoding: 7bit

Curt Esser wrote:

> Hi Luca

>

> On 21-May-99, Luca Carminati wrote:

>> Hi guys,

>>

>> thank you very much for all your replies about the VisualPrefs problem.

---

```
>>
>> I tried the following solution:
>>
>> ; top of code
>>
>> SetErr
>> ...
>> ... normal error handler
>> ...
>> End SetErr
>>
>> ; somewhere else
>>
>> SetErr
>> End SetErr
>>
>> Free GTList x
>>
>> SetErr
>> ...
>> ... normal error handler again
>> ...
>> End SetErr
>>
>> This works perfectly here, but if Thomas says it crashes on his machine,
>> maybe it's not the best solution?
>
> I think people are getting a bit confused. The thing to keep in mind is
> that in the case of the VP problem, there IS NO REAL ERROR. Blitz only
> thinks there is.
>
> That is why the "do nothing" error trap works without problems. As long as
> you remove it immediately after. And be sure to detach the GTlist first!
>
> The "do nothing" error trap would certainly cause a crash if a real error
> happened. I think that is what Thomas was referring to...
That's right. If you did
Set Err
End
```

---

End Set Err

then it works fine on my machine. The problem is with

Set Err

End Set Err

ie a dummy error handler. If the code at the end of the program is

Set Err

End Set Err

End

It will crash on my machine. However:

Set Err

End Set Err

Free GTList N

Clr Err

End

works fine. Sorry about any confusion...

Thom

-----  
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## 1.789 Vote

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sat, 1 May 1999 20:49:52 +0100

From: Donovan Reeve <[bubby.lnk@ispi.net](mailto:bubby.lnk@ispi.net)>

Date: Sat, 01 May 1999 13:42:11 +0500

Subject: Vote

Hi all,

This is just to remind you that as of 00:00.01 GMT this morning, the vote for the remote administrators of this list is officially under way.

Those who feel obligated to vote "nay" (against) may do so at this time.

Hopefully this will be less than half the subscribers to this list. ;)

We have four capable gentlemen who have kindly offered to take the responsibilities of day-to-day list administration:

Rob Hutchinson

Rui Carvalho

Anders Hasselqvist

Scott Beardwood

No objections were made to any of the above persons acting in the capacity of remote administrator of the Blitz list, therefor the proposal

---

has now proceeded to the vote.

The vote before us is to accept these men as the official remote administrators of the Blitz mailing list.

Those wishing to vote yea (in favor) need do nothing but maintain silence.

Those who wish to vote nay (against) should message the list with "vote" as the subject and "Nay" as the content.

If we get over twenty "nay" votes then further action will be taken to determine the actual number of "yea" votes. Otherwise, the vote will be considered carried and the names of the newly elected persons will be provided to the main list administrator for final approval and to set them up as our remote administrators.

The voting period will end at 24:00.00 GMT on the seventh of May, 1999 (one week after the start time).

So... get your votes in now by either doing nothing (that should be easy) or messaging the list to vote "nay".

--

Donovan Reeve (bubby.lnk@ispi.net)

-----  
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## 1.790 Re: What's Fun?

From blitz-list-return-11252-scott=online.u-net.com@netsoc.ucd.ie Mon May 03 17:03:51 1999  
for scott@online.u-net.com; Mon, 3 May 1999 17:03:49 +0100

From: "opi.plastic aka emil" <opi@abyss.lodz.pdi.net>

Date: Fri, 23 Apr 1999 19:07:54 +0100

Organization: kalkowiecie nie-zorganizowany

Subject: Re: What's Fun?

Yello Dave

w3333 30-Mar-99, Dave naklepal-h:

)-> How much wood, could a woodchuck chuck, if a woodchuck could chuck

)-> wood??

haha! secret of the monkey island rocks! its sad i will never  
see part 3 :((((

Regards

--

opi.plastic <opi@amigascne.org>

---



amiga+linux+net+grass+ascii+scene = phuunnn

[\*If all first you don't succeed, call it Windows.\*]

-----  
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## 1.791 Re: Window

for scott@online.u-net.com; Mon, 31 May 1999 22:19:06 +0100

From: James L Boyd <jamesboyd@all-hail.freeserve.co.uk>

Date: Tue, 03 Jan 1978 02:33:52 +0000

Subject: Re: Window

--BOUNDARY.1747935960.2

Schnider Angel churned out \*this\* drivel:

> I Want to know if it's possible to trap the pointer of any window in my

> screen not maked with blitz (Workbench windows) Thanks

Hi,

Not sure if this'll be of help to you, and I can't check it since I temporarily don't have Blitz installed (AAAHHH!!!), but see the attached...

BTW It's a .bb2 file - if it doesn't tokenise, let me know and I'll send an ASCII version as soon as I get Blitz installed again...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freeserve.co.uk

<sb>Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

The only way to get rid of a temptation is to yield to it.

-- Oscar Wilde

--BOUNDARY.1747935960.2

Content-Disposition: attachment; filename="getallwins.bb2"

Encoding: base64

Content-Description: Shows all open windows (on all screens I think)

zwIgmAAqc2NyLINjcmVlbiA9INoCLmwogLggzwEoMCKpAAB3aW5saXN0AADdgiDaAiQoKnNj  
clxUaXRszSkAACp3aW4uV2luZG93ID0gKnNjclxGaXJzdFdpbmRvdwCADCAqd2luACAgICDd  
gSAiICAgIFdpbmRvdyA6lCIIs2gIkKCp3aW5cVG10bGUpACAgICCCACyAqd2luXEZsYWdzlCYg  
I1dGTEDfV0JFTkNIV0lORE9XIIAhIN2CICJXb3JrYmVuY2ggd2luZG93IiCAIiDdgiAiIlgAg

ICAgKndpbiA9ICp3aW5cTmV4dFdpbmRvdwCAwQAqc2NyPSpzY3JcTmV4dFNjcmVlbgCACyAq  
c2NyIIAhIIAFIHdpbmxpc3QAALOMAIACAAA=  
--BOUNDARY.1747935960.2

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--BOUNDARY.1747935960.2--

## 1.792 Window

for scott@online.u-net.com; Fri, 28 May 1999 09:37:38 +0000  
Date: Fri, 28 May 1999 10:40:06 +0200  
From: Schnider Angel <cityangel@bluewin.ch>  
Organization: R&ED  
X-Accept-Language: en  
Subject: Window  
Encoding: 7bit

Hello boys!

I Want to know if it's possible to trap the pointer of any window in my screen  
not maked with blitz (Workbench windows)

Thanks

-----  
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## 1.793 Window Blit Stuff, CHECK THIS OUT :)

for scott@online.u-net.com; Thu, 6 May 1999 18:47:26 +0000  
From: Rob Hutchinson <loki@sdsoft.freemove.co.uk>  
Date: Thu, 06 May 1999 14:25:43 +0100  
Organization: Satanic Dreams Software.  
Subject: Window Blit Stuff, CHECK THIS OUT :)

--BOUNDARY.272993440.1

Hello,

Ok, after playing with this code ALL day, I finally figured probably the  
best way to create a dragable window with the screens image in it... This  
way it should work on GFX cards Curt :), and it doesn't use any more mem  
than the size of the window you use. (secondary [spare] rastport).

And it looks really nice :).. You can tell where it is because it's get a

black box around the edges, but you should be able to drag it around..  
though it does flicker a little cos the window is being closed and  
reopened :) (But then so does Back-Clock :), so it probably does the same?)

Thanks to David McMinn for pointing out the dumbass mistake I made :)

BTW - I've commented it all in case anyone wants to use it :)

Cya!

--

<tsb>

<sb>\*CONTACTING MWA:\*

<sb>loki@sdsoft.freemove.co.uk | \*ICQ:\* 27181384

<sb>SDS FOUNDER: URL: <http://www.satanicdreams.freemove.co.uk/>

<tsb>

<sb>\*PROJECT INFO:\*

<sb>IconExtreme V3.01 [70%] | SDS^GUI [10%]

<sb>/After a few trips to the toilet, the following appeared:/\*

<sb>MorrisTheMaggot, CTTM2, TimeSwipe, NIB, BlitzBFB, Prefs2000 & TMS.

<tsb>

<sb>Sex: Yes please :)

<tsb>

--BOUNDARY.272993440.1

Content-Disposition: attachment; filename="ScrToWinBlit.ASC"

Encoding: binary

;

; Screen to Window example,

; By Robert Hutchinson: 06/05/1999

; Fixed by David McMinn: 06/05/1999 (hehe)

;

; This example requires AmigaLibsIII.res (NCS Amiga Libs :))

;

; Feel free to use it any way ya want :)

; Please send any changes to:

;

; loki@sdsoft.freemove.co.uk or

; dcmminn@house-of-mojo.freemove.co.uk

;

; Creates a transparent window at 0,0 on the WBScreen, which has

; a custom Dragbar (the whole window :)), ESC to exit.

; This should work fine on GFX cards!?!?!?

;

```
; Not a lot of point in creating the gadgetlist multiple times though
; unless your window is to be sizable, thats why it`s done this way :)
;--- get our WB screen
;
WbToScreen 0
WBenchToFront_
*SCR.Screen=Peek.l(Addr Screen(0))
;--- Setup the window variables:
;
WIN_NUM = 0
WIN_X = 0
WIN_Y = 0
WIN_WIDTH = 100
WIN_HEIGHT = 100
;--- The reason for the spare RastPort is to hold the grabbed bitmap,
; because if you open a window then use BltBitMapRastPort()
; the problem you have is that the bitmap has your window in the
; way and you end up with nothing in the window because you
; effectivly just grabbed from your own window :) DOH!
;
DEFTYPE .RastPort rp1
InitRastPort_ rp1
;--- Attach a bitmap to our RastPort.
;
BitMap 0,*SCR\Width,*SCR\Height,*SCR\RastPort\BitMap\Depth
rp1\BitMap = Addr BitMap(0)
;--- Our startup variable settings.
;
NoWindow=1 ;<-- We dont currently have a window open
NewStart=1 ;<-- So we can tell the routine that there is no window to close
;####[ MAIN LOOP ]#####
Repeat
;--- Wait somewhat
;
Delay_ 1
;--- Our event checking
;
EV.l=Event
;--- Only execute if we have a window!
```

---

```
;
If NoWindow=0
;--- Get coords
;
Use Window WIN_NUM
WIN_XNEW=WindowX
WIN_YNEW=WindowY
;--- If window has been moved X on the screen....
;
If WIN_X<>WIN_XNEW
NoWindow=1 ;<--- allow our main routine to kick in
EndIf
;--- If window has been moved Y on the screen....
;
If WIN_Y<>WIN_YNEW ;<--- allow our main routine to kick in
NoWindow=1
EndIf
EndIf
If NoWindow=1
If NewStart=0 ; This only gets executed if there is a window open!
;--- Get the coords
;
Use Window WIN_NUM
WIN_X=WindowX
WIN_Y=WindowY
;--- Remove the gadget list
;
RemoveGList_ *WinAddr,*GadList,-1
FreeGadgets_ *GadList
FreeVisualInfo_ *VisInfo
CloseWindow WIN_NUM
EndIf
;--- Blit the section of our screen to our temporary RastPort.
;
res=BltBitMapRastPort_(*SCR\RastPort\BitMap,WIN_X,WIN_Y,&rp1,0,0,WIN_WIDTH,WIN_HEIGHT,$C0)
;--- Open the window now.
;
Window WIN_NUM,WIN_X,WIN_Y,WIN_WIDTH,WIN_HEIGHT,#WFLG_BORDERLESS#WFLG_ACTIVATE,"",0,1
;--- Zero out our variables
```

---

```
;
NewStart=0
NoWindow=0
;###[ CREATE OUR CUSTOM DRAGBAR! ]#####
;--- As David said, this looks bloody horrible, but it works :)
;
DEFTYPE.Gadget *gad
DEFTYPE.NewGadget ng
;--- some stuff we need :)
;
*WinAddr = Peek.l(Addr Window(WIN_NUM))
*VisInfo = GetVisualInfoA>(*SCR,0)
*gad = CreateContext_(&*GadList)
;--- Create drag bar gadget stuff
;
ng\nng_LeftEdge = 0
ng\nng_TopEdge = 0
ng\nng_Width = WIN_WIDTH
ng\nng_Height = WIN_HEIGHT
ng\nng_GadgetText= 0
ng\nng_TextAttr = 0
ng\nng_GadgetID = -1
ng\nng_Flags = 0
ng\nng_VisualInfo= *VisInfo
ng\nng_UserData = 0
*gad = CreateGadgetA_#GENERIC_KIND, *gad, &ng, 0)
*gad\Activation = *gad\Activation | #GACT_IMMEDIATE | #GACT_RELVERIFY
*gad\GadgetType = #GTYP_WDRAGGING | #GTYP_BOOLGADGET
*gad\Flags = *gad\Flags | #GFLG_GADGHNONE
;--- Add our custom dragbar to the window...
;
AddGList_ *WinAddr,*GadList,-1,-1,0
RefreshGList_ *GadList,*WinAddr,0,-1
GT_RefreshWindow_ *WinAddr,0
;###[ END CREATE OUR CUSTOM DRAGBAR! ]#####
;--- Get some stuff from our window
;
*rp.RastPort=RastPort(0)
BltBitMapRastPort_ rp\BitMap,0,0,*rp,0,0,100,100,$C0
```

```
;--- Create the box around the border!
;
NXPOS=WIN_WIDTH-1 ; Make sure border doesn't go outside window
SetAPen_ *rp,1 ; Set pen to black
Move_ *rp,0,0 ; draw box
Draw_ *rp,NXPOS,0
Draw_ *rp,NXPOS,NXPOS
Draw_ *rp,0,NXPOS
Draw_ *rp,0,0
EndIf
;--- Check the ESC button, You must have the program's window
; active.
;
If ActiveWindow=*WinAddr
If RawStatus($45)=True
QuitFLG=1
EndIf
EndIf
Until QuitFLG=1
;--- Cleanup the gadgets
;
RemoveGList_ *WinAddr,*GadList,-1
FreeGadgets_ *GadList
FreeVisualInfo_ *VisInfo
;--- Close the window
;
CloseWindow WIN_NUM
#####
;--- Terminate the program
;
End
--BOUNDARY.272993440.1
```

-----  
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--BOUNDARY.272993440.1--

---

## 1.794 Re: Window borders

for scott@online.u-net.com; Thu, 27 May 1999 13:26:59 +0100

From: Curt Esser <camge@ix.netcom.com>

Date: Thu, 27 May 1999 07:18:17 -0500

Subject: Re: Window borders

Hi David

On 27-May-99, David McMinn wrote:

> Hi programmeisters

>

> I emailed Massimo Tantignone (author of VP) and asked him how to get the

> border sizes of windows with sizing gadgets before opening the window.

> Based on his response, I've written a statement which returns the right

> and bottom border sizes of a window which would have a sizing gadget.

>

> Statement and demo in the attached archive.

It works fine here. I don't use VP, but I do have MCP with the SysiHack option turned on.

Nice one, David!

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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## 1.795 Re: Window Borders

for scott@online.u-net.com; Wed, 26 May 1999 13:50:48 +0100

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Wed, 26 May 1999 13:48:38 +0100

encoding: Quoted-printable

Subject: Re: Window Borders

Hi Simon,

> > Hi blitzoids

>

> That's worse than "Fellow Amigans" ;)



I'm going to try to make up a new word every time I write to the list. They'll get worse :)

> Will these do ?

>

> lside.w=3D\*scr\WBorLeft

> rside.w=3D\*scr\WBorRight

> bottom.w=3D\*scr\WBorBottom

>

> Don't know if they take into account the sizing gadget dimensions or just the plain gadgetless borders tho'....

Yeah, they're just plain gadgetless borders. Wouldn't life be a lot simpler if VisualPrefs wasn't created...

--

David McMinn  
 dmcminn@house-of-mojo.freemove.co.uk  
[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)  
 ICQ=3D16827694

Don't eat yellow snow. I don't care how good it tastes, just don't.

-----  
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## 1.796 Window Borders

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Wed, 26 May 1999 13:12:29 +0100

From: "David McMinn" <[D.Mcminn@eee.rgu.ac.uk](mailto:D.Mcminn@eee.rgu.ac.uk)>

Organization: The Robert Gordon University, E&EE

Date: Wed, 26 May 1999 13:11:07 +0100

encoding: Quoted-printable

Subject: Window Borders

Hi blitzoids

Is there any way to find out how wide the right and bottom borders of a window would be with a sizing gadget on the window \*before\* you open the window. =

I know you can get it afterwards, but this I don't want.

I

And I don't want to use `WA_InnerWidth` or `WA_InnerHeight` when I open my win=

-----

dow.

Thanks.

--

l) ^ V ][ l) Ml =A9 Ml ][ M M

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

You're slower than a herd of turtles stampeding through peanut butter.

-----  
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## 1.797 Re: Window borders

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Thu, 27 May 1999 11:01:29 +0100

From: "David McMinn" <[D.Mcminn@eee.rgu.ac.uk](mailto:D.Mcminn@eee.rgu.ac.uk)>

Organization: The Robert Gordon University, E&EE

Date: Thu, 27 May 1999 10:59:02 +0100

Subject: Re: Window borders

--Message-Boundary-1070

encoding: Quoted-printable

Content-description: Mail message body

Hi programmeisters

I emailed Massimo Tantignone (author of VP) and asked him how to get the b= order

sizes of windows with sizing gadgets before opening the window. Based on h= is

response, I've written a statement which returns the right and bottom bord= er

sizes of a window which would have a sizing gadget.

Statement and demo in the attached archive.

--

l) ^ V ][ l) Ml =A9 Ml ][ M M

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Windows98 - the world's first non-operating operating system!

--Message-Boundary-1070

Content-disposition: inline

---

Content-description: Attachment information.

The following section of this message contains a file attachment prepared for transmission using the Internet MIME message format.

If you are using Pegasus Mail, or any another MIME-compliant system, you should be able to save it or view it from within your mailer.

If you cannot, please ask your system administrator for assistance.

---- File information -----

File: border.lha

Date: 27 May 1999, 10:57

Size: 1678 bytes.

Type: Unknown

--Message-Boundary-1070

Content-disposition: attachment; filename="border.lha"

encoding: BASE64

IBstbGg1LWsgAAAbEAAAJVe7JgAACmJvcmRlci5iYjLcNwVBc9vRpt6VeO/QD8iZTBK80S/5  
La2YyUIElaUIRQLhTKJC5j5h2nHcft848bbem777ubCBJLVZZrIZlvA3g5Lbve6xttt8AXDz  
ZJUaGIWr1g37BmXRMA/gGLDKdgMzHDsNKhc8wRLljPKEyP0PMC5AMFCFRiF70R5Fyn3gQx7g  
D3/IEO0HUEN7gHvw6dB/Xt74VMnQSCt7+U0zAn0RmYeNwP6fsZmC8bSG/6vV6mgfDOzMuXYR  
bhuxEYXs15CIPhJKvOB/zNn0JOEWkRyaZGdYYTKYjKpajtI3Qf/86JTzayQbOjKZKIpoB5hA  
3sVvAw0rJ9D2KLCvBklOdQWXt4WcwU+toOc5+uBNfhjilB3JXs2LDzwmLpXOGgT61pJhADzN  
Z5U1g0SRabpEFoFGybtMwWlt7xC50sBAqgPtpDPOLGYhToErVloFx3aQq8CQYLWrEAQyNKEa  
wUtjiuK41HVzv5TsnlFyTS0og8StkMpyWWQM5MdBpTZzsPK+BIRi+AX5pSKCATRpTxwCLc1v  
1tWe97cGEMxuwVoDJPLKdTE6QnmPGEzmVogoEzpsShWUTCMDUzBfTnELFt2CrzDAKS8ho7bYc  
5v13pUZczIEv70S2MXngT+7zX7XePD0892pxTfic2X74A51oUKdk1U1KBbRW5KaiFU2iscq  
HCuEV3jHpJIUD2y5zFE45n5mfAkQ5zZT0whbyM+VxI4VAhvRRmRkzC3LQL0RVybU4cMpoXlm  
2ktPbGrMLH3EsmHkgLigKKAdAkWUM540T5ygrAeRK2+Lkim+RXa01054uDydaiiVpXrXwEkr  
gSYKFzpjja/eT5FVzmvArcBN71rW2gappbdQ+cTkZ/dQ2YbLNBhNlhGBKv9dgkeHhavYkdjoQ  
D9xbJjrzzmZQqGioZISDDbEbJ1jJYmc7mKeLALQb/2vfypA91mot8gmztnN+MdpSYtldZ5Qo  
kpSHP9bFp40SfaRRd5jRT1RVWiQN3NVGNjrkRbDkjGgIQO9U03gLhoFII0EjBo1yM+SOPhkz  
HFmlDY8tkPvaUvBv9NBvDUBCc2op1caSd3uhuYOLou3eb2Q9F3BYKG9RRyWtzB04IcEP43cd  
67cHqC6mY/f08t/EPs92n7ilONC9sFG2Bb3QJa3FVW1Hc1eeYg+3fv8+CGw9sh5GuD1MRjGH  
IW1NQThx1Nof2tZaG7/vDcRT6v7hJ3De4eS73CHp94gU8b4rn3BH/tgRh4eTHcv82s1to22g  
5j0X4vyPkZw4691+tNpmRkSNcms/u0qZY2OTIVe2S17IHdTHqbDZc1LNaERjeKJpmY5Sg1WU  
6Q5tOfvK5WZgXO221EfzIrZIG87pgKqPkHeUsQxYLV9LAUc8fa800jY0hsqPhM7C/IHAUKLd  
hW0KDPtTjXlQFJjvViJJNob/FBvOd7GqTtD7iJtC5jucvj7m53RWSGTZGXxjOT50KGy167PR  
fEJ99AJtEjXE/sM42RNWC06oU+NYkaWaJO6/W3ADFrNAszLBBswDdJ6zlw5bTeGzseko1z9j  
ab658uYISb2rrJtqVr6xDRxbY9NgX75DCM1PnoHHKtpQz9BwLFRpprJcFVJQcMtEB4B9lypE  
dppRxGGNNuHEKboU7A8yGmLBtgTqp5uhEbRYJNBtQO4n/g+zUK0w4bRZ3G/4v2eJrGrCtbj0  
88op7S1glppzHKroAqLGeQxY6AyG6BkQ1ZmxZjhPxqzUHuZxLrfg4mDiXZJ0lmH1YoFQ4iPr

ahDIPIyrOntBWfbV6xDiiF0agXCvR4gg8+oD6GtG+AK3p1A9vZNSFrB3dL2oJra/LChhZy5  
paqAHggwegHWNVqZ1MNj6W4f3oDfe14O8r8T3fkS7sr+7F+/xUN1HSvQOJrssP2GnuXyU+lH  
vIVi2q47PrLNCdc4bOWiSQ5YDI5culLoF6S1EWWBWTw7/Ny9I/i7TI6MZ45jZaPmJ0IFl8v70  
2Xf/6N+zZkfrYTzMrP/Vvj/g/z6nJAcr9NWlyE/M0ftuYuPl5MZWwrdu/hw3739nrvNG2uQ  
9/xo2cPRDyezD3nn5qi89vDIzBSbu7FVdyNuIXH32zHPeEusi5xnjdZT/2W8QDqdEb5y46  
wb+pc9YP5y69wVVLwOD+Msp+yBP3ffuQ3OK9z4+Llv4LuKHmuX8TafR+yliMhl3sKmJiOqMq  
a7zwAA==  
--Message-Boundary-1070

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## 1.798 Re: Window Borders

for scott@online.u-net.com; Wed, 26 May 1999 13:32:41 +0000

From: "Simon Hitchen" <simon@gadge.u-net.com>

Organization: Gadge Software

Date: 26 May 99 13:32:23 +0100

Subject: Re: Window Borders

Encoding: 7bit

Hello David,

> Hi blitzoids

That's worse than "Fellow Amigans" ;)

> Is there any way to find out how wide the right and bottom borders of a window

> would be with a sizing gadget on the window \*before\* you open the window. I

> know you can get it afterwards, but this I don't want.

Will these do ?

lside.w=\*scr\WBorLeft

rside.w=\*scr\WBorRight

bottom.w=\*scr\WBorBottom

Don't know if they take into account the sizing gadget dimensions or  
just the plain gadgetless borders tho'....

--

Simon

MailTo:simon@gadge.u-net.com

http://www.gadge.u-net.com

ICQ: 22707489

A1200T-060/50-48+2MB-CD-HDx2-V90-SVGA-SCSI-ZII-CGX/3D.

Health Warning! This Amiga Is Genetically Modified(tm)  
Revenge AGA:UFO\_EU:WB-Tidy:WB-AnimAL:YAMM & more stuff.

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## 1.799 Window2

for scott@online.u-net.com; Fri, 28 May 1999 09:55:33 +0100  
Date: Fri, 28 May 1999 10:56:55 +0200  
From: Schnider Angel <cityangel@bluewin.ch>  
Organization: R&ED  
X-Accept-Language: en  
Subject: Window2  
Encoding: 7bit  
RE Hello Boys!  
I have another question how can I change (or add) the icon gadgets in a window?  
thanks

-----  
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## 1.800 Window2

for scott@online.u-net.com; Sat, 29 May 1999 14:41:57 +0100  
From: Schnider Angel <cityangel@bluewin.ch>  
Date: Sat, 29 May 1999 15:41:02 +0100  
Subject: Window2  
RE Hello Boys!  
I have another question how can I change (or add) the icon gadgets in a  
window?  
thanks

-----  
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## 1.801 Re: Windows, screens and gadgets

for scott@online.u-net.com; Sun, 23 May 1999 12:17:35 +0000

From: "Andrew Guard" <aMIGA\_dUDE@assign.u-net.com>

Organization: ProPassWord

Date: 23 May 99 09:52:24 +0000

Subject: Re: Windows, screens and gadgets

X-Face: ggbXL/8Qm]#Tpb\_Nl\_7q?KW7ol,Y@chVk\$,D.@iuYP.XrF!x!lLoz2}.x:X.k[9A-NjQsu/gaPM\8EaGyX/Sw92G>5tg|VH51w  
VM\*4PG63s(pwT&qE@dB\*lkww:

Encoding: quoted-printable

Well, well Curt Esser, OK then but=2E=2E=2E

> Bline=2Ew=3D\*Win\RPort\Fon\tf\_Baseline ;if using original amigalib=  
s=2Eres

> ;Bline=2Ew=3D\*Win\RPort\TxBaseline ;if using the NCS amigalib=  
s=2Eres

How do you find out what name are then?

--=20

Think about it, ProPassWord=2E mailto:ppw-subscribe@egroups=2Ecom

--

Satanic Dreams <http://www=2Esatanicdreams=2Efreeseve=2Eco=2Euk/>  
V//Amiga// Team Amiga RC5

--

603e+ 233/040=A0PowerUP, 32 Meg, BVision, Zip, DVD, Kickstart 3=2E1

Pace56 External voice, ISP <http://www=2Ewirenet=2Eco=2Euk/>

ICQ 21765436

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## 1.802 Re: Windows, screens and gadgets

for scott@online.u-net.com; Tue, 18 May 1999 02:05:15 +0100

From: Curt Esser <camge@ix.netcom.com>

Date: Mon, 17 May 1999 19:10:19 -0500

Subject: Re: Windows, screens and gadgets

Hi Tony

On 17-May-99, Tony Rolfe wrote:

> Hi,

>

> Can someone please point me in the right direction.

>

> I'm trying to convert my GTSroller to be font sensitive.

>

> What I have is a Screen, attached to the is a window with a title bar

> which is the full size of the screen except that the Screen's title

> bar is visible at the top. The window has borders.

>

> I am trying to print a line by doing a Boxf to get the background

> colour correct and then using the BPrint function that Curt (or maybe

> David) posted a week or so ago.

It was David's. I don't ever write anything myself ;)

> The bitmap I'm using is the Screen's

> bitmap.

This is the problem. Forget about the screen's bitmap - the only reason to draw anything on it would be for a double-buffered game.

>

> My problem is trying to keep the window's dimensions for the box and

> the scroller (plus the headings and buttons) separate from the

> screen's dimensions for the bitmap. I'm having to plug offsets into

> x and y co-ordinates seemingly at random and seeing where they come

> out and then changing them and trying again.

I see you've discovered my favorite method...

> Also, Boxf (which I think is a bitmap function) writes immediately to

> the window (or screen) and I get the box immediately. Text written

> with BPrint doesn't appear on the window, so I may have to do a

> BitmaptoWindow or something, but I don't really understand why.

Because the window's bitmap is "in front" of the screen's bitmap, if you see what I mean. Technically, it's not really - but it helps me to visualize the concept to think of them as being drawn on pieces of paper.

So, the screen's bitmap is the piece of paper in the back. When you open the window, it's as if you set another piece of paper on top of it. So drawing on the one in back won't show on the one in front...

>

> If you are confused by the above, imagine how I feel!

I think the best way to do this (if I understand correctly what you are trying to do) would be to use a SuperBitMapWindow. Then draw (or print) on the super-bitmap and use the Scrollbar to scroll the stuff around.

A SuperBitMapWindow is just a window that is smaller than it's bitmap. And

---

it can show any selected part of it's bitmap. Using the paper analogy again, the window becomes a piece of paper with a rectangular hole cut in it. Behind this, you can slide the superbitmap around, to look at different parts of it.

That way, you could just draw everything on the superbitmap as if it would all show at once, and use the scrollbar to scroll the "viewing area" through the window.

Or have I completely missed the point?

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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## 1.803 Re: Windows, screens and gadgets

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Thu, 20 May 1999 09:32:32 +0100

From: Curt Esser <[camge@ix.netcom.com](mailto:camge@ix.netcom.com)>

Date: Thu, 20 May 1999 03:19:30 -0500

Subject: Re: Windows, screens and gadgets

Hi Tony

On 19-May-99, Tony Rolfe wrote:

> Can

> anyone explain why the Boxf, written to 0,0, appears in the right  
> place, but the text, written with BitMapPrint{ } also to 0,0 goes down  
> at the bottom of the box?

>

> BitMapPrint is David's BPrint with the y and s arguments swapped.

> (What is the s argument any way David? The draw mode?).

The problem is this ^^^

The "s" parameter was actually a dummy - to fix the 3rd parameter bug.

The problem is that in some cases (this being one of them) the 3rd parameter in a statement or function gets trashed.

So your 3rd parameter (the "y" offset) is getting a random value instead of the 0 you want it to get.

The fix is to use a dummy 3rd parameter as David did, or get the patch to

---



fix acidlibs, which is in Aminet/dev/basic. Then you could remove the "s" parameter from the function, or use it to change the drawmode or set the pen colour or something...

Yours electronically,

Curt Esser

camage@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

-----  
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## 1.804 Re: Windows, screens and gadgets

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sat, 22 May 1999 13:52:06 +0100

From: Curt Esser <[camage@ix.netcom.com](mailto:camage@ix.netcom.com)>

Date: Sat, 22 May 1999 07:18:52 -0500

Subject: Re: Windows, screens and gadgets

--BOUNDARY.1748534384.1

Hi Tony

On 21-May-99, Tony Rolfe wrote:

{3rd parameter in a function bug}

>>

> Wow, this is really wierd. I have about 20 statements and functions  
> which have a word as the third argument (in fact my most heavily used  
> statements are Gadget{id.b,x.w,y.w....} and Text{id.b,x.w,y.w....} and  
> I've NEVER had problems with any of them. This one, however,  
> translated the y argument from 0 to -18. The new AcidLibs is  
> operating and I'm a little nervous as to what oddities I've overcome  
> without really understanding why they didn't work.

The 3rd parameter bug only shows up in rare cases. It's just something to watch for if you start getting weird results from a function. Or better, get the acidlibs patch and that should take care of it.

>

> Having overcome that problem, I've moved one step further down the  
> path. I've discovered that the y coordinate used by Text\_ is the  
> baseline of the font (I think it's called that. You know, the line  
> that normal letters sit on and the dangly ones hang below). I've  
> found a TextFont newtype which has an offset called Baseline, so I  
> guess that's what I need to access, but I can't find a pointer from

> the Screen to the Font to the TextFont. The Font pointer is to  
> something else. Any ideas?

Yes, it is found in the Window structure.

If you are using the original amigalibs.res it is:

Window\RPort\Font\tf\_Baseline

If you are using Fred's amigalibs.res it is:

Window\RPort\TxBaseline

There is also another version of amigalibs.res, but I don't have that one.

If you have that one, look in the Window\RPort\ section...

I've attached a little example showing one way to access it.

>

> Thanks (once again) for the help David and Curt. At this rate you  
> guys might as well write the program for me so I can stay up all night  
> and watch the Cup Final.

Heh, heh. I think about 90% of my own codes consist of routines, tips, or  
ideas that I got from other people on the list :)

But that's the whole point, isn't it? So we all learn from each other?

It's not really a mailing list - more like an interactive classroom ;)

Later...

--

If you can't learn to do it well,  
learn to enjoy doing it badly.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

--BOUNDARY.1748534384.1

Content-Disposition: attachment; filename="Baseline.asc"

WBenchToFront\_

FindScreen 0

Window 0,300,12,320,150,\$1000,"Test Window",1,0

\*Win.Window=Peek.l(Addr Window(0)) ;pointer to our window

;structure for the font requester:

NEWTTYPE.fontinfo

name.s

ysize.w

style.b

flags.b

pen1.b

---

```
pen2.b
drawmode.b
pad.w
End NEWTYPE
Repeat
*nfont.fontinfo=ASLFontRequest(0)
If *nfont
InnerCls 0
Free IntuiFont 0
LoadFont 0,*nfont\name,*nfont\ysize
WindowFont 0
Bline.w=*Win\RPort\Font\tf_Baseline ;if using original amigalibs.res
;Bline.w=*Win\RPort\TxBaseline ;if using the NCS amigalibs.res
WLocate 20,20
NPrint *nfont\name
WLocate 20,20+*nfont\ysize
NPrint "Height = ",*nfont\ysize
WLocate 20,20+*nfont\ysize*2
NPrint "Baseline = ",Bline
Else
End
EndIf
Forever
--BOUNDARY.1748534384.1
```

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--BOUNDARY.1748534384.1--

## 1.805 Re: Windows, screens and gadgets

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Thu, 20 May 1999 09:29:19 +0000  
From: "David McMinn" <[D.Mcminn@eee.rgu.ac.uk](mailto:D.Mcminn@eee.rgu.ac.uk)>  
Organization: The Robert Gordon University, E&EE  
Date: Thu, 20 May 1999 09:27:43 +0100  
encoding: Quoted-printable  
Subject: Re: Windows, screens and gadgets  
> Following up on Curt's idea, I've built the attached skeleton. Can  
> anyone explain why the Boxf, written to 0,0, appears in the right

> place, but the text, written with BitMapPrint{ } also to 0,0 goes down at  
 > the bottom of the box? I'm sure Im missing something easy, but  
 > b\*\*\*\*\*ed if I can see what?

In the function, put a stop command somewhere near the top. Once the progr=  
 am

stops, inspect the y variable. If it's not 0, then your acidlibs file is  
 bugged, and you should download Aminet/dev/basic/blitzfix.lha.

In fact, I'd say thats the problem for sure.

> BitMapPrint is David's BPrint with the y and s arguments swapped.

> (What is the s argument any way David? The draw mode?).

Actually, what's amusing about the s parameter, is that it was used to get=  
 round the above problem of the 3rd parameter being trashed in procedures w=  
 hich

allocate a variable os size>4 bytes (i.e. the rastport). I done this befor=  
 e I

got the fix, and the s must have stood for "screwed".

--

) ^ V ][ l) Ml =A9 Ml ][ M N

dmcminn@house-of-mojo.freeserve.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Everybody is somebody else's weirdo

-----  
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## 1.806 Windows, screens and gadgets

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 17 May 1999 06:21:14 +0100

From: "Tony Rolfe" <[edgewater@shoalhaven.net.au](mailto:edgewater@shoalhaven.net.au)>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 17 May 99 15:19:31 +1000

Subject: Windows, screens and gadgets

Encoding: 7bit

Hi,

Can someone please point me in the right direction.

I'm trying to convert my GTScroller to be font sensitive.

What I have is a Screen, attached to the is a window with a title bar  
 which is the full size of the screen except that the Screen's title

---

bar is visible at the top. The window has borders.

Inside the window, is a box, in which I write the visible lines and beside that a scroller which I use to scroll line up and down the box.

The top of the box is either immediately below the window title bar or there may be a heading, in which case it is one font height below.

The bottom of the box is either immediately above the bottom window border or there may be a row of buttons along the bottom in which case it is Font Height + 4 above the bottom. In both cases it is lifted (if necessary) so the box is an exact multiple of the font height.

I am trying to print a line by doing a Boxf to get the background colour correct and then using the BPrint function that Curt (or maybe David) posted a week or so ago. The bitmap I'm using is the Screen's bitmap.

My problem is trying to keep the window's dimensions for the box and the scroller (plus the headings and buttons) separate from the screen's dimensions for the bitmap. I'm having to plug offsets into x and y co-ordinates seemingly at random and seeing where they come out and then changing them and trying again. Given the compile time of my program, this is taking AGES. Besides which I really don't understand why the eventual offset works, and I have to repeat for the next thing.

Also, Boxf (which I think is a bitmap function) writes immediately to the window (or screen) and I get the box immediately. Text written with BPrint doesn't appear on the window, so I may have to do a BitmaptoWindow or something, but I don't really understand why.

If you are confused by the above, imagine how I feel!

Any help will be gratefully appreciated.

Thanks

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

[www.shoalhaven.net.au/edgewater](http://www.shoalhaven.net.au/edgewater)

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---

## 1.807 Re: Windows, screens and gadgets

for scott@online.u-net.com; Thu, 20 May 1999 05:07:53 +0000

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 20 May 99 14:05:22 +1000

Subject: Re: Windows, screens and gadgets

--=\_8<==MD2374416A2-7F014264==8<=\_=

Encoding: 7bit

Following up on Curt's idea, I've built the attached skeleton. Can anyone explain why the Boxf, written to 0,0, appears in the right place, but the text, written with BitMapPrint{ } also to 0,0 goes down at the bottom of the box? I'm sure Im missing something easy, but b\*\*\*\*\*ed if I can see what?

BitMapPrint is David's BPrint with the y and s arguments swapped. (What is the s argument any way David? The draw mode?).

Thanks in advance

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

www.shoalhaven.net.au/edgewater

--=\_8<==MD2374416A2-7F014264==8<=\_=

Encoding: plain (7/8 bit)

Content-Disposition: attachment; filename="font2bitmap.asc"

X-MD2-FilePath: Blitz2:Motel/font2bitmap.asc

Statement BitMapPrint{a\$,x.w,y.w,s.w,col.l}

; Prints text to an x and y position on the currently used

; bitmap, in the currently used font.

DEFTYPE.RastPort rp

InitRastPort\_ &rp

rp\BitMap = Addr BitMap(Used BitMap)

SetFont\_ &rp,Peek.l(Addr IntuiFont(Used IntuiFont)+8)

SetDrMd\_ &rp,0

; Move to correct position, unfortunately you need to keep

; track of the position yourself, unlike with Print & NPrint

; Should be easy though, y position increases by the font

; height, x position increases by TextLength\_(&rp,&a\$,Len(a\$))

Move\_ &rp,x,y

SetAPen\_ &rp,col

```
Text_ &rp,&a$,Len(a$)
End Statement
WbToScreen 0
*SCR.Screen = Peek.l(Addr Screen (0))
Screen_Font$ = "helvetica.font"
Screen_Font_Height.w = 24
Screen_Width.w = *SCR\Width ; Screen's width
Screen_Height.w = *SCR\Height ; ... and height
Screen_Bar_Height.w = *SCR\BarHeight + 1 ; Height of it's title bar
Screen_Depth.w = *SCR\RastPort\BitMap\Depth ; Screen Depth
Screen_Detail_Pen.w = *SCR\DetailPen AND $FF ; The drawing pen colours
Screen_Block_Pen.w = *SCR\BlockPen AND $FF
CloseScreen 0
Format "00.00"
title$="Motel Manager V"+Str$(Pgm_Version)+" "+Chr$(a9)+" 1998, Tony Rolfe"
Format ""
Screen 0,0,0,Screen_Width,Screen_Height,Screen_Depth,-32768,title$,Screen_Detail_Pen,Screen_Block_Pen
DefaultIDCMP #IDCMP_CLOSEWINDOW
Window 1,0,Screen_Bar_Height,Screen_Width,Screen_Height-Screen_Bar_Height,$1408,"",1,2
LoadFont 0,Screen_Font$,Screen_Font_Height
WindowFont 0
BoxLeft.w = 4
BoxRight.w = Screen_Width - 32
BoxTop.w = Screen_Font_Height + 6
BoxBottom.w = Screen_Height - (Screen_Bar_Height * 2) - 4
BoxHeight.w = BoxBottom - BoxTop
BoxWidth.w = BoxRight - BoxLeft
BorderPens 2,1
GadgetBorder BoxLeft,2,BoxRight,Screen_Font_Height
WLocate BoxLeft,2
Print "A Heading"
GadgetBorder BoxLeft,BoxTop,BoxRight,BoxHeight
BitMap 0,BoxWidth,BoxHeight,3
Boxf 0,0,BoxWidth,Screen_Font_Height,3
BitMapPrint{"oooo oooo",0,0,20,2}
BitMaptoWindow 0,1,0,0,BoxLeft,BoxTop,BoxWidth,BoxHeight
While WaitEvent <>$200:Wend
End
--_ =8<==MD2374416A2-7F014264==8<=_ =
```

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--=\_8<==MD2374416A2-7F014264==8<=\_=-

(end of MIME multipart message)

## 1.808 Re: Windows, screens and gadgets

for scott@online.u-net.com; Thu, 20 May 1999 02:54:00 +0000

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 20 May 99 11:52:43 +1000

Subject: Re: Windows, screens and gadgets

Encoding: 7bit

On Mon, 17 May 1999 19:10:19 -0500 Curt Esser said:

> Hi Tony

> I think the best way to do this (if I understand correctly what you are  
> trying to do) would be to use a SuperBitmapWindow. Then draw (or print) on  
> the super-bitmap and use the Scrollbar to scroll the stuff around.

>

> A SuperBitmapWindow is just a window that is smaller than it's bitmap. And  
> it can show any selected part of it's bitmap. Using the paper analogy  
> again, the window becomes a piece of paper with a rectangular hole cut in  
> it. Behind this, you can slide the superbitmap around, to look at  
> different parts of it.

>

> That way, you could just draw everything on the superbitmap as if it would  
> all show at once, and use the scrollbar to scroll the "viewing area"  
> through the window.

>

> Or have I completely missed the point?

That's pretty much what I needed, except that some of my scrollers  
have a pretty huge line count (5000+) so building a bitmap that big is  
a bit memory intensive.

What I think I'll do is set up a bitmap just big enough to fit the  
"box" in the window, print to that and then BitmaptoWindow it as  
necessary. I can scroll it up or down one line easily or simply  
redraw it from scratch if they do a full window hop.

Getting rid of the screen's bitmap was the clue. Thanks for that,

---



Curt.

Cheers

--

Tony Rolfe

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## 1.809 Re: Windows, screens and gadgets

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sat, 22 May 1999 05:46:49 +0000

From: "Tony Rolfe" <[edgewater@shoalhaven.net.au](mailto:edgewater@shoalhaven.net.au)>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 22 May 99 14:44:52 +1000

Subject: Re: Windows, screens and gadgets

Encoding: 7bit

On Thu, 20 May 1999 09:27:43 +0100 David McMinn (and Curt Esser) said:

>

>

>> Following up on Curt's idea, I've built the attached skeleton. Can

>> anyone explain why the Boxf, written to 0,0, appears in the right

>> place, but the text, written with BitMapPrint{ } also to 0,0 goes down at

>> the bottom of the box? I'm sure I'm missing something easy, but

>> b\*\*\*\*\*ed if I can see what?

>

> In the function, put a stop command somewhere near the top. Once the program

> stops, inspect the y variable. If it's not 0, then your acidlibs file is

> bugged, and you should download [Aminet/dev/basic/blitzfix.lha](http://Aminet/dev/basic/blitzfix.lha).

>

> In fact, I'd say that's the problem for sure.

>

Wow, this is really wierd. I have about 20 statements and functions which have a word as the third argument (in fact my most heavily used statements are `Gadget{id.b,x.w,y.w....}` and `Text{id.b,x.w,y.w....}` and I've NEVER had problems with any of them. This one, however, translated the y argument from 0 to -18. The new AcidLibs is operating and I'm a little nervous as to what oddities I've overcome

---

without really understanding why they didn't work.

Having overcome that problem, I've moved one step further down the path. I've discovered that the y coordinate used by Text\_ is the baseline of the font (I think it's called that. You know, the line that normal letters sit on and the dangly ones hang below). I've found a TextFont newtype which has an offset called Baseline, so I guess that's what I need to access, but I can't find a pointer from the Screen to the Font to the TextFont. The Font pointer is to something else. Any ideas?

Thanks (once again) for the help David and Curt. At this rate you guys might as well write the program for me so I can stay up all night and watch the Cup Final.

Cheers.

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

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## 1.810 Re: Windows, screens and gadgets

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Mon, 24 May 1999 00:04:17 +0000

From: "Tony Rolfe" <[edgewater@shoalhaven.net.au](mailto:edgewater@shoalhaven.net.au)>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 23 May 99 17:33:29 +1000

Subject: Re: Windows, screens and gadgets

Encoding: 7bit

On Sat, 22 May 1999 07:18:52 -0500 Curt Esser said:

> Hi Tony

>

> Heh, heh. I think about 90% of my own codes consist of routines, tips, or

> ideas that I got from other people on the list :)

>

> But that's the whole point, isn't it? So we all learn from each other?

>

> It's not really a mailing list - more like an interactive classroom ;)

Yeah, and you don't know just how good it is to have someone to talk

---

to after four years trying to learn BB2/Amiga programming with just the Blitz manuals!

Never been so isolated as a programmer before.

Cheers

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

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## 1.811 Re: Won't Blit

for scott@online.u-net.com; Mon, 17 May 1999 22:32:14 +0100

From: Frederic Laboureur <alphasnd@sdv.fr>

Date: Mon, 17 May 1999 18:43:05 +0100

Organization: Fantaisie Software

Subject: Re: Won't Blit

Encoding: quoted-printable

Hi Kirk, =

> Of course I'm new to blitz but I can't figure this out. =

> When I click on the screen that I open a shape should be blitted

> onto the screen but instead I get the error - 'no currently used object=

.'

> I've tried inserting a 'Use Bitmap/Screen 0' command to ensure that

> I have a currently used object but that changes nothing.

> What's wrong?

> =

> Kirk Trumble

> =

> This is the program:

> =

> ;Jenny's Diary

> ;\*\*\*\*\*

> ;which started as:

> =

> ; Little IFF viewer (Small'n'fast viewer :-).

> =

---

```
> WBStartup
> =
> NInitPicture 0 ; Only 1 picture can be loaded !
> NInitScreen 0
> NInitPalette 0
> NInitBitMap 10
> NInitPalette 0
> NInitWindow 0
> =
> ;define Shape names
> Key1$ =3D "blitz2:Diary/KeyBrush1.iff"
> ;Key2$ =3D "blitz2:Diary/KeyBrush2.iff"
> =
> ; load in the Diary Cover Image with error checking
> =
> Picture$ =3D "blitz2:Diary/Cover.iff"
> =
> If Picture$
> ;
> ; Let's try to load the file into memory
> ;
> If NLoadPicture(0, Picture$) >=3D0
> =
> ; Get the picture palette !
> ;
> NGetPicturePalette 0, NPictureID
> =
> ; Try to open a bitmap with picture dimensions
> ;
> If NBitMap(0, NPictureWidth, NPictureHeight, NPictureDepth)
> =
> ; Open a screen too !
> ;
> If NScreen(0, NPictureWidth, NPictureHeight, NPictureDepth, 0)
> =
> ; Display the picture palette
> ;
> NDisplayPalette 0, NScreenID
> =
```

---

```
> ; Copy the picture to the bitmap
> ;
> NPictureToBitmap 0, NBitmapID
> =
> ; Finally, friendly copy the bitmap on the screen !
> ;
> NDrawingOutput NScreenRastPort
> NCopybitMap NBitmapID, 0, 0, 0, 0, NPictureWidth, NPictureHeight=
> Else
> NPrint "Can't open the screen"
> EndIf
> Else
> NPrint "Can't allocate the bitmap"
> EndIf
> Else
> NPrint "Can't find Cover.iff!"
> EndIf
> Else
> NPrint "Aborted by user !"
> EndIf
> =
> ;now load shapes for the lock animation
> LoadShape 0,Key1$,0
> ;LoadShape 1,Key2$,0
> =
> NMouseWait
> =
> ;add requirement that the correct gadget to be clicked
> Blit 0, 200, 92 ;error, no currently used object
> Gosub lock
> =
> NDrawingOutput NScreenRastPort ;refresh the
> NCopybitMap NBitmapID, 0, 0, 0, 0, NPictureWidth, NPictureHeight ; scre=
en
> =
> =
> VWait 10
> NMouseWait
> VWait 60 ;just so I know it's flowing properly
```

---

```

> End
> =
> =
> =
> =
> =
> .lock
> =
> =
> ; to be replaced with the password and locking routine
> =
> FindScreen 0
> Window 0, NPictureWidth/5.33, NPictureHeight/1.6, NPictureWidth/1.6,
> NPictureHeight/3, $0008! $1000, "What's Your Code?",0,5
> VWait 10
> =
> Repeat
> =
> ev.l=3DWaitEvent
> =
> Until ev=3D$200
> CloseWindow 0
> Return
> =

```

You can't mix standard Blitz function (ie: Blit, QBlit...) with NCS functions. So if you use the NCS, be sure to don't need some special Blitz only function.

Your error is 'normal' :-)

Bye,

-- =

Fred.

-----=

-

^v^v^v Fr=E9d=E9ric Laboureur (Fred)

\_/ \\_ =

/ ^ u ^ n ^ \ E-Mail Address: alphasnd@sdv.fr =

(o o\_/(o o)\\_o o) =

\_/ \_ /// || \ \ \_ \\_ Only Amiga makes it possible

(o\_o)// (o o)\(o\_o) Quality software for the Amiga

`\_-' `-' `-' =

F-Base TheBoss F-Bench AlphaSOUND - FANTAISIE Software (1999)

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## 1.812 Re: Won't Blit

for scott@online.u-net.com; Fri, 21 May 1999 07:59:35 +0100

From: Frederic Laboureur <alphasnd@sdv.fr>

Date: Fri, 21 May 1999 08:34:57 +0100

Organization: Fantaisie Software

Subject: Re: Won't Blit

Encoding: quoted-printable

Hi Kirk, =

> On 17-May-99, Frederic Laboureur wrote:

>> Hi Kirk, =

> =

> =

>> You can't mix standard Blitz function (ie: Blit, QBlit...) with

>> NCS functions. So if you use the NCS, be sure to don't need some

>> special Blitz only function.

> =

>> Your error is 'normal' :-)

> =

>> Bye,

> =

>> -- =

> =

>> Fred.

> =

> Thanks for the info. So, generally, if you open a window or screen usin=

g

> NCS only other NCS functions can find the window/screen/bitmap to add a=

> menu, etc.?

Yes, you're right. Sometimes you can use the NCS command with old

Blitz 2 command, but you need to use some OS functions.

Regards,





```
NInitPalette 0
NInitBitMap 10
NInitPalette 0
NInitWindow 0
;define Shape names
Key1$ = "blitz2:Diary/KeyBrush1.iff"
;Key2$ = "blitz2:Diary/KeyBrush2.iff"
; load in the Diary Cover Image with error checking
Picture$ = "blitz2:Diary/Cover.iff"
If Picture$
;
; Let's try to load the file into memory
;
If NLoadPicture(0, Picture$) >=0
; Get the picture palette !
;
NGetPicturePalette 0, NPictureID
; Try to open a bitmap with picture dimensions
;
If NBitMap(0, NPictureWidth, NPictureHeight, NPictureDepth)
; Open a screen too !
;
If NScreen(0, NPictureWidth, NPictureHeight, NPictureDepth, 0)
; Display the picture palette
;
NDisplayPalette 0, NScreenID
; Copy the picture to the bitmap
;
NPictureToBitmap 0, NBitMapID
; Finally, friendly copy the bitmap on the screen !
;
NDrawingOutput NScreenRastPort
NCopybitMap NBitMapID, 0, 0, 0, 0, NPictureWidth, NPictureHeight
Else
NPrint "Can't open the screen"
EndIf
Else
NPrint "Can't allocate the bitmap"
EndIf
```

---

```
Else
NPrint "Can't find Cover.iff!"
EndIf
Else
NPrint "Aborted by user !"
EndIf
;now load shapes for the lock animation
LoadShape 0,Key1$,0
;LoadShape 1,Key2$,0
NMouseWait
;add requirement that the correct gadget to be clicked
Blit 0, 200, 92 ;error, no currently used object
Gosub lock
NDrawingOutput NScreenRastPort ;refresh
the
NCopybitMap NBitMapID, 0, 0, 0, 0, NPictureWidth, NPictureHeight ; screen
VWait 10
NMouseWait
VWait 60 ;just so I know it's flowing properly
End
.lock
; to be replaced with the password and locking routine
FindScreen 0
Window 0, NPictureWidth/5.33, NPictureHeight/1.6, NPictureWidth/1.6,
NPictureHeight/3, $0008| $1000, "What's Your Code?",0,5
VWait 10
Repeat
ev.l=WaitEvent
Until ev=$200
CloseWindow 0
Return
```

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## 1.814 Re: Won't Blit

for scott@online.u-net.com; Tue, 18 May 1999 17:45:39 +0100

From: Kirk Trumble <ktrumbl@execulink.com>

Date: Tue, 18 May 1999 11:31:25 +0500

Subject: Re: Won't Blit

On 17-May-99, Frederic Laboureur wrote:

> Hi Kirk,  
> You can't mix standard Blitz function (ie: Blit, QBlit...) with  
> NCS functions. So if you use the NCS, be sure to don't need some  
> special Blitz only function.  
> Your error is 'normal' :-)  
> Bye,  
>--  
> Fred.

Thanks for the info. So, generally, if you open a window or screen using NCS only other NCS functions can find the window/screen/bitmap to add a menu, etc.?

Kirk Trumble

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## 1.815 Re: Won't Blit

for scott@online.u-net.com; Mon, 17 May 1999 19:49:51 +0000

From: "Linda Bell" <zalda@home4968.freemove.co.uk>

Subject: Re: Won't Blit

Date: Mon, 17 May 1999 19:44:56 +0100

I haven't tried the NCommandSet yet, need a bigger hard drive first, but you normally need to "USE Bitmap 0" - don't know if you need a "USE NBitmap 0"

See if the examples provided with NCommandSet have this, though I would have expected any created bitmap to automatically become the currently used bitmap.

VIC

-----  
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---

## 1.816 Re: WormsDC Cop Lists... Is it possible?

for scott@online.u-net.com; Wed, 12 May 1999 13:47:15 +0100

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Wed, 12 May 1999 13:45:00 +0100

encoding: Quoted-printable

Subject: Re: WormsDC Cop Lists... Is it possible?

> As for the sprites, It cant be using sprites, as there is no way to  
> hide them in-between layers with the display library. I dont think,  
Custom copper lists. Or maybe you can do a sprite in front of another sprite  
which is in front of the dual pf display, so that the front pf would become the  
middle layer.

> Do you mean the DisplayScroll command? If so, do you know how to use it?

> Or seen an example anywhere? Manual isn't exactly too clear on what it

> does and how to use it :(

You need to create an array with an offset for each line below the one you are

going to start the effect on. The offsets are the offset from the previous line

and apparently you can use 0.25 pixel resolution on AGA machines (i.e. offsets

can be x.25, x.5, x.75 or just x).

You then pass that as the last parameter in the command (I think). But I used

it ages ago to try to make a watery sine wave type thing, with a color split at

the same place, but the offset thing got corrcupt, probably because the colour

split and scroll were taking up too much copper time. I'll send you the source

anyway.

--

) ^ V ][ l) Ml =A9 Ml ][ M Nl

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

ICQ=3D16827694

Amateur speed typist: 100 wrods pre minute

-----

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## 1.817 Re: WormsDC Cop Lists... Is it possible?

for scott@online.u-net.com; Fri, 14 May 1999 22:02:17 +0000

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Fri, 14 May 1999 14:58:49 +0500

Subject: Re: WormsDC Cop Lists... Is it possible?

On 12-May-99, Paul flashed:

>I think remember reading that parallax is actually a term to describe  
>the way that things move relatively slower as they get further away.  
>So when you scroll in wormsDC the various strips of water, mountains,  
>etc, move at different speeds to mimic distance, which gives the  
>parallax effect.

Parallax means the different apparent positional relationship between physical objects, surfaces and lines when viewed from different points. This is indeed responceable for the illusion of velocity change with distance. The word was derived from the common perspective effect of two lines which are actually parallel seeming to converge as they become more distant, which is the cause of the effect which you are refering to so the two are inseperably related.

catcha later,

Donovan Reeve (bubby.lnk@ispi.net)

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## 1.818 Re: WormsDC Cop Lists... Is it possible?

for scott@online.u-net.com; Wed, 12 May 1999 16:59:28 +0100

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 12 May 99 16:43:15 +0000

Subject: Re: WormsDC Cop Lists... Is it possible?

Encoding: 7bit

Rob[bit hutch],

> On that back of the WormsDC box, it says: `9 Level parallax (including  
> 2 levels of mountains)' In the features section... 9?????????  
> Geezus.. I thought there was only 5.. I could live with 5, but I thougth  
> you could only have 2 `Playfields' (IE, a dual playfield) am I wrong?  
> Can you have more than 2? The DisplayBitmap command only allows for

> 2 doesn't it? IE: DisplayBitmap CopList#,bmap[x,y] [,bmap],X,Y]]

> ????

Like I said, these are levels of parallax, NOT playfields. For example, the water area at the bottom might be made of several layers of parallax. Each 'strip' of animated water stuff is a single layer of parallax. That's not a playfield cus it isn't full-screen independent of the other layers.

I think remember reading that parallax is actually a term to describe the way that things move relatively slower as they get further away. So when you scroll in wormsDC the various strips of water, mountains, etc, move at different speeds to mimic distance, which gives the parallax effect.

> As for the sprites, It cant be using sprites, as there is no way to  
> hide them in-between layers with the display library. I dont think,  
There might be, or if not then you can add custom copper commands to do it. Alternatively sprites may not be used at all as there are other ways such as using the blitter or doing it the way i would with Mildred sorta thing.

> But is it controled by the hardware?... As I think in WormsDC, all the  
> background delayed movements were done with the HardWare, there is  
> no way they would have got the speed otherwise.?

Well, what I always assumed was based on the fact that the landscapes could only be 16 colours. That was a tell-tale sign that a dual-playfield was being used. So I'd say that the main landscape is the front playfield. Then background playfield is used to hold images of the mountains. Possibly the layers of water that are behind the landscape are also drawn onto that background in realtime with the blitter, or they are a clever use of sprites inbetween the two playfields which is entirely possible as you can change the priority of the sprites regarding the playfields. Mostly the mountains are completely static backgrounds, they don't animate or anything. Their horizontal position is simply altered on the fly by the hardware, a simple horizontal scroll offset. This takes practically no cpu time at all as there is no data being blitted around. I expect also that colour palette changes are made on the background playfield so that the higher up mountains can be different colours and stuff like that. I don't know onto which layer the worms themselves get rendered. Most of the parallax layers would be for the water but they are only fairly thin strips and probably handled with hardware mostly.

---

> Do you mean the DisplayScroll command? If so, do you know how to use it?  
> Or seen an example anywhere? Manual isn't exactly too clear on what it does  
> and how to use it :(

I haven't seen any example nor have i tried to use it, i just remember reading briefly that you supply an array of .quick values, which are the difference in the x coordinate relative to the previous line's position.

> BTW - Does anyone know how to hit that BorderBlank register in the manual  
> with the DisplayControls command?

I did do it once but i cant remember or find anything about it. It should say in the aga guide what bit to fiddle with?

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

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## 1.819 Re: WormsDC Cop Lists... Is it possible?

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Wed, 12 May 1999 12:52:07 +0100

From: Rob Hutchinson <[loki@ssoft.freemove.co.uk](mailto:loki@ssoft.freemove.co.uk)>

Date: Wed, 12 May 1999 12:50:13 +0100

Organization: Satanic Dreams Software.

Subject: Re: WormsDC Cop Lists... Is it possible?

Encoding: binary

Hello Paul

Hiya, Paul... ,on 12-May-99 you mailed me about: Re: [WORMS] Cop Lists... Is it possible?! So I'ma reply`in...

[=>> I'm just wondering how WormsDC achieves (at least) 5 playfields?...

[=>> I didn't think this was possible??... But they did it... And they are

[=>> definitely playfields... Any ideas????

[=>>

[=>> Or should I ask Team17? ahahahah ;)

[=>

[=> A playfield really is a whole full-screen layer, not just some little

[=> parallax section taking up a quarter of the screen or even less such

[=> as the waves at the bottom. Possible hardware sprites are involved, I

[=> don't know. From the fact that the worms landscapes are 16 colours  
[=> that would seriously suggest that a dual-playfield is in use, with  
[=> copper colour-changes performed on the background one to allow a few  
[=> sections of the image to move at different speeds, thus creating the  
[=> illusion of more parallax layers. I guess some waves are rendered to  
[=> the background playfield and some to the foreground, but it's not  
[=> especially sophisticated I don't think.

I agree, I think they are 'screens behind screens'..

On that back of the WormsDC box, it says: '9 Level parallax (including  
2 levels of mountains)' In the features section... 9?????????

Geezus.. I thought there was only 5.. I could live with 5, but I thought  
you could only have 2 'Playfields' (IE, a dual playfield) am I wrong?

Can you have more than 2? The DisplayBitmap command only allows for  
2 doesn't it? IE: DisplayBitmap CopList#,bmap[x,y] [,bmap],X,Y]]  
???

As for the sprites, It cant be using sprites, as there is no way to

hide them in-between layers with the display library. I dont think,

[=> I think it might help to distinguish between parallax and playfield. I

[=> guess the term playfield came from the dual playfield in the custom

[=> hardware, in which two full-screen displays are essentially

[=> independent of each other. In some ways bitplanes are playfields also

[=> I suppose. A level of parallax however can be any height and width

But is it controled by the hardware?... As I think in WormsDC, all the  
background delayed movements were done with the HardWare, there is  
no way they would have got the speed otherwise.?

[=> really to just give the impression that things further away move

[=> slower, an early groundbreaking example being Shadow Of the Beast. It

[=> used dual playfields but also many levels of parallax, ie strips of

[=> ground/clouds/mountains moving at different speeds. I wouldn't be

[=> surprised btw if worms uses part of the display library or slice

[=> facility of offsetting each line based on the contents of an array of

[=> differences (read that somewhere in the manual, anyway). I'd say worms

[=> uses copperlists cus it doesn't multitask and also because of the

[=> colour limitations caused by a dual playfield (stuff easier done in

[=> blitz mode).

Do you mean the DisplayScroll command? If so, do you know how to use it?

Or seen an example anywhere? Manual isn't exactly too clear on what it does  
and how to use it :(

[=> One platform that certainly seemed to do playfields more



[=> often than parallax was the snes, which at times seemed to have 3 or  
[=> even 4 full-screen layers. The megadrive had more than one layer quite  
[=> a lot although seemed to be keener on shorter parallax layers like in  
[=> sonic.

[=>

[=> <advert>

[=>

[=> Using something like mildred you can do as many playfields as you  
[=> like, cpu power permitting, sharing the same palette or perhaps  
[=> combined with palette changes vertically if you have a copperlist too,  
[=> cus generally you do a full-screen blit of the background every frame.  
[=> In a little comedy shootemup I started working on recently using  
[=> Mildred I have a thin strip of foreground parallax, about 50 rows of  
[=> independently parallaxed ground (like streetfighter sorta thing), a  
[=> thick strip of parallax sort of in the middle, then the sky is a  
[=> background layer with parallaxed stars and stuff on top. Then on top  
[=> of all of this there are various objects blitted. It's just a single  
[=> 256-colour screen but the background is made of 128 colours at the  
[=> moment with 128 left for the foreground shapes. So you could say that  
[=> it is a double playfield with parallax, at least that's how i'd  
[=> describe it, at the moment, although i might add more layers.

You know I would use it, I just cant get enough speed out of it :(

Besides I need to hit lots of hardware :)

[=> </advert>

BTW - Does anyone know how to hit that BorderBlank register in the manual  
with the DisplayControls command?

I'm off to run HRTMon thru WormsDC hehehehe :)

Regards

--

<tsb>

<sb>\*CONTACTING MWA:\*

<sb>loki@ssoft.freemove.co.uk | \*ICQ:\* 27181384

<sb>SDS FOUNDER: URL: <http://www.satanicdreams.freemove.co.uk/>

<tsb>

<sb>\*PROJECT INFO:\*

<sb>IconExtreme V3.01 [70%] | SDS^GUI [10%]

<sb>/After a few trips to the toilet, the following appeared:/

<sb>MorrisTheMaggot, CTTM2, TimeSwipe, NIB, BlitzBFB, Prefs2000 & TMS.

<tsb>

---

<sb>Pink Floyd of Borg: Learning to Assimilate

<tsb>

-----  
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## 1.820 Re: WormsDC Cop Lists... Is it possible?

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Wed, 12 May 1999 21:19:25 +0100

From: "Simon Hitchen" <[simon@gadge.u-net.com](mailto:simon@gadge.u-net.com)>

Organization: Gadge Software

Date: 12 May 99 20:05:02 +0100

Subject: Re: WormsDC Cop Lists... Is it possible?

Encoding: 7bit

Hello Rob,

> As for the sprites, It cant be using sprites, as there is no way to  
> hide them in-between layers with the display library. I dont think,  
I can send you an example which toggles sprites in front of, between  
and then behind dual PF layers :)

I've been digging around in my "experiments drawer" lately, I know  
it's in there somewhere.

--

Simon

[MailTo:simon@gadge.u-net.com](mailto:simon@gadge.u-net.com)

<http://www.gadge.u-net.com>

ICQ: 22707489

A1200T-060/50-48+2MB-CD-HDx2-V90-SVGA-SCSI-ZII-CGX/3D.

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Revenge AGA:UFO\_EU:WB-Tidy:WB-AnimAL:YAMM & more stuff.

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## 1.821 Re: Wotsits and pinball algorithm

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sat, 1 May 1999 12:38:13 +0100

From: "Linda Bell" <[zalda@home4968.freemove.co.uk](mailto:zalda@home4968.freemove.co.uk)>

"Rick Hodger" <[rick.thehub@bigfoot.com](mailto:rick.thehub@bigfoot.com)>

Subject: Re: Wotsits and pinball algorithm

---

Date: Sat, 1 May 1999 12:34:59 +0100

Rick Hodger Wrote

>BTW, another interesting thing about Windows 98: Open your Windows98 CD-ROM

>and go into the Windows directory contained therein, inside will be a file

>called cdkey.txt containing some gibberish about the court case in America,

>and wonderful anti-piracy scheme known as "Let's make everyone have a serial

>number before they can install Windows, but we'll hide one in a wee text

>file in the CD itself. That way we can baffle people like never before!"

>

>Go figure...

>

The most interesting thing about Windows for me at the moment is that the Chernobyl virus has rewritten the BIOS of a couple of my mates PCs - completely unusable now - one of them is blaming the other.

BTW just visited the pagan website - very impressive layout.

VICTOR BELL

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## 1.822 Re: Wotsits and pinball algorithm

for [scott@online.u-net.com](mailto:scott@online.u-net.com); Sun, 30 May 1999 15:13:51 +0100

From: "opi.plastic aka emil" <[opi@abyss.lodz.pdi.net](mailto:opi@abyss.lodz.pdi.net)>

Date: Sun, 23 May 1999 14:58:02 +0100

Organization: calkowicie nie-zorganizowany

Subject: Re: Wotsits and pinball algorithm

Yello Paul

w3333 30-Apr-99, Paul Burkey naklepal-h:

)-> wow, Windows questions in the blitz-list. Times are changing ;)

grrrrrrrrrr..... ;o)

why i need press start to stop it? ;o)

Regards

--

[opi.plastic@amigascene.org](mailto:opi.plastic@amigascene.org)

amiga+linux+net+grass+ascii+scene = phuunnn

[\*If all first you don't succeed, call it Windows.\*]

-----  
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---

## 1.823 Re: Wotsits and pinball algorithm

for scott@online.u-net.com; Sat, 1 May 1999 12:28:23 +0000

From: Rick Hodger <rick.thehub@bigfoot.com>

Date: Fri, 30 Apr 1999 22:33:54 +0100

Organization: Pagan Software

Subject: Re: Wotsits and pinball algorithm

I watched as Linda Bell hammered "Re: Wotsits and pinball algorithm" out on their keyboard...

> OFF TOPIC

> Does anyone know what the hidden and undeletable file called "index.dat"

> is for in Temporary Internet Files in Windows? I only know it's there

> because I went into dos - it grows every time I'm on the net. I've a mind

> to change the file attributes and delete it, just to see what happens.

> Windows won't allow me to delete it, and it's archived as well.

I know what it is. Believe it or not, but it's a hidden list of every web-site you've ever visited. Erasing the history and temporary files won't shift it :)

Sneaky Windows people at it again...

BTW, another interesting thing about Windows 98: Open your Windows98 CD-ROM and go into the Windows directory contained therein, inside will be a file called cdkey.txt containing some gibberish about the court case in America, and wonderful anti-piracy scheme known as "Let's make everyone have a serial number before they can install Windows, but we'll hide one in a wee text file in the CD itself. That way we can baffle people like never before!"

Go figure...

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>

<sb>Visit us at <http://www.thehub.u-net.com>

<sb>EMail us at [/bloodline@pagan-games.com/](mailto:/bloodline@pagan-games.com/)

<sb>"Dafel: Bloodline" - The most accomplished RPG ever!

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team \*AMIGA\*

<sb>

<sb>Everything put together sooner or later falls apart.

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## 1.824 WoW

for scott@online.u-net.com; Mon, 17 May 1999 18:05:07 +0100

From: Mathias PARNAUDEAU <mathias.p@wanadoo.fr>

Date: Sun, 16 May 1999 12:51:50 +0100

Subject: WoW

Hi all,

I know I don't write you very often, but I want to announce you I released yesterday my first upload on Aminet. My program is a text converter. It allows

- Ww6 --> Ascii
- Rtf --> Ascii
- Html --> Ascii
- AGuide --> Ascii
- Aguide --> Html
- Ww6 --> Html

And maybe more ...

Don't hesitate to try it (I put it in 'util/conv').

I thank you for all the informations you send everyday.

PS : WoW is written in Blitz, of course :-)

Cheers,

--

Mathias PARNAUDEAU - Corto/AFLE

Email : mathias.p@wanadoo.fr

Site Web : <http://perso.wanadoo.fr/supersport/>

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