

AV

COLLABORATORS

	<i>TITLE :</i> AV		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	AV	1
1.1	main	1
1.2	Introduction	1
1.3	How to use Abk View 1.3	1
1.4	Installation	2
1.5	System Requirements	2
1.6	What's new in version 1.3	2
1.7	Distribution ABK VIEW 1.3	2
1.8	Author	2
1.9	Bug reports	3

Chapter 1

AV

1.1 main

ABK VIEW 1.3
BY ADAM TURCZAK

Introduction

How to use

Installation

System Requirements

Bug reports

What's new in version 1.3

Distribution ABK VIEW 1.3

Author

1.2 Introduction

This is an AMOS .abk banks viewer.
It should show AMOS bobs, sprites, icons, pictures and play music.

1.3 How to use Abk View 1.3

You must simply click on a button with name of the object that you want to see or ↔ hear.

Then by using a requester select an ABK-bank with these objects.

By viewing sprites, bobs or icons you must type a number of an object that you want to see. Then by using "NEXT" or "BACK" you can see other objects.

Clicking on "OK" you can return to the menu.

1.4 Installation

Move ABK-View drawer with contents to the directory that you want to have it. A Programm is runnable from Workbench or Shell.

1.5 System Requirements

To use ABK-VIEW you need at least 150kb of memory and a powerpacker.library in "libs" directory.

I only tested !?! Abk View 1.3 on A1200 with 6MB RAM and Kickstart 3.0.

1.6 What's new in version 1.3

- An adaptation to work with processors faster then 020.
- Additional button "BACK" by viewing sprites, bobs and icons.
- A better multitasking (don't slows down system so much as older versions do).
- A number of current object is displayed by viewing bobs, sprites and icons.
- A better location of buttons "NEXT", "BACK" and "OK" on the screen (they don't disturb when viewing larger objects).
- Documentation is in AmigaGuide format now.
- When you choose a bank for viewing, a number of objects in bank is now ↔ displayed.

1.7 Distribution ABK VIEW 1.3

Program Abk View 1.3 is distributed as POSTCARDWARE.
This unmodified file MUST accompany this POSTCARDWARE.
All rights are reserved.
You should send a postcard to the address of
author
.

1.8 Author

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1.9 Bug reports

The main program often doesn't work on A600 and this is a big ↔
problem
(probably with amos-compiler).
When you reach an end by viewing icons (the last icon) the program
run back to the menu.
Please send other bugs, comments etc. to
author
.