

Amiga_C_List

COLLABORATORS

	<i>TITLE :</i> Amiga_C_List		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		April 14, 2022	

REVISION HISTORY

<i>NUMBER</i>	<i>DATE</i>	<i>DESCRIPTION</i>	<i>NAME</i>

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Chapter 1

Amiga_C_List

1.1 Introduction

Amiga-C Mailing List Guide

=====

This guide is intended as an easy reference to the Amiga C mailing list.

It contains messages posted to the Amiga C mailing list during the month shown on the main page.

To subscribe to the Amiga C mailing list, go to the address below.

<http://www.onelist.com/isregistered.cgi?listname=amiga%2Dc>

This AmigaGuide was created using GuideMaker.rexx © Roger Light 1999

1.2 Amiga C Mailing List Guide

Amiga C Mailing List Guide

=====

April 1999

Introduction

Introduction to the guide.

Search Search this file (requires SearchGuide)

About C
Rob

Re: About C
Mike

Re: Algorithms
Christian Hattemer

AmigaDOS limits
Mike Carter

BSD Sockets
mark harman

Re: BSD Sockets
Jesper Svennevid

BZIP for vbcc
m!kE cArTEr

Re: BZIP for vbcc
Anders Hasselqvist

Re: BZIP for vbcc
"Alfred P. Schwarz"

Re: BZIP for vbcc
Anders Hasselqvist

Re: BZIP for vbcc
"Alfred P. Schwarz"

Re: BZIP for vbcc
Anders Hasselqvist

Bzip2
Luiz Gustavo Castelan Póvoas

Re: Bzip2
57228701@xxx.xxx.xx.xxxxxxxxxxxxxxxxxxxxxxx)

Re: C and C++
troy silvey

Re: C and C++ (was: String handling in C)
Stephen Williams

C and C++ (was: String handling in C_
Stephen Williams

Re: C and C++ (was: String handling in C_
Andrew Markwell

C docs
m!kE cArTEr

Re: C docs
BootBlock/s^D

C++ GUI???
Andreas Ericsson

C++ GUI???
Andreas Ericsson

Re: C++ GUI???
Linus McCabe

C++ vs C
"Richard F. Smit"

Datatype Picture
Bob Lanham

DICE
Tim Hanson

Re: DICE
Richard Drummond

Re: DICE
Stephen Williams

DICE strins() (was: Digest Number 6)
Stephen Williams

Re: Digest Number 3
Stephan Lichtendahl

Re: Digest Number 6
"Alfred P. Schwarz"

Re: Digest Number 9
Linus McCabe

Re: Digest Number 9
"Alfred P. Schwarz"

Double Buffering
Jesse Chan

Re: Double Buffering
John Niclasen

Freeing Gadtools gadgets
Luiz Gustavo Castelan Póvoas

Re: Freeing Gadtools gadgets
Luiz Gustavo Castelan Póvoas

Re: Freeing Gadtools gadgets
Mike Carter

fr_Drawer/fr_File
Bob Lanham

Re: fr_Drawer/fr_File
"Alfred P. Schwarz"

Re: fr_Drawer/fr_File
"Alfred P. Schwarz"

Gadtools TextFont
Luiz Gustavo Castelan Póvoas

Get others :)
m!kE cArTEr

global variables
Linus McCabe

Re: global variables
John Niclasen

Re: global variables
Linus McCabe

Re: global variables
"Richard F. Smit"

Graphics
"Alfred P. Schwarz"

Re: Graphics
Mike Carter

Re: Graphics
"Alfred P. Schwarz"

Graphics in C
Paddy

Re: Graphics in C
Christian Hattemer

Re: Graphics in C
Tim Hanson

AW: Graphics in C
Alfred Schwarz

Re: Graphics in C
Paddy

Re: AW: [amiga-c] Graphics in C
Tim Hanson

Re: Graphics in C
Fredrik Söderberg

Re: AW: [amiga-c] Graphics in C
John Niclasen

greetings!
Bob Lanham

Re: greetings!
Peter Carlsson

Re: greetings!
m!kE cArTEr

Re: greetings!
Erik Eklund

Re: greetings!
Andrew Markwell

Re: greetings!
MinuteMan

Re: greetings!
Christian Hattemer

Re: greetings!
Christian Hattemer

hi all!
m!kE cArTEr

Re: hi all!
Thomas Hurst

Re: hi all!
Jarno van der Linden

Re: hi all!
Andrew Markwell

Re: hi all!
Jarno van der Linden

Re: HiSoft C++
Bob Lanham

Re: IntuiText Lenght
Luiz Gustavo Castelan Póvoas

IntuiText Lenght
Luiz Gustavo Castelan Póvoas

Intuition Info
Luiz Gustavo Castelan Póvoas

MUI cycle
Mike Carter

New C user
Chris Pratt

Re: New C user
Andrew Markwell

Re: New C user
Chris Pratt

Re: New C user
John Niclasen

Re: New C user
Sir Chris

Re: New C user
Stephen Williams

Re: New C user
Andrew Markwell

Re: New C user
Mike Carter

Re: New C user
Mike Carter

Re: New C user
Christoph Krakowski

Re: New C user
John Niclasen

Re: New C user
Stephen Williams

New to Amiga C
"William W. Toner II (amigabill)"

Re: New to Amiga C
Mike Carter

Opening A Library
Mike Carter

Re: Parallel I/O?
Luiz Gustavo Castelan Póvoas

Parallel I/O?
Erik Eklund

Re: Parallel I/O?
Jonas Hulten

Re: Parallel I/O?
John Niclasen

Re: Parallel I/O?
Erik Eklund

Re: Parallel I/O?
Erik Eklund

Re: Parallel I/O?
Jonas Hulten

Re: Parallel I/O?
Mike Carter

Re: Parallel I/O?
Andrew Markwell

Re: Parallel I/O?
Zubin Sethna

PointerVariables or variables??
Luiz Gustavo Castelan Póvoas

Programs Stack
Mike Carter

Re: Programs Stack
Andrew Markwell

Re: Programs Stack
Martin Harris

Re: Programs Stack
Mike Carter

question #1
Costas Pagomenakis

Re: question #1
Jonas Hulten

Re: question #1
Jonas Hulten

SAS-C GST
Mike Carter

Serial device troubles
Jonas Hulten

Re: Serial device troubles
John Niclasen

Re: Serial device troubles
Martin Harris

Re: Serial device troubles
Jonas Hulten

Re: Serial device troubles
Jonas Hulten

Re: Serial device troubles
Martin Harris

Re: Serial device troubles
Jonas Hulten

Re: Serial device troubles
John Niclasen

Re: Serial device troubles
Jonas Hulten

Re: Serial device troubles
BlackMael

Serial port speed
Zubin Sethna

SetFunction() & Dragging Windows
Luiz Gustavo Castelan Póvoas

Re: SetFunction() & Dragging Windows
Linus McCabe

Re: SetFunction() & Dragging Windows
Mike Carter

Re: SetFunction() & Dragging Windows
Jarno van der Linden

Re: SetFunction() & Dragging Windows
Johnny T Nielsen

Re: SetFunction() & Dragging Windows
Jonas Hulten

Spreading Amiga-C..
Rob Hutchinson

Re: Spreading Amiga-C..
m!kE cArTEr

Re: Spreading Amiga-C..
Thomas Hurst

Re: Spreading Amiga-C..
Rob Hutchinson

StormC vs SAS/C, exe file size
TigerGutt

Re: StormC vs SAS/C, exe file size
Christian Hattemer

String handling in C
Mike Carter

Re: String handling in C
Stephen Williams

Re: String handling in C
Andrew Markwell

Re: String handling in C
Mike Carter

Re: String handling in C
Mike Carter

Re: String handling in C
Stephen Williams

Re: String handling in C
Andrew Markwell

Re: String handling in C
Mike Carter

Re: String handling in C
Mike Carter

Re: String handling in C
Andrew Markwell

VBCC Make
Mike Carter

vbcc stack
Mike Carter

1.3 About C

From: Rob
Date: 04-18-99 01:49:29
Subject: About C

Hello,

Ok mike I got VBCC, but How the hell do I actually get it to work?
I also got VBCCOpts.. And that seem ok, but it dont load code???..
I`m lost already...

I need an editor ;))

Cya!

?[1mCONTACTING ME:[0m
E-MAIL: loki@napalmdeath.freemove.co.uk | ICQ: 27181384

CURRENT PROJECTS: IconExtreme V3.01 [60%] Complete!
SDS^GUI System [5%] Complete!

?[1mSATANIC DREAMS SOFTWARE FOUNDER?[0m
WWW: <http://www.satanicdreams.freemove.co.uk/>

Having a beer can't make you pregnant.

1.4 Re: About C

From: Mike
 Date: 04-18-99 20:30:15
 Subject: Re: About C

It was a short while (Sun, 18 Apr 1999 01:49:29 +0100) since Rob Hutchinson ← mentioned some stuff...

```
> From: Rob Hutchinson <loki@napalmdeath.freeseerve.co.uk>
>
> Hello,
>
>   Ok mike I got VBCC, but How the hell do I actually get it to work?
> I also got VBCCOpts.. And that seem ok, but it dont load code???..
> I`m lost already...
>
> I need an editor ;)

```

Get GoldED to be best. I use BED (newer version on Aminet has a restriction on file size but is very configurable). If you download the BED.lha from Aminet I can send you the main exe to replace it with. There are no changes in it.

Dinky do,

Mike.

```
-----
.-----
| AMiGA 1200Ezt 060/PPC@240Mhz,50Mb RAM ___/\___ |
| 4 HDD,DD&HD FD,5 CD-ROMS,CDRW,EZ135, \ o0 ?[3m bUDDa?[0mS^D|
| SCSI+IDE,56kModem,BVGfX,19"VDU /?[4m v?[0m\ |
\-----'
http://fly.to/BuddasWurld ICQ: 29173597

```

1.5 Re: Algorithms

From: Christian Hattemer <Chris@heaven.riednet.wh.tu-darmstadt.de>
 Date: 04-26-99 19:08:29
 Subject: Re: Algorithms

From: Christian Hattemer <Chris@mail.riednet.wh.tu-darmstadt.de>

On 26-Apr-99 DenJS wrote:

```
> Anyone have good algoritms for parsing text configs?
> Thanx!

```


Get comm/mail/ML-Support.lha from Aminet and look in Config.c.

Bye, Chris

```

-----
      _
     _//
    _/// Amiga 4000T 040/40      Team ?[1mAMIGA?[0m
   \\///
  \\XX/      http://www.riednet.wh.tu-darmstadt.de/~chris/

```

Was ist der Unterschied zwischen einem Radiergummifabrikanten und Microsoft?

Der Radiergummifabrikant lebt von den Fehlern anderer.

```

-----
Show mom you love her. Check out our great Mother's Day Gifts!
14K Gold and gemstone jewelry, leather and cloth wallets and purses,
gardening, gourmet, kitchen, more! Free Shipping in the US!
      http://www.onelist.com/ad/shoptheglobe5

```

?[1m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.6 AmigaDOS limits

From: Mike Carter <mike.carter@bigfoot.com>
 Date: 04-30-99 01:07:12
 Subject: AmigaDOS limits

From: "Mike Carter" <mike.carter@bigfoot.com>

What include contains #defines for the MAX_ limits for things such as filename length etc.

I did once come across it but now I can't find it anyway and am going crazy blurred eye! Please help...

Dinky do,

Mike C.

```

-----
.-----
| AMiGA 1200EZT 060/PPC@240Mhz, 50Mb RAM ___/\___ |
| 4 HDD, DD&HD FD, 5 CD-ROMS, CDRW, EZ135, \ o0 ?[3m bUDDa?[0mS^D|
| SCSI+IDE, 56kModem, BVGfX, 19"VDU /?[4m v?[0m\ |
\-----
      http://fly.to/BuddasWurld      \ /  -----
      ICQ: 29173597

```

Have you visited the new ONElist home page lately?
<http://www.ONElist.com>

ONElist: The Leading e-mail list and community service on the Internet!

?[1m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.7 BSD Sockets

From: mark harman <mdwh2@cam.ac.uk>
Date: 04-29-99 17:13:35
Subject: BSD Sockets

From: mark harman <mdwh2@cam.ac.uk>

Hi,

Does anyone know about receiving data via sockets? I know I'm supposed to use the `recv` function, but I read that this doesn't always read the amount of data you ask it too. With TCP:, you can just read a single line with `FGets`, but I'm not sure on the equivalent with sockets programming.

I'm attempting to write a newsreader, but my program just hangs when it gets to downloading a message (though it worked okay when using TCP: device instead of `bsdsockets.library`).

Thanks,

Mark

http://members.xoom.com/dc_home
<http://pick.sel.cam.ac.uk/~mdwh2>

Grow your list the most and receive a \$5000 donation to the charity of your choice.

<http://www.onelist.com>

See our homepage for details on our new ONEreach incentive programs.

?[1m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.8 Re: BSD Sockets

From: Jesper Svennevid <jesper@fxrealm.com>
Date: 04-29-99 17:35:41
Subject: Re: BSD Sockets

From: "Jesper Svennevid" <jesper@fxrealm.com>

> Does anyone know about receiving data via sockets? I know I'm supposed to
> use the `recv` function, but I read that this doesn't always read the amount
> of data you ask it too. With TCP:, you can just read a single line with

```
> FGets, but I'm not sure on the equivalent with sockets programming.
>
> I'm attempting to write a newsreader, but my program just hangs when it
> gets to downloading a message (though it worked okay when using TCP:
> device instead of bsdsockets.library).
```

There is a flag for the recv()-function (I can't remember it right now as I don't have my socket-programming docs here) that forces recv() to read all the bytes you request before returning, otherwise it can return after only reading a part of it. RTFM :)

```
--
// Jesper Svennevid
```

```
-----
Did you know that you can now set up a shared calendar to
post events of interest to your community?
http://www.onelist.com
Check out our homepage for details.
-----
```

```
?[!m Don't forget to tell your 'C' coding buddies to join up!! ?[0m
```

1.9 BZIP for vbcc

```
From: m!kE cArTEr <mike.carter@xxxxxxxx.xxxx>
Date: 04-23-99 14:45:19
Subject: BZIP for vbcc
```

Here's a link to what I think is the compressor you were looking for. It should also de-compress.

<http://studserver.uni-dortmund.de/~su0583/bzip2.lzx>

The page also contains a new mp3 encoder if anybody is interssted. I've got source code (in C) to Lamer (8hz) too if anybody here is into audio compression.

Dinky do,

Mike.

```
-----
.-----
| AMiGA 1200EzT 060/PPC@240Mhz,4 HDD,   ___/\___  bUDDa oF|
| DD&HD FD,5 CD-ROMS,CDRW,EZ135,SCSI  \ o0 /  pROgREsS|
| 56kModem,BVGfX,19"VDU,Melody comming! /_ -_\  Ex-NFA |
\-----
      \ /  --
```

1.10 Re: BZIP for vbcc

From: Anders Hasselqvist <hassel@xxx.xxx.xxx>
Date: 04-23-99 17:07:58
Subject: Re: BZIP for vbcc

From: Luiz Gustavo Castelan

> again 8), anyone could tell me where to get bzip2 uncompressor for AMIGA?
> I really need this to unpack my VBCC thingy
>

You can get a version from aminet
bzip2-0.9.0b.lha util/pack

for example:
ftp.sunet.se/pub/aminet/util/pack/bzip2-0.9.0b.lha

If it is the vbcc compiler you want you can get it from Volker's homepage.
<http://www.franken.de/users/vb/vbcc/>

Bye,
Anders Hasselqvist
hassel@acc.umu.se

1.11 Re: BZIP for vbcc

From: "Alfred P. Schwarz" <Alfred.P.Schwarz@xxxxxxxxxxx.xxx.xxxxxxxxxxxxxx.xxx>
Date: 04-24-99 00:45:52
Subject: Re: BZIP for vbcc

> again 8), anyone could tell me where to get bzip2 uncompressor for AMIGA?
> I really need this to unpack my VBCC thingy

Why don't you get vbcc from Aminet? There it is packed with lha.
Or did I miss something?

Ciao, Alfred

1.12 Re: BZIP for vbcc

From: Anders Hasselqvist <hassel@xxx.xxx.xxx>
Date: 04-24-99 01:02:54
Subject: Re: BZIP for vbcc

From: Alfred P. Schwarz <Alfred.P.Schwarz@kerckhoff.med.uni-giessen.de>

>
> Why don't you get vbcc from Aminet? There it is packed with lha.
> Or did I miss something?
>

There is a more uptodate version at Volker's webpage.

<http://www.franken.de/users/vb/vbcc/>

Bye,
Anders Hasselqvist
hassel@acc.umu.se

1.13 Re: BZIP for vbcc

From: "Alfred P. Schwarz" <Alfred.P.Schwarz@xxxxxxxxxxx.xxx.yyyyyyyyyyyyyy.yyy>
Date: 04-24-99 01:10:19
Subject: Re: BZIP for vbcc

Am 24-Apr-99 schrieb Anders Hasselqvist:\n> There is a more uptodate version at Volker's webpage.

> <http://www.franken.de/users/vb/vbcc/>

At the moment both versions are the same (0.7?)

Mostly the actual version will be uploaded to aminet right after the upload to Volker's page.

Ciao, Alfred

1.14 Re: BZIP for vbcc

From: Anders Hasselqvist <hassel@acc.umu.se>
Date: 04-26-99 22:08:30
Subject: Re: BZIP for vbcc

From: "Anders Hasselqvist" <hassel@acc.umu.se>

From: Alfred P. Schwarz <Alfred.P.Schwarz@kerckhoff.med.uni-giessen.de>

>
> Why don't you get vbcc from Aminet? There it is packed with lha.
> Or did I miss something?
>

I don't think it is the latest version. Atleast it isn't at the aminet mirror at ftp.sunet.se.

The files on volkers page is also packed with lha...

Bye,
Anders Hasselqvist
hassel@acc.umu.se

Looking for a new hobby? Want to make a new friend?
<http://www.ONElist.com>
Come join one of the 130,000 e-mail communities at ONElist!

?[!m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.15 Bzip2

From: Luiz Gustavo Castelan Póvoas <lpovoas@xxx.xxx.xxx>
Date: 01-18-78 21:37:56
Subject: Bzip2

From: "Anders Hasselqvist" <hassel@acc.umu.se>

From: Alfred P. Schwarz <Alfred.P.Schwarz@kerckhoff.med.uni-giessen.de>

>
> Why don't you get vbcc from Aminet? There it is packed with lha.
> Or did I miss something?
>

I don't think it is the latest version. Atleast it isn't at the aminet
mirror at ftp.sunet.se.

The files on volkers page is also packed with lha...

Bye,
Anders Hasselqvist
hassel@acc.umu.se

Looking for a new hobby? Want to make a new friend?
<http://www.ONElist.com>
Come join one of the 130,000 e-mail communities at ONElist!

?[!m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.16 Re: Bzip2

From: 57228701@xxx.xxx.xx.aaaaaaaaaaaaaaaaaaaaaaaa))
Date: 04-23-99 13:05:38
Subject: Re: Bzip2

From: "Anders Hasselqvist" <hassel@acc.umu.se>

From: Alfred P. Schwarz <Alfred.P.Schwarz@kerckhoff.med.uni-giessen.de>

>
> Why don't you get vbcc from Aminet? There it is packed with lha.
> Or did I miss something?
>

I don't think it is the latest version. Atleast it isn't at the aminet mirror at ftp.sunet.se.

The files on volkers page is also packed with lha...

Bye,
Anders Hasselqvist
hassel@acc.umu.se

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1.17 Re: C and C++

From: troy silvey <tc_silvey@juno.com>
Date: 04-28-99 02:19:01
Subject: Re: C and C++

From: "Anders Hasselqvist" <hassel@acc.umu.se>

From: Alfred P. Schwarz <Alfred.P.Schwarz@kerckhoff.med.uni-giessen.de>

>
> Why don't you get vbcc from Aminet? There it is packed with lha.
> Or did I miss something?
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The files on volkers page is also packed with lha...

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1.18 Re: C and C++ (was: String handling in C)

From: Stephen Williams <sw@nysa.u-net.com>
Date: 04-29-99 21:01:05
Subject: Re: C and C++ (was: String handling in C)

From: "Anders Hasselqvist" <hassel@acc.umu.se>

From: Alfred P. Schwarz <Alfred.P.Schwarz@kerckhoff.med.uni-giessen.de>

>
> Why don't you get vbcc from Aminet? There it is packed with lha.
> Or did I miss something?
>

I don't think it is the latest version. Atleast it isn't at the aminet mirror at ftp.sunet.se.

The files on volkers page is also packed with lha...

Bye,
Anders Hasselqvist
hassel@acc.umu.se

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1.19 C and C++ (was: String handling in C_

From: Stephen Williams <sw@nysa.u-net.com>
Date: 04-27-99 20:03:56
Subject: C and C++ (was: String handling in C_

From: Stephen Williams <sw@nysa.u-net.com>

Andrew Markwell <andrewmarkwell@hotmail.com> wrote:

> [C and C++] are two different languages but C++ IS a superset of C

<snip>

> The [C++ version] is logically correct, the size of 'a', a char literal
> is one byte. C interprets char's as int's and assumes they are 4 bytes.

I think you just contradicted yourself. If C++ is a superset of C, then it must support everything that C does in a 100% compatible way, as well as doing extra stuff. However, because `sizeof('a')` in C++ is not the same as `sizeof('a')` in C, C++ is not 100% back-compatible with C, and cannot be truly considered a superset of C.

The `comp.lang.c` FAQ sums it up well:

```
# 20.27: Is C++ a superset of C? Can I use a C++ compiler to compile C
# code?
```

```
# A: C++ was derived from C, and is largely based on it, but there
# are some legal C constructs which are not legal C++.
# Conversely, ANSI C inherited several features from C++,
# including prototypes and const, so neither language is really a
# subset or superset of the other; the two also define the meaning
# of some common constructs differently. In spite of the
# differences, many C programs will compile correctly in a C++
# environment, and many recent compilers offer both C and C++
# compilation modes.
```

```
> Anyway, C is an old backward language, we need to get with the times
> and the modern industry and start using C++.
```

It's old, I agree, and primitive in some ways, but I think there's plenty of life left in the old dog. We use C at work because we find C code to be faster than C++ code. C++'s objects add an extra layer of abstraction. Code has to be generated to handle this. Method calls are slower than function calls. Object variable lookups are slower than structure element lookups. C++ might well help us organize our code better, but we absolutely need as much speed as we can (resorting to PA-RISC assembly language is not an option ;-)

```
> Amiga Inc have stated that the new OS will be
> heavily built using object orientated C++.
```

Shouldn't make any difference to the applications programmer. As long as there's a consistent API like there is currently, we'll be able to hit it in any language we like. C, C++, E, Pascal, Modula-2... you name it. Choice is good.

AmigaOS 1.x had one important subsystem (`dos.library`) written in BCPL instead of C. Didn't mean that `dos.library` wasn't accessible from non-BCPL programs, (although much of the API was very stinky and assumed it had been called from BCPL).

```
> All these Amiga C stalwarts need to learn C++ because it is dragging
> us back.
```

See previous paragraph.

I dislike C++, so I don't want to program in it. Any questions?

-Stephen

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1.20 Re: C and C++ (was: String handling in C_

From: Andrew Markwell <andrewmarkwell@hotmail.com>

Date: 04-27-99 23:37:53

Subject: Re: C and C++ (was: String handling in C_

From: "Andrew Markwell" <andrewmarkwell@hotmail.com>

>From: Stephen Williams <sw@nysa.u-net.com>

>

>Andrew Markwell <andrewmarkwell@hotmail.com> wrote:

>> [C and C++] are two different languages but C++ IS a superset of C

>

><snip>

>

>> The [C++ version] is logically correct, the size of 'a', a char
literal

>> is one byte. C interprets char's as int's and assumes they are 4
bytes.

>

>I think you just contradicted yourself. If C++ is a superset of C,
>then it must support everything that C does in a 100% compatible
>way, as well as doing extra stuff. However, because sizeof('a') in
>C++ is not the same as sizeof('a') in C, C++ is not 100% back-
>compatible with C, and cannot be truly considered a superset of C.

>

>The comp.lang.c FAQ sums it up well:

>

># 20.27: Is C++ a superset of C? Can I use a C++ compiler to
compile C

># code?

>

># A: C++ was derived from C, and is largely based on it, but
there

># are some legal C constructs which are not legal C++.

># Conversely, ANSI C inherited several features from C++,

># including prototypes and const, so neither language is
really a

># subset or superset of the other; the two also define the
meaning

># of some common constructs differently. In spite of the

># differences, many C programs will compile correctly in a
C++

># environment, and many recent compilers offer both C and C++

># compilation modes.

I've always thought of C++ as C version 2, some things change, some

things added, somethings removed. So in that sense you are right, it isn't a true superset.

```
>> Anyway, C is an old backward language, we need to get with the
times
>> and the modern industry and start using C++.
>
>It's old, I agree, and primitive in some ways, but I think there's
>plenty of life left in the old dog. We use C at work because we find
>C code to be faster than C++ code. C++'s objects add an extra layer
>of abstraction. Code has to be generated to handle this. Method
>calls are slower than function calls. Object variable lookups are
>slower than structure element lookups. C++ might well help us
>organize our code better, but we absolutely need as much speed as we
>can (resorting to PA-RISC assembly language is not an option ;-)
```

Yeah... there is a price to interfacing and abstraction, in real time applications then I'd keep well away from it, the VxWorks targets I have used don't even work with a C++ compiler. I'll admit, in my software I don't use object orientated methods, but I still use the advantages of classes to package routines and data structures together. Very few classes I've written are 'black boxes'.

```
>> Amiga Inc have stated that the new OS will be
>> heavily built using object orientated C++.
>
>Shouldn't make any difference to the applications programmer. As
long
>as there's a consistent API like there is currently, we'll be able to
>hit it in any language we like. C, C++, E, Pascal, Modula-2... you
>name it. Choice is good.
>
>AmigaOS 1.x had one important subsystem (dos.library) written in BCPL
>instead of C. Didn't mean that dos.library wasn't accessible from
>non-BCPL programs, (although much of the API was very stinky and
>assumed it had been called from BCPL).
```

You are right, but if the new includes have predominantly classes in them, then it will be difficult to use anything other than C++.

```
>> All these Amiga C stalwarts need to learn C++ because it is
dragging
>> us back.
>
>See previous paragraph.
>
>I dislike C++, so I don't want to program in it. Any questions?
```

It is a personal choice :)

```
>-Stephen
>
>
>-Andy
```

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1.21 C docs

From: m!kE cArTEr <mike.carter@xxxxxxxx.xxxx>
 Date: 04-22-99 18:52:20
 Subject: C docs

<http://www.xs4all.be/~pheerema/C/Cdocs.html>

contains links to many C docs for people learning. I don't know how old these docs are but might be an idea to take a look!

Dinky do,

Mike.

 .-----
 | AMiGA 1200EZT 060/PPC@240Mhz,4 HDD, ___/___ bUDDa oF|
 | DD&HD FD,5 CD-ROMS,CDRW,EZ135,SCSI \ o0 / pROgREsS|
 | 56kModem,BVGfX,19"VDU,Melody comming! /_ -_\ Ex-NFA |
 `-----
 http://fly.to/BuddasWurld ICQ: 29173597

1.22 Re: C docs

From: BootBlock/s^D <BootBlock@xxxxxxxx.xxxx>
 Date: 04-23-99 00:55:56
 Subject: Re: C docs

"m!kE cArTEr" wrote:

> <http://www.xs4all.be/~pheerema/C/Cdocs.html>
 >
 > contains links to many C docs for people learning. I don't know how old
 > these docs are but might be an idea to take a look!

Hey Budda me ol' flat-tipped screwdriver! If yer want docs and stuff on coding, then take a look at: [HTTP://www.mcp.com](http://www.mcp.com)

They've got books you can read online (download 'em!) and stuff. There's books on C and C++ too which is worth a look...

I've seen you on alt.digitisr Thomas Hurst, you norty bloke :)

BootBlock/Satanic Dreams, from Grimsby, England. - ICQ#: 14864929
HTTP://fly.to/ParpsVille - Amiga/PC/PSX, Blitz2, Emulation, etc...
A1200T/020-28/AMD2-300/AGP gfx card/2+4+64Mb/2.1+4.3Gb/56k/CDD3600 SCSI
ReWriter

1.23 C++ GUI???

From: Andreas Ericsson <ante@a-vip.com>
Date: 04-28-99 14:33:30
Subject: C++ GUI???

From: Andreas Ericsson <ante@a-vip.com>

Hi!

I've had two courses in C++ at school (highschool), and I would like to start programming on my Amiga.

Now I'm wondering which GUI is easiest to program: Intuition, MUI ???

Is there any descent documentation about programming GUI's in C++ on the Amiga???

Do I have to use C-code or is there a GUI-system dor C++???

Would be glad for any help/suggestions in this matter!

regards

Andreas Ericsson

E-MAIL HOME: ante@a-vip.com
E-MAIL SCHOOL: hb96anez@hedbergaska.sundsvall.se
ICQ: 20661883
WWW: http://come.to/ante

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1.24 C++ GUI???

From: Andreas Ericsson <ante@a-vip.com>
Date: 04-28-99 14:33:30
Subject: C++ GUI???

From: Andreas Ericsson <ante@a-vip.com>

Hi!

I've had two courses in C++ at school (highschool), and I would like to start programming on my Amiga.

Now I'm wondering which GUI is easiest to program: Intuition, MUI ???

Is there any descent documentation about programming GUI's in C++ on the Amiga???

Do I have to use C-code or is there a GUI-system dor C++???

Would be glad for any help/suggestions in this matter!

regards

Andreas Ericsson

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E-MAIL SCHOOL: hb96anez@hedbergska.sundsvall.se

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WWW: <http://come.to/ante>

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1.25 Re: C++ GUI???

From: Linus McCabe <sparkle@hehe.com>

Date: 04-28-99 16:07:23

Subject: Re: C++ GUI???

From: Linus McCabe <sparkle@hehe.com>

> I've had two courses in C++ at school (highschool), and I would like to
> start programming on my Amiga. Now I'm wondering which GUI is easiest to
> program: Intuition, MUI ??? Is there any descent documentation about
> programming GUI's in C++ on the Amiga???
> Do I have to use C-code or is there a GUI-system dor C++???

I think mui is MUCH easier to use.

It might not seem like that in the first look, but once you get a bit into it, it really makes life easier!

there are also mui classes for ++ for storm c, i think, but I never had a look at it. Maybe there are for other compilers as well.

/Linus

Linus McCabe * Sparkle@hehe.com

* Sparkle, #Amiga, DalNet

* <http://come.to/Sparkle>

Death makes angels of us all and put wings where we had shoulders,
smooth as raven's claw

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1.26 C++ vs C

From: "Richard F. Smit" <derick@rfsmit.freeseve.co.uk>
Date: 04-29-99 01:05:17
Subject: C++ vs C

From: "Richard F. Smit" <derick@rfsmit.freeseve.co.uk>

Hi all,

In reply to Chris's question about C/C++ manuals,

If you want to learn C++ bypassing C, you could do a lot worse than buying "C++ From the Ground Up" by Herbert Schildt. But then again:~ I tried this, with very little success. A short while later, I began a course at University. I learnt Pascal first, then C, then C++. It was the way Tees-side University structured the Visualisation course but there are very sound reasons for this:

Pascal is the perfect teaching/learning language. This is what it was designed for, and it's damn good at it!

C is a good, common language, useful for programmers with one or two languages under their belt. Preferably strict Pascal. People who start in C generally are very bad at the art of structured programming. Something you're gonna need for C++.

C++ is an okay implementation of OOP, using C as a basis. Objective C is way better, and raw-OOP-in-C keeps a tighter leash on the OOP code. Barney Soupspoon (I can never remember his name) just beat everyone to it. What other folks on this list have said about bad features of C++ is all too true. If you can handle it, you've probably learned C and Pascal already at a University.

Interestingly, my Uni is chaging the first language to Visual Basic. Stupid. VB has very little to do with programming, never mind structure!

Blitz fits in somewhere near C in all this. Not a great first language too close to the machine. Great language for experienced users it's so close to the machine!

If you can get hold of Hispeed Pascal cheap, get it. It really is worth learning structured programming. All the while, try to relate it to C. Go to a University bookshop and look for the most popular Pascal and C books preferably ones about an inch thick! you won't go far wrong.

cheers,
Derick.

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1.27 Datatype Picture

From: Bob Lanham <BobL@leading.net>
Date: 04-30-99 13:52:48
Subject: Datatype Picture

From: Bob Lanham <BobL@leading.net>

Thanks to this list I am loading pics the datatype way! When loading the 1st picture, after the window resizes, the bitmap blits into the window just fine.

The problem is the next picture loaded into the same window only blits into the part of the window that was previously showing imagery. I think I need to clear the bitmap memory somehow, but I don't know the function. See code fragment below:

```

/*****/
void LoadPic(char *filename)
{
    Object *mypic=NULL;
    ULONG nomwidth, nomheight;
    struct BitMap *mybitmap=NULL;

    if(mypic = NewDTObject(filename,
        DTA_GroupID,  GID_PICTURE,  ?[3m?[1m make sure it's a picture ?[0m
        PDTA_Remap,   TRUE,
        PDTA_Screen,  screen1,
        TAG_DONE))
    {
        DoDTMethod(mypic, NULL, NULL, DTM_PROCLAYOUT, TAG_DONE);
        ?[3m?[1m get attributes we are interested in ?[0m
        GetDTAttrs(mypic,
            PDTA_DestBitMap, &mybitmap,
            DTA_NominalHoriz, &nomwidth,
            DTA_NominalVert, &nomheight,
            TAG_DONE);
    }
}

```



```

if(mybitmap)
{
    ?[3m?[1m size window to picture ?[0m
    ChangeWindowBox(window1,0,10,nomwidth>window1->BorderLeft,
                    nomheight>window1->BorderTop);
    ?[3m?[1m display picture ?[0m
    BltBitMapRastPort(mybitmap,0,0>window1->RPort,
                      window1->BorderLeft,    ?[3m?[1m offsets so we do not ?[0m
                      window1->BorderTop,      ?[3m?[1m draw on the borders  ?[0m
                      nomwidth,nomheight,0xC0); ?[3m?[1m what's a minterm? ?[0m
    DisposeDTObject(mypic);
}
}
/*****

```

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1.28 DICE

From: Tim Hanson <msinister@xxxxxxxxxxx.xx.xxx>
Date: 04-26-99 01:41:24
Subject: DICE

Hi all,

Just arrived on this list. I'm going to have loads of questions over the next few months. I'll probably p*** everyone off. For now though:

Does anyone use DICEv3?

I know it's cheap rubbish (actually free now but I paid good money for mine) but it's a compiler and the environment is ok. I wondered if anyone knows how to get it to do 68882 FPU inline code.

Tim Hanson,
in the Basement,London.
Amiga A1200T, `040/25,603e/160,32MB Fast,BVisionPPC,
170MB IDE HD,ZIP SCSI,RENO x2CD SCSI,Pace 56K
<http://www.sinister67.freeseve.co.uk>

1.29 Re: DICE

From: Richard Drummond <richard.drummond@xxxxxxxxxxx.xx.xxx>
Date: 04-26-99 09:39:26
Subject: Re: DICE

Hello Tim

On 26-Apr-99, you wrote:

```
> I know it's cheap rubbish (actually free now but I paid good money for
> mine) but it's a compiler and the environment is ok. I wondered if anyone
> knows how to get it to do 68882 FPU inline code.
```

Erm. You can't.

Floating point support is purely via system math libraries.

Cheers,
Richard

Richard Drummond
Staff Writer, Amiga Format

mailto: richard.drummond@futurenet.co.uk
pgp : http://www.drummond.u-net.com/download/richards_key.asc
phone : +44 (0)1225 442244 ext 2417

1.30 Re: DICE

From: Stephen Williams <sw@nysa.u-net.com>
Date: 04-26-99 22:06:54
Subject: Re: DICE

From: Stephen Williams <sw@nysa.u-net.com>

Tim Hanson <msinister@connectfree.co.uk> wrote:
> Does anyone use DICEv3?

I've been known to use it :-). It's a good compiler; generates nice, tight code. It's not perfect though; it rejects some code which is actually legal C. I've appended an example to the end of this email; a replacement for memcpy() which uses a fast unrolled algorithm based on one by Tom Duff. It's evil code, but quite ludicrously clever. Duff must have been on something when he wrote it :-)

(DICE's memcpy() is actually faster than this one, so the fact DICE won't compile it isn't really a problem, but it's legal C and so it should work. My DICE backend is DC1 v3.15).

-Stephen

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
```

```
void ?[lm memcpy(void ?[0m s1, const void * s2, size_t n)
{
```

```

register char ?[1m    from = (char ?[0m)s2;
register char ?[1m    to = (char ?[0m)s1;
register int          i = (n + 7) / 8;

switch (n % 8) {
  case 0: do { ?[1mto++ = ?[0mfrom++;
  case 7:    ?[1mto++ = ?[0mfrom++;
  case 6:    ?[1mto++ = ?[0mfrom++;
  case 5:    ?[1mto++ = ?[0mfrom++;
  case 4:    ?[1mto++ = ?[0mfrom++;
  case 3:    ?[1mto++ = ?[0mfrom++;
  case 2:    ?[1mto++ = ?[0mfrom++;
  case 1:    ?[1mto++ = ?[0mfrom++;
            } while (--i > 0);
}

return s1;
}

```

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?[1m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.31 DICE strins() (was: Digest Number 6)

From: Stephen Williams <sw@nysa.u-net.com>
 Date: 04-26-99 22:14:14
 Subject: DICE strins() (was: Digest Number 6)

From: Stephen Williams <sw@nysa.u-net.com>

Stephan Lichtendahl <s.e.m.lichtendahl@its.tudelft.nl> wrote:
 > Actually, the string.h in DICE does contain a insert string into string
 > function, although it isn't an ANSI function...

If anyone decides to use this function, don't forget that it assumes
 that the source string has room to fit the destination string, eg

```

{
  char foo[10] = "Hello ";
  strins((char *) ((int)foo + 6), "World!");
}

```

won't work, as "Hello World!" is 13 characters including the final
 null, but storage for only ten chars was allocated.

-Stephen

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?[!m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.32 Re: Digest Number 3

From: Stephan Lichtendahl <S.E.M.Lichtendahl@xxx.xxxxxxx.xxx>
Date: 04-25-99 23:37:38
Subject: Re: Digest Number 3

> Does anybody use the DICE compiler and is it fully functional and
> useable? If anybody doesn't know it is now available for free at
> <http://www.drummond.u-net.com>

I started using it after I discovered no single E program worked on my
BVision + PPC powered A1200, and all I can say it's excellent for
coding simple programs...

--
Greetinx, Stephan. <http://elektron.et.tudelft.nl/~stephanl>
Amiga 1200 with 166MHz PowerPC, Permedia2 Gfx, 34MB Mem, 2GB HD, ISDN
We are Windows of Borg. Speed is irrelevant, reliability is futile.

1.33 Re: Digest Number 6

From: "Alfred P. Schwarz" <Alfred.P.Schwarz@kerckhoff.med.uni-giessen.de>
Date: 04-27-99 21:59:30
Subject: Re: Digest Number 6

From: "Alfred P. Schwarz" <Alfred.P.Schwarz@kerckhoff.med.uni-giessen.de>

> Datatypes are great, particularly PPC ones! I have one problem though:
> I try to display a bitmapped picture (gray colored Jpeg) in a scrollable
> screen, so
> I use BltBitMapRastPort directly on the bitmap from the loaded datatype,
> but on my 16bit cgx workbench that only seems to work for truecolor jpegs.
> So the bitmap must be remapped first, how do i do that with datatypes ?

If you the picture depth is >8 Bit you can use cybergraphics.library (or
whatever your emulation is) functions to blit to screen.
If it's lower or less the normal blit functions should work (I guess).

Ciao, Alfred

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?[1m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.34 Re: Digest Number 9

From: Linus McCabe <sparkle@hehe.com>
Date: 04-28-99 16:03:41
Subject: Re: Digest Number 9

From: Linus McCabe <sparkle@hehe.com>

On 28-Apr-99, Stephan Lichtendahl wrote:

> Nope, it's the other way 'round. Everything >8Bit blits ok with
> BltBitMapRastPort,
> because no changes are needed in the bitmap (both picture and my wb are
> truecolor).
> But with <=8Bit the picture is bitmapped and the destination (wb)
> truecolor, so something must be done with the bitmap, but I don't know
> what. I tried somebody's suggestion with PDTA_REMAP=true and using
> PDTA_DESTBITMAP, but that makes no difference...(totally wrong colors).

You probably have to have your bitmap the same depth as the screen you're blitting it to.

Remap and destbitmap should fix all problems for you, did you set the destination screen when you remapped too?

/Linus

Linus McCabe * Sparkle@hehe.com
* Sparkle, #Amiga, DalNet
* <http://come.to/Sparkle>

Tell me true, tell me why, was Jesus crucified. Was it for this that daddy died? Was is you, was it me, did I watch too much TV? Is that hint of accusation in your eyes?

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1.35 Re: Digest Number 9

From: "Alfred P. Schwarz" <Alfred.P.Schwarz@kerckhoff.med.uni-giessen.de>
Date: 04-29-99 20:19:39
Subject: Re: Digest Number 9

From: "Alfred P. Schwarz" <Alfred.P.Schwarz@kerckhoff.med.uni-giessen.de>

Am 28-Apr-99 schrieb Stephan Lichtendahl:\n
> Nope, it's the other way 'round. Everything >8Bit blits ok with
> BltBitMapRastPort,
> because no changes are needed in the bitmap (both picture and my wb are
> truecolor).

BltBitMapRastPort works for pictures with depth greater 8?
I did't know that...

What RTG-software do you use?

Ciao, Alfred

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?[!m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.36 Double Buffering

From: Jesse Chan <chanje@jps.net>
Date: 04-28-99 19:24:01
Subject: Double Buffering

I have been trying to double buffer the attached code. Using SAS/C experimental version, so I guess it is 6.59 or 7.01. Everything compiles, but when I double-buffered it, it wasn't any faster than when I just put WaitTOF(). So I know I am double-buffering wrong (or so I think). I do know that I'm suppose to be drawing to the hidden frame and swapping back and forth, but for some reason I haven't got it working right.

I have the screen mode set to MultiScan:Productivity 640x480. You press ESC to exit. Also use the arrow keys to control the line. I commented out the Double Buffering (ScreenBuffer, etc) stuff, because I couldn't get it working...

I have the online RKRM and Amiga Developer CD v1.1, but I guess I'm not following very well with their "sparse" examples... I am a decent programmer in C/C++ on most platforms, but programming the Amiga is still a little cryptic to me still...

Any help much appreciated!

"Live true your aim."

-= Jesse Chan =-

```
=====2: Code.cpp
?[lmContent-Type:[0m plain text    ?[lmSize:[0m 1372 bytes
?[lmDescription:[0m from Duken (@cs4198.pp.htv.fi)
-----
/*****
Name      : Engine.cpp
Programmer : Jesse Chan
Version   : 0.01
Date Begun : 03-24-1999
Date Last  : 04-12-1999
Description:

Completed :
To do list :

Development: Compiler: SAS/C++ v7.01
             System  : A1200 w/ internal 810 MB Hard Drive
                   Microbotics M1230XA MMU 68030 CPU 50-Mhz FPU 50-Mhz
                   02 MB ChipRAM
                   16 MB FastrAM 60ns
                   Pioneer external 10x CD-ROM
                   Surf Squirrel PCMCIA SCSI-2 Interface w/ serial port
                   28.8-Kbps Supra FAX/MODEM
```

```
*****/
// INCLUDES ////////////////////////////////////////
#include <proto/dos.h> // TICKS_PER_SECOND

#include "Keys.h"
#include "Display.h"

// DEFINITIONS ////////////////////////////////////////
#define SECONDS TICKS_PER_SECOND

// MAIN ////////////////////////////////////////

int main(int argc, char *argv[])
{
    Display D1;

    D1.Compile_Title("Chan Engine", __DATE__, __TIME__);

    while(D1.keypressed != KEY_ESC)
    {
        D1.Worms();
        D1.KeyUpdate();
    }
} // End main
```

```

/////////////////////////////////////////////////////////////////
=====3: Display.cpp
?[1mContent-Type:[0m plain text    ?[1mSize:[0m 6470 bytes
-----
/*****

Name      : Display.cpp
Programmer : Jesse Chan
Version   : 0.01
Date Begun : 03-24-1999
Date Last  : 04-12-1999
Description: Display member functions

Completed : - Opens a Multiscan:Productivity 640x480 custom screen!
           - Created an 8-color palette to go with it
           - Added a clear screen function using BltClear

To do list : - Add Double Buffering....

*****/

// INCLUDES ////////////////////////////////////////

#include <proto/exec.h> // OpenLibrary, CloseLibrary
#include <proto/graphics.h>
#include <proto/intuition.h>

#include <exec/memory.h>
#include <exec/types.h>
#include <graphics/gfxbase.h>
#include <intuition/intuition.h>

#include <iostream.h>
#include <math.h>
#include <string.h>

#include "Display.h"
#include "Keys.h"

// STRUCTS ////////////////////////////////////////

struct IntuitionBase *IntuitionBase = NULL;
struct GfxBase *GfxBase = NULL;

struct RastPort *myrastport = NULL;
struct Screen *myscreen = NULL;
struct Window *mywindow = NULL;

//struct ScreenBuffer *sbuffer[2] = { NULL };

// FUNCTIONS ////////////////////////////////////////

Display::Display()
{
    x = WIDTH/2;
    y = HEIGHT/2;
}

```



```

        WA_Title, FALSE,
        WA_Backdrop, TRUE,
        WA_Borderless, TRUE,
        WA_Gadgets, FALSE,
        WA_Activate, TRUE,
        WA_SimpleRefresh, TRUE,
        WA_RMBTrap, TRUE,
        WA_CustomScreen, myscreen,
        WA_IDCMP,
        IDCMP_RAWKEY,
        TAG_END );

myrastport = mywindow->RPort;

// Open palette old style, LoadRGB4
// use LoadRGB32 for AGA palettes
LoadRGB4(&myscreen->ViewPort, colortable, pow2(DEPTH) );
//sbuffer[0] = AllocScreenBuffer(myscreen, NULL, SB_SCREEN_BITMAP);
//sbuffer[1] = AllocScreenBuffer(myscreen, NULL, SB_COPY_BITMAP);

} // End OpenDisplay

////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////

void Display::CloseDisplay(void)
{
//FreeScreenBuffer(myscreen, sbuffer[1]);
//FreeScreenBuffer(myscreen, sbuffer[0]);

    if(mywindow)
        CloseWindow(mywindow);
    if(myscreen)
        CloseScreen(myscreen);
    if(GfxBase)
        CloseLibrary( (struct Library *)GfxBase );
    if(IntuitionBase)
        CloseLibrary( (struct Library *)IntuitionBase );

} // End CloseDisplay

////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////

void Display::ClearDisplay(void)
{
// Clear screen with blitter
for (int i = 0; i < DEPTH; i++)
{
    BltClear( (&myscreen->RastPort)->BitMap->Planes[i], (myscreen->Width/8)* ←
        myscreen->Height, 0L );
}

} // End ClearDisplay

////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////

void Display::Compile_Title(char* string, char* date, char* time)
{

```

```
SetDrMd(myrastport, JAM1);
SetAPen(myrastport, 1);

Move(myrastport, 10, 10);
Text(myrastport, string, strlen(string));
Move(myrastport, 10, 30);
Text(myrastport, date, strlen(date));
Move(myrastport, 10, 40);
Text(myrastport, time, strlen(time));

} // End Compile_Title

////////////////////////////////////

void Display::Worms(void)
{
    SetDrMd(myrastport, JAM1);

    SetAPen(myrastport, 0);
    Move(myrastport, WIDTH/2, HEIGHT/2);
    Draw(myrastport, x, y);

    switch(keypressed)
    {
        case KEY_CURS_UP:
            y--;
            break;

        case KEY_CURS_DOWN:
            y++;
            break;

        case KEY_CURS_LEFT:
            x--;
            break;

        case KEY_CURS_RIGHT:
            x++;
            break;
    }

    // Clipping boundaries
    if(x < 0)
        x = 0;
    if(x > WIDTH-1)
        x = WIDTH-1;
    if(y < 0)
        y = 0;
    if(y > HEIGHT-1)
        y = HEIGHT-1;

    SetAPen(myrastport, color);
    Move(myrastport, WIDTH/2, HEIGHT/2);
    Draw(myrastport, x, y);

    //visible_buffer^=1;
    //ChangeScreenBuffer(myscreen, sbuffer[visible_buffer]);
}
```

```

WaitTOF();

} // End Worms

/////////////////////////////////////////////////////////////////

void Display::KeyUpdate(void)
{
    struct IntuiMessage *msg;

    // loop where to handle all messages
    while(msg = (struct IntuiMessage *)GetMsg(mywindow->UserPort))
    {
        keypressed = msg->Code;
        ReplyMsg((struct Message *)msg); // reply to message
    }

} // End KeyUpdate

/////////////////////////////////////////////////////////////////

=====4: Display.h
?[lmContent-Type:[0m plain text    ?[lmSize:[0m 990 bytes
-----
/*****

Name      : Display.h
Programmer : Jesse Chan
Version   : 0.01
Date Begun : 03-24-1999
Date Last  : 04-12-1999
Description: Display header

*****/

#ifndef DISPLAY_H
#define DISPLAY_H

// DEFINITIONS //////////////////////////////////////

#define WIDTH 640
#define HEIGHT 480
#define DEPTH 3
#define COLORS 8

// FUNCTIONS //////////////////////////////////////

class Display
{
public:
    Display();
    ~Display();
    void OpenDisplay(void);
    void CloseDisplay(void);
    void ClearDisplay(void);

```

```
void Compile_Title(char*, char*, char*);
void Worms(void);
void KeyUpdate(void);

int keypressed;

private:
    int x;
    int y;
    int color;
//    int visible_buffer;
    UWORD colortable[COLORS];
};

////////////////////////////////////

#endif
```

1.37 Re: Double Buffering

From: John Niclasen <Niclasen@bigfoot.com>
Date: 04-28-99 23:45:06
Subject: Re: Double Buffering

From: John Niclasen <Niclasen@bigfoot.com>

Hi Jesse!

On 28-Apr-99, Jesse Chan wrote:

```
> I have been trying to double buffer the attached code.
> Using SAS/C experimental version, so I guess it is 6.59
> or 7.01. Everything compiles, but when I double-buffered
> it, it wasn't any faster than when I just put WaitTOF().
> So I know I am double-buffering wrong (or so I think). I
> do know that I'm suppose to be drawing to the hidden
> frame and swapping back and forth, but for some reason I
> haven't got it working right.
>
> I have the screen mode set to MultiScan:Productivity
> 640x480. You press ESC to exit. Also use the arrow keys
> to control the line. I commented out the Double
> Buffering (ScreenBuffer, etc) stuff, because I couldn't
> get it working...
```

After a quick look at your code, it seems to me, that the only thing you want to do is controlling one line on the display. One line (actually two, because you also remove it) takes very little time to draw.

After a WaitTOF(), the monitors video beam is above, what you can see on the display. Your code is finished (and have reached the next WaitTOF()) before the beam reaches the visible area.

So whether you use one or two buffers really doesn't

matter in this case. You can't see any difference, and your program runs at the fastest fps.

Actually double-buffering isn't used to speed things up, it's used to remove flicker in cases, where the program haven't finished drawing, when the video beam reaches the visible area.

Triple-buffering is used to speed things up, mainly in 3D games, but that's another story.

Bye
John.

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<http://www.ONElist.com>
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?[!m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.38 Freeing Gadtools gadgets

From: Luiz Gustavo Castelan Póvoas <lpovoas@xxx.xxx.xxx>
Date: 01-18-78 21:03:29
Subject: Freeing Gadtools gadgets

How can I Remove all Gadtools gadgets from a Window, and then add some gadgets to it??

I tried some methods, none of them seem to work. when 'closewindow()' is called, the window doesnt close and the gadgets get back to its first original state, and it happens when the program quits, so I lost the pointer to the window 8-P!

1.39 Re: Freeing Gadtools gadgets

From: Luiz Gustavo Castelan Póvoas <lpovoas@xxx.xxx.xxx>
Date: 01-18-78 21:23:05
Subject: Re: Freeing Gadtools gadgets

> From: "Mike Carter" <mike.carter@bigfoot.com>

>

> I was bored but Luiz Gustavo Castelan Póvoas said something I can't just
> forget about!

>> From: Luiz Gustavo Castelan =?iso-8859-1?Q?P=F3voas?=>

>> <lpovoas@zaz.com.br>

>>

>> How can I Remove all Gadtools gadgets from a Window, and then add

>> some gadgets to it??

>
 > You have to Dettach them then re-attach them. You may also need to
 > clear the window before redrawing them too.

I did that:

```
FreeGadgets(window->FirstGadget);
CreateContext(&window->FirstGadget);

do{ ng.bla bla bla = bla bla bla/... //set up the new gadget info
    CreateGadget(blablaba....)/....
```

it looks that it works fine, the new gadgets get updated each time I
 tell the
 program to do so, the problem happens when I call CloseWindow() - the
 window
 does not close and the gadgets get back to its original state, as before I
 called
 that funcion (that I wrote its pseudo code on this email)

I appreciate any suggestion.

Toolshed

8)

1.40 Re: Freeing Gadtools gadgets

From: Mike Carter <mike.carter@xxxxxxx.xxxx>
 Date: 04-26-99 00:12:56
 Subject: Re: Freeing Gadtools gadgets

I was bored but Luiz Gustavo Castelan Póvoas said something I can't just forget ←
 about!
 > From: Luiz Gustavo Castelan =?iso-8859-1?Q?P=F3voas?= <lpovoas@zaz.com.br>
 >
 > How can I Remove all Gadtools gadgets from a Window, and then add some
 > gadgets to it??

You have to Dettach them then re-attach them. You may also need to
 clear the window before redrawing them too.

Dinky do,

Mike.

 PROJECT STATUS...

```
Key To Driving Theory [#####] done!
ScalOS add-ons suite [##-----] slowly does it!
OS Task Bar          [-----] preparing
-----
```

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1.41 fr_Drawer/fr_File

From: Bob Lanham <BobL@leading.net>
Date: 04-30-99 14:00:31
Subject: fr_Drawer/fr_File

From: Bob Lanham <BobL@leading.net>

Can anybody show me the correct way to construct a file path? Below is the way I've done it, but this way does not work at the root directories. For example it can't load the file Ram:myfile.iff.

Where fr is tha ASL file requester:

```
char filepath[100];  
sprintf(filepath,"%s/%s",fr->fr_Drawer, fr->fr_File);  
LoadPic(filepath);
```

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1.42 Re: fr_Drawer/fr_File

From: "Alfred P. Schwarz" <Alfred.P.Schwarz@kerckhoff.med.uni-giessen.de>
Date: 04-30-99 21:37:07
Subject: Re: fr_Drawer/fr_File

From: "Alfred P. Schwarz" <Alfred.P.Schwarz@kerckhoff.med.uni-giessen.de>

> From: Bob Lanham <BobL@leading.net>

> Can anybody show me the correct way to construct a file path? Below is
> the way I've done it, but this way does not work at the root
> directories. For example it can't load the file Ram:myfile.iff.

Have a look at AddPart() (dos.library):

```
success = AddPart(pathname, filename, size)
```

filename will be added to pathname and size gives the size of buffer,
pathname points to.

Ciao, Alfred

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1.43 Re: fr_Drawer/fr_File

From: "Alfred P. Schwarz" <Alfred.P.Schwarz@kerckhoff.med.uni-giessen.de>
 Date: 04-30-99 21:44:22
 Subject: Re: fr_Drawer/fr_File

From: "Alfred P. Schwarz" <Alfred.P.Schwarz@kerckhoff.med.uni-giessen.de>

> From: Bob Lanham <BobL@leading.net>

> Can anybody show me the correct way to construct a file path? Below is
 > the way I've done it, but this way does not work at the root
 > directories. For example it can't load the file Ram:myfile.iff.
 > -----

> Where fr is the ASL file requester:

```
> char filepath[100];
> sprintf(filepath,"%s/%s",fr->fr_Drawer, fr->fr_File);
> LoadPic(filepath);
```

Uh, I forgot to mention in my other posting: the way I'm doing this is not to create a complete part but to change current dir:

```
lock = Lock(fr->fr_Drawer);
oldlock = CurrentDir(lock);
LoadPic(fr->fr_File);
CurrentDir(oldlock);
Unlock(lock);
```

...or you can use wa_Lock and wa_Name from fr_ArgList in the FileRequester structure (then you do not have to Lock()/Unlock()).

Ciao, Alfred

 Did you know that you can now set up a shared calendar to
 post events of interest to your community?
<http://www.onelist.com>
 Check out our homepage for details.

 ?[!m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.44 Gadtools TextFont

From: Luiz Gustavo Castelan Póvoas <lpovoas@zaz.com.br>
 Date: 01-18-78 21:00:10
 Subject: Gadtools TextFont

From: Luiz Gustavo Castelan =?iso-8859-1?Q?P=F3voas?= <lpovoas@zaz.com.br>

Hello,

How can I find a pointer to the Font used by gadtools on the Gadgets?? it can be a struct Font *, but I prefer to get a struct TextAttr*.

toolshed

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1.45 Get others :)

From: m!kE cArTEr <mike.carter@xxxxxxxx.xxxx>
 Date: 04-19-99 19:17:36
 Subject: Get others :)

Don't forget to ask others to join this list to make it a big bag of peeps!!

Tell all to go check the URL:

<http://www.onelist.com/subscribe/amiga-c>

DInky do,

Mike.

 .-----
 | AMiGA 1200EZT 060/PPC@240Mhz,4 HDD, ___/___ bUDDa oF|
 | DD&HD FD,5 CD-ROMS,CDRW,EZ135,SCSI \ o0 / pROgREsS|
 | 56kModem,BVGfX,19"VDU,Melody comming! /_ -_\ Ex-NFA |
 \-----
 | \ / |
http://fly.to/BuddasWurld ICQ: 29173597

1.46 global variables

From: Linus McCabe <sparkle@hehe.com>
Date: 04-28-99 16:04:50
Subject: global variables

From: Linus McCabe <sparkle@hehe.com>

Hello.

I heard alot of times that global variables are ?[4mbad?[0m to use, but noone ever explained why.

Why?

When is it worth/not worth the trouble of staying away from global variables?

/Linus

Linus McCabe * Sparkle@hehe.com
* Sparkle, #Amiga, DalNet
* <http://come.to/Sparkle>

Now you better stop, and rebuild all your ruins, cause peace and trust can win the day despite of all your losings

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1.47 Re: global variables

From: John Niclasen <Niclasen@bigfoot.com>
Date: 04-29-99 00:04:40
Subject: Re: global variables

From: John Niclasen <Niclasen@bigfoot.com>

Hi Linus!

On 28-Apr-99, Linus McCabe wrote:

> Hello.

>

> I heard alot of times that global variables are ?[4mbad?[0m to
> use, but noone ever explained why.

>
> Why?

It's bad, because we want to keep things simple. Not saying things can't be sophisticated, but we don't want to lose track. I've seen C-programs, where every variable was global. A nightmare, I can tell you. If you look at one position in one function, where this global variable is used, you can't say anything about, what value it might have, because 10 other functions also use it. And therefore to change the code is very very very difficult.

Always remember K.I.S.S.: Keep It Stupid Simple!

>
> When is it worth/not worth the trouble of staying away
> from global variables?

It's very simple to stay away from global variables, just make them local. Also if you put your variables in your functions or objects or whatever, those little packages of code and data can very easily be used again in another program. Why develop a function again and again, if you can just pick it up and re-use it.

I use global variables, if it is really a benefit, because I don't have to take them with me from function to function, but I only have very few of them, and I don't change their values in a lot of different functions then.

Hope this help a little.

Bye
John.

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?[!m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.48 Re: global variables

From: Linus McCabe <sparkle@hehe.com>
Date: 04-29-99 04:35:07
Subject: Re: global variables

From: Linus McCabe <sparkle@hehe.com>

On 29-Apr-99, John Niclasen wrote:

> It's very simple to stay away from global variables, just

> make them local. Also if you put your variables in your
> functions or objects or whatever, those little packages
> of code and data can very easily be used again in another
> program. Why develop a function again and again, if you
> can just pick it up and re-use it.

>

> I use global variables, if it is really a benefit, because
> I don't have to take them with me from function to
> function, but I only have very few of them, and I don't
> change their values in a lot of different functions then.

OK; well the reason I asked was because I thought it would be easier to make
ie settings variables global, or the asl req and stuff like that.

But I see your points. I thought there was also a performance loss involved?

/Linus

> Hope this help a little.

>

> Bye

> John.

>

>

>

> -----
> Looking for a new hobby? Want to make a new friend?

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> -----

> ?[!m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

>

Linus McCabe * Sparkle@hehe.com
* Sparkle, #Amiga, DalNet
* <http://come.to/Sparkle>

Another visitor, stay a while.. stay forever!

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?[!m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.49 Re: global variables

From: "Richard F. Smit" <derick@rfssmit.freemove.co.uk>

Date: 04-29-99 11:57:13

Subject: Re: global variables

From: "Richard F. Smit" <derick@rfssmit.freemove.co.uk>

Message: 8

```
> Date: Wed, 28 Apr 1999 17:04:50 +0200
> From: Linus McCabe <sparkle@hehe.com>
> Subject: global variables
>
>
> Hello.
>
> I heard alot of times that global variables are ?[4mbad?[0m to use, but noone ←
  ever
> explained why.
>
> Why?
>
> When is it worth/not worth the trouble of staying away from global
> variables?
>
> /Linus
```

Hiya Linus,

Further to John's comments about globals, there are specific times when you've no choice ?[lmbut?[0m to use the little minxes: two particular cases I know of are when programming for X/Motif and for glut both for the same reason.

This is because glut and Motif force a structure upon your program, and your functions cannot pass parameters directly, because they are called by the glut or Motif main loop.

For example, in glut, your mouse function can only request that the display function is called it can't pass any variables to it. You have two options. The easiest, and certainly the most portable, is to use global variables. The second is to use pipes. With global variables being so quick to implement, it's anyone's guess how you'd go about using pipes!

In everyday code, however, there's a general rule of thumb: work out if you need globals, then don't. 8^)

cheers,
Derick.

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?[lm Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.50 Graphics

```
From: "Alfred P. Schwarz" <Alfred.P.Schwarz@xxxxxxxxxxx.xxx.xxxxxxxxxxxx.xx>
Date: 04-24-99 00:52:29
Subject: Graphics
```

Hello everybody,

I wonder if anybody out there has some nice sources for doing the following things in C:

- rescaling a truecolor image (with and without interpolation)
- (floyd-steinberg-) dither a truecolor image to a given colormap

?

Ciao, Alfred

1.51 Re: Graphics

From: Mike Carter <mike.carter@xxxxxxxx.xxxx>
Date: 04-24-99 22:59:54
Subject: Re: Graphics

I was bored but Alfred P. Schwarz said something I can't just forget about!

> I wonder if anybody out there has some nice sources for doing the following
> things in C:

>

> - rescaling a truecolor image (with and without interpolation)

> - (floyd-steinberg-) dither a truecolor image to a given colormap

>

Check out render.library or something like that on Aminet. It does lots of stuff for scaling images in upto 24 bits IIRC. ScalOS uses it and is quite fast too (well on my 060 anyway!)

Dinky do,

Mike.

PROJECT STATUS...

Key To Driving Theory [#####] done!

ScalOS add-ons suite [##-----] slowly does it!

OS Task Bar [-----] preparing

Available to discuss programming on weekends -> ICQ: 29173597

1.52 Re: Graphics

From: "Alfred P. Schwarz" <Alfred.P.Schwarz@kerckhoff.med.uni-giessen.de>
Date: 04-27-99 21:51:24
Subject: Re: Graphics

From: "Alfred P. Schwarz" <Alfred.P.Schwarz@kerckhoff.med.uni-giessen.de>

> Check out render.library or something like that on Aminet. It does
 > lots of stuff for scaling images in upto 24 bits IIRC. ScalOS uses it
 > and is quite fast too (well on my O60 anyway!)

I already had looked at render.library some time ago but there are some
 thing I do not like, for example:

- It doesn't scale with interpolation
- It doesnt do "real" 24bit colors when remapping

So I'm still looking for some nice sources to do this :)

Ciao, Alfred

Looking for the perfect gift for a friend?
<http://www.ONElist.com>
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?[!m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.53 Graphics in C

From: Paddy <paddyb@xxxxxxxxxxxxxxx.xxx>
 Date: 04-25-99 03:01:33
 Subject: Graphics in C

Hallo,

i am new @ this Mailing List, and i am learning c since two days, wat i want
 to know, is how to load Pictures and display them on the screen (e.g for
 use in games), like the "load iff" (amos) or "load bitmap" (bb2) command,
 but c itself dont have this commands, is there any library or else
 avaiable?

Sorry for my bad english =)

cu,

Paddy
 <paddyb@s-direktnet.de>, <paddyb@gmx.net>

1.54 Re: Graphics in C

From: Christian Hattemer <Chris@xxxx.xxxxxxxx.xx.xxxxxxxxxxxxxxxx.xxx>
 Date: 04-25-99 22:51:32
 Subject: Re: Graphics in C

On 25-Apr-99 Paddy wrote:

> i am new @ this Mailing List, and i am learning c since two days, wat i
 > want to know, is how to load Pictures and display them on the screen (e.g

Go on and learn some more basic C.
It's important to know how the basics work before you do larger things.

Surely you could get an example how to load the picture, but you would come back with a lot more Questions.

Bye, Chris

```

-----
      _
     _//_
    _//_ Amiga 4000T 040/40      Team ?[1mAMIGA?[0m
   \\//_
  \\XX/ http://www.riednet.wh.tu-darmstadt.de/~chris/

```

Drink wet cement and get stoned

1.55 Re: Graphics in C

From: Tim Hanson <msinister@xxxxxxxxxxxxx.xx.xxx>
Date: 04-26-99 01:47:56
Subject: Re: Graphics in C

Paddy discovered that the date was 25-Apr-99 and wrote about [amiga-c]
Graphics in C

Watcha Paddy
->i am new @ this Mailing List, and i am learning c since two days, wat i want
->to know, is how to load Pictures and display them on the screen (e.g for
->use in games), like the "load iff" (amos) or "load bitmap" (bb2) command,
->but c itself dont have this commands, is there any library or else
->avaiable?
You'll want the iff.library from Aminet.
->Sorry for my bad english =)
Your english is better than mine.

```

-----
Tim Hanson,
in the Basement,London.
Amiga A1200T, `040/25,603e/160,32MB Fast,BVisionPPC,
170MB IDE HD,ZIP SCSI,RENO x2CD SCSI,Pace 56K
http://www.sinister67.freemove.co.uk

```

1.56 AW: Graphics in C

From: Alfred Schwarz <Alfred.P.Schwarz@xxxxxxxxxxx.xxxxxxx.xxxxxxx>
Date: 04-26-99 08:01:09
Subject: AW: Graphics in C

```

> From: Paddy <paddyb@s-direkt.net.de>
>
> i am new @ this Mailing List, and i am learning c since two
> days, wat i want

```

> to know, is how to load Pictures and display them on the
> screen (e.g for
> use in games), like the "load iff" (amos) or "load bitmap"
> (bb2) command,
> but c itself dont have this commands, is there any library or else
> avaiable?

I would recommend everyone who wants to load pictures and sound to use the
datatypes.library.
It is really easy to use, is the "official" interface for using these things
and even supports truecolor pictures (well not complete "official" but AFAIR
this should be official in 3.5).
Have a look at the autodocs (Developer CD, a must have for everyone who
wants to write programs for Amiga).

Ciao, Alfred

1.57 Re: Graphics in C

From: Paddy <paddyb@s-direktnet.de>
Date: 04-26-99 17:22:27
Subject: Re: Graphics in C

From: Paddy <paddyb@s-direktnet.de>

Hallo,
On 26-Apr-99, you wrote:

> From: Fredrik =?iso-8859-1?Q?S=F6derberg?= <mcdri11@hem.passagen.se>

> Start learning C or start learning C for AmigaOS ? If you just began
> learning C you should continue with that for some time :) If you know the
> basics already I think the easiest way is to use datatypes. Then you can
> load "any" picture format into a bitmap. I have a simple source on my
> homepage, named pdto.c. If you are ready check it out, or I can mail the
> source to you. Oh, it uses picture.datatype V43 so You will need to
> download it from aminet along with the header files (included in the
> archive).

Of course for Amiga OS, but the Basics are so or so Ansi C, this was just a
question, because i love to code games, but when you jump from a simple
basic language (Amos) or BB2 (pretty good), it is hard to code in c, but i
know,~i am in best hands now @ this mailing list =)

Thx to everbody who gave me tips or replied my question, cu, another
question, do i get you on the nervs, when i ask simple questions to the
basic of c/c++ ? =)

Regards

Paddy
<paddyb@s-direktnet.de>, <paddyb@gmx.net>

A.U.P. - Amiga User Pforzheim - Member
<http://www.dritter-stock.de/aup-hp/> -Have a look-

--A fool-proof method for sculpting an elephant: first, get a huge block of marble; then you chip away everything that doesn't look like an elephant.

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?[!m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.58 Re: AW: [amiga-c] Graphics in C

From: Tim Hanson <msinister@connectfree.co.uk>
 Date: 04-26-99 20:04:54
 Subject: Re: AW: [amiga-c] Graphics in C

From: Tim Hanson <msinister@connectfree.co.uk>

Alfred Schwarz discovered that the date was 26-Apr-99 and wrote about [amiga-c] AW: [amiga-c] Graphics in C
 Watcha Alfred

->I would recommend everyone who wants to load pictures and sound to use the
 ->[datatypes.library](#).
 ->It is really easy to use, is the "official" interface for using these things
 ->and even supports truecolor pictures (well not complete "official" but AFAIR
 ->this should be official in 3.5).
 ->Have a look at the autodocs (Developer CD, a must have for everyone who
 ->wants to write programs for Amiga).

I agree that everyone should use it, but I disagree about it being easy to use. I certainly wouldn't want to tackle it if I'd only been using C for 2 days.

I looked at it a couple of months back and found it quite scary and I've been coding in C for about 4 years. (It has to be said I'm a bit thick though.)

Has anyone got a bit of source which decodes a picture into a bitmap?
 Ooops, Just noticed Fredrik's mail I'll have a look at that first.

 Tim Hanson,
 in the Basement, London.
 Amiga A1200T, '040/25,603e/160,32MB Fast,BVisionPPC,
 170MB IDE HD,ZIP SCSI,RENO x2CD SCSI,Pace 56K
<http://www.sinister67.freemove.co.uk>

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 ONElist has over 115,000 e-mail communities from which to chose!

?[1m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.59 Re: Graphics in C

From: Fredrik Söderberg <mcdrill@hem.passagen.se>
Date: 04-26-99 22:22:54
Subject: Re: Graphics in C

From: Fredrik =?iso-8859-1?Q?S=F6derberg?= <mcdrill@hem.passagen.se>

On 26-Apr-99, Paddy wrote:

> Of course for Amiga OS, but the Basics are so or so Ansi C, this was just
> a question, because i love to code games, but when you jump from a simple
> basic language (Amos) or BB2 (pretty good), it is hard to code in c, but i
> know, i am in best hands now @ this mailing list =)

What I meant was, 2 days of coding in ANSI C or "I know ansi C and have been trying

to code for AmigaOS , the AmigaOS functions for 2 days now" :)

> Thx to everbody who gave me tips or replied my question, cu, another
> question, do i get you on the nervs, when i ask simple questions to the
> basic of c/c++ ? =)

Kind of a little bit :)

Though loading a picture isn't basic :)

Regards

/ Fredrik "McDrill" Söderberg \
/ ?[3mmcdrill@hem.passagen.se || hem.passagen.se?[0mmcdrill \
"Life sucks, you can't live with it and you can't live without it"

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?[1m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.60 Re: AW: [amiga-c] Graphics in C

From: John Niclasen <Niclasen@bigfoot.com>
Date: 04-26-99 23:59:37
Subject: Re: AW: [amiga-c] Graphics in C

From: John Niclasen <Niclasen@bigfoot.com>

On 26-Apr-99, Tim Hanson wrote:

> Has anyone got a bit of source which decodes a picture into a
> bitmap?
> Ooops, Just noticed Fredrik's mail I'll have a look at that

> first.
>

Using datatypes, I do something like this:

```
#include <datatypes/pictureclass.h>
#include <clib/datatypes_protos.h>

Object      *picture = NULL;
struct BitMap      *myBitMap = NULL;
-
-
    if (picture = NewDTObject("rembrandt.iff", DTA_GroupID, GID_PICTURE,
PDTA_Remap, FALSE, TAG_DONE))
    {
        DoDTMethod(picture, NULL, NULL, DTM_PROCLAYOUTL, TAG_DONE);
        GetDTAttrs(picture, PDTA_BitMap, &myBitMap, TAG_DONE);
-
?[3m?[1m Now you have the BitMap in myBitMap. ?[0m
-
        DisposeDTObject(picture);
    }
```

You can find additional information in the "datatypes.guide".

Bye
John.

Tired of empty chat rooms and out of date bulletin boards?
<http://www.ONElist.com>
ONElist: Making the Internet Intimate

?[1m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.61 greetings!

From: Bob Lanham <BobL@leading.net>
Date: 04-23-99 12:49:54
Subject: greetings!

Howdy! About them compilers ...

I use SAS/C, and I like it very much. I also bought HiSoft C++ Lite, which has a really nice integrated editor, etc., but the Aladdin SDK requires the SAS-style pragmas.

I still have the Hisoft package if anybody is interested.

Now I'm still learning how to use IFFParse.library with ILBM's. Anybody have an example?

1.62 Re: greetings!

From: Peter Carlsson <peter.carlsson@xxxxxx.xxx>
Date: 04-23-99 13:06:12
Subject: Re: greetings!

At 07:49 1999-04-23 -0400, you wrote:

>From: Bob Lanham <BobL@leading.net>

>

>Howdy! About them compilers ...

>

>I use SAS/C, and I like it very much. I also bought HiSoft C++ Lite,

>which has a really nice integrated editor, etc., but the Aladdin SDK

>requires the SAS-style pragmas.

>

>I still have the Hisoft package if anybody is interested.

Hello!

I use StormC v1.1 and I'm about to upgrade as I would like to compile for PPC. I'm very pleased about the StormC environment and I have read that the latest version has a lot of new things, i.e profiler, remember breakpoints etc. I'm not sure if I should stick to StormC or not.

I have heard very little about HiSoft C++. Could you please tell me more about it? Does it have support for PPC etc?

Best regards,
Peter Carlsson

Peter Carlsson	Tel: 031-735 45 26
Saab Ericsson Space AB	Fax: 031-735 40 00
405 15 Göteborg	URL: http://www.space.se

1.63 Re: greetings!

From: m!kE cArTEr <mike.carter@xxxxxxxx.xxxx>
Date: 04-23-99 13:33:20
Subject: Re: greetings!

Peter Carlsson wrote:

> I use StormC v1.1 and I'm about to upgrSubject: Re: greetings!

Peter Carlsson wrote:

> I use StormC v1.1 and I'm about to upgrade as I would like to
> compile for PPC. I'm very pleased about the StormC environment
> and I have read that the latest version has a lot of new things,
> i.e profiler, remember breakpoints etc. I'm not sure if I should
> stick to StormC or not.

I was told that the StormC editor was very slow. I have an 060. Anybody want to deny that it's slow? I was considering getting StormC as it's still being developed, supports PPC and has a nice looking IDE. I would also assume it will provide easy way to integrate new OS3.5 features (such as the GUI) seeing as H&P are doing both.

> I have heard very little about HiSoft C++. Could you please
> tell me more about it? Does it have support for PPC etc?

Doubt it as it is no longer supported, or is it?

Dinky do,

Mike.

```

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.-----
| AMiGA 1200EzT 060/PPC@240Mhz,4 HDD,  ___/\___  bUDDa oF|
| DD&HD FD,5 CD-ROMS,CDRW,EZ135,SCSI  \ o0 /  pROgREsS|
| 56kModem,BVGfX,19"VDU,Melody comming! /_ -_\  Ex-NFA |
\-----

```

1.64 Re: greetings!

From: Erik Eklund <Erik.Eklund@xxx.xxx>
Date: 04-23-99 14:51:31
Subject: Re: greetings!

> Peter Carlsson wrote:

>

>> I use StormC v1.1 and I'm about to upgrade as I would like to
>> compile for PPC. I'm very pleased about the StormC environment
>> and I have read that the latest version has a lot of new things,
>> i.e profiler, remember breakpoints etc. I'm not sure if I should
>> stick to StormC or not.

>

> I was told that the StormC editor was very slow. I have an 060.
> Anybody want to deny that it's slow? I was considering getting StormC
> as it's still being developed, supports PPC and has a nice looking IDE.
> I would also assume it will provide easy way to integrate new OS3.5
> features (such as the GUI) seeing as H&P are doing both.

>

I have been using StormC for a little while, and must admit that the coding environment is the best one I've ever used. I didn't experience it as hard to understand, slow etc. However, I have heard from many experienced amiga C coders that StormC generates really awful code. Slow and sometimes even buggy. I can't prove this, but I do have confidence in there people =). My advice is to use SAS/C or Egcs.

/ Eric

1.65 Re: greetings!

From: Andrew Markwell <andrewmarkwell@xxxxxxxx.xxxx>
Date: 04-23-99 15:06:17
Subject: Re: greetings!

>From: Erik Eklund <Erik.Eklund@sdf.se>
>From: Erik Eklund <ESubject: Re: greetings!

>From: Erik Eklund <Erik.Eklund@sdf.se>
>From: Erik Eklund <Erik.Eklund@sdf.se>
>
>
>> Peter Carlsson wrote:
>>
>> > I use StormC v1.1 and I'm about to upgrade as I would like to
>> > compile for PPC. I'm very pleased about the StormC environment
>> > and I have read that the latest version has a lot of new things,
>> > i.e profiler, remember breakpoints etc. I'm not sure if I should
>> > stick to StormC or not.
>>
>> I was told that the StormC editor was very slow. I have an 060.
>> Anybody want to deny that it's slow? I was considering getting
StormC
>> as it's still being developed, supports PPC and has a nice looking
IDE.
>> I would also assume it will provide easy way to integrate new OS3.5
>> features (such as the GUI) seeing as H&P are doing both.
>>
>
>I have been using StormC for a little while, and must admit that the
coding
>enviroment is the best one I've ever used. I didn't experiance it as
hard
>to understand, slow etc. However, I have heard from many experianced
>amiga C coders that StormC generates really awful code. Slow and
sometimes
>even buggy. I can't prove this, but I do have confidence in there
people =).
>My advice is to use SAS/C or Egcs.
>

I have been using HiSoft for a while. It has an excellent interface,
and editor, but its support for C++ is a bi

1.66 Re: greetings!

From: MinuteMan <atomatrix@xxx.xxx>
Date: 04-23-99 22:46:53
Subject: Re: greetings!

Hello Erik

Am 23-Apr-99 schrieb Erik Eklund:

> I have been using StormC for a little while, and must admit that the coding
> enviroment is the best one I've ever used. I didn't experiance it as hard
> to understand, slow etc. However, I have heard from many experianced
> amiga C coders that StormC generates really awful code. Slow and sometimes
> even buggy. I can't prove this, but I do have confidence in there people =).
> My advice is to use SAS/C or Egcs.

I'm using HiSOFT C++ 4.1 Pro and it's the best C++ compiler I've ever seen.
I once tried a demo of StormC and it made me puke :) Even if HiSOFT C++
is dead, it has a wonderful GUI, Editor, makes nice code and it has an
unbelievable Debugger. It's really a shame that it's not supported anymore
and doesn't support PPC.

Regards,

Lukas Hartmann
Project Coordinator / Main Coder - Atomatrix Amiga Software Design
+ Atomatrix - We Design Your Dreams (tm)
+ www.atomatrix.com

1.67 Re: greetings!

From: Christian Hattemer <Chris@xxxx.xxxxxxxx.xx.xxxxxxxxxxxxxx.xxx>
Date: 04-25-99 18:47:31
Subject: Re: greetings!

On 23-Apr-99 MinuteMan wrote:

> seen. I once tried a demo of StormC and it made me puke :) Even if HiSOFT
> C++ is dead, it has a wonderful GUI, Editor, makes nice code and it has an
> unbelievable Debugger. It's really a shame that it's not supported anymore
> and doesn't support PPC.

I think the StormC demo is quite old and a little buggy.

The full Product, however, works fine.

Bye, Chris

_ ///
_ /// Amiga 4000T 040/40 Team ?[1mAMIGA?[0m

```

\\///
 \XX/   http://www.riednet.wh.tu-darmstadt.de/~chris/

```

Titanic '12 Hiroshima '45 Tschernobyl '86 Windows '95

1.68 Re: greetings!

From: Christian Hattemer <Chris@xxxx.xxxxxxx.xx.xxxxxxxxxxxxxx.xxx>
 Date: 04-25-99 18:51:59
 Subject: Re: greetings!

On 23-Apr-99 m!kE cArTEr wrote:

```

> I was told that the StormC editor was very slow. I have an 060.
> Anybody want to deny that it's slow? I was considering getting StormC

```

With StormC you get a free registered copy of GoldED which is very good.
 I always use that, never tried StormED...

Bye, Chris

```

-----
      _
     _/
    _/
   _/
  _/
 \\\///
  \XX/   http://www.riednet.wh.tu-darmstadt.de/~chris/

```

You can configure Windows, but don't ask me how.
 --Bill Gates

1.69 hi all!

From: m!kE cArTEr <mike.carter@bigfoot.com>
 Date: 04-22-99 12:50:33
 Subject: hi all!

Hi everybody that has joined so far! Thanks for comming alon!

I'm still in the process of spreading the work amongst the mountains of
 prograaming to do for Uni...

So to get everybody started I though I'd ask what 'C' compilers people
 use? What do they think of it?

Does anybody use the DICE compiler and is it fully functional and
 useable? If anybody doesn't know it is now available for free at
<http://www.drummond.u-net.com>

Does anybody use the free UNIX compilers that are available on Aminet
 and ninemoons sites? How easy were they to set-up?

Does anybody have a working WarpUP C compiler that produces decent sizes speedy code?

Dinky do,

Mike C.

```

-----
.-----
| AMiGA 1200EzT 060/PPC@240Mhz,4 HDD,   ___/\___  bUDDa oF|
| DD&HD FD,5 CD-ROMS,CDRW,EZ135,SCSI   \ o0 /   pROgREsS|
| 56kModem,BVGfX,19"VDU,Melody comming! /_ -_\   Ex-NFA |
\-----'
      http://fly.to/BuddasWurld           ICQ: 29173597

```

1.70 Re: hi all!

From: Thomas Hurst <tom.hurst@xxxxxx.xxxx>
 Date: 04-22-99 19:21:35
 Subject: Re: hi all!

Hello m!kE

On 22-Apr-99 12:50:33 you wrote:

> I'm still in the process of spreading the work amongst the mountains of
 > prograaming to do for Uni...

Got that to look forward to :)

> So to get everybody started I though I'd ask what 'C' compilers people
 > use? What do they think of it?

> Does anybody use the DICE compiler and is it fully functional and
 > useable? If anybody doesn't know it is now available for free at
 > <http://www.drummond.u-net.com>

I used to use it. It's a bit ripe, but it's piss easy to set up. A decent
 begginers compiler I suppose...

> Does anybody use the free UNIX compilers that are available on Aminet
 > and ninemoons sites? How easy were they to set-up?

I'm about to set up GCC/EGCS on my miggy. I'm also playing with it on my
 Linux box (mostly progs designed to crash - I haven't taken down Linux yet,
 though... time to get creative :)

> Does anybody have a working WarpUP C compiler that produces decent sizes
 > speedy code?

I have vbcc, but it's not exactly the most compatible of compilers...

Regards

Tom

Editor, AmiSITE <-----> http://amisite.amiga.tm/
The online magazine for those who dare to be different
ICQ:17701673 - IRC:Freaky - RC5: 25010 2^28 blocks done

I still miss Windows, but my aim is getting better

1.71 Re: hi all!

From: Jarno van der Linden <jarno@xxxxx.xxx.xxx>
Date: 04-22-99 22:31:19
Subject: Re: hi all!

> Does anybody use the free UNIX compilers that are available on Aminet
> and ninemoons sites? How easy were they to set-up?

I have SAS/C++ and egcs (from Ninemoons) installed. The GeekGadgets stuff is quite easy to install. Basically just download the packages you need, assign GG: to where you want to install everything, and extract the whole lot. There are a couple of minor things to edit in setup files, but it all was a lot simpler than I had anticipated.

---JvdL---

1.72 Re: hi all!

From: Andrew Markwell <andrewmarkwell@xxxxxxxxxxxx>
Date: 04-23-99 00:16:30
Subject: Re: hi all!

>From: Jarno van der Linden <jarno@kcbbs.gen.nz>

>

>> Does anybody use the free UNIX compilers that are available on
Aminet

>> and ninemoons sites? How easy were they to set-up?

>

>I have SAS/C++ and egcs (from Ninemoons) installed. The GeekGadgets
stuff

>is quite easy to install. Basically just download the packages you
need,

>assign GG: to where you want to install everything, and extract the
whole

>lot. There are a couple of minor things to edit in setup files, but
it all

>was a lot simpler than I had anticipated.

>

>---JvdL---

>

Is it worth getting SAS instead of Storm? Does SAS offer

comprehensive C++ support?

-andy

1.73 Re: hi all!

From: Jarno van der Linden <jarno@xxxxxx.xxx.xxx>
Date: 04-23-99 03:12:25
Subject: Re: hi all!

> Is it worth getting SAS instead of Storm? Does SAS offer
> comprehensive C++ support?

SAS/C++ is quite old, no longer supported, and no longer sold. Actually that's not true. Software Hut are advertising stock for some hideous price, considering that the last of SAS's stock went for something like \$10.

It does have C++ support up to and including some template stuff. For anything more recent like namespaces, you're out of luck.

On the other hand, SAS/C is the OS compiler, so it is has good integration with AmigaOS features like building libraries.

Currently I would recommend GCC/EGCS as a solid up-to-date C/C++ compiler, plus a copy of SAS/C++ (if you can find a cheap copy) for OS work.

1.74 Re: HiSoft C++

From: Bob Lanham <BobL@xxxxxxxxx.xxxx>
Date: 04-24-99 12:21:20
Subject: Re: HiSoft C++

>
> I have heard very little about HiSoft C++. Could you please
> tell me more about it? Does it have support for PPC etc?
>
> Best regards,
> Peter Carlsson
>

The company HiSoft is still in business and you can get technical support for Hisoft C++ on their website (I haven't tried it).

<http://www.hisoft.co.uk/amiga/cpp/index.html>

HiSoft C++ does not do special PPC compiling.

1.75 Re: IntuiText Lenght

From: Luiz Gustavo Castelan Póvoas <lpovoas@zaz.com.br>
 Date: 01-18-78 21:04:10
 Subject: Re: IntuiText Lenght

From: Luiz Gustavo Castelan =?iso-8859-1?Q?P=F3voas?= <lpovoas@zaz.com.br>

```
>> and returns a string of 'fittable' characters.
>>
>> The problem is that this funcion uses IntuiTextLenght(), and it seems
to
>> work properly only if the ScreenTextFont and the SystemDefaultFont are
>> set to the same font :/
>> or the funcion IntuiTextLenght() is using the System Default Font,
>> ignoring the Text Attributes set for the IntuiText created inside the
>> funcion.
> <snip>
>
> Is it possible that the TextAttr refers to a font that hasn't been
> loaded yet? That would result in the behaviour you describe. Make
> sure to open the font you want (OpenDiskFont) before doing these
> calculations.
>
```

well, I am using the font gotten by Screen->Font, that i think that it is already opened by WB (or gadtools) since the gadgets are already there. do I still have to open them?

Luiz

```
-----
Did you know that
http://www.ONElist.com
More than 3.5 million people are using ONElist?
-----
```

?[!m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.76 IntuiText Lenght

From: Luiz Gustavo Castelan Póvoas <lpovoas@zaz.com.br>
 Date: 01-18-78 21:07:18
 Subject: IntuiText Lenght

From: Luiz Gustavo Castelan =?iso-8859-1?Q?P=F3voas?= <lpovoas@zaz.com.br>

I just did a function that takes a string, finds the Font used by gadtools and modifies the string in order to it fit in a certain Width,

```
UBYTE ?[!mFitText( UBYTE ?[0mT, long width,struct TextAttr *ta);
```

and returns a string of 'fittable' characters.

The problem is that this function uses IntuiTextLenght(), and it seems to work properly only if the ScreenTextFont and the SystemDefaultFont are set to the same font :/
or the function IntuiTextLenght() is using the System Default Font, ignoring the Text Attributes set for the IntuiText created inside the function.

is there a bug on this Function?? would that be my include files that are old??
what can I do??

Luiz

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1.77 Intuition Info

From: Luiz Gustavo Castelan Póvoas <lpovoas@zaz.com.br>
Date: 01-18-78 21:03:13
Subject: Intuition Info

From: Luiz Gustavo Castelan =?iso-8859-1?Q?P=F3voas?= <lpovoas@zaz.com.br>

I would like to know if Intuition's Input(or output?) Handler broadcasts messages when windows/Screens get opened or closed by the user. Would that be accessible by the CommoditiesExchange lib?? I prefer doing this way if its possible, since hacking system functions with SetFuncion is a pain in the head, and (at least my tests) seem not to work properly (GURU!!).

Luiz

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1.78 MUI cycle

From: Mike Carter <mike.carter@bigfoot.com>
 Date: 04-30-99 00:55:21
 Subject: MUI cycle

From: "Mike Carter" <mike.carter@bigfoot.com>

Hi all!

Can a MUI guru help me with a minor problem I got. I've looked at many different source codes and everybody seems to be defining their MUI GUIs different. I've opted for the one I liked the most but cannot work out how to implement the 'CycleObject' for a specific gadget.

A bit of my interface definition looks like this:

```
Child, HGroup,
  Child, Label2("Command:"),
  Child,
    ST_Execute = StringObject,
    StringFrame,
    MUIA_String_Format, MUIV_String_Format_Left,
    MUIA_String_MaxLen, 128,
    MUIA_Weight, 1500,
    MUIA_CycleChain, TRUE,
  End,
End,
```

Whereabouts in the above gadget definition do I stick the CycleObject item? I've tried putting it before the ST_Execute = StringObject line and also inside the StringObject definition. Both produce different errors when compiling in completely unrelated procedures?! But I guess that's C...

Do I have to define anything to do with Cycle groups at the start of my interface definition, maybe I've missed something?

Also where can I find info about a MUI programmers mailing list?

Dinky do,

Mike c.

 PROJECT STATUS...

```
Key To Driving Theory [#####] done!
ScalOS add-ons suite  [##-----] slowly does it!
OS Task Bar           [-----] preparing
```

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1.79 New C user

From: Chris Pratt <ChrisP@openboxsys.demon.co.uk>
Date: 04-26-99 23:18:28
Subject: New C user

From: "Chris Pratt" <ChrisP@openboxsys.demon.co.uk>

Hi All.

I've just joined the list - I have no knowledge of C whatsoever, though I did a year of Pascal at Uni (I only lasted a year at Uni!) I was wondering, do any Miggy C-compilers come with a manual for the language - I'll get round to reading the AF tutorial soon enough, but would feel happier if I could get a compiler with instructions on C, if poss...

Chrispy

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?[1m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.80 Re: New C user

From: Andrew Markwell <andrewmarkwell@hotmail.com>
Date: 04-26-99 23:55:46
Subject: Re: New C user

From: "Andrew Markwell" <andrewmarkwell@hotmail.com>

>From: "Chris Pratt" <ChrisP@openboxsys.demon.co.uk>

>

>Hi All.

> I've just joined the list - I have no knowledge of C whatsoever,
though

>I did a year of Pascal at Uni (I only lasted a year at Uni!) I was

>wondering, do any Miggy C-compilers come with a manual for the
language -

>I'll get round to reading the AF tutorial soon enough, but would feel

>happier if I could get a compiler with instructions on C, if poss...
>
> Chrispy

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1.81 Re: New C user

From: Chris Pratt <ChrisP@openboxsys.demon.co.uk>
Date: 04-27-99 00:24:49
Subject: Re: New C user

From: "Chris Pratt" <ChrisP@openboxsys.demon.co.uk>

Hi Andrew.

> > I've just joined the list - I have no knowledge of C whatsoever,
though
> >I did a year of Pascal at Uni (I only lasted a year at Uni!) I was
> >wondering, do any Miggy C-compilers come with a manual for the language -
> >I'll get round to reading the AF tutorial soon enough, but would feel
> >happier if I could get a compiler with instructions on C, if poss...

> Forget C! Learn C++!

Okay, I'll rephrase the question: anyone know of any C++ compilers with a decent manual? If C++ is the way forward, I'd rather just go immediately to learning that than bogging myself down with something which may already be obsolete...

Thanks in advance...

Chrispy

"I'm a doctor, not a bricklayer."

McCoy to Kirk - Star Trek original series - 'The Devil in the Dark'

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1.82 Re: New C user

From: John Niclasen <Niclasen@bigfoot.com>
Date: 04-27-99 01:25:14
Subject: Re: New C user

From: John Niclasen <Niclasen@bigfoot.com>

Hi Chris!

On 26-Apr-99, Chris Pratt wrote:

> From: "Chris Pratt" <ChrisP@openboxsys.demon.co.uk>

>

> Hi All.

> I've just joined the list - I have no knowledge of C
> whatsoever, though I did a year of Pascal at Uni (I only
> lasted a year at Uni!) I was wondering, do any Miggy
> C-compilers come with a manual for the language - I'll
> get round to reading the AF tutorial soon enough, but
> would feel happier if I could get a compiler with
> instructions on C, if poss...

>

> Chrispy

>

What I see as a must for a C programmer is the book "The C Programming Language" (I have second edition, ANSI C) by Brian W: Kernighan and Dennis M. Ritchie. It's very basic and tells a lot (everything?) about the language.

Bye
John.

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1.83 Re: New C user

From: Sir Chris <amigalander@pacbell.net>
Date: 04-27-99 02:57:53
Subject: Re: New C user

From: Sir Chris <amigalander@pacbell.net>

>From my experience, compiler manuals are the WORST place to start learning C. Buy a good book from your local bookstore instead.

At 11:18 PM 4/26/99 +0100, you wrote:

>From: "Chris Pratt" <ChrisP@openboxsys.demon.co.uk>

>

>Hi All.

> I've just joined the list - I have no knowledge of C whatsoever, though

>I did a year of Pascal at Uni (I only lasted a year at Uni!) I was

>wondering, do any Miggy C-compilers come with a manual for the language -

>I'll get round to reading the AF tutorial soon enough, but would feel

>happier if I could get a compiler with instructions on C, if poss...

>

> Chrispy

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1.84 Re: New C user

From: Stephen Williams <sw@nysa.u-net.com>

Date: 04-27-99 20:10:47

Subject: Re: New C user

From: Stephen Williams <sw@nysa.u-net.com>

Andrew Markwell <andrewmarkwell@hotmail.com> wrote:

>> From: "Chris Pratt" <ChrisP@openboxsys.demon.co.uk>

>>

>> Hi All.

>> I've just joined the list - I have no knowledge of C whatsoever

> Forget C! Learn C++!

No, don't, it's awful. Learn C. If you want to learn an object-oriented language, learn a proper one like Java.

When I learned C++ at university, it struck me as a horrible, pseudo-OO mess. The OO stuff seems like it's been stuck on as an afterthought, rather than integrated into the language properly. You are free to mix OO and non-OO methodologies. You have to worry about things like pointers and manual memory allocation, whereas object orientation should abstract such concerns away.

C is a nice, small, neat language. C++ is much bigger, and felt overweight and overcomplicated to me. In my opinion, Java is much more of a spiritual successor to C; it's a true object-oriented language with a C-like syntax.

[opinionated mode off]

-Stephen

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1.85 Re: New C user

From: Andrew Markwell <andrewmarkwell@hotmail.com>
 Date: 04-27-99 23:25:32
 Subject: Re: New C user

From: "Andrew Markwell" <andrewmarkwell@hotmail.com>

>From: Stephen Williams <sw@nysa.u-net.com>

>

>Andrew Markwell <andrewmarkwell@hotmail.com> wrote:

>>> From: "Chris Pratt" <ChrisP@openboxsys.demon.co.uk>

>>>

>>> Hi All.

>>> I've just joined the list - I have no knowledge of C whatsoever

>

>> Forget C! Learn C++!

>

>No, don't, it's awful. Learn C. If you want to learn an object-
 >oriented language, learn a proper one like Java.

>

>When I learned C++ at university, it struck me as a horrible,
 >pseudo-OO mess. The OO stuff seems like it's been stuck on as an
 >afterthought, rather than integrated into the language properly. You
 >are free to mix OO and non-OO methodologies. You have to worry about
 >things like pointers and manual memory allocation, whereas object
 >orientation should abstract such concerns away.

I agree, some of the OO syntax is very nasty indeed. The good thing
 about C++ is that the programmer is free to do whatever they like, it
 doesn't matter if you mix OO and non-OO designs, the language allows
 to it.

>C is a nice, small, neat language. C++ is much bigger, and felt
 >overweight and overcomplicated to me. In my opinion, Java is much
 >more of a spiritual successor to C; it's a true object-oriented
 >language with a C-like syntax.

But you don't have to use any of the OO stuff, if you like you can
 just use the new stuff that isn't OO, like the much improved I/O
 stuff over C, and reference parameters. Java hides all the messy
 stuff that C++ lets you do.

-Andrew Markwell

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1.86 Re: New C user

From: Mike Carter <mike.carter@bigfoot.com>
 Date: 04-28-99 16:09:25
 Subject: Re: New C user

From: "Mike Carter" <mike.carter@bigfoot.com>

I was bored but Chris Pratt said something I can't just forget about!

> From: "Chris Pratt" <ChrisP@openboxsys.demon.co.uk>

>

> Hi All.

> I've just joined the list - I have no knowledge of C whatsoever, though
 > I did a year of Pascal at Uni (I only lasted a year at Uni!) I was
 > wondering, do any Miggy C-compilers come with a manual for the language -
 > I'll get round to reading the AF tutorial soon enough, but would feel
 > happier if I could get a compiler with instructions on C, if poss...

Visit a book shop or a libraru. Grab yourself a book on ANSI C to get the basics. Then find the ROM Kernal Manuals for more AMiga specific stuff. These are now in HTML format and can be found in various places...

DInky do,

Mike c.

 PROJECT STATUS...

Key To Driving Theory [#####] done!

ScalOS add-ons suite [##-----] slowly does it!

OS Task Bar [-----] preparing

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1.87 Re: New C user

From: Mike Carter <mike.carter@bigfoot.com>
Date: 04-28-99 16:10:11
Subject: Re: New C user

From: "Mike Carter" <mike.carter@bigfoot.com>

I was bored but John Niclasen said something I can't just forget about!

> What I see as a must for a C programmer is the book "The C
> Programming Language" (I have second edition, ANSI C) by
> Brian W: Kernighan and Dennis M. Ritchie. It's very basic
> and tells a lot (everything?) about the language.

But that book teaches old ways... dodgy.

PROJECT STATUS...

Key To Driving Theory [#####] done!
ScalOS add-ons suite [##-----] slowly does it!
OS Task Bar [-----] preparing

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1.88 Re: New C user

From: Christoph Krakowski <christo@Pool.Informatik.RWTH-Aachen.DE>
Date: 04-28-99 20:16:03
Subject: Re: New C user

From: Christoph Krakowski <christo@Pool.Informatik.RWTH-Aachen.DE>

Hello Stephen

On 27-Apr-99, you wrote:

> From: Stephen Williams <sw@nysa.u-net.com>

> Andrew Markwell <andrewmarkwell@hotmail.com> wrote:

>>> From: "Chris Pratt" <ChrisP@openboxsys.demon.co.uk>

>>>

>>> Hi All.

>>> I've just joined the list - I have no knowledge of C whatsoever

>> Forget C! Learn C++!

> No, don't, it's awful. Learn C. If you want to learn an object-
> oriented language, learn a proper one like Java.

You can also learn SmallTalk etc etc.....

> When I learned C++ at university, it struck me as a horrible,
> pseudo-OO mess. The OO stuff seems like it's been stuck on as an
> afterthought, rather than integrated into the language properly. You
> are free to mix OO and non-OO methodologies. You have to worry about
> things like pointers and manual memory allocation, whereas object
> orientation should abstract such concerns away.

If this is your opinion, your professor makes something wrong. And manual memory allocation and pointers are not the subject to abstract from. Without this things you have some limitations. How to write a hardware dependent prog then?

At first, you have to learn WHAT OO is, then you can learn any language and try to implement OO progs. The other way, programming and learning OO is not as good.

I also would say, C++ is not for learning OO. JAVA, SmallTalk, Modula3 or Delphi is better to do it.

C++ was created for people who are programming in C and wants to improve their programs with OO. So you can recycle your old code and improve it with some new function you were waiting for.

In C++ you have the option for mixing OO and not-OO code and programming. But if you do so, it's your fault, not of the language. There are plenty of books out there, so you can learn OO without problems.

> C is a nice, small, neat language. C++ is much bigger, and felt
> overweight and overcomplicated to me. In my opinion, Java is much
> more of a spiritual successor to C; it's a true object-oriented
> language with a C-like syntax.

Which language you use depends only on your opinion. But there are some large Projects where it is better to program in OO, especially if you are working in a large team.

Until now it is better to program in C when you write Amiga-progs.

Still my opinion. (And always sorry for my english!)

> [opinionated mode off]

> -Stephen

Regards

Christoph Krakowski

Some people hope to achieve immortality through their works or their children. I would prefer to achieve it by not dying.
-- Woody Allen

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1.89 Re: New C user

From: John Niclasen <Niclasen@bigfoot.com>
Date: 04-29-99 00:23:05
Subject: Re: New C user

From: John Niclasen <Niclasen@bigfoot.com>

On 28-Apr-99, Christoph Krakowski wrote:

> Which language you use depends only on your opinion. But
> there are some large Projects where it is better to
> porgramm in OO, especially if you are working in a large
> team.
>
> Until now it is better to program in C when you write
> Amiga-progs.
>
> Still my opinion. (And always sorry for my english!)
>
> Regards
>
> --
> Christoph Krakowski

I only want to add this:
Programming languages is like tools. Certain tools is
better for one thing, other tools for other things.

At work, we program in COBOL, because it's very easy to
read, and the file-system used is very well suited for
our customers kind of data. I also do a little
C-programming there when needed, but it's rare these
days.

At home I'm programming a game on my Amiga using C,
because I need speed. (It is possible to do a 50fps game
with lots of colours and scroll in all directions on an
A1200 with some fast-ram, only using C.)

If I would do some small network programming, I would

probably choose Rebol or maybe Java.

Some time ago, I made a Time Registration project on Macintosh, this time using C++, because that was a good idea for that.

So it's certainly also up to that kind of project, you're doing.

Bye
John.

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?[!m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.90 Re: New C user

From: Stephen Williams <sw@nysa.u-net.com>
Date: 04-29-99 20:30:35
Subject: Re: New C user

From: Stephen Williams <sw@nysa.u-net.com>

Andrew Markwell <andrewmarkwell@hotmail.com> wrote:
> But you don't have to use any of the OO stuff, if you like you can
> just use the new stuff that isn't OO, like the much improved I/O
> stuff over C, and reference parameters.

For those of you who haven't used C++, he's right; C++'s I/O is very neat. Basically, you can write anything you like to a file without worrying about the type of data. Here's an example (I hope it's right, I haven't done any C++ for a couple of years):

```
#include <iostream.h>

int main(void) {
    char myName[] = "Stephen";
    int myAge = 22;

    cout << myName << " is " << myAge << " years old\n".
    return 0;
}
```

That prints "Stephen is 22 years old" on standard output. See how the string constants, integer variable and character array are all coped with automatically? It's really neat!

It works by overloading the "<<" operator. Similarly, the ">>" operator is overloaded, and can be used to read from streams.

Reference parameters are a way of using pointers without having to use pointers :-). You pass a variable as normal, but what actually happens is that a pointer is passed and dereferenced for you. They work exactly the same way as "variable parameters" in Pascal.

-Stephen

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1.91 New to Amiga C

From: "William W. Toner II (amigabill)" <wwt5491@xxxxxxx.xxx.xxx.xxxx>
Date: 04-24-99 05:26:22
Subject: New to Amiga C

Howdy everyone. I've got a couple ideas for little utilities I'd like to toy with, but am not really sure where to start with regards to Amiga-specific programming. I've done C coding for unix machines before, so I know the basic C stuff, but I don't know how to use libraries, devices, etc. I have managed to find a copy of SAS/C and done the latest upgrades to 6.58, and now all I need is some examples/tutorials/etc. on how to get started.

The first thing I want to do is get a utility from aminet working, talk.lzh which uses voice samples to read files similar too the speak: device. It used to work on an older Amiga, but doesn't like my A4K, maybe doesn't like the 060. It has the source included but doesn't compile, probably made with a different compiler and I'm trying to make it SAS-friendly but isn't going well.

I'm also working on a hardware project idea and will need to eventually know how to do device drivers for it... (Zorro2/3 card)

I appreciate any pointers to examples and advice, etc. Thanks.

Bill

1.92 Re: New to Amiga C

From: Mike Carter <mike.carter@xxxxxxxxx.xxxx>
Date: 04-25-99 22:11:35
Subject: Re: New to Amiga C

I was bored but William W. Toner II (amigabill) said something I can't just forget ← about!

```
> From: "William W. Toner II (amigabill)" <wwt5491@ritvax.isc.rit.edu>
>
> Howdy everyone. I've got a couple ideas for little utilities I'd like to toy
> with, but am not really sure where to start with regards to Amiga-specific
> programming. I've done C coding for unix machines before, so I know the basic
> C stuff, but I don't know how to use libraries, devices, etc. I have managed
> to find a copy of SAS/C and done the latest upgrades to 6.58, and now all I
> need is some examples/tutorials/etc. on how to get started.
> <SNIP>
> I'm also working on a hardware project idea and will need to eventually know
> how to do device drivers for it... (Zorro2/3 card)
```

I would presume you just read write to a certain address range which the zorro cards map into the Amigas memory area.

FOR best answers to both of the above I really do suggest getting your hands on the "Amiga Developers CD-ROM v1.2" which has loads of help on many topics. FOR the Zorro stuff it might be an idea to try and track down the ROM Kernal manuals that were on the Amiga Inc website for a short period recently - they're quite large.

Dinky do,

Mike.

 PROJECT STATUS...

```
Key To Driving Theory [#####] done!
ScalOS add-ons suite  [##-----] slowly does it!
OS Task Bar          [-----] preparing
```

 Available to discuss programming on weekends -> ICQ: 29173597

1.93 Opening A Library

```
From: Mike Carter <mike.carter@bigfoot.com>
Date: 04-26-99 02:41:14
Subject: Opening A Library
```

Somebody asked on the list how to go about using specific functions in C of Amiga. Well using run-time libraries you have access to many functions. Best to get the developer docs fore the specific library - usually the files known as AutoDocs.

To use a runtime library (as found in your LIBS: directory) you need to open them within your program. Attached is an offical demo source example from the ROM kernal manuals.

Dinky do,

Mike.

```

-----
PROJECT STATUS...
Key To Driving Theory [#####] done!
ScalOS add-ons suite  [##-----] slowly does it!
OS Task Bar          [-----] preparing
-----
Available to discuss programming on weekends -> ICQ: 29173597
=====2: easyopen.c
?[lmContent-Type:?[0m plain text    ?[lmSize:?[0m 1770 bytes
-----
/* easy.c: a complete example of how to open an Amiga function library in
 * C. In this case the function library is Intuition. Once the Intuition
 * function library is open, any Intuition function can be called. This
 * example uses the DisplayBeep() function of Intuition to flash the
 * screen With SAS/C (Lattice), compile with lc -L easy.c
 */

?[3m?[1m Declare the return type of the functions we will use.           ?[0 ←
    m
struct Library ?[1mOpenLibrary(); ?[3m?[0m?[3m These Exec library functions can ←
    be    *?[0m
void          CloseLibrary(); ?[3m?[1m called anytime (Exec is always open). ?[0 ←
    m

void          DisplayBeep(); ?[3m?[1m Before using this Intuition function, ?[0 ←
    m
                                ?[3m?[1m the Intuition library must be opened ?[0 ←
                                m

struct IntuitionBase ?[1mIntuitionBase; ?[3m?[0m?[3m Get storage for the library ←
    base *?[0m
                                ?[3m?[1m The base name MUST be           ?[0 ←
                                m
                                ?[3m?[1m IntuitionBase                 ?[0 ←
                                m

int main()
{
    IntuitionBase=(struct IntuitionBase *)
        OpenLibrary("intuition.library",33L);
    if(IntuitionBase) ?[3m?[1m Check to see if it actually opened. ?[0 ←
        m
        { ?[3m?[1m The Intuition library is now open so ?[0 ←
            m
            DisplayBeep(0L); ?[3m?[1m any of its functions may be used. ?[0 ←
            m
            CloseLibrary(IntuitionBase); ?[3m?[1m Always close a library if not ?[0 ←
            m
                ?[3m?[1m in use. ?[0 ←
                m
        }
    else ?[3m?[1m The library did not open so return an ?[0 ←
        m
        { ?[3m?[1m error code. The exit() function is ?[0 ←
            m
}

```

```

    exit(20);
    m
}
    m
}

```

1.94 Re: Parallel I/O?

From: Luiz Gustavo Castelan Póvoas <lpovoas@zaz.com.br>
 Date: 01-18-78 21:06:59
 Subject: Re: Parallel I/O?

From: Luiz Gustavo Castelan =?iso-8859-1?Q?P=F3voas?= <lpovoas@zaz.com.br>

Anyone have an example of the exec/SetFunction() funcion??
 I want to patch OpenWindow() and Close Window() to find a port and
 send a OPENWINDOW or CLOSEWINDOW message to this port
 (can be a int number with defined values)

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1.95 Parallel I/O?

From: Erik Eklund <Erik.Eklund@sdf.se>
 Date: 04-26-99 21:47:42
 Subject: Parallel I/O?

From: Erik Eklund <Erik.Eklund@sdf.se>

Hi!

So, now it's time for my first question to this list.
 I'm working on a little hardware project, and to control it I
 use the parallel port. However, this hasn't been very successful,
 since I've got no idea of how exec I/O actually works =). I
 found some strange example that opened the parallel.device and
 did a "DoIO()".. It wrote a string to the parport with CMD_WRITE.
 I thought this source would be dead easy to use for my needs,
 but that was not the case! I need to write 8 bits of data at a
 time (1 char), followed by a few micro / millisecond pauses.
 I tried just sending the first char, waiting a while and then
 fill in new data in the same IORequest I used before. This

resulted in DoIO never returning when called again = lockup. Do you have to create a new request for every char, or..? I also need to set some other bits, like Paper Out and Busy. These bits are represented in the io_Status variable. If I set these flags to what I want them to be, and do a write, will they be outputed on the parport? Anyway, I'm quite confused with all this =). Any help is appreciated!

/ Eric.

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1.96 Re: Parallel I/O?

From: Jonas Hulten <bjonte@hem2.passagen.se>
Date: 04-26-99 22:50:53
Subject: Re: Parallel I/O?

From: Jonas Hulten <bjonte@hem2.passagen.se>

Den 26-Apr-99, skrev Erik Eklund:

> I'm working on a little hardware project, and to control it I
> use the parallel port. However, this hasn't been very successful,
> since I've got no idea of how exec I/O actually works =). I
> found some strange example that opened the parallel.device and
> did a "DoIO()".. It wrote a string to the parport with CMD_WRITE.
> I thought this source would be dead easy to use for my needs,
> but that was not the case! I need to write 8 bits of data at a
> time (1 char), followed by a few micro / millisecond pauses.
> I tried just sending the first char, waiting a while and then
> fill in new data in the same IORequest I used before. This
> resulted in DoIO never returning when called again = lockup.
> Do you have to create a new request for every char, or..? I
> also need to set some other bits, like Paper Out and Busy.
> There bits are represented in the io_Status variable. If I set
> these flags to what I want them to be, and do a write, will they
> be outputed on the parport? Anyway, I'm quite confused with all
> this =). Any help is appreciated!

Parallel port communication is supposed to work like this:

1. You write a byte with your Amiga

2. The "thing" connected to the parallel port toggles a bit (pin 10 - Acknowledge) to indicate that the byte has been received.
3. Same as 1
4. Same as 2
5. ...

If you don't want to have to toggle a bit "from the outside" then you cannot use the parallel device but have to bang the hardware directly (which is no problem as long as you're happy with it). I can show you how if you're interested.

/Jonas

```
-----
0 "MEAT IS MURDER  " GRRRL
48  "JETPAC"          PRG
20  "JELLY MONSTERS" PRG
32  "$\mathrm{\mu}$BEE"          REL
42  "VECTREX"        REL
604 "A4000"          L?<
64 BLOCKS FREE.
```

```
-----
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```

```
-----
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```

1.97 Re: Parallel I/O?

```
From: John Niclasen <Niclasen@bigfoot.com>
Date: 04-26-99 23:41:33
Subject: Re: Parallel I/O?
```

```
From: John Niclasen <Niclasen@bigfoot.com>
```

Hi Erik!

```
On 26-Apr-99, Erik Eklund wrote:
> From: Erik Eklund <Erik.Eklund@sdf.se>
>
> I found some strange example that
> opened the parallel.device and did a "DoIO()".. It wrote
> a string to the parport with CMD_WRITE. I thought this
> source would be dead easy to use for my needs, but that
> was not the case! I need to write 8 bits of data at a
> time (1 char), followed by a few micro / millisecond
> pauses. I tried just sending the first char, waiting a
> while and then fill in new data in the same IORequest I
> used before. This resulted in DoIO never returning when
> called again = lockup. Do you have to create a new
> request for every char, or..?
```


The I/O system on the Amiga can work in different ways, depending on what is suited for your need. DoIO() will wait for your function (in your example CMD_WRITE) to finish, where SendIO() (and BeginIO()) will return immediately.

Requests can be re-used, but only if the system is finished with it.

What I think is happening, is that your first CMD_WRITE return when the char is written to the parport, but your second hangs, because the first char is not out of the system, and the command can then not be finished (the connected hardware don't grap the char).

If you change your code to use SendIO(), you have to do a WaitIO() also (and maybe a AbortIO() sometimes). It's all in the Amiga ROM Kernel Reference Manual: Libraries and Devices in chapters "Exec: Input/Output" and "Parallel Device". If you don't this manual, you can find it on the net, I think on <http://www.amiga.com> somewhere under developers.

Good luck!
John.

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1.98 Re: Parallel I/O?

From: Erik Eklund <Erik.Eklund@sdf.se>
Date: 04-27-99 15:14:15
Subject: Re: Parallel I/O?

From: Erik Eklund <Erik.Eklund@sdf.se>

> Parallel port communication is supposed to work like this:
>
> 1. You write a byte with your Amiga
> 2. The "thing" connected to the parallel port toggles a bit (pin 10 -
> Acknowledge) to indicate that the byte has been received.
> 3. Same as 1
> 4. Same as 2
> 5. ...
>
> If you don't want to have to toggle a bit "from the outside" then you cannot
> use the parallel device but have to bang the hardware directly (which is no

> problem as long as you're happy with it). I can show you how if you're
> interested.
>
> /Jonas
>

Ahh. I had no idea about that Acknowledge-pin. However, my hardware is not
(yet) able to confirm any data sent to it, so I guess you have to go for the
hardware banging method. I've got very little documentation in this area, so
I'd appreciate the help!

/ Eric

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1.99 Re: Parallel I/O?

From: Erik Eklund <Erik.Eklund@sdf.se>
Date: 04-27-99 15:20:40
Subject: Re: Parallel I/O?

From: Erik Eklund <Erik.Eklund@sdf.se>

Hi John!

> What I think is happening, is that your first CMD_WRITE
> return when the char is written to the parport, but your
> second hangs, because the first char is not out of the
> system, and the command can then not be finished (the
> connected hardware don't grap the char).
>

I just got another reply to my question, where I found out about
the hardware have to confirm data sent to it. Since I didn't do
this, it's not that hard to figure out where the problem lies =).

> If you change your code to use SendIO(), you have to do a
> WaitIO() also (and maybe a AbortIO() sometimes). It's all
> in the Amiga ROM Kernel Reference Manual: Libraries and
> Devices in chapters "Exec: Input/Output" and "Parallel
> Device". If you don't this manual, you can find it on the
> net, I think on <http://www.amiga.com> somewhere under
> developers.

So you're saying that I can solve this without going for
direct hardware access? Well, I'll have a look at the documentation
and see what comes up.

> Good luck!

Thanx, I'll need it ;)

/ Eric

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1.100 Re: Parallel I/O?

From: Jonas Hulten <bjonte@hem2.passagen.se>
 Date: 04-27-99 18:18:47
 Subject: Re: Parallel I/O?

From: Jonas Hulten <bjonte@hem2.passagen.se>

Den 27-Apr-99, skrev Erik Eklund:

>> If you don't want to have to toggle a bit "from the outside" then you
 >> cannot use the parallel device but have to bang the hardware directly
 >> (which is no problem as long as you're happy with it). I can show you how
 >> if you're interested.

> Ahh. I had no idea about that Acknowledge-pin. However, my hardware is not
 > (yet) able to confirm any data sent to it, so I guess you have to go for
 > the hardware banging method. I've got very little documentation in this
 > area, so I'd appreciate the help!

Hardware bang like this:

```
#define poke(a, b) ?[1m((UBYTE ?[0m)a)=b
```

```
?[3m?[1m Do this at the beginning of your program ?[0m
poke(0xbfe301, 0xff); ?[3m?[1m all bits to output ?[0m
```

```
?[3m?[1m Do this to send a new value to the parallel-port ?[0m
poke(0xbfel01, value);
```

/Jonas

```
-----
0 "MEAT IS MURDER " GRRRL
48 "JETPAC" PRG
20 "JELLY MONSTERS" PRG
32 "$\mathrm{\mu}$BEE" REL
42 "VECTREX" REL
604 "A4000" L?<
64 BLOCKS FREE.
```

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1.101 Re: Parallel I/O?

From: Mike Carter <mike.carter@bigfoot.com>
 Date: 04-28-99 15:58:40
 Subject: Re: Parallel I/O?

From: "Mike Carter" <mike.carter@bigfoot.com>

I was bored but John Niclasen said something I can't just forget about!
 > in the Amiga ROM Kernel Reference Manual: Libraries and
 > Devices in chapters "Exec: Input/Output" and "Parallel
 > Device". If you don't this manual, you can find it on the
 > net, I think on <http://www.amiga.com> somewhere under
 > developers.

I though the docs had been removed soon after they had appeared. If
 anybody wants them I ?[1mmay?[0m be able to archive them up and send them.
 They're in HTML format and are huuugggee.

Dinky do,

Mike.

 PROJECT STATUS...

Key To Driving Theory [#####] done!
 ScalOS add-ons suite [##-----] slowly does it!
 OS Task Bar [-----] preparing

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1.102 Re: Parallel I/O?

From: Andrew Markwell <andrewmarkwell@hotmail.com>
Date: 04-29-99 23:34:06
Subject: Re: Parallel I/O?

From: "Andrew Markwell" <andrewmarkwell@hotmail.com>

>From: "Mike Carter" <mike.carter@bigfoot.com>

>

>I was bored but John Niclasen said something I can't just forget about!

>> in the Amiga ROM Kernel Reference Manual: Libraries and
>> Devices in chapters "Exec: Input/Output" and "Parallel
>> Device". If you don't this manual, you can find it on the
>> net, I think on <http://www.amiga.com> somewhere under
>> developers.

>

>I though the docs had been removed soon after they had appeared. If
>anybody wants them I ?[lmmay?[0m be able to archive them up and send them.
>They're in HTML format and are huuugggee.

>

I seem to remember an old Amiga Format review of the Developer CD
1.2, this CD contains the RKMs if I remember correctly.

-andy

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1.103 Re: Parallel I/O?

From: Zubin Sethna <nbsethna@zeta.org.au>
Date: 04-30-99 13:53:57
Subject: Re: Parallel I/O?

From: Zubin Sethna <nbsethna@zeta.org.au>

Hi

>> If you don't want to have to toggle a bit "from the outside" then you
>> cannot use the parallel device but have to bang the hardware directly
>> (which is no problem as long as you're happy with it). I can show you how
>> if you're interested.

> Ahh. I had no idea about that Acknowledge-pin. However, my hardware is not
> (yet) able to confirm any data sent to it, so I guess you have to go for
> the hardware banging method. I've got very little documentation in this
> area, so I'd appreciate the help!

```
>Hardware bang like this:
>
>#define poke(a, b) ?[1m((UBYTE ?[0m)a)=b
>
?[3m?[1m> Do this at the beginning of your program ?[0m
>poke(0xbfe301, 0xff); ?[3m?[1m all bits to output ?[0m
>
?[3m?[1m >Do this to send a new value to the parallel-port ?[0m
>poke(0xbfe101, value);
```

If your going to poke the parallel port hardware directly, don't you have to take control of the parallel port resource first?

Regards

Zubin

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1.104 PointerVariables or variables??

From: Luiz Gustavo Castelan Póvoas <lpovoas@zaz.com.br>
 Date: 01-18-78 22:44:50
 Subject: PointerVariables or variables??

From: Luiz Gustavo Castelan =?iso-8859-1?Q?P=F3voas?= <lpovoas@zaz.com.br>

Hello, I would like to know which of the following code segments are more recomendable to amiga programming:

```
Code1:
  struct NewGadget ng;
  ng.ng_Width = 21; .....
  glist = CreateGadget(KIND,glist,&ng,TAG_END);
  glist->Nextgadget = CreateGadget(Kind,glist,&ng,Tahend....)
```

```
Code2:
  struct Newgadget *ng;
  ng = (struct NewGadget*) Allocmem();
  blablblah;
  Freemem(ng, sizeof(newGadget);
```

of course this is pseudocode, but which of them is better?? or Clean??

I dont use pointers and AllocMem that much on my programs, and I always get some garbage on the ram, would that problem be reduced by using Alloc/FreeMem()?

cheers

Toolshed

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1.105 Programs Stack

From: Mike Carter <mike.carter@bigfoot.com>
 Date: 04-28-99 14:48:01
 Subject: Programs Stack

From: "Mike Carter" <mike.carter@bigfoot.com>

I'd like to launch a program with a specififc stack value. How is it done? Currently I'm generating a small AmigaDOS script in T: and then executing it from within my C code but that's messy and slooow.

I'd like to execute a command entered into a string gadget with a stack value that is entered into a number gadget. How have coders for games such as Doom, Hexen etc. implemented it into their GUI code? Is anybody here one of the GUI coders? :)

My ideas are something along the lines of creating a child proccess and overlaying it with my command to be run. This is from the UNIX world and am not sure how to implement it in an Amiga specific way - I don't want to use ixemul.library.

Hoping someone can help,

Mike c.

```

.------.
| AMiGA 1200EZT 060/PPC@240Mhz,50Mb RAM ___/\___ |
| 4 HDD,DD&HD FD,5 CD-ROMS,CDRW,EZ135, \ o0 ?[3m bUDDa?[0mS^D|
| SCSI+IDE,56kModem,BVGfX,19"VDU /?[4m v?[0m\ |

```

```
`----- - - - - \ / -- -----'
http://fly.to/BuddasWurld          ICQ: 29173597
```

```
-----
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```

1.106 Re: Programs Stack

From: Andrew Markwell <andrewmarkwell@hotmail.com>
Date: 04-28-99 17:50:58
Subject: Re: Programs Stack

From: "Andrew Markwell" <andrewmarkwell@hotmail.com>

>From: "Mike Carter" <mike.carter@bigfoot.com>
>Reply-To: amiga-c@onelist.com
>To: amiga-c@onelist.com
>Subject: [amiga-c] Programs Stack
>Date: 28 Apr 99 14:48:01 +0100

>
>From: "Mike Carter" <mike.carter@bigfoot.com>
>
>I'd like to launch a program with a specififc stack value. How is it
>done? Currently I'm generating a small AmigaDOS script in T: and
>then
>executing it from within my C code but that's messy and slooow.
>
>I'd like to execute a command entered into a string gadget with a
>stack value that is entered into a number gadget. How have coders
>for
>games such as Doom, Hexen etc. implemented it into their GUI code?
>Is
>anybody here one of the GUI coders? :)
>
>My ideas are something along the lines of creating a child process
>and overlaying it with my command to be run. This is from the UNIX
>world and am not sure how to implement it in an Amiga specific way -
>I
>don't want to use ixemul.library.
>

I'm not sure what you mean, you can set the stack with the stack
command from the CLI. Alternatively do `System(C:Stack 20000);` or
whatever. Or I have missed the point?

-Andy

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1.107 Re: Programs Stack

From: Martin Harris <harrism@ihug.co.nz>

Date: 04-29-99 02:06:37

Subject: Re: Programs Stack

From: Martin Harris <harrism@ihug.co.nz>

Greetings and Salutations, Mike.

On 29-Apr-99, ?[1mMike?[0m was saying...

> I'd like to launch a program with a specifc stack value. How is it
 > done? Currently I'm generating a small AmigaDOS script in T: and then
 > executing it from within my C code but that's messy and slooow.

These three Dos functions you can check out for launching new processes.
 Execute(), CreateNewProc() and SystemTagList(). Though just checking, with
 Execute() you don't seem to be able to change the stack value. But with the
 other two, they both recognise the tag NP_StackValue.

Yours, etc etc.

?[4mMartin?[0m

 (C)1993 The Frank Fitch School of Tagline Research.

-----?[1mBlackMael?[0m

-----UIN 12938250

-----Team ?[1mAMIGA?[0m

-----BF A3 81 72 E8 54 C6 01 ↔

F7 EF E7 5C 63 3B CF 37

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1.108 Re: Programs Stack

From: Mike Carter <mike.carter@bigfoot.com>
 Date: 04-29-99 20:49:54
 Subject: Re: Programs Stack

From: "Mike Carter" <mike.carter@bigfoot.com>

I was bored but Andrew Markwell said something I can't just forget about!
 > I'm not sure what you mean, you can set the stack with the stack
 > command from the CLI. Alternatively do System(C:Stack 20000); or
 > whatever. Or I have missed the point?

I wanted to set the stack within the program for a command I would
 launch within my code, probably not using the Execute() command
 either.

Dinky do,

Mike.

 PROJECT STATUS...

Key To Driving Theory [#####] done!
 ScalOS add-ons suite [##-----] slowly does it!
 OS Task Bar [------] preparing

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1.109 question #1

From: Costas Pagomenakis <pagmanxx@xxxxxxxxxx.xxxx>
 Date: 04-23-99 18:42:48
 Subject: question #1

Hello Budda, master of C programming... :) Please forgive my ignorance and
 tell me the equivelant commands of the following:

```
peek.w, peek.l, peek.b \
                        blitz basic
poke.w, poke.l, poke.b /
```

or

```
peek, leek, deek \
```

```

                amos basic
poke, loke, doke /

```

:)

ps. don't forget to also tell me the includes I need

:)

Cya!

```

=====
-----? [1mHOW TO GET HOLD OF ↵
ME:?[0m
-----E-MAIL: ↵
pagmanxx@geocities.com
-----ICQ: 22148848
=====
-----? [1mSATANIC DREAMS ↵
SOFTWARE MEMBER?[0m
-----WWW: http://www. ↵
satanicdreams.freemove.co.uk/
=====

```

1.110 Re: question #1

From: Jonas Hulten <bjonte@hem2.passagen.se>
Date: 04-24-99 10:02:39
Subject: Re: question #1

Den 23-Apr-99, skrev Costas Pagomenakis:

> From: Costas Pagomenakis <pagmanxx@geocities.com>

> Hello Budda, master of C programming... :) Please forgive my ignorance and
> tell me the equivalent commands of the following:

```

> peek, leek, deek \
>                amos basic
> poke, loke, doke /

```

I don't know the exact syntax of the amos basic commands but if you insert this at the top of your source file...

```

#include <exec/types.h>
#define peek(a) ?[1m((UBYTE ?[0m)a)
#define leek(a) ?[1m((UWORD ?[0m)a)
#define deek(a) ?[1m((ULONG ?[0m)a)
#define poke(a, b) ?[1m((UBYTE ?[0m)a)=b
#define loke(a, b) ?[1m((UWORD ?[0m)a)=b
#define doke(a, b) ?[1m((ULONG ?[0m)a)=b

```

...I guess that you got what you want (assuming that 'l' stands for word and 'd' stands for long word).

/Jonas

```
-----
0 "MEAT IS MURDER " GRRRL
48 "JETPAC" PRG
20 "JELLY MONSTERS" PRG
32 "$\mathrm{\mu}$BEE" REL
42 "VECTREX" REL
604 "A4000" L?<
64 BLOCKS FREE.
```

1.111 Re: question #1

From: Jonas Hulten <bjonte@xxxx.xxxxxxxxx.xxx>
 Date: 04-24-99 22:02:17
 Subject: Re: question #1

>> Hello Budda, master of C programming... :) Please forgive my ignorance
 >> and tell me the equivelant commands of the following:

```
>> peek, leek, deek \  

>> amos basic  

>> poke, loke, doke /
```

> I don't know the exact syntax of the amos basic commands but if you insert
 > this at the top of your source file...

...assuming that your smileys didn't meant that it was a joke of course. In
 that case I have to say "reed mah bahbl', son".

/Jonas

```
-----
0 "MEAT IS MURDER " GRRRL
48 "JETPAC" PRG
20 "JELLY MONSTERS" PRG
32 "$\mathrm{\mu}$BEE" REL
42 "VECTREX" REL
604 "A4000" L?<
64 BLOCKS FREE.
```

1.112 SAS-C GST

From: Mike Carter <mike.carter@bigfoot.com>
 Date: 04-30-99 23:56:30
 Subject: SAS-C GST

From: "Mike Carter" <mike.carter@bigfoot.com>

What is the GST? Is it a way of compiling all the most used includes
 into a single file for faster file access?

Regards,

Mike C.

```

-----
.-----
| AMiGA 1200Ezt 060/PPC@240Mhz,50Mb RAM ___/\___ |
| 4 HDD,DD&HD FD,5 CD-ROMS,CDRW,EZ135, \ o0 ?[3m bUDDa?[0mS^D|
| SCSI+IDE,56kModem,BVGfX,19"VDU /?[4m v?[0m\ |
\-----
http://fly.to/BuddasWurld ICQ: 29173597

```

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1.113 Serial device troubles

From: Jonas Hulten <bjonte@xxxx.xxxxxxxxx.xxx>
Date: 04-23-99 14:11:05
Subject: Serial device troubles

Hi, this message has been sent to comp.sys.amiga.programmer but since I didn't get any reply I decided to post it here too.

I NEED HELP!

I'm programming a totally new and innovative sequencer program for Amiga. However, I am currently stuck since I'm suffering from bugs or perhaps higher powers that won't let me continue my work.

I have written the recording part of the program (and lots of other stuff that's not important) and I recently discovered that bytes get lost sometimes when the program reads from the serial device. You may suggest that I increase buffers and such, but that is not the problem (the serial device never has more than one byte in the buffer before my program fetches it).

The code below is the part of the program that reads the serial device. I have marked the interesting positions and numbered them.

1. This is the code that is executed when the serial device allows quick I/O. The problem here is that sometimes the byte read is not a new byte but actually an old one and the real one is lost somehow! I.e. if I should receive "HELLO", I could get "HLLLO" instead.

2. This is the code to handle one byte read with normal I/O. I have no problems with this section (it seems).

3. This is the strange part. This code section handles the reading of multiple bytes. Here, sometimes the io_Actual is zero after the DoIO call

and one byte is lost. If I ignore `io_Actual` and process as many bytes as I want to read it works just fine, but this is not how it should be! Even more strange is that it seems impossible to trace this section with SAS/C's (6.58) CodeProbe without getting mad, see below.

4. If I insert a breakpoint here and "watch" `t1` and `ioextser->IOSer.io_Actual`, they do not contain the same value!!! `t1` contains "0" and `io_Actual` "1". I'm totally lost here, I have absolutely no clue what's going on! I have checked the "omd" disassemble of this section and the assembly is correct. I even verified that `io_Actual` contained "1" in memory.

I have two tasks that accesses the serial device at the same time. One of the tasks only reads from `serial.device` and one only writes. They do not share any serial structures. Can this be a problem anyway?

The code:

```

/*
   true if midi data was received.
   false if no midi data was received.

   other_signals contain the signal mask for received signals.
*/
ULONG ReceiveMidiData(ULONG *other_signals)
{
    struct IOExtSer *ioextser = si->serialio;
    ULONG buffered;

    data_ready = 0;

    while (1)
    {
        GetStamp(&timestamp);

        //printf("Checking queue... ");

        ioextser->IOSer.io_Command = SDCMD_QUERY;
        DoIO((struct IORequest *)ioextser);

        if ((buffered = ioextser->IOSer.io_Actual) == 0)
        {
            if (data_ready)
            {
                *other_signals = 0L;
                return data_ready;
            }

            //printf("None waiting.\n");

            //printf("Request for one byte... ");

            GetStamp(&timestamp);

            ioextser->IOSer.io_Length = 1;
            ioextser->IOSer.io_Data = (APTR)serialbuffer;

```

```
        ioextser->IOSer.io_Command = CMD_READ;
        ioextser->IOSer.io_Flags |= IOF_QUICK;
        BeginIO((struct IORequest *)ioextser);

        if (ioextser->IOSer.io_Flags & IOF_QUICK)
        {
// *****
// *** Code location 1 ***
// *****

                //printf("Quick.\n");
                pb_byte = serialbuffer[0];
                (*ProcessByte)();
        }
        else // normal I/O
        {

// *****
// *** Code location 2 ***
// *****

                register ULONG serialmask = (1<<si->msgport->mp_SigBit);
                register ULONG bits;

                //printf("Normal I/O.\n");
                //printf("Waiting... ");

                bits = Wait(*other_signals | serialmask);

                GetStamp(&timestamp);

                //printf("Done.\n");

                if (bits & serialmask)
                {
                        WaitIO((struct IORequest *)ioextser);
                        if (ioextser->IOSer.io_Actual == 1)
                        {
                                pb_byte = serialbuffer[0];
                                (*ProcessByte)();
                        }
                }

                if (bits & (~serialmask))
                {
                        AbortIO((struct IORequest *)ioextser);
                        WaitIO((struct IORequest *)ioextser);
                        *other_signals = bits & (~serialmask);
                        return(data_ready);
                }
        }
        }
        else // bytes in queue
        {

// *****
```


Subject: Re: Serial device troubles

From: John Niclasen <Niclasen@bigfoot.com>

Hi Jonas!

On 23-Apr-99, Jonas Hulten wrote:

> From: Jonas Hulten <bjonte@hem2.passagen.se>

>

> I'm programming a totally new and innovative sequencer program for

This is really good news! I'm making my music on an Amiga with the old sequencer program Music-X, and I'm very interested in anything new in this field. :)))

> Amiga. However, I am currently stuck since I'm suffering from bugs
> or perhaps higher powers that won't let me continue my work.

>

> 1. This is the code that is executed when the serial device allows
> quick I/O. The problem here is that ?[lmsometimes?[0m the byte read is
> not a new byte but actually an old one and the real one is lost
> somehow! I.e. if I should receive "HELLO", I could get "HLLLO"
> instead.

It's unclear, what you are waiting for, if the IOF_QUICK I/O fails.
My code is like this:

```
static struct MsgPort      *serialPort = NULL;
static ULONG               waitMask, temp;
-
    serialPort = CreatePort(NULL, NULL);
    waitMask = SIGBREAKF_CTRL_C | 1L << serialPort->mp_SigBit;
-
    temp = Wait(waitMask);
```

And I use the IOF_QUICK flag in a different way. First I do a SDCMD_QUERY command with IOF_QUICK set. If IOF_QUICK is set after that, I try to CMD_READ the number of bytes waiting (it's in the io_Actual field), again with IOF_QUICK set. If IOF_QUICK is not set after this, I fall back to waiting.

Maybe this way also solve your other problems, if we're lucky.

I hope, you get some progress from this, and I'm willing to help you. I'll take a closer look at your code one of these days.

My experience with Serial Device on Amiga comes from writing some utilities for dumps of MIDI-data and a driver for a paintboard connected to the serial port.

Good luck!

John.

E-mail: Niclasen@bigfoot.com

> The code:

> -----

```
>
> /*
> true if midi data was received.
> false if no midi data was received.
>
> other_signals contain the signal mask for received signals.
> */
> ULONG ReceiveMidiData(ULONG *other_signals)
> {
>     struct IOExtSer *ioextser = si->serialio;
>     ULONG buffered;
>
>     data_ready = 0;
>
>     while (1)
>     {
>         GetStamp(&timestamp);
>
>         //printf("Checking queue... ");
>
>         ioextser->IOSer.io_Command = SDCMD_QUERY;
>         DoIO((struct IORequest *)ioextser);
>
>         if ((buffered = ioextser->IOSer.io_Actual) == 0)
>         {
>             if (data_ready)
>             {
>                 *other_signals = 0L;
>                 return data_ready;
>             }
>
>             //printf("None waiting.\n");
>
>             //printf("Request for one byte... ");
>
>             GetStamp(&timestamp);
>
>             ioextser->IOSer.io_Length = 1;
>             ioextser->IOSer.io_Data = (APTR)serialbuffer;
>             ioextser->IOSer.io_Command = CMD_READ;
>             ioextser->IOSer.io_Flags |= IOF_QUICK;
>             BeginIO((struct IORequest *)ioextser);
>
>             if (ioextser->IOSer.io_Flags & IOF_QUICK)
>             {
>
> // *****
> // *** Code location 1 ***
> // *****
>
>                 //printf("Quick.\n");
>                 pb_byte = serialbuffer[0];
>                 (*ProcessByte)();
>             }
>             else // normal I/O
>             {
>
```

```

> // *****
> // *** Code location 2 ***
> // *****
>
>         register ULONG serialmask =
> (1<<si->msgport->mp_SigBit);
>         register ULONG bits;
>
>         //printf("Normal I/O.\n");
>         //printf("Waiting... ");
>
>         bits = Wait(*other_signals | serialmask);
>
>         GetStamp(&timestamp);
>
>         //printf("Done.\n");
>
>         if (bits & serialmask)
>         {
>             WaitIO((struct IORequest *)ioextser);
>             if (ioextser->IOSer.io_Actual == 1)
>             {
>                 pb_byte = serialbuffer[0];
>                 (*ProcessByte)();
>             }
>         }
>
>         if (bits & (~serialmask))
>         {
>             AbortIO((struct IORequest *)ioextser);
>             WaitIO((struct IORequest *)ioextser);
>             *other_signals = bits & (~serialmask);
>             return(data_ready);
>         }
>     }
>     }
>     else // bytes in queue

```

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?[!m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.115 Re: Serial device troubles

From: Martin Harris <harrism@ihug.co.nz>

Date: 04-27-99 14:32:16

Subject: Re: Serial device troubles

From: Martin Harris <harrism@ihug.co.nz>

Greetings and Salutations, Jonas.

On 24-Apr-99, ?[1mJonas?[0m was saying...

> Hi, this message has been sent to comp.sys.amiga.programmer but since I
> didn't get any reply I decided to post it here too.

> I NEED HELP!

> I'm programming a totally new and innovative sequencer program for Amiga.
> However, I am currently stuck since I'm suffering from bugs or perhaps
> higher powers that won't let me continue my work.

Woohoo! I could do with a nice new sequencer for my DB50XG. I've got B&PPro and MusicX1 but they're kinda old and I'm not overly fond of them. I been meaning to throw together some code for my own sequencer. Even went to trouble of DLing the source to a MIDI Seq for Linux (Rosegarden). But that's about as far as I've gotten so far. Just rooting through other peoples code.

> I really need help with this so I am grateful for any suggestions.

I don't have any suggestions at the moment but I have a question.. How come you don't use either camd.library or midi.library to do the transferring of dat to your MIDI device? They kinda remove any need to care about playing aronud with the serial.device.

Yours, etc etc.

?[4mMartin?[0m

A little red button awaits to be pushed !

-----?[1mBlackMael?[0m
-----UIN 12938250
-----Team ?[1mAMIGA?[0m
-----BF A3 81 72 E8 54 C6 01 ←
F7 EF E7 5C 63 3B CF 37

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?[1m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.116 Re: Serial device troubles

From: Jonas Hulten <bjonte@hem2.passagen.se>
Date: 04-27-99 18:26:39
Subject: Re: Serial device troubles

From: Jonas Hulten <bjonte@hem2.passagen.se>

Den 27-Apr-99, skrev Martin Harris:

> Woohoo! I could do with a nice new sequencer for my DB50XG. I've got
> B&PPro and MusicX1 but they're kinda old and I'm not overly fond of them.
> I been meaning to throw together some code for my own sequencer. Even went
> to trouble of DLing the source to a MIDI Seq for Linux (Rosegarden). But
> that's about as far as I've gotten so far. Just rooting through other
> peoples code.

>> I really need help with this so I am grateful for any suggestions.

> I don't have any suggestions at the moment but I have a question.. How
> come you don't use either camd.library or midi.library to do the
> transferring of dat to your MIDI device? They kinda remove any need to care
> about playing aronud with the serial.device.

Camd.library can only use 32-bit timestamps and I use 64-bits for maximum resolution and song length.

Midi.library cannot handle sysex messages properly. Anything above 32k is trunkated or lost (I don't remember which). I can't stand any of those limitations.

/Jonas

```
-----
0 "MEAT IS MURDER " GRRRL
48 "JETPAC" PRG
20 "JELLY MONSTERS" PRG
32 "$\mathrm{\mu}$BEE" REL
42 "VECTREX" REL
604 "A4000" L?<
64 BLOCKS FREE.
```

```
-----
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Live Personal Shopper ?[1m Satisfaction Guaranteed ?[0m No Hassle Returns!
Accessories, Apparel, Jewelry, Kids, Sporting Goods, Apparel, More!!
http://www.onelist.com/ad/shoptheglobe0
-----
```

?[1m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.117 Re: Serial device troubles

From: Jonas Hulten <bjonte@hem2.passagen.se>
Date: 04-27-99 23:36:16
Subject: Re: Serial device troubles

From: Jonas Hulten <bjonte@hem2.passagen.se>

Den 27-Apr-99, skrev John Niclasen:

> It's unclear, what you are waiting for, if the IOF_QUICK I/O fails.

> My code is like this:

```
> static struct MsgPort      *serialPort = NULL;
> static ULONG              waitMask, temp;
> -
>     serialPort = CreatePort(NULL, NULL);
>     waitMask = SIGBREAKF_CTRL_C | 1L << serialPort->mp_SigBit;
> -
>     temp = Wait(waitMask);
```

> And I use the IOF_QUICK flag in a different way. First I do a
> SDCMD_QUERY command with IOF_QUICK set. If IOF_QUICK is set after
> that, I try to CMD_READ the number of bytes waiting (it's in the io_Actual
> field), again with IOF_QUICK set. If IOF_QUICK is not set after
> this, I fall back to waiting.

I follow the exact procedure as described in Amiga ROM Kernel Reference
Guide (and correcting the bugs).

> Maybe this way also solve your other problems, if we're lucky.

I'm going to make further tests some day to determine if it can be related
to my two different tasks using the serial device at the same time.

/Jonas

```
-----
0 "MEAT IS MURDER " GRRRL
48  "JETPAC"          PRG
20  "JELLY MONSTERS" PRG
32  "$\mathrm{\mu}$BEE"          REL
42  "VECTREX"        REL
604 "A4000"          L?<
64 BLOCKS FREE.
```

```
-----
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select the Member Center link from the menu bar on the left.
-----
```

?[1m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.118 Re: Serial device troubles

From: Martin Harris <harrism@ihug.co.nz>
Date: 04-28-99 01:20:45
Subject: Re: Serial device troubles

From: Martin Harris <harrism@ihug.co.nz>

Greetings and Salutations, Jonas.

On 28-Apr-99, ?[1mJonas?[0m was saying...

>> I don't have any suggestions at the moment but I have a question.. How
>> come you don't use either camd.library or midi.library to do the
>> transferring of dat to your MIDI device? They kinda remove any need to
>> care about playing aronud with the serial.device.

> Camd.library can only use 32-bit timestamps and I use 64-bits for maximum
> resolution and song length.

What then do you use as a timing source for 64bit accuracy? Does a SMF allow
64bit timestamps?

> Midi.library cannot handle sysex messages properly. Anything above 32k is
> trunkated or lost (I don't remember which). I can't stand any of those
> limitations.

Fair enough.

Yours, etc etc.

?[4mMartin?[0m

I am Ross Perot of Borg: Assimilation? Well here's the deal.

-----?[1mBlackMael?[0m
-----UIN 12938250
-----Team ?[1mAMIGA?[0m
-----BF A3 81 72 E8 54 C6 01 ←
F7 EF E7 5C 63 3B CF 37

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?[1m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.119 Re: Serial device troubles

From: Jonas Hulten <bjonte@hem2.passagen.se>
Date: 04-28-99 20:53:00
Subject: Re: Serial device troubles

From: Jonas Hulten <bjonte@hem2.passagen.se>

Den 28-Apr-99, skrev Martin Harris:

>> Camd.library can only use 32-bit timestamps and I use 64-bits for maximum
>> resolution and song length.

> What then do you use as a timing source for 64bit accuracy? Does a SMF
> allow 64bit timestamps?

E-clock. What is SMF?

/Jonas

```
-----
0 "MEAT IS MURDER  " GRRRL
48  "JETPAC"          PRG
20  "JELLY MONSTERS" PRG
32  "$\mathrm{\mu}$BEE"          REL
42  "VECTREX"        REL
604 "A4000"          L?<
64 BLOCKS FREE.
```

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?[1m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.120 Re: Serial device troubles

From: John Niclasen <Niclasen@bigfoot.com>

Date: 04-29-99 02:00:31

Subject: Re: Serial device troubles

Hi Jonas!

I've now had a closer look at your code.

On 23-Apr-99, Jonas Hulten wrote:

```
>         ioextser->IOSer.io_Length =
>buffered>serialbuffersize?serialbuffersize:buffered;
>
>         for(i=0;i<buffered;i++)
>         {
>             pb_byte = serialbuffer[i];
>             (*ProcessByte) ();
>         }
```

I think, the "buffered" in that for-loop should be "ioextser->IOSer.io_Actual".

I've rewritten your ReceiveMidiData function, and I send it with this mail. Try to see if it works.

Bye
John.

=====2: code.c

?[1mContent-Type:[0m plain text ?[1mSize:[0m 3372 bytes
?[1mDescription:[0m Jonas Hulten <bjonte@hem2.passagen.se>

The code:

```
-----  
  
/*  
    true if midi data was received.  
    false if no midi data was received.  
  
    other_signals contain the signal mask for received signals.  
*/  
ULONG ReceiveMidiData(ULONG *other_signals)  
{  
    struct IOExtSer *ioextser = si->serialio;  
    register ULONG serialmask = (1L << si->msgport->mp_SigBit);  
    register ULONG bits;  
    ULONG buffered;  
    ULONG i;  
  
    data_ready = 0;  
  
    while (1)  
    {  
        GetStamp(&timestamp);  
  
        ioextser->IOSer.io_Command = SDCMD_QUERY;  
        ioextser->IOSer.io_Flags    = IOF_QUICK;  
        BeginIO((struct IORequest *)ioextser);  
  
        if(!(ioextser->IOSer.io_Flags & IOF_QUICK))  
        {  
            bits = Wait(*other_signals | serialmask);  
  
            GetStamp(&timestamp);  
  
            if (bits & serialmask)  
            {  
                WaitIO((struct IORequest *)ioextser);  
            }  
            else  
            {  
                AbortIO((struct IORequest *)ioextser);  
                WaitIO((struct IORequest *)ioextser);  
                *other_signals = bits & (~serialmask);  
                return(data_ready);  
            }  
        }  
  
        if ((buffered = ioextser->IOSer.io_Actual) == 0)  
        {  
            if (data_ready)  
            {  
                *other_signals = 0L;  
                return data_ready;  
            }  
  
            GetStamp(&timestamp);  
  
            ioextser->IOSer.io_Command = CMD_READ;
```

```

ioextser->IOSer.io_Length = 1;
ioextser->IOSer.io_Data = (APTR)serialbuffer;
SendIO((struct IORequest *)ioextser);

bits = Wait(*other_signals | serialmask);

GetStamp(&timestamp);

if (bits & serialmask)
{
    WaitIO((struct IORequest *)ioextser);
    pb_byte = serialbuffer[0];
    (*ProcessByte)();
}
else
{
    AbortIO((struct IORequest *)ioextser);
    WaitIO((struct IORequest *)ioextser);
    *other_signals = bits & (~serialmask);
    return(data_ready);
}
}
else // bytes in queue
{
    ioextser->IOSer.io_Command = CMD_READ;
    ioextser->IOSer.io_Flags = IOF_QUICK;
    ioextser->IOSer.io_Length =
buffered>serialbuffer.size?serialbuffer.size:buffered;
    ioextser->IOSer.io_Data = (APTR)serialbuffer;
    BeginIO((struct IORequest *)ioextser);

    if(!(ioextser->IOSer.io_Flags & IOF_QUICK))
    {
        bits = Wait(*other_signals | serialmask);

        GetStamp(&timestamp);

        if (bits & serialmask)
        {
            WaitIO((struct IORequest *)ioextser);
        }
        else
        {
            AbortIO((struct IORequest *)ioextser);
            WaitIO((struct IORequest *)ioextser);
            *other_signals = bits & (~serialmask);
            return(data_ready);
        }
    }

    for(i=0;i<ioextser->IOSer.io_Actual;i++)
    {
        pb_byte = serialbuffer[i];
        (*ProcessByte)();
    }
}
}

```

}

1.121 Re: Serial device troubles

From: Jonas Hulten <bjonte@hem2.passagen.se>
 Date: 04-29-99 17:31:24
 Subject: Re: Serial device troubles

From: Jonas Hulten <bjonte@hem2.passagen.se>

Den 29-Apr-99, skrev John Niclasen:

```
>>         ioextser->IOSer.io_Length =
>> buffered>serialbuffersize?serialbuffersize:buffered;

>>         for(i=0;i<buffered;i++)
>>         {
>>             pb_byte = serialbuffer[i];
>>             (*ProcessByte) ();
>>         }
```

> I think, the "buffered" in that for-loop should be
 > "ioextser->IOSer.io_Actual".

You're right about that. It was before, I just changed it to test whether the byte was correct even if io_Actual was zero.

> I've rewritten your ReceiveMidiData function, and I send
 > it with this mail. Try to see if it works.

I'll have a look.

/Jonas

```
0 "MEAT IS MURDER " GRRRL
48 "JETPAC" PRG
20 "JELLY MONSTERS" PRG
32 "$\mathrm{\mu}$BEE" REL
42 "VECTREX" REL
604 "A4000" L?<
64 BLOCKS FREE.
```

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?[lm Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.122 Re: Serial device troubles

From: BlackMael <harrism@ihug.co.nz>
 Date: 04-30-99 01:20:47
 Subject: Re: Serial device troubles

From: BlackMael <harrism@ihug.co.nz>

Greetings and Salutations, Jonas.

On 29-Apr-99, ?[1mJonas?[0m was saying...

>>> Camd.library can only use 32-bit timestamps and I use 64-bits for
 >>> maximum resolution and song length.

>> What then do you use as a timing source for 64bit accuracy? Does a SMF
 >> allow 64bit timestamps?

> E-clock. What is SMF?

A Standard Midi File - The standard file format for MIDI compositions.

Yours, etc etc.
 ?[4mMartin?[0m

 Slow down! Yeah! Slow down or shut up! -Beavis & Butthead

-----[1mBlackMael?[0m
 -----UIN 12938250
 -----Team ?[1mAMIGA?[0m
 -----BF A3 81 72 E8 54 C6 01 ↔
 F7 EF E7 5C 63 3B CF 37

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?[1m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.123 Serial port speed

From: Zubin Sethna <nbsethna@zeta.org.au>
 Date: 04-30-99 13:38:03
 Subject: Serial port speed

From: Zubin Sethna <nbsethna@zeta.org.au>

Hi all

I'm wondering what speeds a standard Amiga serial port can handle? Is it possible to reliably transmit and receive characters at speeds of 115200 bits/second on a fast Amiga (060 @ 50Mhz)?

Regards

Zubin

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?[!m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.124 SetFunction() & Dragging Windows

From: Luiz Gustavo Castelan Póvoas <lpovoas@zaz.com.br>
Date: 04-28-99 05:04:52
Subject: SetFunction() & Dragging Windows

From: Luiz Gustavo Castelan =?iso-8859-1?Q?P=F3voas?= <lpovoas@zaz.com.br>

Anyone have an example of the exec/SetFunction() funcion??
I want to patch OpenWindow() and Close Window() to find a port and send a OPENWINDOW or CLOSEWINDOW message to this port (can be a int number with defined values)

Another question is how can I make a window without the dragbar be dragable, or how can I define a different shapped dragbar (or drag area).

Toolshed

PS: sorry i sent this message before with a different subject

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?[!m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.125 Re: SetFunction() & Dragging Windows

From: Linus McCabe <sparkle@hehe.com>
Date: 04-28-99 09:29:16
Subject: Re: SetFunction() & Dragging Windows

From: Linus McCabe <sparkle@hehe.com>

> Anyone have an example of the exec/SetFunction() funcion??

I have a (pretty small) assembler source I made a long time ago that you could look at if you want, but maybe you'd prefer c?
IIRC setfunction is not very hard to use, something like this:

```
Library* Lib= OpenLibrary("whatever.library", 0);  
long offset = -x;  
APTR newfunc=AllocMem(size of your function, MEMF_PUBLIC); //Dont think the  
mem  
allocated // needs to be  
copy your functioncode to the allocated memory // in any special way  
SetFunction(Lib, offset, newfunc);
```

oh, yeah, the offset (x in the above example) can be found in your pragma files.

If you want to patch openwindow it will probably look something like this:

```
#pragma libcall IntuitinBase OpenWindow cc 801
```

the cc part is the hexadecimal offset, 204 in dec.
You must take this negative!

You might also want to make some cleanup code etc, if you wish to remove the patch later.

/Linus

> Another question is how can I make a window without the dragbar
> be draggable, or how can I define a different shapped dragbar (or drag
> area).

I'd like to know this too...

> Toolshed

```
-----  
Linus McCabe * Sparkle@hehe.com  
* Sparkle, #Amiga, DalNet  
* http://come.to/Sparkle
```

No one will believe it's the blues if you wear a suit, unless you happen to be an old black man.

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 ?[!m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.126 Re: SetFunction() & Dragging Windows

From: Mike Carter <mike.carter@bigfoot.com>
 Date: 04-28-99 16:02:06
 Subject: Re: SetFunction() & Dragging Windows

From: "Mike Carter" <mike.carter@bigfoot.com>

I was bored but Linus McCabe said something I can't just forget about!

> > Another question is how can I make a window without the dragbar
 > > be draggable, or how can I define a different shapped dragbar (or drag
 > > area).
 >
 > I'd like to know this too...

e-mail the coder of AMPlifier. He has made the whole window into a
 dragbar and isreally nice to use. You just clickin an area with no
 gadgets and move the whole window around!! I'll try and get him to
 join the list :)

Dinky do,

Mike.

 PROJECT STATUS...
 Key To Driving Theory [#####] done!
 ScalOS add-ons suite [##-----] slowly does it!
 OS Task Bar [-----] preparing

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?[!m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.127 Re: SetFunction() & Dragging Windows

From: Jarno van der Linden <jarno@kcbbs.gen.nz>
 Date: 04-29-99 21:39:46
 Subject: Re: SetFunction() & Dragging Windows

From: Jarno van der Linden <jarno@kcbbs.gen.nz>

> From: Luiz Gustavo Castelan =?iso-8859-1?Q?P=F3voas?= <lpovoas@zaz.com.br>
 >
 > Anyone have an example of the exec/SetFunction() funcion??

I use the routines in the SFPatch package. All the hard work is already done in there, and it's really easy to write your own patches with it. It's on aminet:

SFPatch.lha dev/c 8K 206 How to SetFunction()/Patch library functions

> Another question is how can I make a window without the dragbar
 > be draggable, or how can I define a different shapped dragbar (or drag
 > area).

There is indeed functionality for this in intuition.library. I'm not quite sure exactly how, but you can make a custom gadget, add it to a window's border, and tell the system to treat it as a dragbar.

---JvdL---

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 ?[!m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.128 Re: SetFunction() & Dragging Windows

From: Johnny T Nielsen <draco@mail1.stofanet.dk>
 Date: 04-30-99 13:28:19
 Subject: Re: SetFunction() & Dragging Windows

From: Johnny T Nielsen <draco@mail1.stofanet.dk>

On the 28-Apr-99, Mike Carter sat down and punched the keyboard:

> From: "Mike Carter" <mike.carter@bigfoot.com>

> I was bored but Linus McCabe said something I can't just forget
 > about!

>> > Another question is how can I make a window without the
 >> > dragbar be draggable, or how can I define a different shapped
 >> > dragbar (or drag area).
 >>

>> I'd like to know this too...

It's actually VERY easy... I did it when programming TMLG. All you have to do is create a standard BOOPSI gadget and tell the system that it is a drag-gadget, then the OS will take care of the rest :)

```
drag gadget = (Gadget *)NewObject(NULL, GADGETCLASS,
    GA_Left, 0,
    GA_Top, 0,
    GA_Width, 275,
    GA_Height, 14,
    GA_SysGType, GTYP_WDRAGGING,
    TAG_DONE);
```

Johnny T Nielsen, draco
using A4000,PPC/233,060/50,CVPPC

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?[!m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.129 Re: SetFunction() & Dragging Windows

From: Jonas Hulten <bjonte@hem2.passagen.se>
Date: 04-30-99 15:25:43
Subject: Re: SetFunction() & Dragging Windows

From: Jonas Hulten <bjonte@hem2.passagen.se>

Den 28-Apr-99, skrev Luiz Gustavo Castelan Póvoas:

> Anyone have an example of the exec/SetFunction() funcion??
> I want to patch OpenWindow() and Close Window() to find a port and
> send a OPENWINDOW or CLOSEWINDOW message to this port
> (can be a int number with defined values)

Yuch, must be pretty ugly in C. It's very simple in assembler though.

> Another question is how can I make a window without the dragbar
> be draggable, or how can I define a different shapped dragbar (or drag
> area).

Create a gadget with GTYP_BOOLGADGET|GTYP_WDRAGGING in the gadget type field.

/Jonas

```

-----
0 "MEAT IS MURDER " GRRRL
48 "JETPAC" PRG
20 "JELLY MONSTERS" PRG
32 "$\mathrm{\mu}$BEE" REL
42 "VECTREX" REL
604 "A4000" L?<
64 BLOCKS FREE.

```

```

-----
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-----

```

?[1m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.130 Spreading Amiga-C..

```

From: Rob Hutchinson <loki@xxxxxxxxxxxxx.xxxxxxxxx.xx.xxx>
Date: 04-19-99 21:42:51
Subject: Spreading Amiga-C..

```

Hello m!kE

Hiya, m!kE... ,on 19-Apr-99 you mailed me about: [amiga-c] Get others :)! So ←
I'ma reply'in...

```

[=> From: "m!kE cArTEr" <mike.carter@bigfoot.com>
[=>
[=> Don't forget to ask others to join this list to make it a big bag of
[=> peeps!!
[=>
[=> Tell all to go check the URL:
[=>
[=> http://www.onelist.com/subscribe/amiga-c

```

Told them all on the Amiga Format list about Amiga-C.. and there are exactly 500 peeps on there now ;) Cos Ben was going on about how many there are ;)

```

[=> DInky do,
[=>
[=> Mike.
[=>
[=>
Regards

```

```

-----
=====
-----? [1mCONTACTING ME: ? [0m
-----E-MAIL: ←
loki@napalmdeath.freemove.co.uk | ICQ: 27181384
=====
-----CURRENT PROJECTS: ←
IconExtreme V3.01 [60%] Complete!

```


1.132 Re: Spreading Amiga-C..

From: Thomas Hurst <tom.hurst@xxxxxx.xxxx>
 Date: 04-20-99 18:39:42
 Subject: Re: Spreading Amiga-C..

Hello m!kE

On 20-Apr-99 17:15:32 you wrote:

> There's about 10 subscribers since Sunday now :) And nobody really
 > knows about it that well...

A lot more people are going to know about it this evening...

Regards

Tom

 Editor, AmiSITE <-----> <http://amisite.amiga.tm/>
 The online magazine for those who dare to be different
 ICQ:17701673 - IRC:Freaky - RC5: 24836 2^28 blocks done

WinErr f3a: Format of drive "a": failed. Trying "c:" ...

1.133 Re: Spreading Amiga-C..

From: Rob Hutchinson <loki@xxxxxxxxxxxxx.xxxxxxxxxx.xx.xxx>
 Date: 04-20-99 19:02:46
 Subject: Re: Spreading Amiga-C..

Hello m!kE

Hiya, m!kE... ,on 20-Apr-99 you mailed me about: [amiga-c] Re: Spreading ↔
 Amiga-C..! So I'ma reply'in...

[=> From: "m!kE cArTEr" <mike.carter@bigfoot.com>

[=>

[=> Rob Hutchinson wrote:

[=>

[=>> [=> Tell all to go check the URL:

[=>> [=>

[=>> [=> <http://www.onelist.com/subscribe/amiga-c>

[=>>

[=>> Told them all on the Amiga Format list about Amiga-C.. and there are
 [=>> exactly 500 peeps on there now ;) Cos Ben was going on about how many
 [=>> there are ;)

[=>

[=> There's about 10 subscribers since Sunday now :) And nobody really
 [=> knows about it that well...

Good, I'm going to be needing a lot of help!!!!!!!. ;)

Oh yeah, didn't tell ya did I? ... I did a conversion of the NewIcon
 structure and library from the original with the package from C to

Blitz,.. I see what you mean, there isn't THAT much of a difference with struct's and stuff. I can see that straight away,. So now I can use the newicon.library directly from within Blitz to display icons in a nice OS friendly way for IconExtreme,.. Better than that bodgy RI lib version that uses the NewIcon (program) hack to the icon.library.

But I was well chuffed when it worked ;).. So theres a start,.. All I need now is a good C compiler/editor ;) (gonna go grab dice from that site)

[=> Dinky do all!

[=>

[=> Mike.

[=>

[=>

Regards

```

=====
-----? [1mCONTACTING ME:?[0m
-----E-MAIL:  ←
      loki@napalmdeath.freemove.co.uk | ICQ: 27181384
=====
-----CURRENT PROJECTS:  ←
      IconExtreme V3.01 [60%] Complete!
-----SDS^GUI System [5%]  ←
      Complete!
=====
-----? [1mSATANIC DREAMS  ←
      SOFTWARE FOUNDER?[0m
-----WWW: http://www.  ←
      satanicdreams.freemove.co.uk/
=====
-----Deck 36: Sporting goods  ←
      , Engineering, Ladies lingerie
=====

```

1.134 StormC vs SAS/C, exe file size

From: TigerGutt <warewulf@geocities.com>
 Date: 04-30-99 07:39:10
 Subject: StormC vs SAS/C, exe file size

From: TigerGutt <warewulf@geocities.com>

Anyone have a good tips for how to setup StormC to create smaller exe files.

I'm just learning basic printf() stuff.

Cheers

Ulf

```

-----
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```

 ?[1m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.135 Re: StormC vs SAS/C, exe file size

From: Christian Hattemer <Chris@heaven.riednet.wh.tu-darmstadt.de>
 Date: 04-30-99 13:35:51
 Subject: Re: StormC vs SAS/C, exe file size

From: Christian Hattemer <Chris@mail.riednet.wh.tu-darmstadt.de>

On 30-Apr-99 TigerGutt wrote:

> Anyone have a good tips for how to setup StormC to create smaller exe
 > files.
 > I'm just learing basic printf() stuff.

Get stormamiga.lib from <http://www.CyberdyneSystems.de/>
 You can reach half of the normal size with it.

Additionally you could set near Code/Data in the compiler Options.
 This is only possible for small Progs and may lead to Problems on exit due
 to a Bug in stormamiga.lib, use far Code/Data then.

Bye, Chris

 _
 ///
 _ /// Amiga 4000T 040/40 Team ?[1mAMIGA?[0m
 \\///
 \XX/ <http://www.riednet.wh.tu-darmstadt.de/~chris/>

Wer dir heute nichts will borgen,
 dem klau es gleich am nächsten morgen.

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?[1m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.136 String handling in C

From: Mike Carter <mike.carter@xxxxxxxx.xxxx>
 Date: 04-21-99 21:35:37
 Subject: String handling in C

For people moving from Blitz2 or another basic language and are

already missing the string functions such as Instr, String, upper, lower etc. then take a look at "GatewayLibrary.lha" on Aminet which contains all these string operations and more for people who can't be bothered to write their own for every program that needs them!

Dinky do,

Mike.

```

-----
.-----
| AMiGA 1200Ezt 060/PPC@240Mhz,50Mb RAM ___/\___ |
| 4 HDD,DD&HD FD,5 CD-ROMS,CDRW,EZ135, \ o0 ?[3m bUDDa?[0mS^D|
| SCSI+IDE,56kModem,BVGfX,19"VDU /?[4m v?[0m\ |
\-----'
http://fly.to/BuddasWurld ICQ: 29173597

```

1.137 Re: String handling in C

From: Stephen Williams <sw@xxxx.xxxxx.xxxx>
 Date: 04-25-99 20:10:53
 Subject: Re: String handling in C

Mike Carter <mike.carter@bigfoot.com> wrote:

> For people moving from Blitz2 or another basic language and are
 > already missing the string functions such as Instr, String, upper,
 > lower etc. then take a look at "GatewayLibrary.lha" on Aminet which
 > contains all these string operations and more for people who can't be
 > bothered to write their own for every program that needs them!

Since C just treats strings as blocks of memory, it's not really surprising that it doesn't have features like insert etc. Inserting bytes into a block of memory is non-trivial (though, thinking about it, I see how it could be done with realloc() and some patience).

Find some documentation on the functions prototyped in string.h. The Geek Gadgets manual pages, which come with the ixemul dev kit (I think) contain good documentation for all C functions, as well as Unix system calls. I think you'll be pleasantly surprised by the power of C's string functions, such as they are. Just don't expect to be able to code in C like you would in BASIC. To paraphrase Dennis Ritchie: "If you want BASIC, you know where to find it".

> Dinky do,

Argh! It's a Teletubby! :-)

-Stephen

1.138 Re: String handling in C

From: Andrew Markwell <andrewmarkwell@xxxxxxxx.xxxx>
Date: 04-25-99 23:14:17
Subject: Re: String handling in C

>From: Stephen Williams <sw@nysa.u-net.com>
1999 20:10:53 +0100
>
>From: Stephen Williams <sw@nysa.u-net.com>
>
>Mike Carter <mike.carter@bigfoot.com> wrote:
>> For people moving from Blitz2 or another basic language and are
>> already missing the string functions such as Instr, String, upper,
>> lower etc. then take a look at "GatewayLibrary.lha" on Aminet
which
>> contains all these string operations and more for people who can't
be
>> bothered to write their own for every program that needs them!
>
>Since C just treats strings as blocks of memory, it's not really
>surprising that it doesn't have features like insert etc. Inserting
>bytes into a block of memory is non-trivial (though, thinking about
>it, I see how it could be done with realloc() and some patience).
>
>Find some documentation on the functions prototyped in string.h.
>The Geek Gadgets manual pages, which come with the ixemul dev kit
>(I think) contain good documentation for all C functions, as well
>as Unix system calls. I think you'll be pleasantly surprised by
>the power of C's string functions, such as they are. Just don't
>expect to be able to code in C like you would in BASIC. To
>paraphrase Dennis Ritchie: "If you want BASIC, you know where to
>find it".
>

Much better to use the cstring.h library. It defines a type called
'string', and you can do things like this:

```
string mystring;  
string myotherstring;  
  
mystring=mystring+myotherstring;  
  
if(mystring==myotherstring)
```

no backward stuff from string.h!

-Andy

1.139 Re: String handling in C

From: Mike Carter <mike.carter@xxxxxxxx.xxxx>
Date: 04-26-99 00:05:43
Subject: Re: String handling in C

I was bored but Andrew Markwell said something I can't just forget about!
 > Much better to use the cstring.h library. It defines a type called
 > 'string', and you can do things like this:
 >
 > string mystring;
 > string myotherstring;
 >
 > mystring=mystring+myotherstring;
 >
 > if(mystring==myotherstring)
 >
 > no backward stuff from string.h!

Is this a C++ only thing using Operator Overloading? Or does it work with standard C compilers? What compiler are you using?

Dinky do,

Mike.

 PROJECT STATUS...

Key To Driving Theory [#####] done!
 ScalOS add-ons suite [##-----] slowly does it!
 OS Task Bar [-----] preparing

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1.140 Re: String handling in C

From: Mike Carter <mike.carter@bigfoot.com>
 Date: 04-26-99 18:41:13
 Subject: Re: String handling in C

From: "Mike Carter" <mike.carter@bigfoot.com>

I was bored but Andrew Markwell said something I can't just forget about!

> HiSoft however. You can find a very similar library in Borland C++
 > called cstring.h and MS Visual C++ as afx.h

ei! Less of the PC stuff :)

 PROJECT STATUS...

Key To Driving Theory [#####] done!
 ScalOS add-ons suite [##-----] slowly does it!
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?[1m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.141 Re: String handling in C

From: Stephen Williams <sw@nysa.u-net.com>
Date: 04-26-99 22:18:58
Subject: Re: String handling in C

From: Stephen Williams <sw@nysa.u-net.com>

Andrew Markwell <andrewmarkwell@hotmail.com> wrote:
> Much better to use the cstring.h library. It defines a type called
> 'string', and you can do things like this:
>
> string mystring;
> string myotherstring;
>
> mystring=mystring+myotherstring;
>
> if(mystring==myotherstring)
>
> no backward stuff from string.h!

cstring.h is C++, not C.

Point of information: C and C++ are two different languages. C++ is
?[4mnot?[0m a superset of C. It ?[4malmost?[0m is, but a few important things
differ between the languages. For example, in C:

```
sizeof('a') == sizeof(int)
```

but in C++:

```
sizeof('a') == sizeof(char)
```

so for most (all?) Amiga C compilers, sizeof('a') will be 4, but it
will be 1 when compiled with a C++ compiler.

Question for the list owner: is this list just for C, or is C++
discussion allowed as well?

-Stephen

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?[1m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.142 Re: String handling in C

From: Andrew Markwell <andrewmarkwell@hotmail.com>
Date: 04-26-99 23:51:02
Subject: Re: String handling in C

From: "Andrew Markwell" <andrewmarkwell@hotmail.com>

Hello Stephen,

>

>From: Stephen Williams <sw@nysa.u-net.com>

>

>Andrew Markwell <andrewmarkwell@hotmail.com> wrote:

>> Much better to use the cstring.h library. It defines a type called

>> 'string', and you can do things like this:

>>

>> string mystring;

>> string myotherstring;

>>

>> mystring=mystring+myotherstring;

>>

>> if(mystring==myotherstring)

>>

>> no backward stuff from string.h!

>

>cstring.h is C++, not C.

>

>Point of information: C and C++ are two different languages. C++ is

>?not a superset of C. It is almost is, but a few important things

>differ between the languages. For example, in C:

They are two different languages but C++ IS a superset of C, the name C++ is programming humour.. C=C+1. Anyway, C is an old backward language, we need to get with the times and the modern industry and start using C++. Amiga Inc have stated that the new OS will be heavily built using object orientated C++. All these Amiga C stalwarts need to learn C++ because it is dragging us back.

> sizeof('a') == sizeof(int)

>

>but in C++:

>

> sizeof('a') == sizeof(char)

>

>so for most (all?) Amiga C compilers, sizeof('a') will be 4, but it

>will be 1 when compiled with a C++ compiler.

The second is logically correct, the size of 'a', a char literal is one byte. C interprets char's as int's and assumes they are 4 bytes.

-Andrew

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?[1m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.143 Re: String handling in C

From: Mike Carter <mike.carter@bigfoot.com>
 Date: 04-28-99 16:12:00
 Subject: Re: String handling in C

From: "Mike Carter" <mike.carter@bigfoot.com>

I was bored but Andrew Markwell said something I can't just forget about!

> >Point of information: C and C++ are two different languages. C++ is
 > >?[4mnot?[0m a superset of C. It ?[4malmost?[0m is, but a few important things
 > > differ between the languages. For example, in C:
 >
 > They are two different languages but C++ IS a superset of C, the name
 > C++ is programming humour.. C=C+1. Anyway, C is an old backward
 > language, we need to get with the times and the modern industry and
 > start using C++. Amiga Inc have stated that the new OS will be
 > heavily built using object orientated C++. All these Amiga C
 > stalwarts need to learn C++ because it is dragging us back.

All very well but the compiler support is not here :(G++ and
 StormC++ (expensive) how are we expected to adopt C++ if there's no
 good cheap compilers?

Dinky do,

Mike.

 PROJECT STATUS...

Key To Driving Theory [#####] done!
 ScalOS add-ons suite [##-----] slowly does it!
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?[1m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.144 Re: String handling in C

From: Mike Carter <mike.carter@bigfoot.com>
 Date: 04-28-99 16:21:26
 Subject: Re: String handling in C

From: "Mike Carter" <mike.carter@bigfoot.com>

I was bored but Stephen Williams said something I can't just forget about!

> Question for the list owner: is this list just for C, or is C++
 > discussion allowed as well?

BOTH. Please, I don't find as long as nobody strays off chatting about Borland, Micro**** etc. I don't mind the odd Unix/Linux porting questions either. If it's got C in it then it can be on the list. I don't even mind specific questions about GUI systems. Although it there's lots of questions maybe direct the person towards a specific mailing list.

BTW: does anybody have a list of addresses to join mailing lists such as MUI, BGUI, Triton, ClassAct etc. I'm going to be compiling a small web front for the mailing list containing essential utilities, sites, and info about mailing lists. Please all send your links - but direct to me, not the mailing list please :)

Dinky do,

Mike Carter.

 PROJECT STATUS...

Key To Driving Theory [#####] done!
 ScalOS add-ons suite [##-----] slowly does it!
 OS Task Bar [-----] preparing

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 ?[!m Don't forget to tell your 'C' coding buddies to join up!! ?[0m

1.145 Re: String handling in C

From: Andrew Markwell <andrewmarkwell@hotmail.com>
 Date: 04-29-99 23:31:19
 Subject: Re: String handling in C

From: "Andrew Markwell" <andrewmarkwell@hotmail.com>

>From: "Mike Carter" <mike.carter@bigfoot.com>
>
>I was bored but Andrew Markwell said something I can't just forget about!
>
>> >Point of information: C and C++ are two different languages. C++ is
>> >?not a superset of C. It is almost is, but a few important things
>> > differ between the languages. For example, in C:
>>
>> They are two different languages but C++ IS a superset of C, the name
>> C++ is programming humour.. C=C+1. Anyway, C is an old backward
>> language, we need to get with the times and the modern industry and
>> start using C++. Amiga Inc have stated that the new OS will be
>> heavily built using object orientated C++. All these Amiga C
>> stalwarts need to learn C++ because it is dragging us back.
>
>All very well but the compiler support is not here:(G++ and
>StormC++ (expensive) how are we expected to adopt C++ if there's no
>good cheap compilers?
>
>Dinky do,
>
>
Compilers (with the exception of gcc/g++) on all platforms are expensive. Visual Studio costs around 600 pounds I believe. If you want a cheap C++ compiler then your only choices are g++ or egcs. Same story for every OS I'm afraid.

-Andy

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? Don't forget to tell your 'C' coding buddies to join up!! ?

1.146 VBCC Make

From: Mike Carter <mike.carter@bigfoot.com>
Date: 04-26-99 18:30:39
Subject: VBCC Make

From: "Mike Carter" <mike.carter@bigfoot.com>

I've installed VBCC. Now I'm trying to compile some source I wrote a while back in SAS-C.

I'm using VPM to control my project as it's nice and easy to set options. However when I go to make my project (compile & link) I get errors. The following is output:-

```
Linking project
Undefined Symbols      Hunk          Unit          File
-----
__ctors                CODE          T:t_8_0       vlibm68k:vc.lib
__dtors                CODE          T:t_8_0       vlibm68k:vc.lib
```

What is this telling me and how can I fix it?

Regards,

Mike C.

PROJECT STATUS...

```
Key To Driving Theory [#####] done!
ScalOS add-ons suite  [##-----] slowly does it!
OS Task Bar          [-----] preparing
```

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1.147 vbcc stack

From: Mike Carter <mike.carter@bigfoot.com>
Date: 04-26-99 05:24:28
Subject: vbcc stack

From: "Mike Carter" <mike.carter@bigfoot.com>

Can a user of VBCC please tell me how I can set the stack of my compiled code from within?

I do this in SAS-C with:
LONG __stack = 10000;

But does SAS-C support this? And is the __DATE__ thingy work with VBCC? What is the correct term given to these define like commands?

Sorry for the questions but I'm using SAS-C and want to move over to VBCC so I can compile WarpUp code in the future.

Dinky do,

Mike.

PROJECT STATUS...

Key To Driving Theory [#####] done!
ScalOS add-ons suite [##-----] slowly does it!
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