

Yam_Blitz List

COLLABORATORS

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

| NUMBER | DATE | DESCRIPTION | NAME |
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Chapter 1

Yam_Blitz List

1.1 INFORMATION

Blitz List.guide 01 Feb 2000

--- Here are the ezmlm command addresses.

I can handle administrative requests automatically.

Just send an empty note to any of these addresses:

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

Receive future messages sent to the mailing list.

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

Stop receiving messages.

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

Retrieve a copy of message 12345 from the archive.

DO NOT SEND ADMINISTRATIVE REQUESTS TO THE MAILING LIST!

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

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

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

I'll send a confirmation message to that address; when you receive that

message, simply reply to it to complete your subscription.

Encoding: quoted-printable

This transfer standard introduces strange characters into the final guide

which may make some individual mail items harder to read.

1.2 Yam_Blitz List.guide

Infomation What is this guide?

Re: Blitz Manual Has Useful Info Shock (was: Ham8 and Interlace?) Simon Hitchen

Re: Blitz Manual Has Useful Info Shock (was: Ham8 and Interlace?) David McMinn

Re: Blitz Manual Has Useful Info Shock (was: Ham8 and Interlace?) David McMinn

Re: Blitz Manual Has Useful Info Shock (was: Ham8 and Interlace?) Simon Hitchen
Re: Blitz Manual Has Useful Info Shock (was: Ham8 and Interlace?) Sami Näätänen
Re: Blitz Manual Has Useful Info Shock (was: Ham8 and Interlace?) Rob Hutchinson
RE: Blitz Manual Has Useful Info Shock (was: Ham8 and Interlace?) Tim Herbert
Re: Blitz Manual Has Useful Info Shock (was: Ham8 and Interlace?) amorel
Re: Blitz Manual Has Useful Info Shock (was: Ham8 and Interlace?) Rob Hutchinson
Re: Blitz Manual Has Useful Info Shock (was: Ham8 and Interlace?) Toby Zuijdveld
Re: Blitz Manual Has Useful Info Shock (was: Ham8 and Interlace?) Anton Reinauer
Re: Blitz Manual Has Useful Info Shock (was: Ham8 and Interlace?) Anton Reinauer
Re: Blitz Manual Has Useful Info Shock (was: Ham8 and Interlace?) Frédéric Laboureur
Re: Blitz Manual Has Useful Info Shock (was: Ham8 and Interlace?) David McMinn
RE: Blitz Manual Has Useful Info Shock (was: Ham8 and Interlace?) Tim Herbert
Re: Blitz Manual Has Useful Info Shock (was: Ham8 and Interlace?) Frédéric Laboureur
(OT) Breathing New Life :) Bippy M
[amipsx] (OT) Breathing New Life :) Bippy M
Re: (OT) Breathing New Life :) adam james
Re: (OT) Breathing New Life :) "Francis G. Loch"
[MakeCD] (OT) Breathing New Life :) Bippy M
[MakeCD] Re: (OT) Breathing New Life :) adam james
[amipsx] Re: (OT) Breathing New Life :) adam james
Re: (OT) Breathing New Life :) Donovan Reeve
.fd files Curt Esser
.fd Thing James L Boyd
Re: 3.5 Crashing James L Boyd
Re: 3.5 Crashing John Mason
Re: 3.5 Crashing James L Boyd
Re: 3.5 Crashing John Mason
Re: 3.5 Crashing James L Boyd
320x256 AGA and GFX Card ?? philippe bovier
Re: 320x256 AGA and GFX Card ?? Sami Näätänen
About calculation orders affecting to the result of expression Sami Näätänen
About exotic asming in blitz. Sami Näätänen
Re: Adrave dinner Toby Zuijdveld
Amiga's site James L Boyd
AmPCS Bippy M
Re: AmPCS amorel
Re: AmPCS jeremy spring
Re: AmPCS "C. Dimitrakakis"
Re: AmPCS amorel

Re: AmPCS Tony Rolfe
Re: AmPCS Bippy M
Re: AmPCS David McMinn
Re: AmPCS Tony Rolfe
Re: AmPCS Bippy M
Re: AmPCS Tony Rolfe
AmPCS Codes Bippy M
[MakeCD] AmPCS Codes Bippy M
Animbrush File Headers Simon Hitchen
Re: Animbrush File Headers "Francis G. Loch"
Re: Animbrush File Headers Curt Esser
Re: Animbrush File Headers Roger Light
Re: Animbrush File Headers Curt Esser
Re: Animbrush File Headers Simon Hitchen
ARexx commands Curt Esser
Audio device SALLIN Nicolas
Australian Blitzers Vic E Babes
Base Bippy M
Re: Base David McMinn
Re: Base "Francis G. Loch"
BitMap Clipping... (Help me now!:) Nick Lamburn
Re: BitMap Clipping... (Help me now!:) David McMinn
Blitz <-> Arexx <-> Miami Davide Zipeto
Blitz and 060s :) James L Boyd
Re: Blitz and 060s :) David McMinn
Re: Blitz and 060s :) James L Boyd
Re: Blitz and 060s :) John Mason
Re: Blitz and 060s :) Kai Gunter Brandt
Re: Blitz and 060s :) Blitzwing
Re: Blitz and 060s :) James L Boyd
Re: Blitz and 060s :) Curt Esser
Re: Blitz and 060s :) Thomas Cobb
Re: Blitz and 060s :) James L Boyd
Blitz Mpega Source John Mason
Re: Blitz Mpega Source amorel
Blitz-Developer-List Update Andre Beer
BlitzFileIOlib... it couldn't be stuffed as well, could it? ;) Toby Zuijdveld
Re: BlitzFileIOlib... it couldn't be stuffed as well, could it? ;) Toby Zuijdveld
BRexx Kai Gunter Brandt

BRexx Kai Gunter Brandt
Re: BRexx James L Boyd
Re: BRexx Kai Gunter Brandt
Re: BRexx David McMinn
Re: BRexx Kai Gunter Brandt
Re: BRexx Roger Light
Broken Timer John Mason
Re: Broken Timer Emil Oppeln Bronikowski
Re: Broken Timer David McMinn
Re: Broken Timer Curt Esser
Re: Broken Timer Emil Oppeln Bronikowski
Callback Bippy M
Re: Callback David McMinn
Re: Callback David McMinn
Re: CDPlayer.library David McMinn
Re: CDPlayer.library George Davis
Re: CDPlayer.library David McMinn
Re: CDPlayer.library George Davis
RE: CDPlayer.library Ashley Scott
Re: CDPlayer.library Daniel Allsopp
Re: CDPlayer.library George Davis
Re: CDPlayer.library Rick Hodger
Re: CDPlayer.library Roger Light
Re: CDPlayer.library Rob Hutchinson
Re: CDPlayer.library Anton Reinauer
Re: CDPlayer.library Rob Hutchinson
Re: CDPlayer.library steven.matty@gecm.com
Re: CDPlayer.library Anton Reinauer
Commodities this time Toby Zuidveld
Complementing Bits Nick Lamburn
Re: Complementing Bits Damir Arh
Controlpad library test please! James L Boyd
Re: Controlpad library test please! Sami Näätänen
Re: Controlpad library test please! Rob Hutchinson
controlpad.library working... James L Boyd
Convert AMOS source file? James L Boyd
Re: Convert AMOS source file? "Francis G. Loch"
Re: Convert AMOS source file? James L Boyd
Dict... Rob Hutchinson

Disk activity "Francis G. Loch"
DLL Rick Hodger
Re: DLL Tony Rolfe
Re: DLL Dave
Re: DLL Rick Hodger
Fake mouse and keyboard Evan Tuer
RE: Fake mouse and keyboard Tim Herbert
RE: Fake mouse and keyboard David McMinn
Re: Fake mouse and keyboard David McMinn
RE: Fake mouse and keyboard Evan Tuer
Re: Fake mouse and keyboard Evan Tuer
Re: Fake mouse and keyboard David McMinn
RE: Fake mouse and keyboard David McMinn
Re: Fake mouse and keyboard James L Boyd
Re: Fake mouse and keyboard David McMinn
Re: Fake mouse and keyboard "Francis G. Loch"
Re: Fake mouse and keyboard Evan Tuer
Re: Fake mouse and keyboard Evan Tuer
Re: Fake mouse and keyboard Evan Tuer
Re: Fake mouse and keyboard David McMinn
Re: Fake mouse and keyboard Curt Esser
Re: Fake mouse and keyboard David McMinn
Re: Fake mouse and keyboard Curt Esser
Re: Fake mouse and keyboard Emil Oppeln Bronikowski
Re: Fake mouse and keyboard Evan Tuer
FD files James L Boyd
fixed amigalibs.res George Davis
Re: fixed amigalibs.res David McMinn
Re: fixed amigalibs.res Curt Esser
Re: fixed amigalibs.res George Davis
Re: fixed amigalibs.res Curt Esser
Re: fixed amigalibs.res "Francis G. Loch"
Re: fixed amigalibs.res David McMinn
Re: fixed amigalibs.res James L Boyd
Re: fixed amigalibs.res George Davis
Re: fixed amigalibs.res Anton Reinauer
Re: fixed amigalibs.res David McMinn
Re: fixed amigalibs.res David McMinn
Re: fixed amigalibs.res George Davis

FOR SALE "Francis G. Loch"
FRED -> Possible NCS windowlib bug! Toby Zuidveld
Re: FRED -> Possible NCS windowlib bug! Curt Esser
Re: FRED -> Possible NCS windowlib bug! Toby Zuidveld
Re: FRED -> Possible NCS windowlib bug! Frederic Laboureur
Re: FRED -> Possible NCS windowlib bug! Curt Esser
Re: FRED -> Possible NCS windowlib bug! Toby Zuidveld
Re: FRED -> Possible NCS windowlib bug! Toby Zuidveld
free blitz Davide Zipeto
Re: free blitz "Francis G. Loch"
Re: free blitz Daniel Allsopp
Re: free blitz James L Boyd
Re: free blitz Davide Zipeto
ftp, Roger Emil Oppeln Bronikowski
Re: ftp, Roger James L Boyd
Re: ftp, Roger Roger Light
Re: ftp, Roger Emil Oppeln Bronikowski
Re: ftp, Roger Davide Zipeto
Re: ftp, Roger Rick Hodger
Fucking BlitzLibs! "Mr.Vain of Secretly! (Th.Will)"
Re: GATEWAY SELLS AMIGA! :) Nick Lamburn
Re: GATEWAY SELLS AMIGA! :) Rob Hutchinson
Re: GATEWAY SELLS AMIGA! :) David McMinn
Re: GATEWAY SELLS AMIGA! :) Nick Lamburn
Re: GATEWAY SELLS AMIGA! :) Nick Lamburn
Re: GATEWAY SELLS AMIGA! :) James L Boyd
Re: GATEWAY SELLS AMIGA! :) Anton Reinauer
Re: GATEWAY SELLS AMIGA! :) Anton Reinauer
Re: GATEWAY SELLS AMIGA! :) Anton Reinauer
Re: GATEWAY SELLS AMIGA! :) Anton Reinauer
Re: GATEWAY SELLS AMIGA! :) James L Boyd
Re: GATEWAY SELLS AMIGA! :) amorel
Re: GATEWAY SELLS AMIGA! :) Rick Hodger
RE: GATEWAY SELLS AMIGA! :) Ashley Scott
Re: GATEWAY SELLS AMIGA! :) Sami Näätänen
RE: GATEWAY SELLS AMIGA! :) Ashley Scott
Re: GATEWAY SELLS AMIGA! :) amorel
Re: GATEWAY SELLS AMIGA! :) Anton Reinauer
Re: GATEWAY SELLS AMIGA! :) Sami Näätänen

Re: GATEWAY SELLS AMIGA! :) Nick Lamburn
Re: GATEWAY SELLS AMIGA! :) Nick Lamburn
Re: GATEWAY SELLS AMIGA! :) Rob Hutchinson
Re: GATEWAY SELLS AMIGA! :) Donovan Reeve
Re: GATEWAY SELLS AMIGA! :) Donovan Reeve
Re: GATEWAY SELLS AMIGA! :) James L Boyd
Re: GATEWAY SELLS AMIGA! :) Vic E Babes
Re: GATEWAY SELLS AMIGA! :) SALLIN Nicolas
Re: GATEWAY SELLS AMIGA! :) Nick Lamburn
Re: GATEWAY SELLS AMIGA! :) Nick Lamburn
Re: GATEWAY SELLS AMIGA! :) Donovan Reeve
Re: GATEWAY SELLS AMIGA! :) Vic E Babes
Re: GATEWAY SELLS AMIGA! :) Rob Hutchinson
Re: GATEWAY SELLS AMIGA! :) Nick Lamburn
Re: GATEWAY SELLS AMIGA! :) Vic E Babes
Re: GATEWAY SELLS AMIGA! :) More...More please Richard Lovat
GetCDDDB Roger Light
Re: GetCDDDB Andrew Bruno
Re: GetCDDDB Rick Hodger
Re: GetCDDDB "r.light"
Re: GetCDDDB amorel
God damn F#@king Gad tools S9225796
Re: God damn F#@king Gad tools David McMinn
Re: God damn F#@king Gad tools "Francis G. Loch"
Re: God damn F#@king Gad tools amorel
Re: Good docs are essential George Davis
Re: Good docs are essential amorel
Good docs are essential ,was:Re: syntaxerror in bb2mui? amorel
Re: Good docs are essential ,was:Re: syntaxerror in bb2mui? James L Boyd
Re: Good docs are essential ,was:Re: syntaxerror in bb2mui? amorel
Re: Good docs are essential ,was:Re: syntaxerror in bb2mui? James L Boyd
Re: Good docs are essential ,was:Re: syntaxerror in bb2mui? David McMinn
gtshapefix amorel
Re: gtshapefix "C. Dimitrakakis"
Ham8 and Interlace? "Mr.Vain of Secretly! (Th.Will)"
Re: Ham8 and Interlace? George Davis
Re: Ham8 and Interlace? David McMinn
Re: Ham8 and Interlace? Simon Hitchen
Re: Ham8 and Interlace? amorel

Re: Ham8 and Interlace? Toby Zuijdveld
Re: Ham8 and Interlace? Simon Hitchen
Re: Ham8 and Interlace? George Davis
Re: Ham8 and Interlace? Simon Hitchen
Re: Ham8 and Interlace? Curt Esser
Re: Ham8 and Interlace? Anton Reinauer
Re: Ham8 and Interlace? Toby Zuijdveld
Re: Ham8 and Interlace? Toby Zuijdveld
Hello... and some questions! Lorenzo Tanganelli
Re: Hello... and some questions! David McMinn
Re: Hello... and some questions! "Francis G. Loch"
Re: Hello... and some questions! Nick Lamburn
Re: Hello... and some questions! Lorenzo Tanganelli
Re: Hello... and some questions! Lorenzo Tanganelli
Re: Hello... and some questions! amorel
Re: Hello... and some questions! Toby Zuijdveld
Re: Hello... and some questions! Curt Esser
Re: Hello... and some questions! amorel
Re: Hello... and some questions! Davide Zipeto
Re: Hello... and some questions! "Francis G. Loch"
Re: hi 1st post about tcp James L Boyd
info on superted Davide Zipeto
Re: info on superted Sandy Brownlee
Re: info on superted Davide Zipeto
Re: info on superted Toby Zuijdveld
Re: info on superted steven.matty@gecm.com
Re: info on superted Toby Zuijdveld
Re: info on superted steven.matty@gecm.com
Re: info on superted Toby Zuijdveld
Re: info on superted Toby Zuijdveld
Input device David McMinn
Re: Input device Kai Gunter Brandt
[OT] Italian blitz mailing list [OT] Davide Zipeto
Re: Libs again :) David McMinn
Re: Libs again :) amorel
Re: Libs again :) James L Boyd
LSL Bippy M
Re: LSL Rob Hutchinson
Re: LSL Nick Lamburn

Re: LSL Roger Light
Re: LSL Vic E Babes
Re: LSL Sami Näätänen
Re: LSL Rob Hutchinson
Re: LSL Sami Näätänen
Martin Konrad? Vic E Babes
MC68000(+) command execution times. Rob Hutchinson
Re: MC68000(+) command execution times. Vic E Babes
Re: MC68000(+) command execution times. "C. Dimitrakakis"
Re: MC68000(+) command execution times. Sami Näätänen
Re: MC68000(+) command execution times. Donovan Reeve
Re: MC68000(+) command execution times. amorel
Re: MC68000(+) command execution times. Rob Hutchinson
Re: MC68000(+) command execution times. Donovan Reeve
Re: MC68000(+) command execution times. "Mr.Vain of Secretly! (Th.Will)"
Re: MC68000(+) command execution times. Sami Näätänen
Re: MC68000(+) command execution times. amorel
Re: MC68000(+) command execution times. John Mason
Re: MC68000(+) command execution times. amorel
Re: MC68000(+) command execution times. Rob Hutchinson
Re: MC68000(+) command execution times. Curt Esser
Re: MC68000(+) command execution times. Toby Zuijdveld
Re: MC68000(+) command execution times. Donovan Reeve
McludgeShape "Ott M. Aaloe"
Re: McludgeShape Sami Näätänen
Message for Amorel "Francis G. Loch"
Re: Message for Amorel Anton Reinauer
Re: Message for Amorel amorel
Re: Message for Amorel Tony Rolfe
Mildred Toby Zuijdveld
More NCS trouble =] Toby Zuijdveld
Re: More NCS trouble =] David McMinn
more strings stuff David McMinn
Re: Moving Windows & NCS James L Boyd
MShape saving,loading "Ott M. Aaloe"
MUI & Scrollgroups Mario Qualmann
mui & toolbar Davide Zipeto
Re: mui & toolbar Rob Hutchinson
Re: mui & toolbar Davide Zipeto

mui & toolbar help Davide Zipeto
Re: mui & toolbar help jean zydorczyk
Re: mui & toolbar help Davide Zipeto
Re: mui & toolbar help Rob Hutchinson
MUI Compare Hooks.... jean zydorczyk
Re: MUI Compare Hooks.... Rob Hutchinson
mui guis Davide Zipeto
Re: mui guis Rob Hutchinson
MUIChangeBitmap & Virtual groups Mario Qualmann
NCS Enforcer Hit Tony Rolfe
Re: NCS Enforcer Hit Frederic Laboureux
Re: NCS Enforcer Hit Toby Zuijdveld
Re: NCS Enforcer Hit Simon Hitchen
Re: NCS Enforcer Hit Sami Näätänen
Re: NCS Enforcer Hit Tony Rolfe
Re: NCS Enforcer Hit Simon Hitchen
Re: NCS Enforcer Hit Bippy M
NCS Listview Prob Sorted Bippy M
Re: NCS Listview Prob Sorted David McMinn
NCS Listviews (Again!!) Bippy M
Re: NCS Listviews (Again!!) Frederic Laboureux
Need Help With DefLibs Lazarus
Re: Need Help With DefLibs SALLIN Nicolas
Re: Need Help With DefLibs Lazarus
Re: Need Help With DefLibs Curt Esser
Re: Need Help With DefLibs SALLIN Nicolas
Re: Need Help With DefLibs Lazarus
Newtype Structures Bippy M
Re: Newtype Structures James L Boyd
Re: Newtype Structures Simon Archer
Re: Newtype Structures Rob Hutchinson
Re: Newtype Structures Rob Hutchinson
Re: Newtype Structures Curt Esser
Non English lists (was Hello... and some questions!) David McMinn
odd string length Curt Esser
Re: odd string length Simon Hitchen
Re: odd string length Davide Zipeto
Re: odd string length Sami Näätänen
Re: odd string length Vic E Babes

Re: odd string length Simon Hitchen
Re: odd string length James L Boyd
Re: odd string length Rob Hutchinson
Re: odd string length Davide Zipeto
Re: odd string length Sami Näätänen
Re: odd string length James L Boyd
Re: odd string length Tony Rolfe
Re: odd string length Rob Hutchinson
Re: odd string length Toby Zuijdveld
Re: odd string length steven.matty@gecm.com
Re: odd string length Rob Hutchinson
Re: odd string length David McMinn
Re: odd string length Vic E Babes
Re: odd string length Curt Esser
Re: odd string length Rob Hutchinson
Off Topic - MasterISO Tony Rolfe
OFF-TOPIC: Does anyone have '4D Sports Driving'-game? Arto Ekman
Re: Oops.. Reqtools David McMinn
Oops.. Reqtools Bippy M
Re: Oops.. Reqtools David McMinn
Re: Oops.. Reqtools Bippy M
Re: Oops.. Reqtools Bippy M
Re: Oops.. Reqtools "Francis G. Loch"
Re: OpenScreen_ Please David McMinn
OpenScreen_ Please Bippy M
Re: OpenScreen_ Please Curt Esser
Re: OpenScreen_ Please Rob Hutchinson
Re: OpenScreen_ Please Curt Esser
Re: OpenScreen_ Please Rob Hutchinson
Re: OpenScreen_ Please Curt Esser
parsing Neil Bullock
Re: parsing David McMinn
Re: parsing Neil Bullock
Re: parsing Emil Oppeln Bronikowski
RE: parsing Tim Herbert
play animation from disk? Jeppe Nielsen
Re: play animation from disk? "Francis G. Loch"
Re: play animation from disk? Jeppe Nielsen
Quick MUI Question Rick Hodger

Reboot wishlist "Francis G. Loch"
Reqtools Bippy M
Re: Reqtools David McMinn
Reqtools Conversion Bippy M
Re: Reqtools Conversion David McMinn
Re: Reqtools Conversion James L Boyd
Re: Reset Handler nearly there... Julian Kinraid
Re: Reset Handler nearly there... James L Boyd
Re: Reset Handler nearly there... Sami Näätänen
Re: Reset Handler nearly there... Julian Kinraid
ri zones Emil Oppeln Bronikowski
Re: ri zones Rob Hutchinson
Re: ri zones Emil Oppeln Bronikowski
Rotate Replacement!? "Mr.Vain of Secretly! (Th.Will)"
RTAsyncRequest and ImageFX Curt Esser
Re: RTAsyncRequest and ImageFX David McMinn
Sv: RTAsyncRequest and ImageFX Mikkel Løkke
Re: Sv: RTAsyncRequest and ImageFX David McMinn
Re: RTAsyncRequest and ImageFX Curt Esser
Re: RTAsyncRequest and ImageFX James L Boyd
Screen's pens Curt Esser
Re: Screen's pens "Francis G. Loch"
Re: Screen's pens James L Boyd
Re: Screen's pens Thomas Cobb
Shapes and ILBMInfo Lorenzo Tanganelli
Re: Shapes and ILBMInfo David McMinn
Re: Shapes and ILBMInfo "C. Dimitrakakis"
Re: Shapes and ILBMInfo Lorenzo Tanganelli
Re: Shapes and ILBMInfo "Francis G. Loch"
Re: Shapes and ILBMInfo Emil Oppeln Bronikowski
shared with arrays Martin Konrad
Re: shared with arrays David McMinn
Re: shared with arrays Vic E Babes
Re: shared with arrays Toby Zuijdveld
Slightly Off-Topic.. But hey!!! Bippy M
Re: Slightly Off-Topic.. But hey!!! Vic E Babes
Re: Slightly Off-Topic.. But hey!!! amorel
Re: Slightly Off-Topic.. But hey!!! amorel
[MakeCD] Slightly Off-Topic.. But hey!!! Bippy M

Re: Slightly Off-Topic.. But hey!!! Bippy M
Strings and things Tony Rolfe
Re: Strings and things Rob Hutchinson
Re: Strings and things Sami Näätänen
Re: Strings and things Rob Hutchinson
Re: Strings and things Curt Esser
Re: Strings and things amorel
Re: Strings and things James L Boyd
Re: Strings and things Tony Rolfe
Re: Strings and things Tony Rolfe
Re: Strings and things Rob Hutchinson
Re: Strings and things Rob Hutchinson
Re: Strings and things Curt Esser
Re: Strings and things Curt Esser
Re: Strings and things Curt Esser
Re: Strings and things James L Boyd
Re: Strings and things "C. Dimitrakakis"
Re: Strings and things "C. Dimitrakakis"
Re: Strings and things James L Boyd
Re: Strings and things "C. Dimitrakakis"
Re: Strings and things amorel
Re: Strings and things "C. Dimitrakakis"
Re: Strings and things Rob Hutchinson
Re: Strings and things James L Boyd
Re: Strings and things Curt Esser
Re: Strings and things amorel
Re: Strings and things amorel
Re: Strings and things amorel
Re: Strings and things Sami Näätänen
Re: Strings and things Sami Näätänen
Re: Strings and things amorel
Re: Strings and things Tony Rolfe
Re: Strings and things Curt Esser
Re: Strings and things Curt Esser
Re: Strings and things David McMinn
Re: Strings and things Roger Light
Re: Strings and things Evan Tuer
Re: Strings and things Evan Tuer
Re: Strings and things David McMinn

Re: Strings and things Sami Näätänen
Re: Strings and things Tony Rolfe
Re: Strings and things amorel
Re: Strings and things David McMinn
Re: Strings and things Tony Rolfe
Re: Strings and things David McMinn
Re: Strings and things Vic E Babes
Re: Strings and things Rick Hodger
Re: Strings and things Tony Rolfe
Re: Strings and things Tony Rolfe
syntaxerror in bb2mui? Emil Oppeln Bronikowski
Re: syntaxerror in bb2mui? Rick Hodger
Re: syntaxerror in bb2mui? Rob Hutchinson
Re: syntaxerror in bb2mui? Emil Oppeln Bronikowski
Tags Bippy M
Re: Tags James L Boyd
Re: Tags Nick Lamburn
TAO SALLIN Nicolas
Re: TAO Evan Tuer
Re: TAO Sandy Brownlee
Re: TAO Donovan Reeve
Re: TAO Evan Tuer
Re: TAO Curt Esser
tile scrolling Martin Konrad
Re: tile scrolling Vic E Babes
Re: tile scrolling Anton Reinauer
Re: tile scrolling amorel
Re: tile scrolling Anton Reinauer
Re: tile scrolling Martin Konrad
Re: tile scrolling Vic E Babes
UDP Chat V2.7 Anton Reinauer
Re: UDP Chat V2.7 David McMinn
Re: UDP Chat V2.7 Emil Oppeln Bronikowski
Re: UDP Chat V2.7 Emil Oppeln Bronikowski
Re: UDP Chat V2.7 Anton Reinauer
Re: UDP Chat V2.7 Emil Oppeln Bronikowski
Re: UDP Chat V2.7 Anton Reinauer
Re: UDP Chat V2.7 David McMinn
Re: UDP Chat V2.7 Emil Oppeln Bronikowski

Re: UDP Chat V2.7 Anton Reinauer
Re: UDP Chat V2.7 Anton Reinauer
Re: UDP Chat V2.7 David McMinn
Re: UDP Chat V2.7 Anton Reinauer
Re: UDP Chat V2.7 David McMinn
Re: UDP Chat V2.7 Anton Reinauer
Using .fd converted libs George Davis
Re: Using .fd converted libs David McMinn
Re: Using .fd converted libs George Davis
Visual Basic WAS: Re: GATEWAY SELLS AMIGA! :) Daniel Allsopp
Re: Visual Basic WAS: Re: GATEWAY SELLS AMIGA! :) Nick Lamburn
Re: Visual Basic WAS: Re: GATEWAY SELLS AMIGA! :) Rob Hutchinson
Re: Visual Basic WAS: Re: GATEWAY SELLS AMIGA! :) Nick Lamburn
Re: Visual Basic WAS: Re: GATEWAY SELLS AMIGA! :) Sami Näätänen
Wanted: Someone willing to crash their miggy :) Neil Bullock
Re: Wanted: Someone willing to crash their miggy :) Tony Rolfe
Window & Screen Structures Bippy M
Re: Window & Screen Structures David McMinn
Re: Window & Screen Structures Bippy M
Re: Window & Screen Structures Curt Esser
Re: Window & Screen Structures David McMinn
Window opening and closing Martin Konrad
WinFonts Bippy M
Re: WinFonts James L Boyd
xxxMouse replacement : was Re: BRexx James L Boyd
Re: xxxMouse replacement : was Re: BRexx Kai Gunter Brandt
Re: xxxMouse replacement : was Re: BRexx James L Boyd

1.3 Re:

From: "Simon Hitchen" <simon@gadge.u-net.com>
Organization: Gadge Software
Date: 18 Jan 2000 13:28:39 +0000
Subject: Re: "Blitz Manual Has Useful Info" Shock (was: Ham8 and Interlace?)
Encoding: 7bit
X-UIDL: 5777be9ee5ae28552a03c93fee175672
Hello Curt,
> It's ok to access (read/write) other types of variables...
>

> I've done it in several programs, without problems.

Yup, got it :)

Pages 99/100 in the manual (after removing the cobwebs and finding something else to prop the table leg up with ;)

--

Simon

MailTo:simon@gadge.u-net.com - simon@satanicdreams.com

http://www.gadge.u-net.com ICQ: 22707489

A1200T-060/50-48+4+2MB-CD-HDx2-V90-SVGA-SCSI-ZII-CGX/3D.

Health Warning! - This Amiga Is Genetically Modified(tm)

Revenge AGA:UFO_EU:WB-Tidy:WB-AnimAL:YAMM & other stuff.

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

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

1.4 Re:

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Tue, 18 Jan 2000 13:42:12 -0000

Subject: Re: "Blitz Manual Has Useful Info" Shock (was: Ham8 and Interlace?)

Encoding: 8bit

X-UIDL: 78f6a3578023772f574f5913dd844d50

Hi Simon

> > It's ok to access (read/write) other types of variables...

> >

> > I've done it in several programs, without problems.

>

> Yup, got it :)

Does it explain why you can't use strings? I'd like to know, but I don't have the manual anywhere.

> Pages 99/100 in the manual (after removing the cobwebs and finding

> something else to prop the table leg up with ;)

I thought you burnt it at Christmas?

--

!) ^ V] [l) | M | © | M |] [| | | | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

With friends like you, who needs an enema!

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

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

1.5 Re:

From: "David McMinn" <dave@satanicdreams.com>
Organization: Satanic Dreams Software
Date: Tue, 18 Jan 2000 14:04:47 -0000
Subject: Re: "Blitz Manual Has Useful Info" Shock (was: Ham8 and Interlace?)
Encoding: 8bit
X-UIDL: 4324c9301cff47686b6087ca09703e06

Hi Simon

> Nope... Just says "Interrupt handlers in Blitz must NEVER access string
> variables or literal strings."

Hmm, must be because they are sooo sloooooooooow.

> With a capital "NEVER" :)

Really slow :)

> It's word for word in the "R-Amiga Help" online help.

Doh, didn't think about checking there.

--

!) ^ V][[] | M | © | M |][[| | | | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

Tell me what you need, and I'll tell you how to get along without it.

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

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

1.6 Re:

From: "Simon Hitchen" <simon@gadge.u-net.com>
Organization: Gadge Software
Date: 18 Jan 2000 13:59:43 +0000
Subject: Re: "Blitz Manual Has Useful Info" Shock (was: Ham8 and Interlace?)
Encoding: 7bit
X-UIDL: c5debe6f1c4920f1d69e3f1720912092

Hello David,

> Does it explain why you can't use strings? I'd like to know, but I
> don't have the manual anywhere.

Nope... Just says "Interrupt handlers in Blitz must NEVER access string
variables or literal strings."

With a capital "NEVER" :)

It's word for word in the "R-Amiga Help" online help.

> I thought you burnt it at Christmas?

It was spared, having a steady table was more important :)

--

Simon

MailTo:simon@gadge.u-net.com - simon@satanicdreams.com

http://www.gadge.u-net.com ICQ: 22707489

A1200T-060/50-48+4+2MB-CD-HDx2-V90-SVGA-SCSI-ZII-CGX/3D.

Health Warning! - This Amiga Is Genetically Modified(tm)

Revenge AGA:UFO_EU:WB-Tidy:WB-AnimAL:YAMM & other stuff.

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

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

1.7 Re:

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Tue, 18 Jan 2000 17:38:11 +0300

Subject: Re: "Blitz Manual Has Useful Info" Shock (was: Ham8 and Interlace?)

Encoding: 8bit

X-UIDL: 518f767c7cd695fecc69f00e1750a991

On 18-Jan-00, Simon Hitchen wrote.

> Hello David,

>

>> Does it explain why you can't use strings? I'd like to know, but I

>> don't have the manual anywhere.

>

> Nope... Just says "Interrupt handlers in Blitz must NEVER access string

> variables or literal strings."

Well easy answer. Making string longer than it already is uses memory allocation, which is STRICLY forbidden inside interrupts, because it can very easily trash the free memory lists. Which leads to GURU visit.

Without ANY possibility for recovery.

--

Sami Näätänen

EMail: sami.naatanen@dlc.fi

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

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

1.8 Re:

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Tue, 18 Jan 2000 15:25:03 +0100

X-SenderInfo: 1; homepage="http://www.satanicdreams.com/"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Re: "Blitz Manual Has Useful Info" Shock (was: Ham8 and Interlace?)

X-UIDL: 57721aa251dacaadfec6f00697f60977

Hello Simon

> Hello David,

>

>> Does it explain why you can't use strings? I'd like to know, but I

>> don't have the manual anywhere.

>

> Nope... Just says "Interrupt handlers in Blitz must NEVER access string

> variables or literal strings."

>

> With a capital "NEVER" :)

Do you think they were trying to emphasise summat???? ;)))

> It's word for word in the "R-Amiga Help" online help.

You lie! It actually says:

"Interrupt handlers in Blitz 2 must NEVER access string variables or
literal strings."

I spoze you could argue that the 2 isn't a word ;)

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>

#PROJECT INFO:# Minimum Safe Distance [55%] <http://msd.satanicdreams.com/>

[I taught my husband everything he knows; That's why I have little left.]

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

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

1.9 RE:

From: Tim Herbert <Tim.Herbert@RebusGroup.Com>

Subject: RE: "Blitz Manual Has Useful Info" Shock (was: Ham8 and Interlace?)

Date: Tue, 18 Jan 2000 16:39:49 -0000

boundary="-----=_NextPart_001_01BF61D2.A34289E0"

X-UIDL: fb885b631b3fa0a5b5cc463d8a29558f

-----=_NextPart_001_01BF61D2.A34289E0

charset="iso-8859-1"

> I spoze you could argue that the 2 isn` t a word ;)

It is too (or 'to' or 'two'?)

- Tim

-----=_NextPart_001_01BF61D2.A34289E0

charset="iso-8859-1"

<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 3.2//EN">

<HTML>

<HEAD>

<META HTTP-EQUIV="Content-Type" CONTENT="text/html; charset=iso-8859-1">

<META NAME="Generator" CONTENT="MS Exchange Server version 5.5.2448.0">

<TITLE>RE: "Blitz Manual Has Useful Info" Shock (was: Ham8 and Interlace?)</TITLE>

</HEAD>

<BODY>

<P>> I spoze you could argue that the 2 isn` t a word ;)

</P>

<P>It is too (or 'to' or 'two'?)

</P>

<P>- Tim

</P>

</BODY>

</HTML>

-----=_NextPart_001_01BF61D2.A34289E0--

1.10 Re:

From: amorel <amorel@xs4all.nl>

Date: Tue, 18 Jan 2000 18:47:36 GMT+5DST

Subject: Re: "Blitz Manual Has Useful Info" Shock (was: Ham8 and Interlace?)

X-UIDL: 58de0d06b57a7d63694028a0bc022877

On 18-Jan-00, David McMinn wrote:

C=I thought you burnt it at Christmas?

He was burning his crosses already then =)

--

-*AMOREL*- musician/programmer \ \ Amiga 1200T/PPC/040/32/6g more shit

<http://www.xs4all.nl/~amorel> \ \ Good old C=64 and an attitude!

Will program/compose for food \ \ /Half a decent studio

Himmel Arsch und Zwirn! \ \ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \ \ /productions,demos,programs...

-*Stocks are low, hurry! Amoralplayer1.4, a no fuss audioplayer*-

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

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

1.11 Re:

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Tue, 18 Jan 2000 19:39:55 +0100

X-SenderInfo: 1; homepage="<http://www.satanicdreams.com/>"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Re: "Blitz Manual Has Useful Info" Shock (was: Ham8 and Interlace?)

X-UIDL: 61253a063163914c70c135d16e45b2b5

Hello Tim

>> I spoze you could argue that the 2 isn` t a word ;)

>

> It is too (or `to` or `two`?)

Herbo` me old mucka`.. :)))) Didn`t realise you were still around.

Are you still programming in blitz??

> - Tim

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>

#PROJECT INFO:# Minimum Safe Distance [55%] <http://msd.satanicdreams.com/>

["And pray that there`s intelligent life somewhere out in space."]

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

1.12 Re:

From: Toby Zuijdveld <hotcakes@a1bbs.net.au>
Date: Wed, 19 Jan 2000 08:51:27 +1000
X-SenderInfo: 1;
picture="http://www.geocities.com/SunsetStrip/Disco/6065/a1people/tobyzuij.gif"
Organization: Crash'n'Burn Incinerated, Satanic Dreams Software
Subject: Re: "Blitz Manual Has Useful Info" Shock (was: Ham8 and Interlace?)
Encoding: 8bit
X-UIDL: 825ebd32bfa91fcc5a5ee639209edb53

Hello Tim

On 19-Jan-00, you wrote:

TH>> I spoze you could argue that the 2 isn't a word ;)

TH> It is too (or 'to' or 'two'?)

That's three =]

Regards

--

Toby Zuijdveld --- Candy Ravers

Hippies of the New Millenium

<http://a1bbs.net.au/hotcakes> - Last updated 26-Sep-99 -

<mailto:hotcakes@a1bbs.net.au>

<icq:22222555777111555111555>

I'm solidly behind whichever side eventually wins.

--

According to <http://www.thespark.com>, I'm 55% pure, 47% untelligent
and will die at the age of 64 after having sex only 7 times! <sob>

--

If you're an Australian resident <http://www.emailcash.com.au>

If you join please consider using the referral ID B31031

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

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

1.13 Re:

From: Anton Reinauer <ants@paradise.net.nz>
Date: Wed, 19 Jan 2000 11:02:21 +1300
Subject: Re: "Blitz Manual Has Useful Info" Shock (was: Ham8 and Interlace?)
X-UIDL: f01f15c31ba299de13374a69a552f2d3

On 19-Jan-00, Simon Hitchen wrote:

> Hello David,
>
>> Does it explain why you can't use strings? I'd like to know, but I
>> don't have the manual anywhere.
>
> Nope... Just says "Interrupt handlers in Blitz must NEVER access string
> variables or literal strings."
>
> With a capital "NEVER" :)
You could access them with NPeek/Pokes, or assem, you just couldn't
change the string size.

--

Anton Reinauer <ants@paradise.net.nz>

UDP_Chat- an IRC-like test-bed for my UDP internet multi-player
game functions.

- Aminet: dev/basic/UDP_Chat.lha (V2.7)

<http://homepages.paradise.net.nz/ants>

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

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

1.14 Re:

From: Anton Reinauer <ants@paradise.net.nz>

Date: Wed, 19 Jan 2000 11:21:55 +1300

Subject: Re: "Blitz Manual Has Useful Info" Shock (was: Ham8 and Interlace?)

X-UIDL: 77a88f17defee41edb995f8edd469409

On 19-Jan-00, amorel wrote:

> On 18-Jan-00, David McMinn wrote:
>
> C=I thought you burnt it at Christmas?
>
> He was burning his crosses already then =)
NEVER burn your crosses before you get to them!!! ;)

--

Anton Reinauer <ants@paradise.net.nz>

UDP_Chat- an IRC-like test-bed for my UDP internet multi-player
game functions.

- Aminet: dev/basic/UDP_Chat.lha (V2.7)

<http://homepages.paradise.net.nz/ants>

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

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

1.15 Re:

From: =?iso-8859-1?Q?Fr=E9d=E9ric?= Laboureur <alphasnd@sdv.fr>

Date: Wed, 19 Jan 2000 15:17:19 +0100

Subject: Re: "Blitz Manual Has Useful Info" Shock (was: Ham8 and Interlace?)

Encoding: 8bit

X-UIDL: 17b165b46504fe8e08bf218589a5f279

Hello David,

>> Nope... Just says "Interrupt handlers in Blitz must NEVER access string
>> variables or literal strings."

>

> Hmm, must be because they are sooo sloooooooooow.

Why should they be slow ? :-). String manipulation and handling is very fast with the BB2... The only reason I see is because the strings are relative to the base register 'a5' and I guess you can't use a5 in an interrupt...

>> With a capital "NEVER" :)

>

> Really slow :)

;*)

Regards,

--

Fred.

^v^v^v Frederic 'AlphaSND' Laboureur

//_ e-Mail : alphasnd@free.fr

^ ^ u ^ ^ n ^ ^ \

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

/ /// || \ \ _/_

(o_o)// (o o) \ (o_o) © 2000 - Fantaisie Software

`_`'_ `'_`'_ `'_`'_

F-Base TheBoss F-Bench <http://fantaisi.citeweb.net>

PureBasic: R.E.L.E.A.S.E.D - Feel the Power !

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

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

1.16 Re:

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Wed, 19 Jan 2000 15:49:57 -0000

Subject: Re: "Blitz Manual Has Useful Info" Shock (was: Ham8 and Interlace?)

Encoding: 8bit

X-UIDL: 1e9b9e493a5613fa5295aa1f2bc0161f

Hi Fred

> Why should they be slow ? :-). String manipulation and handling is

> very

> fast with the BB2...

Strings are slow. When you return a string from a command (this is the real problem) the command places the string into the memory pointed to by a3.

If I'm wrong here, then please tell me Fred, as it would mean I've been writing some bad libs :)

When it returns, Blitz will allocate some memory for the string, then copy it from the memory pointed to by a3 into the newly allocated memory and then it might deallocate the old string (that your string variable had in it before).

Simply using the string would be quick as that would just pass the address of the string to the command (such as a.w=Val(a\$)).

--

l) ^ V][l) Ml © Ml][M M l dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

You cannot really appreciate Dilbert unless you've read it in the original Klingon.

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

1.17 RE:

From: Tim Herbert <Tim.Herbert@RebusGroup.Com>

Subject: RE: "Blitz Manual Has Useful Info" Shock (was: Ham8 and Interlace ?)

Date: Wed, 19 Jan 2000 10:21:58 -0000

boundary="----=_NextPart_001_01BF6267.04784A10"

X-UIDL: 44f2c7e4838acc063cd67b9439df6aa7

-----_=_NextPart_001_01BF6267.04784A10

charset="iso-8859-1"

Rob,

> Hello Tim

> >> I spoze you could argue that the 2 isn` t a word ;)

> >

> > It is too (or `to` or `two`?)

>

> Herbo` me old mucka`.. :))) Didn` t realise you were still around.

> Are you still programming in blitz??

Haven` t done much in Blitz for a few years, (since WormWater [anybody got a copy of that?], BallBlitz, SpeedDaemon [cowritten with Rupert `HelpApp` Henson, but co-unfinished] and WizWorld [my quarter-pixel scrolling Mario prototype (free to a good home)] but still got my ear to the ground.

Currently got BB2 installed on my laptop.

- Tim

-----_=_NextPart_001_01BF6267.04784A10

charset="iso-8859-1"

Encoding: quoted-printable

<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 3.2//EN">

<HTML>

<HEAD>

<META HTTP-EQUIV=3D"Content-Type" CONTENT=3D"text/html; =
charset=3Diso-8859-1">

<META NAME=3D"Generator" CONTENT=3D"MS Exchange Server version =
5.5.2448.0">

<TITLE>RE: `Blitz Manual Has Useful Info` Shock (was: Ham8 =
and Interlace?)</TITLE>

</HEAD>

<BODY>

<P>Rob,

</P>

<P>> Hello Tim

> >> I spoze you could argue that the 2 =
isn` t a word ;)

> >

> > It is too (or `to` or `two`?)

>

> Herbo' me old mucka'.. :))) Didn't realise you =
were still around.

> Are you still programming in blitz??
</P>

<P>Haven't done much in Blitz for a few years, (since =
WormWater [anybody got a copy of that?], BallBlitz, SpeedDaemon =
[cowritten with Rupert 'HelpApp' Henson, but co-unfinished] and =
WizWorld [my quarter-pixel scrolling Mario prototype (free to a good =
home)] but still got my ear to the ground.</P>

<P>Currently got BB2 installed on my laptop.
</P>

<P>- Tim
</P>

</BODY>

</HTML>

-----_=_NextPart_001_01BF6267.04784A10--

1.18 Re:

From: =?iso-8859-1?Q?Fr=E9d=E9ric?= Laboureur <alphasnd@sdv.fr>

Date: Fri, 21 Jan 2000 14:21:32 +0100

Subject: Re: "Blitz Manual Has Useful Info" Shock (was: Ham8 and Interlace?)

Encoding: 8bit

X-UIDL: 3bf93eb70ae931b8cddc246712057ff2

Hello David,

>> Why should they be slow ? :-). String manipulation and handling is

>> very

>> fast with the BB2...

> Strings are slow. When you return a string from a command (this is

> the real problem) the command places the string into the memory

> pointed to by a3.

Right.

> If I'm wrong here, then please tell me Fred, as it would mean I've

> been writing some bad libs :)

Of course you're right :*)

> When it returns, Blitz will allocate some memory for the string, then

> copy it from the memory pointed to by a3 into the newly allocated

> memory and then it might deallocate the old string (that your string

> variable had in it before).

Yes...

> Simply using the string would be quick as that would just pass the
> address of the string to the command (such as a.w=Val(a\$)).

Of course. So, in fact only string manipulation are slow (ie: a\$ = a\$+b\$). There is no other solution to copy a string in a buffer before allocate the needed memory and copy the result (again).

But you can use string reference inside an interrupt I think (&a\$) it should slowdown all the things :-)

Bye,

--

Fred.

/\/\ Frederic 'AlphaSND' Laboureur

___/_ e-Mail : alphasnd@free.fr

/ ^ ^ u ^ ^ n ^ ^ \

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

/ /// | | \ \ _\

(o_o)// (o_o)\(o_o) © 2000 - Fantaisie Software

`___' `___' `___'

F-Base TheBoss F-Bench <http://www.fantaisie-software.fr>.fm

PureBasic: R.E.L.E.A.S.E.D - Feel the Power !

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

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

1.19 (OT) Breathing New Life :))

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

Andrew Hudson <Avatar261@cwcom.net>,

BlitzList <blitz-list@netsoc.ucd.ie>,

Dave Till <nofrills@freewebaccess.co.uk>,

Dave Buckley <dave.buckley@daves-place.freemove.co.uk>,

FluffyNet <fluffynet@egroups.com>,

Ian Barley <KITKAT@ibxxx.freemove.co.uk>,

Make CD <ml-makecd@unix-ag.org>,

Keith MountCastle <sns@skullmonkey.freemove.co.uk>,

amipsx@egroups.com

Date: Sun, 16 Jan 2000 13:39:52 +0000

Subject: (OT) Breathing New Life :))

X-UIDL: 18f0b50a63de42857d9845e39141fcfc

Hiya Guys,

I'd just like to mention that on Thursday 13th January 2000 at 1:15 pm my girlfriend Lisa gave birth to our second son..

Ryan Mark Green weighed in at 9lbs 2oz, and is a little gem..

(Sorry for the off-topic posting.. but it's hard to contain the excitement)

T'ra

mark

--

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

||

| Current Projects: |

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

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

||

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

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

1.20 [amipsx] (OT) Breathing New Life :))

X-eGroups-Return: amipsx-return-910-scott=the-madhouse.co.uk@returns.egroups.com

X-Duplicate: Duplicate(4)-1740254698

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

Andrew Hudson <Avatar261@cwcom.net>,

BlitzList <blitz-list@netsoc.ucd.ie>,

Dave Till <nofrills@freewebaccess.co.uk>,

Dave Buckley <dave.buckley@daves-place.freemove.co.uk>,

FluffyNet <fluffynet@egroups.com>,

Ian Barley <KITKAT@ibxxx.freemove.co.uk>,

Make CD <ml-makecd@unix-ag.org>,

Keith MountCastle <sns@skullmonkey.freemove.co.uk>,

amipsx@egroups.com

Date: Sun, 16 Jan 2000 13:39:52 +0000

X-Mailing-List: amipsx@egroups.com

Precedence: bulk

List-Help: <<http://www.egroups.com/group/amipsx/info.html>>,

<mailto:amipsx-help@egroups.com>

List-Unsubscribe: <mailto:amipsx-unsubscribe@egroups.com>

List-Archive: <http://www.egroups.com/group/amipsx/>

X-eGroups-Approved-By: anj@cremlinssoftware.org via webctrl

Subject: [amipsx] (OT) Breathing New Life :))

Encoding: 7bit

X-UIDL: 34b37ddd804a89c9b060b56eb1331190

Hiya Guys,

I'd just like to mention that on Thursday 13th January 2000 at 1:15 pm my girlfriend Lisa gave birth to our second son..

Ryan Mark Green weighed in at 9lbs 2oz, and is a little gem..

(Sorry for the off-topic posting.. but it's hard to contain the excitement)

T'ra

mark

--

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

||

| Current Projects: |

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

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

||

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

AmiPSX Mailing List - <http://www.amipsx.cjb.net>

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Unsubscribe - <mailto:amipsx-unsubscribe@egroups.com>

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http://click.egroups.com/1/337/2/_/53058/_/948030416/

-- Talk to your group with your own voice!

-- <http://www.egroups.com/VoiceChatPage?listName=amipsx&m=1>

1.21 Re: (OT) Breathing New Life :))

From: adam james <adam.james@eidosnet.co.uk>

Andrew Hudson <Avatar261@cwcom.net>,

BlitzList <blitz-list@netsoc.ucd.ie>,

Dave Till <nofrills@freewebaccess.co.uk>,
Dave Buckley <dave.buckley@daves-place.freereserve.co.uk>,
FluffyNet <fluffynet@egroups.com>,
Ian Barley <KITKAT@ibxxx.freereserve.co.uk>,
Make CD <ml-makecd@unix-ag.org>,
Keith MountCastle <sns@skullmonkey.freereserve.co.uk>

Date: Sun, 16 Jan 2000 14:05:16 +0000

Organization: Amiga user

Subject: Re: (OT) Breathing New Life :))

X-UIDL: 43ae334f17865f6df335e3269312529c

Hello Bippy

On 16-Jan-00, you wrote something worth answering

> Hiya Guys,

>

> I'd just like to mention that on Thursday 13th January 2000 at 1:15 pm

> my girlfriend Lisa gave birth to our second son..

>

> Ryan Mark Green weighed in at 9lbs 2oz, and is a little gem..

>

> (Sorry for the off-topic posting.. but it's hard to contain the

> excitement)

>

> T'ra

>

> mark

Congratulations Mark

all the best

--

Adam james

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

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

1.22 Re: (OT) Breathing New Life :))

Date: Mon, 17 Jan 2000 03:11:26 -0800 (PST)

From: "=?iso-8859-1?q?Francis=20G.=20Loch?=" <fgloch@yahoo.com>

Subject: Re: (OT) Breathing New Life :))

Encoding: 8bit

X-UIDL: 59bce1cdac86d092e8eab998d0baf5a9

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

> Hiya Guys,

>

> I'd just like to mention that on Thursday 13th

> January 2000 at 1:15 pm my

> girlfriend Lisa gave birth to our second son..

>

> Ryan Mark Green weighed in at 9lbs 2oz, and is a

> little gem..

>

> (Sorry for the off-topic posting.. but it's hard to

> contain the excitement)

>

> T'ra

>

> mark

Congratulations!

Regards,

Francis.

=====

e-mail:- fgloch@yahoo.com

web-site:- <http://www.geocities.com/fgloch>

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<http://im.yahoo.com>

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1.23 [MakeCD] (OT) Breathing New Life :))

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

Andrew Hudson <Avatar261@cwcom.net>,

BlitzList <blitz-list@netsoc.ucd.ie>,

Dave Till <nofrills@freewebaccess.co.uk>,

Dave Buckley <dave.buckley@daves-place.freemove.co.uk>,

FluffyNet <fluffynet@egroups.com>,

Ian Barley <KITKAT@ibxxx.freemove.co.uk>,
 Make CD <ml-makecd@unix-ag.org>,
 Keith MountCastle <sns@skullmonkey.freemove.co.uk>,
 amipsx@egroups.com

Date: Sun, 16 Jan 2000 13:39:52 +0000

Subject: [MakeCD] (OT) Breathing New Life :))

Sender: ml-makecd-owner@unix-ag.org

Precedence: list

Hiya Guys,

I'd just like to mention that on Thursday 13th January 2000 at 1:15 pm my girlfriend Lisa gave birth to our second son..

Ryan Mark Green weighed in at 9lbs 2oz, and is a little gem..

(Sorry for the off-topic posting.. but it's hard to contain the excitement)

T'ra

mark

--

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

||

| Current Projects: |

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

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

||

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

 ML-MAKECD mailinglist

(un)subscribe requests to ml-makecd-request@unix-ag.org

(send 'help' to listserv@unix-ag.org in case of problems)

1.24 [MakeCD] Re: (OT) Breathing New Life :))

From: adam james <adam.james@eidosnet.co.uk>

Andrew Hudson <Avatar261@cwcom.net>,

BlitzList <blitz-list@netsoc.ucd.ie>,

Dave Till <nofrills@freewebaccess.co.uk>,

Dave Buckley <dave.buckley@daves-place.freemove.co.uk>,

FluffyNet <fluffynet@egroups.com>,

Ian Barley <KITKAT@ibxxx.freemove.co.uk>,

Make CD <ml-makecd@unix-ag.org>,

Keith MountCastle <sns@skullmonkey.freemove.co.uk>

Date: Sun, 16 Jan 2000 14:05:16 +0000

Subject: [MakeCD] Re: (OT) Breathing New Life :))

Sender: ml-makecd-owner@unix-ag.org

Precedence: list

Hello Bippy

On 16-Jan-00, you wrote something worth answering

> Hiya Guys,

>

> I'd just like to mention that on Thursday 13th January 2000 at 1:15 pm

> my girlfriend Lisa gave birth to our second son..

>

> Ryan Mark Green weighed in at 9lbs 2oz, and is a little gem..

>

> (Sorry for the off-topic posting.. but it's hard to contain the

> excitement)

>

> T'ra

>

> mark

Congratulations Mark

all the best

--

Adam james

ML-MAKECD mailinglist

(un)subscribe requests to ml-makecd-request@unix-ag.org

(send 'help' to listserv@unix-ag.org in case of problems)

1.25 [amipsx] Re: (OT) Breathing New Life :))

X-eGroups-Return: amipsx-return-911-scott=the-madhouse.co.uk@returns.egroups.com

X-Duplicate: Duplicate(2)-1427773351

From: adam james <adam.james@eidosnet.co.uk>

Andrew Hudson <Avatar261@cwcom.net>,

BlitzList <blitz-list@netsoc.ucd.ie>,

Dave Till <nofrills@freewebaccess.co.uk>,

Dave Buckley <dave.buckley@daves-place.freemove.co.uk>,

FluffyNet <fluffynet@egroups.com>,
Ian Barley <KITKAT@ibxxx.freemove.co.uk>,
Make CD <ml-makecd@unix-ag.org>,
Keith MountCastle <sns@skullmonkey.freemove.co.uk>
Date: Sun, 16 Jan 2000 14:05:16 +0000
Organization: Amiga user
X-Mailing-List: amipsx@egroups.com
Precedence: bulk
List-Help: <<http://www.egroups.com/group/amipsx/info.html>>,
<<mailto:amipsx-help@egroups.com>>
List-Unsubscribe: <<mailto:amipsx-unsubscribe@egroups.com>>
List-Archive: <<http://www.egroups.com/group/amipsx/>>
X-eGroups-Approved-By: scott@the-madhouse.co.uk via webctrl
Subject: [amipsx] Re: (OT) Breathing New Life :))
Encoding: 7bit
X-UIDL: 7d9bb784647d41af0f37d6ae11a08e99

Hello Bippy

On 16-Jan-00, you wrote something worth answering

> Hiya Guys,

>

> I'd just like to mention that on Thursday 13th January 2000 at 1:15 pm

> my girlfriend Lisa gave birth to our second son..

>

> Ryan Mark Green weighed in at 9lbs 2oz, and is a little gem..

>

> (Sorry for the off-topic posting.. but it's hard to contain the

> excitement)

>

> T'ra

>

> mark

Congratulations Mark

all the best

--

Adam james

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http://click.egroups.com/1/337/2/_/53058/_/948137017/

-- Create a poll/survey for your group!

-- <http://www.egroups.com/vote?listname=amipsx&m=1>

1.26 Re: (OT) Breathing New Life :))

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Mon, 24 Jan 2000 18:37:07 +0500

Subject: Re: (OT) Breathing New Life :))

X-UIDL: 72db8e24d2ad6a54c44a11cdb03c553c

On 16-Jan-00, Bippy M flashed:

>Hiya Guys,

>I'd just like to mention that on Thursday 13th January 2000 at 1:15 pm my

>girlfriend Lisa gave birth to our second son..

>Ryan Mark Green weighed in at 9lbs 2oz, and is a little gem..

>(Sorry for the off-topic posting.. but it's hard to contain the excitement)

Sorry for the late reply, but congratulations anyway.

My mom passed away and I had to travel to her funeral. :(

We're going to miss her a lot, but in a way it was a blessing because she was suffering so much. She's out of pain now, sleeping in Jesus till He returns to this old Earth to make all things new. Then she too will have new life. :)

Donovan Reeve (bubby.lnk@ispi.net)

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1.27 .fd files

From: Curt Esser <camge@amigaonline.net>

Date: Sat, 22 Jan 2000 08:08:20 -0500

Subject: .fd files

X-UIDL: 4f0a6a1b983860d7dee3f8a326d0c4bb

--BOUNDARY.1748427832.1

Hi,

Someone (James Boyd?) recently asked some questions about fd files - I lost the original posting.

Anyway, here is something from the RKM's that answers some of it (I think, I don't really know how to do ASM stuff...)

Later...

--

Yours electronically,

Curt Esser

camage@amigaonline.net

http://members.xoom.com/Curt_Esser/

--BOUNDARY.1748427832.1

Content-Disposition: attachment; filename="fd"

* sample_lvos.asm _LVO definitions

*

* This is the .fd file for our sample library:

*

* Note - the slash in (D0/D1) means that a stub-maker can use MOVEM.L to

* load these registers from the stack, rather than using a separate MOVE

* instruction for each register. Alternately, something like (A0,D2) would

* show that a separate MOVE instruction is needed for each load.

*

* ##base _SampleBase

* ##bias 30

* ##public

* Double(n1)(D0)

* AddThese(n1,n2)(D0/D1)

* ##end

*

* After assembling,

* JOIN sample_stubs.o sample_lvos.o AS sample.lib

*

* Apps LINK with LIBRARY sample.lib when calling sample.library functions

INCLUDE "exec/types.i"

INCLUDE "exec/libraries.i"

SECTION data

*----- LIBINIT initializes an LVO value to -30 to skip the first four

*----- 6-byte required library vectors (Open, Expunge, etc)

LIBINIT

*----- LIBDEF assigns the current LVO value to a label, and then
 *----- bumps the LVO value by -6 in preparation for next LVO label
 *----- This assigns the value -30 to our first _LVO label
 LIBDEF _LVODouble ;-30
 XDEF _LVODouble
 *----- The value -30-6 is assigned to our second _LVO label
 LIBDEF _LVOAddThese ;-36
 XDEF _LVOAddThese
 END
 --BOUNDARY.1748427832.1

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 For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
 --BOUNDARY.1748427832.1--

1.28 .fd Thing

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>
 Date: Sat, 22 Jan 2000 20:47:40 +0100
 Subject: .fd Thing
 X-UIDL: e16c1d419960352b9229f08975f4433e

Hi,

Thanks to all who replied privately about the .fd problem -
 I've downloaded a couple of things from Aminet that might
 generate it. If I get it done, I'll post it to the list.

Thanks :)

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk
 <sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*
 <sb>Connected from Dundee, Scotland.
 <sb>(http://surf.to/all-hail/)

<tsb>

But what is all this fear of and opposition to oblivion? What
 is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

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1.29 Re: 3.5 Crashing

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Wed, 02 Sep 1992 13:25:00 +0500

Subject: Re: 3.5 Crashing

X-UIDL: 13835791036c958f047cd4a94d7500a7

On 01-Jan-00, John Mason wrote:

>Happy New Year Blitzers!

> I've just upgraded to OS 3.5, and now my NewStuff program crashes as

>soon as I start it! I tried to run it from Blitz, and it does the same

>thing. First I thought I'd have to sift through the whole source to find

>the problem, but I stuck an "End" at the very top of the code and it STILL

Does your program use a library that you haven't put back after the 3.5
install?

See ya,

--

James.

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1.30 Re: 3.5 Crashing

Date: Mon, 3 Jan 2000 16:35:11 -0400 (AST)

Sender: John Mason <ah210@chebucto.ns.ca>

From: John Mason <ah210@chebucto.ns.ca>

Subject: Re: 3.5 Crashing

X-UIDL: 2012a6949afef7abffc668ab75549a68

On Wed, 2 Sep 1992, James L Boyd wrote:

> Does your program use a library that you haven't put back after the 3.5

> install?

Sort of -- turns out it was the missing narrator.device and other speech
stuff that I couldn't check for in my code that was the problem. I put a
CNIF around all that stuff and it works fine now! Oops! :)

--

John Mason -- ICQ 17931257

<http://chebucto.ns.ca/~ah210/Profile.html>

Home of NewStuff and Reminder!

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

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

1.31 Re: 3.5 Crashing

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Wed, 02 Sep 1992 12:33:11 +0500

Subject: Re: 3.5 Crashing

X-UIDL: bc91b8940a536a8f3509c8c35fa1e883

--BOUNDARY.5358.587.538200.1

On 04-Jan-00, John Mason wrote:

>Sort of -- turns out it was the missing narrator.device and other speech
>stuff that I couldn't check for in my code that was the problem. I put a
>CNIF around all that stuff and it works fine now! Oops! :)

Here's a proper check to see if speech should be available (I'm assuming
you're using the Blitz speech commands?)...I think that's

all you need to check!

See ya,

--

James.

--BOUNDARY.5358.587.538200.1

Content-Description: Check for speech stuff

DEFTYPE.b check

; check for narrator.device :

DEFTYPE.IORrequest ior

n\$="narrator.device"

err.b=OpenDevice_ (&n\$,0,&ior,0)

If err=0

check+1

CloseDevice_ ior

EndIf

; check for translator.library :

DEFTYPE.Library *lib

t\$="translator.library"

*lib=OpenLibrary_(&t\$,37)

If *lib

check+2

CloseLibrary_ *lib

EndIf

; print result :

If check=3 Then a\$="Speech should work fine!"

If check=2 Then a\$="No narrator.device available!"

If check=1 Then a\$="No translator.library available!"

If check=0 Then a\$="Device and library unavailable!"

Print "Result : ":NPrint a\$

MouseWait

End

--BOUNDARY.5358.587.538200.1

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

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

--BOUNDARY.5358.587.538200.1--

1.32 Re: 3.5 Crashing

Date: Mon, 3 Jan 2000 19:17:15 -0400 (AST)

Sender: John Mason <ah210@chebucto.ns.ca>

From: John Mason <ah210@chebucto.ns.ca>

Subject: Re: 3.5 Crashing

X-UIDL: 21892b663d14ada0c6582a0bea5bf3f7

On Wed, 2 Sep 1992, James L Boyd wrote:

> >Sort of -- turns out it was the missing narrator.device and other speech

> >stuff that I couldn't check for in my code that was the problem. I put a

> >CNIF around all that stuff and it works fine now! Oops! :)

> Here's a proper check to see if speech should be available (I'm assuming

> you're using the Blitz speech commands?)...I think that's

> all you need to check!

Thanks, but I don't think that will help in this case -- I'm already checking for the files, but Blitz sees a Speak command and must load something into the exe to automatically open the translator.library.. And when that's not there it crashes, before a single line of my code gets executed. :(Maybe it's because I don't have the debugger on. In any case I'm only using the speech when the debugging flag is set, so it's no big deal. I will give that code a try though just the same :)

--

John Mason -- ICQ 17931257

<http://chebucto.ns.ca/~ah210/Profile.html>

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

1.33 Re: 3.5 Crashing

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Wed, 02 Sep 1992 12:51:42 +0500

Subject: Re: 3.5 Crashing

X-UIDL: d9f473f63fa406c6ddc8795405972e2d

--BOUNDARY.5358.2107.376680.1

On 04-Jan-00, John Mason wrote:

>Thanks, but I don't think that will help in this case -- I'm already
>checking for the files, but Blitz sees a Speak command and must load
>something into the exe to automatically open the translator.library..
>when that's not there it crashes, before a single line of my code

OK, I racked my tiny brains, and came up with this idea :

Compile and run the attached program : if the narrator.device and
translator.library are available it'll run multiview (you just replace
this with your program name when you do it for real). If they're not there, it
doesn't run.

All you'd do is give this program an icon, and leave your main program
without an icon, in the same drawer.

So no speech stuff - the checker says "No way" and quits; otherwise your
program runs fine...

If your main program needs to read tooltypes, you'd just get the tooltypes in
the checker program (which to the user /is/ the main program), and pass them
to your main program by giving the relevant options as CLI parameters when you
call it...

See ya,

--

James.

--BOUNDARY.5358.2107.376680.1

Content-Description: Speech check

DEFTYPE.b check

; check for narrator.device :

DEFTYPE.IORequest ior

n\$="narrator.device"

err.b=OpenDevice_ (&n\$,0,&ior,0)

If err=0

check+1

CloseDevice_ ior

EndIf

```
; check for translator.library :
DEFTYPE.Library *lib
t$="translator.library"
*lib=OpenLibrary_(&t$,37)
If *lib
check+2
CloseLibrary_ *lib
EndIf
; print result :
If check=3
p$="run >NIL: sys:utilities/multiview"
Execute_ &p$,0,0
Else
Select check
Case 2
a$="You need narrator.device installed!"
Case 1
a$="You need translator.library installed!"
Case 0
a$="You need narrator.device andtranslator.library installed!"
End Select
Request "",a$,"Abort"
EndIf
End
--BOUNDARY.5358.2107.376680.1
```

```
-----
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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
--BOUNDARY.5358.2107.376680.1--
```

1.34 320x256 AGA and GFX Card ??

From: philippe bovier <bovier@club-internet.fr>
Date: Sun, 02 Jan 2000 16:32:46 +0200
Organization: Nightlight Team
Subject: 320x256 AGA and GFX Card ??
X-UIDL: 89e7bbc90ab907b96397bac53a96965d
Hello,

Is It possible to make a game with Mildred for AGA and GFX card with only

one resolution of 320x256 for the AGA and GFX Card ???

There is no solution to

make a game with 320x240 for compatibility with GFX card (AGA compatible)

(Finally only one resolution for the AGA and GFX card or impossible).

Kind regards

--

Philippe Bovier (*Mrod*) Mailto:bovier@club-internet.fr

->A1500T + PicassoIV + BlizzardIV + IYYAMA 17" + ZIP + CDRROM SCSI<

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

1.35 Re: 320x256 AGA and GFX Card ??

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Sun, 02 Jan 2000 21:44:04 +0300

Subject: Re: 320x256 AGA and GFX Card ??

Encoding: 8bit

X-UIDL: db5c2858526810333af3408e5c660827

On 02-Jan-00, philippe bovier wrote.

> Hello,

>

> Is It possible to make a game with Mildred for AGA and GFX card with only

> one resolution of 320x256 for the AGA and GFX Card ???

>

> There is no solution to

> make a game with 320x240 for compatibility with GFX card (AGA compatible)

> (Finally only one resolution for the AGA and GFX card or impossible).

Well if these 16 lines are so essential to you, put the GFX board version

to open on window for bigger screen, but I wonder how 16 lines can be so

important that you just can't leave them of, and make it work faster on AGA

at the same time?

--

Sami Näätänen

EMail: sami.naatanen@dlc.fi

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

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

1.36 About calculation orders affecting to the result of expression

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Thu, 13 Jan 2000 14:19:08 +0300

Subject: About calculation orders affecting to the result of expression

Encoding: 8bit

X-UIDL: 9afd72676819d666583767d972ff8126

On 12-Jan-00, Donovan Reeve wrote.

> On 13-Jan-00, Sami Näätänen flashed:

>

> -clip-

>

>> Well got nothing to do, with conversion of 0.25 to 16.16 or float number.

>> But if the first number is integer, then the next one is converted to

>> integer as well. So try to put them in the other way around.

>

>> NPrint 5*0.25 ; result is 0

>> NPrint 0.25*5 ; result is 1.25

>

>> This is perfectly normal way for math operations in many other languages

>> too, not just in blitz.

>

>

> Hey Sami,

>

> Thanks a bunch!!! I didn't know about this before.

Nothing to thank about, because I didn't know that either. I just tested it.

And because Java is doing the same, I expect blitz would do too, and it did.

;)

> You just helped me figure out what was wrong with one of my programs

> that I was tearing out my hair over. (and now it's nearly gone)

Well you got to start banging your head to wall then, if other overwhelming problem occurs. ;)

> I can see now that I was winding up trying to divide by zero due to

> the phenominum you just mentioned.

Well I think I have done that too, and get fixed accidentally whitout knowing what caused the problem, until now.

> Thankyou thankyou thankyou!

> Boy! It really pays to hang out on this list, you never know when

> some extremely useful bit of information will pop up!

I agree. That's why I try to read all mails sent to this list, unless the subject is OT and have gone on forever without any interest from my side.

Have to admit that haven't happened in a long time.

--

Sami Näätänen

E-Mail: sami.naatanen@dlc.fi

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

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

1.37 About exotic asming in blitz.

From: Sami Näätänen <sami.naatanen@dlc.fi>

Date: Mon, 03 Jan 2000 00:39:01 +0300

Subject: About exotic asming in blitz.

Encoding: 8bit

X-UIDL: dda0a541a21d2ac604c3991ab1b2fb15

Okay you asked for... ;))

If any of you need the HexShow just mail to me.

*** Begin of forwarded message ***

Date: 30-Dec-99 10:43:12

From: Sami Näätänen <sami.naatanen@dlc.fi>

Subject: Re: hi 1st post about tcp

--- Forwarded message follows ---

On 30-Dec-99, amorel wrote.

> On 29-Dec-99, Rob Hutchinson wrote:

>

> C=But on the other hand, if you know what your doing, you could

> C=directly stick 68k processor commands in your code with a

> C=Dc, and not jump past them like you were doing with your version

> C=string, then it'll get executed like the rest of the code.. And

> C=it wont crash if the command is correct..

>

> Tell me more about that, sounds interesting :-)) How would it work, would

> you add commands after the DC command(s), or what? I got a stack of

> motorola 68xxx(and ppc) books so I could directly try it out with some odd

> 68040 commands orso.

>

UPPER CASE STUFF IS CHANGED FROM THE ORIGINAL MAIL

well I have made small program called HexShow, which I SENT to this mailing list OVER YEAR AGO, which uses phxasm to make you the hex stuff. which you simply stick to DC's so that you can use exotic commands.

Example:

```
>hs "move.l ([extract_itex]7ffffff.l,a0,d0.l),[/extract_itex]7ffffff.l,d1"
```

HexShow V 1.0 by Sami Näättänen (17.09.98)

```
$0000: 2230 0933 7FFF FFFF 7FFF FFFF
```

so you can use this very complex move instruction in your blitz asm code

like this:

```
dc.l [extract_itex]22300933, [extract_itex]7FFFFFFF, [extract_itex]7FFFFFFF
```

and what would this instruction do?

it will move longword from the address which is get

by taking the content of a0 plus the content of d0 plus the first offset

$\$7ffffff$ (which would make address error, because you mostlikely do not

have over gigabyte of memory) then from this address longword is taken and

the second offset of $\$7ffffff$ is added to it and longword is read from

this new address, which then is put to to the destination, which is d1.

this is perfectly leagal move instruction too:

```
move.l ([extract_itex]7.w,a0,d0.l),[/extract_itex]7f.w),([extract_itex]7f.w,a1,d1.w),[/extract_itex]7fff.l)
```

and in hex

```
$0000: 23B0 0922 0007 07FF 1123 07FF 0007 FFFF
```

and here some more usefull ones

```
dc.l [extract_itex]F2004000 ; fmove.l d0,fp0
```

```
dc.l [extract_itex]F23C4423, [extract_itex]3BC49BA5 ; fmul.s #0.006,fp0
```

```
dc.l [extract_itex]F2006000 ; fmove.l fp0,d0
```

Which will give you 6 thousands of the original longword in d0, using FPU.

--

Sami Näättänen

E-Mail: sami.naatanen@dlc.fi

*** End of forwarded message ***

--

Sami Näättänen

E-Mail: sami.naatanen@dlc.fi

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1.38 Re: Adrave dinner

From: Toby Zuidveld <hotcakes@a1bbs.net.au>
Blitz Lust <blitz-list@netsoc.ucd.ie>
Date: Tue, 11 Jan 2000 20:22:37 +1000
X-SenderInfo: 1;
picture="http://www.geocities.com/SunsetStrip/Disco/6065/a1people/tobyzuij.gif"
Organization: Crash'n'Burn Incinerated, Satanic Dreams Software
Subject: Re: Adrave dinner
Encoding: 8bit
X-UIDL: 738624e526192eaf7f0a6cbf1d29e4b8
JF> Anybody interested?

"I"

--

Toby Zuidveld --- If it hasn't happened to you
yet, it isn't going to have happened to you
<http://a1bbs.net.au/hotcakes> - Last updated 26-Sep-99 -
<mailto:hotcakes@a1bbs.net.au>
<icq:22222555777111555111555>

Happy couple: A deaf husband and a blind wife.

--

According to <http://www.thepark.com>, I'm 55% pure, 47% untelligent
and will die at the age of 64 after having sex only 7 times! <sob>

--

If you're an Australian resident <http://www.emailcash.com.au>
If you join please consider using the referral ID B31031

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

1.39 Amiga's site

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>
Date: Sat, 15 Jan 2000 22:35:42 +0100
Subject: Amiga's site
X-UIDL: a6c0bd8c0c0a0340a69025ea82f123f3

Hi all,

Someone mentioned not so long ago that it wasn't
worth checking Amiga's website more than once a year

(I'd agree ;) but Fleecy just said on the TA list that there'll be a major overhaul going up in the next week or so, and kept up to date, so keep a look out!

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

But what is all this fear of and opposition to oblivion? What is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

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1.40 AmPCS

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

Date: Sun, 16 Jan 2000 13:46:41 +0000

Subject: AmPCS

X-UIDL: c0f47c2a9d1244edec193bfaa10b70f3

Hiya Guys,

Well my Phone Code proggy is almost ready to be re-released in its updated form.. but before I would like to add support for dialling codes for different countries other than the UK. So if anybody from overseas knows where I can locate the codes for their particular country I would be most appreciative.. I'll be sending it into AF shortly for the CoverCD so this is urgent.. Below is a brief description..

AmPCS (Amiga Phone Code Search) - This is a temp name, anyone fancy renaming it then simple email me :)

Uses a gadtools gui and Reqtools requestor..

Phone codes are completely editable

Print results to a file or printer

Is fairly fast (At searching thru the 15000+ Uk codes takes about 20 secs on my 040)

Is completely free, simply email me for the full version

Thats about it.. as you can see I'm eager to add support for other countries, Us, Austrailia, France, Germany etc...

T'ra

Mark

--

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

||

| Current Projects: |

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

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

||

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

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1.41 Re: AmPCS

From: amorel <amorel@xs4all.nl>

Date: Sun, 16 Jan 2000 18:32:13 GMT+5DST

Subject: Re: AmPCS

X-UIDL: 5dd191b5f2e628c787731ea9c12fec4c

On 16-Jan-00, Bippy M wrote:

C=Hiya Guys,

C=Well my Phone Code proggie is almost ready to be re-released in its updated

C=form.. but before I would like to add support for dialling codes for

C=different countries other than the UK. So if anybody from overseas knows

Afaik a dial code for say the USA is the same in the Netherlands and

everywhere else, i.e. 1. So the UK int. codes are equale to the Dutch ones.

But I'm not 100% sure.

Regards

--

-*AMOREL*- musician/programmer \ \ Amiga 1200T/PPC/040/32/6g more shit

<http://www.xs4all.nl/~amorel> \ \ Good old C=64 and an attitude!

Will program/compose for food \ \ /Half a decent studio

Himmel Arsch und Zwirn! \ \ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \ \ /productions,demos,programs...

-*Stocks are low, hurry! Amoralplayer1.4, a no fuss audioplayer*-

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1.42 Re: AmPCS

From: jeremy spring <jeremy.spring@extra.co.nz>

BlitzList <blitz-list@netsoc.ucd.ie>

Date: Fri, 11 Nov 2011 11:24:39 +1200

Subject: Re: AmPCS

X-UIDL: 4cf96cf6338fd5892b02a09e98235c1a

Hello Bippy

On 17-Jan-00, you wrote:

I would like to add support for dialling codes

> for different countries other than the UK. So if anybody from overseas

> knows where I can locate the codes for their particular country I would be

> most appreciative.

I would recommend going to your cities local library and copying down

the info you need for NZ etc as they should have a full range of

international

phone books.

--

Jeremy Spring Powered by an 040 4000 with a stuffed

internal clock

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1.43 Re: AmPCS

From: "C. Dimitrakakis" <olethros@geocities.com>

Date: Mon, 17 Jan 2000 00:25:59 +0200

Subject: Re: AmPCS

X-UIDL: a324f4b8fbb77b0798a28d18fa74e48a

International Phone Prefixes are the same EVERYWHERE in the world, apart from somewhere in Asia (India?) where there are a couple of tiny little differences.

(Certified telecoms engineer answer:)

--

Christos Dimitrakakis

olethros@geocities.com

<http://members.xoom.com/cdimita>

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

1.44 Re: AmPCS

From: amorel <amorel@xs4all.nl>

Date: Mon, 17 Jan 2000 02:21:12 GMT+5DST

Subject: Re: AmPCS

X-UIDL: 41a81d82b8e192945cb53fda07cc8a80

On 16-Jan-00, Bippy M wrote:

C=I want area codes for each country like Berlin in Germany etc..

Phone book :-)

--

-*AMOREL*- musician/programmer \\ Amiga 1200T/PPC/040/32/6g more shit

<http://www.xs4all.nl/~amorel> \\ Good old C=64 and an attitude!

Will program/compose for food \\ /Half a decent studio

Himmel Arsch und Zwirn! \\ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \\ /productions,demos,programs...

-*Stocks are low, hurry! Amoralplayer1.4, a no fuss audioplayer*-

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1.45 Re: AmPCS

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 17 Jan 2000 16:00:21 +1000

Subject: Re: AmPCS

Encoding: 7bit

X-UIDL: c0830877fed85d011e6b32f14b4766dc

On Sun, 16 Jan 2000 13:46:41 +0000 Bippy M said:

> Hiya Guys,

>

> Well my Phone Code proggie is almost ready to be re-released in its updated

> form.. but before I would like to add support for dialling codes for

> different countries other than the UK. So if anybody from overseas knows

> where I can locate the codes for their particular country I would be most

> appreciative.. I'll be sending it into AF shortly for the CoverCD so this

> is urgent.. Below is a brief description..

>

> AmPCS (Amiga Phone Code Search) - This is a temp name, anyone fancy renaming

> it then simple email me :)
>
> Uses a gadtools gui and Reqtools requestor..
> Phone codes are completely editable
> Print results to a file or printer
> Is fairly fast (At searching thru the 15000+ Uk codes takes about 20 secs on
> my 040)
> Is completely free, simply email me for the full version
>

Australia is simple:

(02) - NSW, ACT

(03) - Vic, Tas

(04) - Mobile phones

(07) - Qld

(08) - WA, SA, NT

Boring Innit?

Why does searching 15000 items take so long?

Can't you put them into ascending numeric sequence and binary chop the data? Should only take 14 hits maximum.

Cheers

--

Tony Rolfe

Amiga 2000, 68030/25, 1+8Mb

www.shoalhaven.net.au/edgewater

ICQ #51271965

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1.46 Re: AmPCS

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

Date: Mon, 17 Jan 2000 10:52:22 +0000

Subject: Re: AmPCS

X-UIDL: 93093d4d2e25483b6e5d35e7981cdd73

Howdy Tony

On 17-Jan-00, Tony Rolfe wrote:

TR> On Sun, 16 Jan 2000 13:46:41 +0000 Bippy M said:

TR>> Hiya Guys,

TR> Australia is simple:

TR> (02) - NSW, ACT

TR> (03) - Vic, Tas

TR> (04) - Mobile phones

TR> (07) - Qld

TR> (08) - WA, SA, NT

TR> Boring Innit?

Ummm if they are ALL the code areas that cover Austrailia then yes.. So doesn't each city have its own area-code?

TR> Why does searching 15000 items take so long?

TR> Can't you put them into ascending numeric sequence and binary chop the TR> data? Should only take 14 hits maximum.

Well I could but I search both codes and place names, so it'd be sorted for say codes but not areas and vice-versa..

I would like more info on searching algorithms.. atm I'm comparing each code/area with what is inserted.

Regards

Bippy

--

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

||

| Current Projects: |

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

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

||

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

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1.47 Re: AmPCS

From: "David McMinn" <dave@sataniedreams.com>

Organization: Satanic Dreams Software

Date: Mon, 17 Jan 2000 11:16:59 -0000

Subject: Re: AmPCS

Encoding: 8bit

X-UIDL: 8a239e9fe911a22c5392c01e34c3cbfa

Hi Bippy

> Well I could but I search both codes and place names, so it'd be
 > sorted for say codes but not areas and vice-versa..
 >
 > I would like more info on searching algorithms.. atm I'm comparing
 > each code/area with what is inserted.

Use a couple of index arrays. You have your data array, which contains the code and area name. Then you create a couple of arrays which are sorted on the required field, one for code, one for name. These two arrays contain the index into the data array, so that at position 0 in the index array would be the index into the data array for the alphabetically first name. Position one would be the second name etc etc.

e.g. to print in order of names you could do:

```
For i.w=0 To 15000
```

```
NPrint data_array(name_index(i))\name
```

```
Next
```

```
--
```

```
) ^ V ][ ( ) M © M ][ N N | dave@satanicdreams.com
```

```
http://members.xoom.com/David_McMinn | ICQ=16827694
```

```
Consciousness: That annoying time between naps.
```

```
-----
```

```
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```

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

1.48 Re: AmPCS

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 18 Jan 2000 14:55:31 +1000

Subject: Re: AmPCS

Encoding: 7bit

X-UIDL: c5e6993d69532361def7dc4c077e14a0

On Mon, 17 Jan 2000 10:52:22 +0000 Bippy M said:

> Howdy Tony

>

> On 17-Jan-00, Tony Rolfe wrote:

>

> TR> On Sun, 16 Jan 2000 13:46:41 +0000 Bippy M said:

> TR>> Hiya Guys,

>

> TR> Australia is simple:

>

> TR> (02) - NSW, ACT

> TR> (03) - Vic, Tas

> TR> (04) - Mobile phones

> TR> (07) - Qld

> TR> (08) - WA, SA, NT

>

> TR> Boring Innit?

>

> Ummm if they are ALL the code areas that cover Australia then yes.. So

> doesn't each city have its own area-code?

They used to. My old (6-digit number) area code was 044, which covered a 150 x 10 mile area of the NSW South Coast (From Berry or Nowra in the North to Narooma in the South - if you have a map).

Within the 044 area, the first two digits of the 6-digit number defined a smaller area - 55 xxxx and 54 xxxx were the Ulladulla area.

AusTel - the telecommunications control authority - decided that all phones should have an 8-digit number so the 44 became part of the number and the area code 02 which was just Sydney became the whole of NSW (plus a little bit of Victoria, less a bit near Queensland).

>

> TR> Why does searching 15000 items take so long?

>

> TR> Can't you put them into ascending numeric sequence and binary chop the

> TR> data? Should only take 14 hits maximum.

>

> Well I could but I search both codes and place names, so it'd be sorted for

> say codes but not areas and vice-versa..

If search speed is more important than memory usage then I'd load the array into memory twice, one sorted by place name and one by number.

These arrays are going to be static for any one program execution, I'd guess. People won't be adding codes on the fly?

>

> I would like more info on searching algorithms.. atm I'm comparing each

> code/area with what is inserted.

>

If you want a basic binary chp algorithm, let me know. I've got one for searching my customer file (about 4000 names and the search time on an 030/25 doing I/O to the disk is well under 1 sec.

Regards

--

Tony Rolfe

Amiga 2000, 68030/25, 1+8Mb

www.shoalhaven.net.au/edgewater

ICQ #51271965

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1.49 Re: AmPCS

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

Date: Tue, 18 Jan 2000 11:24:49 +0000

Subject: Re: AmPCS

X-UIDL: 87c5532063a3299a4cf6fca7cc6c2284

Howdy Tony

On 18-Jan-00, Tony Rolfe wrote:

TR>> TR> (02) - NSW, ACT

TR>> TR> (03) - Vic, Tas

TR>> TR> (04) - Mobile phones

TR>> TR> (07) - Qld

TR>> TR> (08) - WA, SA, NT

TR>>

TR>> TR> Boring Innit?

TR>>

TR>> Ummm if they are ALL the code areas that cover Australia then yes.. So

TR>> doesn't each city have its own area-code?

TR> They used to. My old (6-digit number) area code was 044, which

TR> covered a 150 x 10 mile area of the NSW South Coast (From Berry or

TR> Nowra in the North to Narooma in the South - if you have a map).

TR> Within the 044 area, the first two digits of the 6-digit number

TR> defined a smaller area - 55 xxxx and 54 xxxx were the Ulladulla area.

TR> AusTel - the telecommunications control authority - decided that all

TR> phones should have an 8-digit number so the 44 became part of the
TR> number and the area code 02 which was just Sydney became the whole of
TR> NSW (plus a little bit of Victoria, less a bit near Queensland).

So the whole area is 02 but does the bit after the 44 define a smaller area
still?

TR>>

TR>> TR> Why does searching 15000 items take so long?

TR>>

TR>> TR> Can't you put them into ascending numeric sequence and binary

TR> chop the

TR>> TR> data? Should only take 14 hits maximum.

TR>>

TR>> Well I could but I search both codes and place names, so it'd be

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TR>> say codes but not areas and vice-versa..

TR> If search speed is more important than memory usage then I'd load the

TR> array into memory twice, one sorted by place name and one by number.

TR> These arrays are going to be static for any one program execution,

TR> I'd guess. People won't be adding codes on the fly?

Well upto v1.5/v1.6 the coes were loaded to memory, and the searh was
quicker, but it took 10-12 seconds to load the codes into memory to start,
and upto 30+ seconds to empty all the arrays when the program quit :(So
now I just search through the codes while they are on disk!

TR>>

TR>> I would like more info on searching algorithms.. atm I'm comparing

TR> each

TR>> code/area with what is inserted.

TR>>

TR> If you want a basic binary chp algorithm, let me know. I've got one

TR> for searching my customer file (about 4000 names and the search time

TR> on an 030/25 doing I/O to the disk iswell under 1 sec.

I'd still like a look at this though!

Regards

--

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

||

| Current Projects: |

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

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

||

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

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1.50 Re: AmPCS

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 19 Jan 2000 14:49:30 +1000

Subject: Re: AmPCS

X-UIDL: 4d7840c04d41471617fc5d8d5c559d83

--_8<==MD23885CEFA-DCA58F8==8<=_=

Encoding: 7bit

On Tue, 18 Jan 2000 11:24:49 +0000 Bippy M said:

> Howdy Tony

>

> On 18-Jan-00, Tony Rolfe wrote:

>

> TR>> TR> (02) - NSW, ACT

> TR>> TR> (03) - Vic, Tas

> TR>> TR> (04) - Mobile phones

> TR>> TR> (07) - Qld

> TR>> TR> (08) - WA, SA, NT

> TR>>

> TR>> TR> Boring Innit?

> TR>>

> TR>> Ummm if they are ALL the code areas that cover Australia then yes.. So

> TR>> doesn't each city have its own area-code?

>

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> TR> Nowra in the North to Narooma in the South - if you have a map).

> TR> Within the 044 area, the first two digits of the 6-digit number

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>

> TR> AusTel - the telecommunications control authority - decided that all

> TR> phones should have an 8-digit number so the 44 became part of the

> TR> number and the area code 02 which was just Sydney became the whole of
> TR> NSW (plus a little bit of Victoria, less a bit near Queensland).

>

> So the whole area is 02 but does the bit after the 44 define a smaller area
> still?

Yes it does. And the 55 still defines the smaller area still.

Trouble is that the phone book (one for each 'old' area code - 044
etc.) lists the prefixes within that area. My phone book has about

75 ntries of the type

4421 - 4423 NOWRA

4425 NOWRA

44278 NOWRA

44410 - 44413 Sussex Inlet

44415 - 44417 Huskisson

etc.

and for my phone number (4455 2604)

44551 to 44557 Ulladulla

When I'm actually in Burrill Lake, which isn't mentioned in the list.

There are about 10 towns, villages and localities within that phone
number range. It isn't very useful for you.

>

> TR>>

> TR>> TR> Why does searching 15000 items take so long?

> TR>>

> TR>> TR> Can't you put them into ascending numeric sequence and
binary

> TR> chop the

> TR>> TR> data? Should only take 14 hits maximum.

> TR>>

> TR>> Well I could but I search both codes and place names, so it'd
be

> TR> sorted for

> TR>> say codes but not areas and vice-versa..

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> TR> If search speed is more important than memory usage then I'd
load the

> TR> array into memory twice, one sorted by place name and one by
number.

> TR> These arrays are going to be static for any one program

execution,

> TR> I'd guess. People won't be adding codes on the fly?

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> Well upto v1.5/v1.6 the coes were loaded to memory, and the search was

> quicker, but it took 10-12 seconds to load the codes into memory to start,

> and upto 30+ seconds to empty all the arrays when the program quit

> now I just search through the codes while they are on disk!

>

> TR>>

> TR>> I would like more info on searching algorithms.. atm I'm comparing

> TR> each

> TR>> code/area with what is inserted.

> TR>>

>

> TR> If you want a basic binary chp algorithm, let me know. I've got one

> TR> for searching my customer file (about 4000 names and the search time

> TR> on an 030/25 doing I/O to the disk iswell under 1 sec.

>

> I'd still like a look at this though!

Better thought... create the main file in ascending name sequence.

>From that, create an index file, sorted in code sequence which only has the code and a pointer to the main record. That is then done once only. Then chop the appropriate file depending on which search you are doing.

I've attached a modified version of David McMinn's ASM_StrCmpI routine which allows trailing spaces in entered data together with the binary chop routine I use for my Supplier file. They won't compile as they stand, since a couple of variables are defined outside the routines, (Desc\$ is the entered supplier name) but they should point you in the right direction.

Regards

--

Tony Rolfe

Amiga 2000, 68030/25, 1+8Mb

www.shoalhaven.net.au/edgewater

ICQ #51271965

--_8<==MD23885CEFA-DCA58F8==8<=_=

Encoding: plain (7/8 bit)

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

X-MD2-FilePath: Blitz2:OtherSources/BinaryChop.asc

Function.b COMPARE_STRINGS{str1.l,str2.l}

; Case insensitive compare.

; Two strings are equal if they are different lengths and the

; only difference is trailing spaces.

;

; Based on David McMinn's ASM_strcmpi function

;

MOVEA.l d0,a0

MOVEA.l d1,a1

MOVE.b #96,d2

MOVE.b #123,d3

MOVE.b #\$DF,d4

MOVE.b #\$20,d5

'fetch: MOVE.b (a1)+,d1 ; get second string character

BEQ 'test1 ; second string is ended

MOVE.b (a0)+,d0 ; get first string character

BEQ 'test2 ; first string is ended

CMP.b d0,d1 ; Check if characters are equal

BEQ 'fetch ; ... if so, go get the next pair

CMP.b d2,d0

BLE 'noup1

CMP.b d3,d0

BGE 'noup1

AND.b d4,d0

'noup1: CMP.b d2,d1

BLE 'noup2

CMP.b d3,d1

BGE 'noup2

AND.b d4,d1

'noup2: CMP.b d0,d1 ; check if letters are same

BEQ 'fetch ; if they are, move onto next letter

BRA 'exit ; if not, exit

'test1: MOVE.b (a0)+,d0

```
BEQ `exit ; second string is ended
CMP.b d0,d5 ; Trailing space?
BEQ `test1 ; yes, keep going
BRA `exit
`test2: CMP.b d1,d5 ; Trailing space?
BNE `exit ; yes, keep going
MOVE.b (a1)+,d1
BNE `test2
`exit: ANDI.w #$00FF,d0 ; make sure that top byte of word is clear
ANDI.w #$00FF,d1 ; make sure that top byte of word is clear
SUB.w d1,d0 ; get return result
AsmExit
End Function
.find_supp
Found.b = #False_Flag ; Not yet found
If Supp_Records > 0 ; Any records to sort
High.l = Supp_Records - 1 ; Upper bound
Low.l = 0 ; Lower bound
Repeat
rec.l = Int((High+Low)/2) ; Mid pint of range
Get #supp_file,rec ; Read the record
ret.l = COMPARE_STRINGS{&Desc$,&supp_Name$} ; Compare with target
If ret = 0 ; Found?
Found = #True_Flag ; ... Yes
Else
If ret > 0 ; In Upper half?
If Low = rec ; ... Hit bottom rec?
Low = rec + 1 ; Yes - adjust lower bound
Else
Low = rec ; Use only upper half next time
EndIf
Else
If High = rec ; Must be in lower half
High = rec - 1
Else
High = rec
EndIf
EndIf
EndIf
```

Until Found OR High = Low

Else

Sorted_Supp_Records = 1

EndIf

Return

--=_8<==MD23885CEFA-DCA58F8==8<=_=

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--=_8<==MD23885CEFA-DCA58F8==8<=_=

(end of MIME multipart message)

1.51 AmPCS Codes

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

FluffyNet <fluffynet@egroups.com>, Make CD <ml-makecd@unix-ag.org>

Date: Tue, 18 Jan 2000 21:04:03 +0000

Subject: AmPCS Codes

X-UIDL: a2a2dae2cb309349bc80073bfb04e00d

Hiya Guys,

I have now got the following Dialling Code files for AmPCS :

UK - Full code file - over 15000 codes

Australia - Partial Codes (No Mobiles etc..) -- 4000+ codes

If you would like a copy reply (Off-list) and tell me which code file(s) you would like..

Bippy M

--

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

||

| Current Projects: |

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

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

||

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

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1.52 [MakeCD] AmPCS Codes

From: Bippy M <BippyM@stingent.freemove.co.uk>
 FluffyNet <fluffynet@egroups.com>, Make CD <ml-makecd@unix-ag.org>
 Date: Tue, 18 Jan 2000 21:04:03 +0000
 Subject: [MakeCD] AmPCS Codes
 Sender: ml-makecd-owner@unix-ag.org
 Precedence: list

Hiya Guys,

I have now got the following Dialling Code files for AmPCS :

UK - Full code file - over 15000 codes

Australia - Partial Codes (No Mobiles etc..) -- 4000+ codes

If you would like a copy reply (Off-list) and tell me which code file(s) you would like..

Bippy M

--

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

||

| Current Projects: |

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

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

||

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

 ML-MAKECD mailinglist

(un)subscribe requests to ml-makecd-request@unix-ag.org

(send 'help' to listserv@unix-ag.org in case of problems)

1.53 Animbrush File Headers

From: "Simon Hitchen" <simon@gadge.u-net.com>

Organization: Gadge Software

Date: 29 Jan 2000 22:49:24 +0000

Subject: Animbrush File Headers

Encoding: 7bit

X-UIDL: 02dde1c2647db8cec208390f847846dd

Hi peeps,

Anyone know a reliable way of telling the difference between an

iff.anim and an iff.animbrush from the file header?

--

Simon

MailTo:simon@gadge.u-net.com - simon@satanicdreams.com

<http://www.gadge.u-net.com> ICQ: 22707489

A1200T-060/50-48+4+2MB-CD-HDx2-V90-SVGA-SCSI-ZII-CGX/3D.

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1.54 Re: Animbrush File Headers

Date: Mon, 31 Jan 2000 03:18:55 -0800 (PST)

From: "=?iso-8859-1?q?Francis=20G.=20Loch?=" <fgloch@yahoo.com>

Subject: Re: Animbrush File Headers

Encoding: 8bit

X-UIDL: 6e4dba4731185bb695518fce932343e2

Hi Simon,

--- Simon Hitchen <simon@gadge.u-net.com> wrote:

>

> Anyone know a reliable way of telling the difference

> between an

> iff.anim and an iff.animbrush from the file header?

>

Not that I'm aware of, but I'll double check with my developer info.

A possible way, although perhaps not the best or most reliable, would be to check the resolution of the frames. For example, if it is 320x200, 320x240, 320x256, etc. then it is an anim file and something like 64x64 would be a brush.

Regards,

Francis.

=====

e-mail:- fgloch@yahoo.com

web-site:- <http://www.geocities.com/fgloch>

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1.55 Re: Animbrush File Headers

From: Curt Esser <camge@amigaonline.net>

Date: Sun, 30 Jan 2000 17:07:28 -0500

Subject: Re: Animbrush File Headers

X-UIDL: deb6a96a7cb84c41b6acbc3b39288db0

Hi Simon

On 29-Jan-00, Simon Hitchen wrote:

> Hi peeps,

>

> Anyone know a reliable way of telling the difference between an

> iff.anim and an iff.animbrush from the file header?

I don't have docs on the iff/ilbm animation format, but I have discovered this:

In the file header, somewhere between the FORM xxxx ANIM and the BODY chunk, you will find a chunk called GRAB in an animbrush, but not in an animation.

This holds true for anims and animbrushes saved from PPaint, Brilliance, and DPaint. I don't have any other programs that can save anims/animbrushes, so I couldn't say this is a universal rule...

Later...

--

Yours electronically,

Curt Esser

camge@amigaonline.net

http://members.xoom.com/Curt_Esser/

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1.56 Re: Animbrush File Headers

Sender: y0014694@rzcomm4.rz.tu-bs.de

Date: Mon, 31 Jan 2000 13:13:42 +0100

From: Roger Light <rogerlight@mindless.com>

Subject: Re: Animbrush File Headers

Encoding: 7bit

X-UIDL: 6a6f76561b6a6da6e72986fc54cf82f0

> --- Simon Hitchen <simon@gadge.u-net.com> wrote:

>> Anyone know a reliable way of telling the difference

>> between an

>> iff.anim and an iff.animbrush from the file header?

I'm **sure** that there's something about that in the RKMs, absolutely positive. You could also try having a look at the ilbm format file on

<http://www.wotsit.org>

Regards,

Roger

--

UK University Email Search

<http://web.ukonline.co.uk/rogerlight/search/search.html>

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1.57 Re: Animbrush File Headers

From: Curt Esser <camge@amigaonline.net>

Date: Mon, 31 Jan 2000 07:26:28 -0500

Subject: Re: Animbrush File Headers

X-UIDL: e983bf7fe84ec470c6b7a9e111ddd276

Hi Simon

I meant to include this in the last post, but I forgot ;)

I just wanted to add that for all practical purposes, I think you can treat both animations and animbrushes as interchangeable - at least, they work as either in the paint programs, depending on how you load them.

I really don't know about Blitz, as I haven't tried it with animations. But

I would guess that it would work, just as you can load a standard ilbm image saved from your paint program as an image or as a brush, into a Blitz program as either a BitMap or a Shape.

I don't know if that's any help to you...

Later...

--

Yours electronically,

Curt Esser

camage@amigaonline.net

http://members.xoom.com/Curt_Esser/

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1.58 Re: Animbrush File Headers

From: "Simon Hitchen" <simon@gadge.u-net.com>

Organization: Gadge Software

Date: 31 Jan 2000 20:18:56 +0000

Subject: Re: Animbrush File Headers

Encoding: 7bit

X-UIDL: 6bd69c76a8a677b06d41dc6ce19dfd82

Hello Curt & Roger,

> In the file header, somewhere between the FORM xxxx ANIM and the BODY chunk,
> you will find a chunk called GRAB in an animbrush, but not in an animation.

Yup! Just tested this and it seems to work 100% (so far ;)

I'll get hold of the ilbm format file that Roger mentioned and see
what it says in there.

Thanks for the info.

--

Simon

MailTo:simon@gadge.u-net.com - simon@satanicdreams.com

<http://www.gadge.u-net.com> ICQ: 22707489

A1200T-060/50-48+4+2MB-CD-HDx2-V90-SVGA-SCSI-ZII-CGX/3D.

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1.59 ARexx commands

From: Curt Esser <camge@amigaonline.net>

Date: Mon, 17 Jan 2000 07:04:20 -0500

Subject: ARexx commands

X-UIDL: 1282b02fdd8c04ace9aad953d919b924

--BOUNDARY.1748207256.2

Hi all,

I'm using the attached code by Dave Newton for sending ARexx commands.

It works fine for commands that don't return anything - it does send me back a string, but this only tells me that the command was delivered to the specified ARexx port. In other words, it returns the ARexx error number (or 0 for no errors)

So, how can I get an actual return value (or string) from ARexx?

Any examples?

Thanx...

And congratulations to Mark on the new addition to the family.

--

Yours electronically,

Curt Esser

camge@amigaonline.net

http://members.xoom.com/Curt_Esser/

--BOUNDARY.1748207256.2

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

;----- by Dave Newton -----

```
Function.s REX{comm$}
```

```
okay$="-1"
```

```
If FindTask_("RexxMaster")
```

```
*rport.MsgPort=CreateMsgPort("xx"):okay$="-1"
```

```
If *rport<>0
```

```
*rmsg.RexxMsg=CreateRexxMsg(*rport,"","")
```

```
If *rmsg<>0
```

```
SendRexxCommand *rmsg,comm$,#RXCOMM|#RXFF_RESULT|#RXFF_NOIO|#RXFF_STRING
```

```
WaitPort_ *rport:*rmsg=GetMsg_(*rport)
```

```
If (*rmsg\rm_Result1=0)&(*rmsg\rm_Result2<>0)
```

```
okay$="If1 "+Peek$(*rmsg\rm_Result2)
```

```
Else
```

```
okay$=Str$(*rmsg\rm_Result1)+Str$(*rmsg\rm_Result2)
```

```
;okay$="If2 "+Peek$(*rmsg\rm_Result1)+Peek$(*rmsg\rm_Result2)
```

```
EndIf
ClearRexxMsg *rmsg>DeleteRexxMsg *rmsg
EndIf
DeleteMsgPort *rport
EndIf
EndIf
Function Return okay$
End Function
```

```
;-----
```

```
--BOUNDARY.1748207256.2
```

```
-----
```

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```
--BOUNDARY.1748207256.2--
```

1.60 Audio device

From: SALLIN Nicolas <Henes.TSK@iName.com>

Date: Sun, 23 Jan 2000 20:12:41 +0200

Organization: Taskers

Subject: Audio device

Encoding: 8bit

X-UIDL: 4b6064b18eb111db331e6f66c820ed2e

Hello,

I search some code to allocate/free some specific channels from the audio.device

I'm pretty sure that someone have already published that somewhere (James ?)

But, I'm to lazy/buzy to search today :-)

Thanx

--

Nicolas SALLIN, aka Henes/Taskers

Roketz developer

ICQ: 48048980

Henes.TSK@iName.com

```
-----
```

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1.61 Australian Blitzers

From: "Vic E Babes" <zalda@home4968.freemove.co.uk>

Subject: Australian Blitzers

Date: Thu, 13 Jan 2000 06:53:41 -0000

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: 569ee4baa38d1aebcc89288f33de86be

Hello,

An ozzie on the AFB posted a message stating that he had an Apollo 040 for sale, which he didn't expect to be able to sell in Australia - so I mentioned there were a couple of ozzies on the BlitzList if he wanted me to pass on his address.

e-mail Richard at

basshead@blue-lagoon.com.au

his message was as follows:

I can't see me having much luck selling this in Australia (where I live) as I don't know anyone even with an Amiga anymore except the guy I bought this from.

I bought it new about a year ago and the only reason I'm selling it is because it won't run the CD burner I bought and I need to buy a new accelerator with a SCSI which *will* run the burner.. I've read in AF about the Blizzard 1240 and it looks pretty good. and will be buying one of those but I've still got to get rid of this one.

I will sell it for half of what I paid for it, but I am still unsure whether or not I will keep the ram or not. It is a double sided 32MB SIMM and I've read that they're hard to come by.

Anyway, I bought it for about AU\$700 which is I think about 270pounds, so I'll be selling it for about 130pounds. Unless you're in Oz then it'll be about \$350, which I think is a bargain. I'm not sure what 2nd hand prices are like in England.

If it's outrageous then I'm open to suggestions :)

Richard.

VIC E BABES

www.home4968.freemove.co.uk

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1.62 Base

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

Date: Sun, 23 Jan 2000 20:06:37 +0000

Subject: Base

X-UIDL: 216ce11aadd809b518bc5cf146d0dd8a

Hiya Guys,

Why would I need to specify the programming bases like IntuitionBase etc..
and how do I do it?

Also I have tried converting a .h to .bb2 and have come across this

((ULONG)~0L) I know it should convert to something like : (~0) but what is
the ~ and what do I change it to for blitz, as it throws an error!!

T'ra

Bippy M

--

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

||

| Current Projects: |

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

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

||

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

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1.63 Re: Base

From: David McMinn <dave@satanicdreams.com>

Date: Sun, 23 Jan 2000 20:06:58 +0000

Subject: Re: Base

Encoding: 8bit

X-UIDL: 64e007bd29af1f2b476f2de22ac0fd7c

> Why would I need to specify the programming bases like IntuitionBase etc..
> and how do I do it?

You'd use them when writing things in assembly to call functions from that
library.

> ((ULONG)~0L) I know it should convert to something like : (~0) but what is
> the ~ and what do I change it to for blitz, as it throws an error!!

NOT(0)

Bye

--

()^v[] [D] M © M [] N N I dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ = 16827694

I love the smell of Napalm in the morning.

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1.64 Re: Base

Date: Mon, 24 Jan 2000 01:33:46 -0800 (PST)

From: "=?iso-8859-1?q?Francis=20G.=20Loch?=" <fgloch@yahoo.com>

Subject: Re: Base

Encoding: 8bit

X-UIDL: 7eddf6cb0b0ebb6cea7c9df5b539c5d6

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

> Hiya Guys,

>

> Why would I need to specify the programming bases

> like IntuitionBase etc..

> and how do I do it?

>

IntuitionBase is something that you would need to do in C (which I've only just started to learn, so some of my facts may be inaccurate) to open the Intuition library. The point of the IntuitionBase is so that you can assign a pointer to the Intuition library so that you call various functions and then close it again. For example (and I'm doing this off the top of my head, so don't shout at me that it's wrong!):

```
/* Define our IntuitionBase */
```

```
struct Library *IntuitionBase, NULL;
```

```
/* Open library */
```

```
IntuitionBase =
```

```
OpenLibrary("intuition.library",version_number);
```

```
/* Close library */
```

```
CloseLibrary(IntuitionBase);
```

Think of it as being similar to opening and closing a file:

Open 1,f\$

...

Close 1

where the number 1 would be your Base.

Anyway, I don't think that's anything you need to worry about in Blitz.

Hope that helps.

Regards,

Francis.

=====

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web-site:- <http://www.geocities.com/fgloch>

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1.65 BitMap Clipping... (Help me now!):)

From: Nick Lamburn <oruk-amigan@free4all.co.uk>

Date: Thu, 06 Jan 2000 16:20:54 +0100

Subject: BitMap Clipping... (Help me now!):)

Encoding: 8bit

X-UIDL: 4398724e39ed3e9252e24e1e00813d2

Hello All Again....

Ok, I sent this last week, but nobody has helped me yet (don't tell me that

nobody knows the answer), it's a simple question if you know how to setup a

clipping region for a BitMap, but I haven't got a clue...

*The Message was: *

Only meee! Oh, before I start, I just want to say thank-you to Curt for your code, I have finally got it running, and it works pretty well, and like you say it's quite fast!!! I shall be tidying is up for PS2k sometime, but it's a very nice piece of code. Oh, and it works great on my Graphics Card if you were wondering!

Back to one of my other problems then... :) (Oh yes!) It's about BitMap clipping, now all I need to know is how to introduce a clipping region for a BitMap, because we wouldn't want to trash any other data in memory, would we now.... :) Now whether we allocate a rastport and bitmap like:

(I'm using AmigaLibsII.res BTW) (Also, this is off the top of my head, so there may be inaccuracies)

```
*DEFTYPE*._BitMap *bmp
*DEFTYPE*._RastPort rp
*InitRastPort_ * &rp
*If* rp
*bmp=*AllocBitMap_(2340,117,6,#BMF_DISPLAYABLE|#BMF_CLEAR,0)
*If* *bmp
rp\_BitMap=*bmp
..
*EndIf*
*EndIf*
_/OR/_
*DEFTYPE*._RastPort rp
*DEFTYPE*._BitMap *bmp
*BitMap* 0,2340,117,6
*InitRastPort_ * &rp
*bmp=*Addr BitMap* (0)
*If* rp *AND* *bmp
rp\_BitMap=*bmp
*EndIf*
..
rp\_BitMap=0
*Free BitMap* 0
```

The fact is it doesn't matter! Just so that we have our BitMap structure pointer (newtype, sorry, I've been doing a bit of unrelated C code of late...) and a RastPort address. (so we can draw on it, which is nice... BTW the HAM functions are just getting a good testing, I'll send 'em soon!) Now in order to strip print, we need to offset objects on the Y1 Position, since an object may not be completely drawn. e.g:

```
+-----+
| ____ |
/\
|/\ \ | Strip #1 Printed
//\ \
```

```
+----- /- ---\-----+
|//---\|
|//\| Strip #2 To-Be Printed
|---|
```

```
+-----+
```

Now say the A starts at position 47, and strip #1 is 117 pixels high, strip #2 starts at 117 pixels down, as such, but only half the A has been printed, so we need to start the A at a negative position which is equal to $117-47=70$. Then because 117 is $Y=0$ on strip #2, we plot the $Y1$ position at $0-70=-70$. Now, if we were to blatantly plot at $x,-70$, we risk trashing memory that is not ours, hence the need for a clipping region.

I know I'm meant to use the `*InstallClipRegion_*`() command, but I have tried to do so, but It either crashes (bad parameters) or nothing happens (it doesn't install the clipping region...)

Can somebody show me how to create a clipping region, by placing the correct code in the above example Blitz code (the two bits where I created a RastPort and BitMap...), this is really annoying me, because it's soooo crucial, but I can't get it to work! :-)

Please help very very soon....

#<snipped out-of-date new year ramble....>#

Kind regards

Nick

--

I know not with what weapons World War III will be fought, but World War IV will be fought with sticks and stones.

-- Albert Einstein

```
+-----+
```

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```
+-----+
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|www: <http://www.omegaresearchuk.co.uk>|

```
+-----+
```

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1.66 Re: BitMap Clipping... (Help me now!):)

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Thu, 6 Jan 2000 18:44:26 -0000

Subject: Re: BitMap Clipping... (Help me now!):)

Encoding: 8bit

X-UIDL: f124f1eaae2962ddaca605d0a033bdaa

Hi Nick

> *Ok, I sent this last week, but nobody has helped me yet (don't tell
Everybody crashed due to y2k. Bet nobody knew it affected biological
systems too ;)

> how to setup a* *clipping region for a BitMap, but I haven't got a
> clue...*

Check out Aminet/dev/basic/viewfsrc.lha. I'm sure I used clipping
regions when I was drawing the fonts. If its not used there, mail me
back, I know I have it on HDD somewhere.

--

l) ^ V] [l) Ml © Ml] [M M l dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

The Morse Code. Anagram: Here Come Dots

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1.67 Blitz <-> Arexx <-> Miami

From: Davide Zipeto <dawez@tiscalinet.it>

Date: Mon, 31 Jan 2000 12:10:53 +0100 (CET)

Subject: Blitz <-> Arexx <-> Miami

X-UIDL: 1612399b2a7f0788de27474b5b7a0dc8

Hello,

I would like to know how I can know if miami is online. I know that I've to
listen the arexx port "MIAMI.1" but I was unable to make it work.

I can send rexx msg to miami, but I can't get their results. Any suggestion
plz ?

--

<tsb> #Dawez# A proud Amiga user

<sb> on work: Sms Master mui [####^.....]

--

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1.68 Blitz and 060s :)

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Wed, 02 Sep 1992 12:40:54 +0500

Subject: Blitz and 060s :)

X-UIDL: 2f847c1a1809f8ac925456cf463d30d0

Hi all,

Well, my 060 is due to arrive tomorrow (don't mean to gloat, but "ner-ner!". No, I don't want to hear about your PPC cards ;)

Anyway, a few people have posted in the past that it's caused troubles with Blitz, so does anyone have any tips on getting everything working fine?

See ya,

--

James.

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1.69 Re: Blitz and 060s :)

From: David McMinn <dave@satanicdreams.com>

Date: Sun, 09 Jan 2000 21:16:40 +0000

Subject: Re: Blitz and 060s :)

Encoding: 8bit

X-UIDL: 11a93a9d2da5572de22c37ad07ee6d5c

Hi James

> Well, my 060 is due to arrive tomorrow (don't mean to
> gloat, but "ner-ner!". No, I don't want to hear about
> your PPC cards ;)

You could always argue that PPC doesn't mean squat to Blitz :)

> Anyway, a few people have posted in the past that it's
> caused troubles with Blitz, so does anyone have any tips
> on getting everything working fine?

Don't mean to gloat but works perfectly here "ner-ner" ;)

I've got a Blizzard 060/50 and use BSS with the debugger and SuperTED patches and its fine, I think the only troubles are with Apollos. I'm sure one person's trouble was solved because their libs were screwed up anyway. Another one I remember was someone had to use the menu option

Compile & Run instead of the RAmiga+# shortcut.

Bye

--

[] ^ V [] [] D M I © M [] [] N N I dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ = 16827694

Never argue with an idiot. They drag you down to their level then beat you with experience.

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1.70 Re: Blitz and 060s :)

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Wed, 02 Sep 1992 12:47:28 +0500

Subject: Re: Blitz and 060s :)

Encoding: 8bit

X-UIDL: 8e96bf375cd600871e80984820787986

On 10-Jan-00, David McMinn wrote:

>You could always argue that PPC doesn't mean squat to Blitz :)

Ah, good point :)

Though someone posted something last year - a conversion of ppc.library? I guess you must be able to program PPC via PowerUP or WarpUP libraries?

>> Anyway, a few people have posted in the past that it's

>> caused troubles with Blitz, so does anyone have any tips

>> on getting everything working fine?

>Don't mean to gloat but works perfectly here "ner-ner" ;)

Oh, well, that's good then :)

>I've got a Blizzard 060/50 and use BSS with the debugger and SuperTED

That's what I'm getting - Blizzard 1260, SCSI board and either 24 or 32MB RAM onboard, all for £200, which I think is a pretty good deal...AmiBench rules!

Ah, the lifestyles of the rich and famous, eh? ;)

See ya,

--

James.

Everyone can feel free to gloat at me just now, with my 2Mb A1200 ;)

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1.71 Re: Blitz and 060s :)

Date: Sun, 9 Jan 2000 21:20:28 -0400 (AST)
Sender: John Mason <ah210@chebucto.ns.ca>
From: John Mason <ah210@chebucto.ns.ca>
Subject: Re: Blitz and 060s :)
X-UIDL: c85e29f41795e71c0c4869efc999b83b

Hi James,

> Well, my 060 is due to arrive tomorrow (don't mean to
> gloat, but "ner-ner!". No, I don't want to hear about
> your PPC cards ;)
> Anyway, a few people have posted in the past that it's
> caused troubles with Blitz, so does anyone have any tips
> on getting everything working fine?

I haven't had any problems at all with mine, so you should be fine! Just make sure you have the latest p5 libs installed correctly (assuming you're getting a p5 board)

--

John Mason -- ICQ 17931257
<http://chebucto.ns.ca/~ah210/Profile.html>
Home of NewStuff and Reminder!

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1.72 Re: Blitz and 060s :)

Date: Mon, 10 Jan 2000 09:57:08 +0100
From: Kai Gunter Brandt <kai.brandt@cih.uib.no>
Subject: Re: Blitz and 060s :)
X-UIDL: 6f53e54c1689ce9f04324419570955e5

Another one I remember was someone had to use the menu
>option

>Compile & Run instead of the RAmiga+# shortcut.

>

this you can fix with a hexeditor. change the "#" sign for something other then you have a new shortcut :o)

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1.73 Re: Blitz and 060s :)

From: Blitzwing <blitzwing@goldweb.com.au>

Date: Sun, 01 Jan 1978 00:21:33 +1000

Subject: Re: Blitz and 060s :)

Encoding: 8bit

X-UIDL: e7586bbf8ffe17d19706f6b56d360f2a

Greetings James you blurted something about

On 02-Sep-92, you wrote:

> That's what I'm getting - Blizzard 1260, SCSI board and either 24 or 32MB

> RAM onboard, all for £200, which I think is a pretty good deal...AmiBench

> rules! :)

>

I have a blizzard 1260 with 64 meg in it, haven't had any hassle's at all (swtuff compiles oh so much faster), though I recommend you talk to me about patches for them... and where the heck did you get the scsi from, I need SCSI for mine, quite prepared to order from anywhere in the world...

Regards

Blitzwing

--

Always remember that you are unique. Just like everyone else.

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1.74 Re: Blitz and 060s :)

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Wed, 12 Jan 2000 19:38:35 +0100

Subject: Re: Blitz and 060s :)

Encoding: 8bit

X-UIDL: ff44676484ba73d8bcd835f660d15f20

Blitzwing churned out **this** drivel:

> On 02-Sep-92, you wrote:

Ah, this should be fixed now ;)

>> That's what I'm getting - Blizzard 1260, SCSI board and either 24 or 32MB

>> RAM onboard, all for £200, which I think is a pretty good deal...AmiBench

>> rules! :)

> I have a blizzard 1260 with 64 meg in it, haven't had any hassle's at all

First of all, thanks to all who replied - I've been kind of busy (I got an 060, that's why :)

I've only run Blitz once so far, but I think the debugger crashed, so I'll have to look into that one...didn't get any of those editor problems though...

> (swtuff compiles oh so much faster), though I recommend you talk to me
> about patches for them...

Which patches? I got the phase5 stuff from their ftp site, CyberPatcher, etc, and I've got MCP and some other stuff with 060 options activated...anything else I should know about?

> and where the heck did you get the scsi from, I

> need SCSI for mine, quite prepared to order from anywhere in the world...

Ah, this was second-hand, from AmiBench (www.amibench.org). I believe they are usually pretty hard to get hold of...and no, I'm not selling mine ;)

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freeserve.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(<http://surf.to/all-hail/>)

<tsb>

But what is all this fear of and opposition to oblivion? What is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

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1.75 Re: Blitz and 060s :)

From: Curt Esser <camge@amigaonline.net>

Date: Wed, 12 Jan 2000 17:41:23 -0500

Subject: Re: Blitz and 060s :)

X-UIDL: ab292d40d9cacfa54f3f6bb85d745ed3

Hi Blitzwing

On 06-Feb-14, Blitzwing wrote:

> I have a blizzard 1260 with 64 meg in it, haven't had any hassle's at all

> (swtuff compiles oh so much faster), though I recommend you talk to me

> about patches for them... and where the heck did you get the scsi from, I

> need SCSI for mine, quite prepared to order from anywhere in the world...

I got mine from SoftWare Hut, and they still have 'em listed on their site:

<http://www.softhut.com>

Later...

--

Yours electronically,

Curt Esser

camge@amigaonline.net

http://members.xoom.com/Curt_Esser/

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1.76 Re: Blitz and 060s :)

Sender: tdc98@doc.ic.ac.uk

Date: Fri, 14 Jan 2000 12:33:52 +0000

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

X-Accept-Language: en

Subject: Re: Blitz and 060s :)

Encoding: 8bit

X-UIDL: 7a0861cc7d99a8f74b9e5b3bf9b0c660

Blitzwing wrote:

> Greetings James you blurted something about

>

> On 02-Sep-92, you wrote:

>

>

>> That's what I'm getting - Blizzard 1260, SCSI board and either 24 or 32MB

>> RAM onboard, all for £200, which I think is a pretty good deal...AmiBench

>> rules! :)

>>

>

> I have a blizzard 1260 with 64 meg in it, haven't had any hassle's at all

> (swtuff compiles oh so much faster), though I recommend you talk to me

> about patches for them... and where the heck did you get the scsi from, I

> need SCSI for mine, quite prepared to order from anywhere in the world...

>

I think it's the same as the module for the 1230, so you can get it from

Eyetech or White Knight as they've just gone into production again.

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1.77 Re: Blitz and 060s :)

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Fri, 14 Jan 2000 19:34:15 +0100

Subject: Re: Blitz and 060s :)

X-UIDL: df21b94a5248b2bb2e1d4e36acf9e615

Thomas Cobb churned out *this* drivel:

[Blizzard SCSI]

> I think it's the same as the module for the 1230, so you can get it from

> Eyetech or White Knight as they've just gone into production again.

Yes, it's the same one.

BTW If anyone here's been waiting for the phase 5 G3/4 cards, Wolf

Dietrich of p5 posted on the Team Amiga list that they'll have an

update on their site next week, including performance figures for

their 680x0 emulator...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

But what is all this fear of and opposition to oblivion? What

is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

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1.78 Blitz Mpega Source

Date: Mon, 17 Jan 2000 20:03:15 -0400 (AST)

Sender: John Mason <ah210@chebucto.ns.ca>

From: John Mason <ah210@chebucto.ns.ca>

Subject: Blitz Mpega Source

X-UIDL: 7bf5fb01f7f2452c0d1cacfd2763430c

---559023410-1804928587-948153795=:3620

Hi all,

Here's some source for decoding MPEG audio files in Blitz. It's so small I risked starting a flame war and sent it to the list. :) Hopefully it's not too badly written and someone will be able to make some sense of it. Feel free to ask any questions!

--

John Mason -- ICQ 17931257

<http://chebucto.ns.ca/~ah210/Profile.html>

Home of NewStuff and Reminder!

---559023410-1804928587-948153795=:3620

Encoding: BASE64

Content-ID: <Pine.GSO.3.95.iB1.0.1000117200315.3620B@halifax.chebucto.ns.ca>

Content-Description:

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fO/wD6upbW4OOEhvbUtlmpTghScgARARdqEmnHMgOjbyc23AnVX83e9mZbj
kgboqrvXrVaqr9NvcB1jbbzbHb9+Sd+WejQww7Ibyn1aDTMMc+Lt6/n04gd5
unF+/C9k6+rFh5mAAAL4dNGWKGGAOJ+d8Guoz+YDyRamwtXE9+SeUz8YQyZzlx
lySHlj8gV+vl/LloLoHIC8oXif1GlpA6QJ13gUARnzG9SHvkAA0lJebo4sT
3n5+a0LywzyvzrFViUMgeOXRModDzym/Gg0kGp2LYB8n5KAYPB+SQ0UySN7J5
HM9moE1QnkEjLApksIX0kVI1nbRLDpFGnhSISvSppFS6s7n0apYe/wnQePYC
OPfDI/FsRqoCS5DiNAfNDJ3pck/BAeVHt1nAmbiaJJ5TxLEMxoHrFzvoKuYi
KbNsW7YwEhT8aH4oZ9VKGLFCNausnX6xKxvu0Sp66nGqiASztEQKOK08KJ5o
jOxMMYpMwKi89Ixejs6+ns61v1ezQ6dsDV1wVQFVfepIrFR1tgaiP5Ng66Ic
14C6NuuE16N/zRCZUIZxKb9E54xGIpPgNQ5xjWkO9Tw4MAb6CXyo25R+XD8
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10qd7arKtGAKhKqjlokHLQLP8L4XxI/iimpVxWTedKlJsR2FG3dHFaNok91
fpXCy4JVUdP64WoEaeCvNM9lb3mlmXys1XPavD03m/8Ei7/0kb16wlJy5Vdz
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KzVr+H1ZcpxBGS+PSg9MXWnHxYUbkA3TAAA=
---559023410-1804928587-948153795=:3620

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---559023410-1804928587-948153795=:3620--

1.79 Re: Blitz Mpega Source

From: amorel <amorel@xs4all.nl>

Date: Thu, 27 Jan 2000 22:09:39 GMT+5DST

Subject: Re: Blitz Mpega Source

X-UIDL: c84fa9ffd490ea63962eb6150ee03431

On 18-Jan-00, John Mason wrote:

C=Hi all,

C= Here's some source for decoding MPEG audio files in Blitz. It's so
C=small I risked starting a flame war and sent it to the list. :) Hopefully
C=it's not too badly written and someone will be able to make some sense of
C=it. Feel free to ask any questions!

I can at least understand 50% of it, though I doubt I'd have it figured on my
own. It always beats me why someone can figure this stuff without some proper
docs. Maybe cause I haven't done the right university course about all this
lowlevel technical shit(bitstreams, pointers, structures etc.) Amiga's a nice
platform to program on, but I've never seen such a lack of proper explanation
in general.

Anyways, I guess I got to somehow dump that encode frame output to the ahi
device. No clue yet how. Also the final sample file sounds like white noise in
play16 and soundstudio and won't do anything through multiview.

Regards

--

-*AMOREL*- musician/programmer \\ Amiga 1200T/PPC/040/32/6g more shit
<http://www.xs4all.nl/~amorel> \\ Good old C=64 and an attitude!
Will program/compose for food \\ /Half a decent studio
Himmel Arsch und Zwirn! \\ /Contact me for bookings,
<http://www.xs4all.nl/~amorel/wendy.html> \\ /productions,demos,programs...
-*Stocks are low, hurry! Amoralplayer1.4, a no fuss audioplayer*-

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1.80 Blitz-Developer-List Update

From: Andre Beer <j.beer@abo.freiepresse.de>

Date: Sun, 23 Jan 2000 20:18:54 +0100

Organization: BEER PRODUCTIONS - Software for Amiga

Subject: Blitz-Developer-List Update

Encoding: 8bit

X-UIDL: 577442e1c2cae191f4f6ea89ac1845c4

Hello Blitzers,

today I've uploaded an updated issue of the Blitz Developer List. It
contains the data of around 200 (!!!) Blitz developers all over the world.

You find it at:

#http://www.freiepresse.de/home/jubee/BBLIST_E.HTM# (english issue)

#http://www.freiepresse.de/home/jubee/BBLIST_D.HTM# (german issue)

If you want to be added or to update the data about you, simply send me some informations about you (name, email, homepage, blitz projects, Amiga config ect.)

--

Regards

Andre

 __ B E E R P R O D U C T I O N S

/// André + Ronny Beer, Siedlung 6, 09548 Deutscheinsiedel

V/// Tel. 037362/76934 - EMail j.beer@abo.freiepresse.de :-)

V// Homepage: <http://www.freiepresse.de/home/jubee>

Projects: GeoWorld - Geography on your Amiga

BlitzBasic-Developer-Site

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

1.81 BlitzFileIOlib... it couldn't be stuffed as well, could it? ;]

From: Toby Zuijdveld <hotcakes@a1bbs.net.au>

Date: Thu, 13 Jan 2000 18:13:11 +1000

X-SenderInfo: 1;

picture="http://www.geocities.com/SunsetStrip/Disco/6065/a1people/tobyzuij.gif"

Organization: Crash'n'Burn Incinerated, Satanic Dreams Software

Subject: BlitzFileIOlib... it couldn't be stuffed as well, could it? ;]

X-UIDL: 6e3906d43d4848409efacba005fa2c76

--BOUNDARY.3401928.1

Encoding: 8bit

Hello,

Well the subject says it all really. I'm having probs with the FileSeek command... it does so much and then starts reporting that it can't FileSeek to places anymore... don't see why I'm giving it decent addresses...

Can anyone help me? If not, then ignore the rest of this message... =]

Is this a known prob? I've attached the sources needed to test (well, what I'm doing anyway:) it... Instructions : boot program, select load module, select the provided module (Yakked), wait till it starts loading in the blocks... it crashes.

The problem occurs during the temploop2, temploop3 and temploop4 cycle in

.LOADMMD1:. It needs to reach byte 3046 or something, Lof(1) reports the file as 3046 bytes long (which is right), and FileSeek has a tantrum. I think Blitz just can't handle all the recursiveness, but I could be wrong =] If it is a Blitz prob then I need to recode my file routines using the OS dos.library1 commands, but my copy of the RKMs seem to be void of any mention of DOS whatsoever (the INDEX came up with about three DOS mentions, nothing helpful). So if anyone could probide them too I'd be greatly nice and warm and fuzzy on the inside...

Thanks in advance, and for your patiences

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Toby Zuijdveld --- If it hasnt happened to you yet, it isn't going to have happened to you
<http://a1bbs.net.au/hotcakes> - Last updated 26-Sep-99 -
<mailto:hotcakes@a1bbs.net.au>
<icq:22222555777111555111555>

They don't make nostalgia like they used to.

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According to <http://www.thespark.com>, I'm 55% pure, 47% untelligent and will die at the age of 64 after having sex only 7 times! <sob>

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If you're an Australian resident <http://www.emailcash.com.au>

If you join please consider using the referral ID B31031

--BOUNDARY.3401928.1

Content-Disposition: attachment; filename="CrapTracker.lha"

Encoding: base64

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 --BOUNDARY.3401928.1

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--BOUNDARY.3401928.1--

1.82 Re: BlitzFileIOlib... it couldn't be stuffed as well, could it? ;]

From: Toby Zuijdveld <hotcakes@a1bbs.net.au>

Blitz Lust <blitz-list@netsoc.ucd.ie>

Date: Fri, 14 Jan 2000 23:03:25 +1000

X-SenderInfo: 1;

picture="http://www.geocities.com/SunsetStrip/Disco/6065/a1people/tobyzuij.gif"

Organization: Crash'n'Burn Incinerated, Satanic Dreams Software

Subject: Re: BlitzFileIOlib... it couldn't be stuffed as well, could it? ;]

Encoding: 8bit

X-UIDL: c515ef85973869007bd069dd09a7df26

Hello Sami

On 14-Jan-00, you wrote:

SN>> The problem occurs during the temploop2, temploop3 and temploop4 cycle

SN>> in .LOADMMD1:. It needs to reach byte 3046 or something, Lof(1) reports

SN>> the file as 3046 bytes long (which is right), and FileSeek has a

SN>> tantrum. I think Blitz just can't handle all the recursiveness, but I

SN> Well hopefully you didn't try to seek for position 3046? If you did then

SN> I know whats wrong if not then I don't. ;)

Yes, yes I did. Is it some sort of magic number it doesn't like or

something? =]

Actually I'm not entirely sure it's FileSeek's fault anymore... more checking reveals the file was only 3040 bytes long, but Lof() was reporting it to be 3046 bytes... So it looks more like lof's fault...

Of course when I clicked the EXEC button in the compiler and did FileSeek 1,1000 it still said it couldn't, so I don't know, it's all weird, and I'm pretty sure it just shouldn't be happening =]

SN> File positions are relative to the beginning of the file so for first byte

SN> the offset is 0 and there it goes to LOF-1, which is the last position

Yeh I know. Actually you can fileseek to LOF as well you know, if you don't want to overwrite the last byte in the file when writing to it ;]

SN> Oh and I have had problems, with that fileseek command, but I don't

SN> remember how I fixed it.

Yeh, I think I'll just use dos.library... I've found an autodoc for it =]

Regards

--

Toby Zuijdveld --- Candy Ravers

Hippies of the New Millenium

<http://a1bbs.net.au/hotcakes> - Last updated 26-Sep-99 -

<mailto:hotcakes@a1bbs.net.au>

<icq:22222555777111555111555>

Backup my hard disk? I can't find the reverse switch!

--

According to <http://www.thespark.com>, I'm 55% pure, 47% untelligent and will die at the age of 64 after having sex only 7 times! <sob>

--

If you're an Australian resident <http://www.emailcash.com.au>

If you join please consider using the referral ID B31031

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1.83 BRexx

Date: Mon, 10 Jan 2000 10:02:18 +0100

From: Kai Gunter Brandt <kai.brandt@cih.uib.no>

Subject: BRexx

X-UIDL: 268c5fa9c0e87c95fd17bf0f5149996b

I have some trouble with the BRexx.

I'm making a pseudo-arexx port for a program which doesn't have arexx. My plan is to make a commodity which have an arexxport, then my program is using BRexx to control the intuition for the program.

My problem is the following:

If i want to use "ramiga + shit + r" then it doesn't work with chr\$()

my second problem is: selecting a menu, hold the shift button and release the right mouse button

How can this be "simulated" to another intuition screen? by using BRexx or some other ideas which not requires 1mill with source code.

tnx

Kai

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1.84 BRexx

Date: Wed, 12 Jan 2000 08:11:58 +0100

From: Kai Gunter Brandt <kai.brandt@cih.uib.no>

Subject: BRexx

X-UIDL: 5315a51df17161303a71ca4aef341774

I have some trouble with the BRexx.

I'm making a pseudo-arexx port for a program which doesn't have arexx. My plan is to make a commodity which have an arexxport, then my program is using BRexx to control the intuition for the program.

My problem is the following:

If i want to use "ramiga + shit + r" then it doesn't work with chr\$()

my second problem is: selecting a menu, hold the shift button and release the right mouse button

How can this be "simulated" to another intuition screen? by using BRexx or some other ideas which not requires 1mill with source code.

tnx

Kai

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1.85 Re: BRexx

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Fri, 14 Jan 2000 19:42:46 +0100

Subject: Re: BRexx

X-UIDL: c14bfe3349d18cef33446b7421b332cf

Kai Gunter Brandt churned out *this* drivel:

> My problem is the following:

> If i want to use "ramiga + shit + r" then it doesn't work with chr\$()

Hee hee - nice typo :) ^^

> my second problem is: selecting a menu, hold the shift button and release

> the right mouse button

> How can this be "simulated" to another intuition screen? by using BRexx or

> some other ideas which not requires I mill with source code.

Well, I've got some code here that David McMinn helped me out with, that replaces ABSMouse and RelMouse (and works properly), and it also has a parameter to choose which screen it clicks on...it would be difficult to figure out the positioning on another screen if they have different resolutions, but if you want it, let me know...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

But what is all this fear of and opposition to oblivion? What is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

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1.86 Re: BRexx

Date: Mon, 17 Jan 2000 09:54:07 +0100

From: Kai Gunter Brandt <kai.brandt@cih.uib.no>

Subject: Re: BRexx

X-UIDL: 2a909c6f2522e48ce663e308b56637dd

At 19:42 14.01.00 +0100, you wrote:

>Kai Gunter Brandt churned out *this* drivel:

>

>> My problem is the following:

>> If i want to use "ramiga + shit + r" then it doesn't work with chr\$()

>

>Hee hee - nice typo :) ^^

Got your attension ;o)

>> my second problem is: selecting a menu, hold the shift button and release

>> the right mouse button

>> How can this be "simulated" to another intuition screen? by using BRexx or

>> some other ideas which not requires 1mill with source code.

>

>Well, I've got some code here that David McMinn helped me out with, that

>replaces ABSMouse and RelMouse (and works properly), and it also has a

>parameter to choose which screen it clicks on...it would be difficult to

>figure out the positioning on another screen if they have different

>resolutions, but if you want it, let me know...

Please do. The resolution problem could be fixet by offseting it different
in the respektive screen modes?

Then i can test for the screen mode for the user. Make an config.file with
the offset for 320x256, 640x512 etc

But my main problem is to simulate the "shiFt" key in combination with some
thing else,like ramiga.

Kai

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1.87 Re: BRexx

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Mon, 17 Jan 2000 10:05:51 -0000

Subject: Re: BRexx

Encoding: 8bit

X-UIDL: 10cbe293411ec98fb14d9cd92831fc2d

Hi Kai

> But my main problem is to simulate the "shiFt" key in combination with
> some thing else,like ramiga.

Similar to the code James will send you, you can use the input.device
(I think thats what the code used?) to simulate keypresses too. Never
tried it myself, but if you've got a copy of the RKRM's, it should
tell you in that.

--

) ^ V] [] M @ M] [N N | dave@satanicdreams.com
http://members.xoom.com/David_McMinn | ICQ=16827694
Work is the curse of the drinking class.

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1.88 Re: BRexx

Date: Mon, 17 Jan 2000 11:50:40 +0100
From: Kai Gunter Brandt <kai.brandt@cih.uib.no>
Subject: Re: BRexx
<yam8048.2341.1739412488@smtp.freemove.net>
X-UIDL: 56f61c9bdf5ee6ce080388fbafb489c9
At 10:05 AM 1/17/00 +0000, you wrote:

>Hi Kai

>

>> But my main problem is to simulate the "shiFt" key in combination with
>> some thing else,like ramiga.

>

>Similar to the code James will send you, you can use the input.device
>(I think thats what the code used?) to simulate keypresses too. Never
>tried it myself, but if you've got a copy of the RKRM's, it should
>tell you in that.

Oki

Just hope that i get it to work before i canceling the project :o(
But if i do make it to work then the blitzlist is the first to know :o)
Kai

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1.89 Re: BRexx

Sender: y0014694@rzcomm4.rz.tu-bs.de
Date: Mon, 17 Jan 2000 16:52:55 +0100
From: Roger Light <rogerlight@mindless.com>
Subject: Re: BRexx
Encoding: 7bit
X-UIDL: 4efc319897c901ffb84ad60eabfb1303
David McMinn wrote:

>
> Hi Kai
>
>> But my main problem is to simulate the "shiFt" key in combination with
>> some thing else,like ramiga.
>
> Similar to the code James will send you, you can use the input.device
> (I think thats what the code used?) to simulate keypresses too. Never
> tried it myself, but if you've got a copy of the RKRMs, it should
> tell you in that.

I believe that there is even an C example of it as well (in the RKM's
that is). It looks a little complicated at first but is really quite
simple.

Cheers,
Roger

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1.90 Broken Timer

Date: Sun, 16 Jan 2000 10:14:59 -0400 (AST)
Sender: John Mason <ah210@chebucto.ns.ca>
From: John Mason <ah210@chebucto.ns.ca>
Subject: Broken Timer
X-UIDL: f8af80d4dbefacbc6263cc5a12a749ad

Does anyone know an easy way to count passed time in Blitz? The Timer
function always returns zero for me, except, as I just discovered
accidentally, if I have the joystick button held down! All I want to do
is have a loop that stops after x many seconds... Is there a value in

some OS structure that I can use instead of timer?

Thanks in advance!

--

John Mason -- ICQ 17931257

<http://chebucto.ns.ca/~ah210/Profile.html>

Home of NewStuff and Reminder!

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1.91 Re: Broken Timer

From: Emil Oppeln Bronikowski <opi@supersonic.plukwa.net>

Date: Mon, 17 Jan 2000 06:45:49 +0100

Organization: TrogSoft [www.trogsoft.co.uk]

Subject: Re: Broken Timer

X-UIDL: 91133c039ab3f963ca7531ff09ef8b2f

Yello John

w3333 16-Jan-00, John Mason naklepal-h:

)-> Does anyone know an easy way to count passed time in Blitz?

im usining ticks & resettimer

docent (ten w czapce)

--

Emil Oppeln Bronikowski aka opi@hybrid&palimytraFke

magic, scene, ascii, ganja, anarchy, freedom, animal liberation

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1.92 Re: Broken Timer

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Mon, 17 Jan 2000 15:04:41 -0000

Subject: Re: Broken Timer

Encoding: 8bit

X-UIDL: 8a806d399ff4f0c98f5b57576425cb33

Hi John

> Does anyone know an easy way to count passed time in Blitz? The Timer

> function always returns zero for me, except, as I just discovered
 > accidentally, if I have the joystick button held down! All I want to
 > do is have a loop that stops after x many seconds... Is there a value
 > in some OS structure that I can use instead of timer?

If its a nob-Blitz mode program, you could use Delay_ x to pause your
 program by x 50ths of a second (always 50ths according to the
 autodocs). So to wait for x seconds you'd just do:

```
Delay_ x*50
```

if you need to do stuff during this period of time, stick it in a
 for...next loop:

```
For i.w=1 To x*50
```

```
Delay_ 1 ; gives resolution of 1 50th of a second
```

```
; do stuff
```

```
Next
```

```
--
```

) ^ V] [] | M | © | M |] [| N | N | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

I love the smell of Napalm in the morning.

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1.93 Re: Broken Timer

From: Curt Esser <camge@amigaonline.net>

Date: Mon, 17 Jan 2000 17:13:46 -0500

Subject: Re: Broken Timer

X-UIDL: 826d94b385daefa31162c1305a1db7f1

Hi David

On 17-Jan-00, David McMinn wrote:

> Hi John

>

>> Does anyone know an easy way to count passed time in Blitz? The Timer

>> function always returns zero for me, except, as I just discovered

>> accidentally, if I have the joystick button held down! All I want to

>> do is have a loop that stops after x many seconds... Is there a value

>> in some OS structure that I can use instead of timer?

>

> If its a nob-Blitz mode program, you could use Delay_ x to pause your

> program by x 50ths of a second (always 50ths according to the
> autodocs).

Yes - I've tested it on my NTSC system, and Delay_ 50 still = 1 second.

> So to wait for x seconds you'd just do:

>

> Delay_ x*50

Later...

--

Yours electronically,

Curt Esser

camge@amigaonline.net

http://members.xoom.com/Curt_Esser/

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1.94 Re: Broken Timer

From: Emil Oppeln Bronikowski <opi@supersonic.plukwa.net>

Date: Tue, 18 Jan 2000 22:09:43 +0100

Organization: TrogSoft [www.trogsoft.co.uk]

Subject: Re: Broken Timer

X-UIDL: e949795e88f9e23f86297ff5a5d8cea1

--BOUNDARY.10404088.2

Yello John

w3333 18-Jan-00, John Mason naklepal-h:

)-> I tried that, but it works like Timer: it returns 0 unless I hold down

)-> the joystick button, then it starts counting up from 0! Strange, isn't

)-> it?

yes its strange, maybe you are using some timer patch software? try attached
files

docent (ten w czapce)

--

Emil Oppeln Bronikowski aka opi\hybrid&palimytraFke

magic, scene, ascii, ganja, anarchy, freedom, animal liberation

--BOUNDARY.10404088.2

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1.95 Callback

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

Date: Sun, 23 Jan 2000 20:07:12 +0000

Subject: Callback

X-UIDL: d1293b4dd4a79c2702e7a36fc1d7aa1e

Hiya Guys,

What is a Callback function and how do I specify/create one (It's something
 to do with C)

T'ra

Bippy M

--

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

||

| Current Projects: |

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

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

||

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

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1.96 Re: Callback

From: David McMinn <dave@satanicdreams.com>

Date: Sun, 23 Jan 2000 20:15:09 +0000

Subject: Re: Callback

Encoding: 8bit

X-UIDL: 00be90bac3a9badccbbb3fc4d4b15c0f

> What is a Callback function and how do I specify/create one (It's something
> to do with C)

Have a look at Aminet/dev/basic/hook#?.lha

Its an example of how to use them with ASL library

Bye

--

()^v[] [D] MI © MI [] N N I dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ = 16827694

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1.97 Re: Callback

From: David McMinn <dave@satanicdreams.com>

Date: Sun, 23 Jan 2000 20:19:51 +0000

Subject: Re: Callback

Encoding: 8bit

X-UIDL: 0f30e7225a798f0a6b431fabcb847d57

> What is a Callback function and how do I specify/create one (It's something
> to do with C)

Have a look at Aminet/dev/basic/hook#?.lha

Its an example of how to use them with ASL library

Bye

--

()^v[] [D] MI © MI [] N N I dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ = 16827694

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1.98 Re: CDPlayer.library

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

Organization: The Robert Gordon University, E&EE

Date: Fri, 28 Jan 2000 12:38:45 -0000

encoding: 7BIT

Subject: Re: CDPlayer.library

X-UIDL: f23e0d1cd1981207dc4da6f86300fcf0

Hi George

I had a look again. Your code still looks fine (I put that change I made about the position of the CloseDevice_ line back to the way you had it, i.e. only being called if the device was opened, just in case).

One problem is the header file. You converted a BOOL to a byte when it should have been a word (cdi_RemovableMedium). However, since you are not using the structure that is in, it would seem harmless. Apart from the fact that the type before it is a byte, causing the word to be byte-aligned. This might not be a problem, except Blitz is 68000 only where that would cause a crash. They guy that coded the lib should be shot! And his example source is a mess. You could try getting the cdplay.library, it looks a lot simpler from the example I seen.

Doh! On closer examination of your source, you could try "blah.l=CDEject>(*CD_Request)" first, but apart from that I can't see anything wrong.

--

) ^ V][[l) |M| c |M|][N N | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

The Borg - 'assimilate and conquer'

Microsoft - 'embrace and enhance'

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1.99 Re: CDPlayer.library

From: George Davis <geo@2-cool.co.uk>

Date: Fri, 28 Jan 2000 17:02:11 +0000

Subject: Re: CDPlayer.library

X-UIDL: 28c3d03685b577beb56cf7edf37fc8ed

Hello David,

On 28-Jan-00, you wrote this:

> One problem is the header file. You converted a BOOL to a byte when
> it should have been a word (cdi_RemovableMedium). However, since you
Hey,I've never converted a '.h' before,so I just guessed :)
> are not using the structure that is in, it would seem harmless. Apart
> from the fact that the type before it is a byte, causing the word to
> be byte-aligned. This might not be a problem, except Blitz is 68000
> only where that would cause a crash. They guy that coded the lib
> should be shot! And his example source is a mess. You could try
> getting the cdplay.library, it looks a lot simpler from the example I
> seen.

I think I'll do that.That 'byte aligned' thing sounds bad. ;)

> Doh! On closer examination of your source, you could try
> "blah.l=CDEject_(*CD_Request)" first, but apart from that I can't see
> anything wrong.

Nah,that's what I tried at first.No difference.

Okay,then - cdplay.library it is.I'll get it later on,unless you want to send me it..

Thanks for your time.

--

<sb>Geo

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1.100 Re: CDPlayer.library

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

Organization: The Robert Gordon University, E&EE

Date: Fri, 28 Jan 2000 17:15:12 -0000

encoding: 7BIT

Subject: Re: CDPlayer.library

X-UIDL: debc1d1c5472ecba47405406452f9e6a

Hi George

> Hey,I've never converted a '.h' before,so I just guessed :)

Well, I wouldn't say that its a very standard kinda type, even though
its defined in teh OS includes.

> I think I'll do that. That 'byte aligned' thing sounds bad. ;)
It is, but I doubt it was the cause of your problems, as you never used it. Unless the guy who wrote the lib used it internally in the CDEject routine.
> Nah, that's what I tried at first. No difference.
That's all I could find wrong with your code. And in the end it wasn't wrong, just different :)
> Okay, then - cdplay.library it is. I'll get it later on, unless you want
> to send me it.. Thanks for your time. -- <sb>Geo
Don't have it any more, you'll need to download it sorry.

--

l) ^ V][l) M c M][N N l dave@satanicdreams.com
http://members.xoom.com/David_McMinn | ICQ=16827694
Hand me my lightsaber... it's the one that says, 'Bad Mother Fucker.'
- Samuel L. Jackson, Jedi

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1.101 Re: CDPlayer.library

From: George Davis <geo@2-cool.co.uk>
Date: Fri, 28 Jan 2000 21:21:19 +0000
Subject: Re: CDPlayer.library
X-UIDL: 56cce8721a296143dddba50a374411a6

Hello David,

On 28-Jan-00, you wrote this:

> Don't have it any more, you'll need to download it sorry.
I did download it, and it seems that it will not work with my Atapi drive!
The demo from the older version (cdplayer.library) worked fine, but this lib appears to be for SCSI drives only. Pretty useless to me :(
Any other suggestions on how to play CDs in blitz?

--

<sb>Geo

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1.102 RE: CDPlayer.library

From: "Ashley Scott" <ash@satanicdreams.com>

Subject: RE: CDPlayer.library

Date: Sat, 29 Jan 2000 01:01:39 -0000

charset="iso-8859-1"

Encoding: 7bit

Importance: Normal

X-UIDL: 60934955408963a3343b39a6749d3849

> I did download it, and it seems that it will not work with my Atapi drive!

> The demo from the older version (cdplayer.library) worked fine, but this

> lib appears to be for SCSI drives only. Pretty useless to me :((

>

> Any other suggestions on how to play CDs in blitz?

Speak to Loki (Rob Hutchinson). As he has some rather good CD routines for BB2 :). Or should I have shut up at this point Rob :) ahahahaha.

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1.103 Re: CDPlayer.library

From: Daniel Allsopp <daniel@thesnakepit.demon.co.uk>

Date: Sat, 29 Jan 2000 12:47:46 +0100

Subject: Re: CDPlayer.library

X-UIDL: f31cbbdc54bd73ceda380d5cee3bd355

--BOUNDARY.138380008.1

Hi Ashley,

On 29-Jan-00, you wrote:

>> I did download it, and it seems that it will not work with my Atapi drive!

>> The demo from the older version (cdplayer.library) worked fine, but this

>> lib appears to be for SCSI drives only. Pretty useless to me :((

>>

>> Any other suggestions on how to play CDs in blitz?

>

> Speak to Loki (Rob Hutchinson). As he has some rather good CD routines for

> BB2 :). Or should I have shut up at this point Rob :) ahahahaha.

He's a set of routines I used for my game when I was coding in blitz,

thetext claims to work with SCSI and ATAPI drives. I can vouch for SCSI,

they work great, don't know about ATAPI though,
try them,

--

Daniel

<tsb>

<tsb>E-Mail: daniel@thesnakepit.demon.co.uk

<tsb>URL: http://www.thesnakepit.demon.co.uk/

<tsb>ICQ Number : 20783863

<tsb>

"This is Slash from Slash's Snakepit on VHI and I guess I'm gonna
play whatever the fuck I want to..."

-- Slash

--BOUNDARY.138380008.1

Content-Disposition: attachment; filename="blitz_cdda.lha"

Encoding: base64

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 --BOUNDARY.138380008.1

 To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
 For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
 --BOUNDARY.138380008.1--

1.104 Re: CDPlayer.library

From: George Davis <geo@2-cool.co.uk>
 Date: Sat, 29 Jan 2000 17:55:32 +0000
 Subject: Re: CDPlayer.library
 X-UIDL: 46839919d0a4f5ab77a53df6f9f4cd01

Hello Daniel,

On 29-Jan-00, you wrote this:

> He's a set of routines I used for my game when I was coding in blitz,
 > thetext claims to work with SCSI and ATAPI drives. I can vouch for SCSI,
 > they work great, don't know about ATAPI though,
 >
 > try them,

Thanks.I will :)

--

<sb>Geo

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

1.105 Re: CDPlayer.library

From: Rick Hodger <rick.thehub@bigfoot.com>
 Date: Sat, 29 Jan 2000 12:38:56 +0000
 Organization: Pagan Software

Subject: Re: CDPlayer.library

X-UIDL: 56196c54b05455c1d31bafef8b7198db

I watched as Ashley Scott hammered "RE: CDPlayer.library" out on their keyboard...

>> I did download it, and it seems that it will not work with my Atapi drive!

>> The demo from the older version (cdplayer.library) worked fine, but this

>> lib appears to be for SCSI drives only. Pretty useless to me :((

>>

>> Any other suggestions on how to play CDs in blitz?

> Speak to Loki (Rob Hutchinson). As he has some rather good CD routines for

> BB2 :). Or should I have shut up at this point Rob :) ahahahaha.

There is actually some on Aminet, but I forget the name of the archive they're in :/

I have Paul Burkey's ones here tho, which afaik he adapted from the Aminet ones for Foundation... wonder if he'd mind me posting them? Paul? You here?

--

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

<sb>Visit us at <http://www.pagan-games.com>

<sb>

<sb>SimpleFTP v1.93 - Now available!

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

<sb>

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

<sb>Team *AMIGA*

<sb>

<sb>Test tube babies shouldn't throw stones.

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

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

1.106 Re: CDPlayer.library

Date: Sun, 30 Jan 2000 13:09:33 +0100

From: Roger Light <rogerlight@mindless.com>

X-Accept-Language: en

Subject: Re: CDPlayer.library

Encoding: 7bit

X-UIDL: 8ebaaa671d7928c1afb093f082657370

Rick Hodger wrote:

> There is actually some on Aminet, but I forget the name of the archive
> they're in :/

The ones that I used for GetCDDDB were from MaVaTi_Blitz.lha in
dev/basic.

Cheers,

Roger

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

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

1.107 Re: CDPlayer.library

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Sun, 30 Jan 2000 11:52:40 +0100

X-SenderInfo: 1; homepage="http://www.satanicdreams.com/"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Re: CDPlayer.library

X-UIDL: 5c1c950bc8d327465af6c68f31ec7318

--BOUNDARY.272012384.6

>>> Any other suggestions on how to play CDs in blitz?

>

>> Speak to Loki (Rob Hutchinson). As he has some rather good CD routines

>> for BB2 :). Or should I have shut up at this point Rob :) ahahahaha.

>

> There is actually some on Aminet, but I forget the name of the archive

> they're in :/

Mavati Blitz archive. I adapted these some time ago.

They are basically the same as the mavati ones, except that I cleaned
them up, added a few more routines, for telling the time of a track,

I changed the play routine to allow play of 1 track easily. + Many other

little things, I've been thinking of converting it to a library (maybe

to replace the RI cd player cos that really sucks! (sorry steve ;)), but

I haven't found the time yet.

> I have Paul Burkey's ones here tho, which afaik he adapted from the Aminet

> ones for Foundation...wonder if he'd mind me posting them? Paul? You here?

> :)

Here have my hack-up :). Attached.

--

Rob,

--

MAILTO:rob@satanicdreams.com - http://www.satanicdreams.com/

ICQ: 27181384 - FAX: 0870 0888470

PROJECT INFO: Minimum Safe Distance [55%] & SDSIRC [70%]

[Confucius say: Man with forked tongue not need chop sticks.]

--BOUNDARY.272012384.6

Content-Disposition: attachment; filename="CDDAR.lzx"

Encoding: base64

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IGhIOcPLhxrOFtifiMvrSifrXSXBrSsIZKXoYg8CBStqjz5CLFPy7oWO+xICj4kg1hJ5gggL
9O1Z2ILj+fv/O+oesxnpAb+1IK1mleVQdHX+5wphCSGQetEHBaz1MiFm4ewpuyIPksrC17G
IWhrGogTzRCfpcGpF6zxOA866/yfGjL7WrfWladBOfljwPKrS/J2+Saa1+yFni5ztfxQzVV
aEiPQNv+vHx8t900gcXh0vtvL3/yODdEe5U5XqOaTqz9NlnyPkFxQ7aNI5bsIpuhrwQrY5S0
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ocGR5tPAyB02fo+ZjtFNfuP7jjGoQ1YpYcrg8vCtZcjTjx/Ou3XXC+tRMnij/EJOXMJWwxZh
Eeni+BwOgi8eXOQF96W8WztiVISxng37wjmuGKR7OeNR5b1MBAeUVszntiiNmDZ6KQIRcLM4
8AOd54EzWT5NSfqg2OWNMELqoEJwLm5qOKB9SeP2DsP9zRxUm+7syk8gOFk5hJ1SAP44cvTY
fvY5VXrNFGHYL/YZ2fxr+5BcnbDmOWM6L6X+FDEIIEXokWp9HIHEoc5qAMq1ZejptSxtCDB
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GKFWwNo2GfRKsewVLBkpb7vooReNTZOLV2O50BCLCodfUiJGvlp9j1SgrPFimRHwAvMS2+e
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LoBIJBCczRA/MAEux4iqecMhoGqw4IvDx82pBYM0JwUaKOJ2SEQ0QtTWOWmqW/b8nHQ9Dsit
CO5ifW63txlZQLiSfr94sI1zeIm8IMxsbY6cJ5Hvk2WbxVb05Iw3b2zARnAJRxdIS9l6ZzFI
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/w3s+ioAFAAA

--BOUNDARY.272012384.6

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--BOUNDARY.272012384.6--

1.108 Re: CDPlayer.library

From: Anton Reinauer <ants@paradise.net.nz>

Date: Mon, 31 Jan 2000 12:14:23 +1300

Subject: Re: CDPlayer.library

X-UIDL: 56fef463ac4d19129f20d2fafd963d72

On 30-Jan-00, Rob Hutchinson wrote:

>>>> Any other suggestions on how to play CDs in blitz?

> Mavati Blitz archive. I adapted these some time ago.

~~~~~

Was this an intentional error ;)

--

Anton Reinauer <ants@paradise.net.nz>

UDP\_Chat- an IRC-like test-bed for my UDP internet multi-player  
game functions.

- Aminet: dev/basic/UDP\_Chat.lha (V2.7)

<http://homepages.paradise.net.nz/ants>

-----  
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## 1.109 Re: CDPlayer.library

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Mon, 31 Jan 2000 12:25:04 +0100

X-SenderInfo: 1; homepage="http://www.satanicdreams.com/"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Re: CDPlayer.library

X-UIDL: e33959d4cdd45ae569cf56ee8d0770c8

Hello Anton

>> Mavati Blitz archive. I adapted these some time ago.

> ~~~~~

---

>

> Was this an intentional error ;)

Ahaha, no, typo ;)

--

Rob,

--

MAILTO:rob@satanicdreams.com - <http://www.satanicdreams.com/>

ICQ: 27181384 - FAX: 0870 0888470

PROJECT INFO: Minimum Safe Distance [55%] & SDSIRC [70%]

[ Love is a grave mental disease. ]

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## 1.110 Re: CDPlayer.library

MR-Received: by mta WVTEAM.MUAS; Relayed; Mon, 31 Jan 2000 13:35:05 +0000

MR-Received: by mta WVTEAM; Relayed; Mon, 31 Jan 2000 14:35:06 +0000

MR-Received: by mta MSMR02; Relayed; Mon, 31 Jan 2000 14:33:34 +0000

Disclose-recipients: prohibited

Date: Mon, 31 Jan 2000 13:35:05 +0000 (GMT)

From: [steven.matty@gecm.com](mailto:steven.matty@gecm.com)

Subject: Re: CDPlayer.library

Autoforwarded: false

Importance: low

Sensitivity: Personal

UA-content-id: 11E1FBA30500

X400-MTS-identifier: [:9505351431012000/A10105/WVTEAM]

Hop-count: 2

X-UIDL: 67d8256e51ca93e9c749ba64ed93ab9f

[..snip..]

I've been thinking of converting it to a library (maybe

>to replace the RI cd player cos that really sucks! (sorry steve ;)), but

>I haven't found the time yet.

No apologies needed, I'll be the first to say the RICDPlayer

sucks! :-)

Steve.

-----  
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---



## 1.111 Re: CDPlayer.library

From: Anton Reinauer <ants@paradise.net.nz>

Date: Tue, 01 Feb 2000 11:41:18 +1300

Subject: Re: CDPlayer.library

X-UIDL: c1149fa45921cd23a712adc23957f876

On 01-Feb-00, Rob Hutchinson wrote:

> Hello Anton

>>> Mavati Blitz archive. I adapted these some time ago.

>> ~~~~~

>>

>> Was this an intentional error ;)

>

> Ahaha, no, typo ;)

It was damn funny anyway! :)

--

Anton Reinauer <ants@paradise.net.nz>

UDP\_Chat- an IRC-like test-bed for my UDP internet multi-player  
game functions.

- Aminet: dev/basic/UDP\_Chat.lha (V2.7)

<http://homepages.paradise.net.nz/ants>

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## 1.112 Commodities this time

From: Toby Zuijdveld <hotcakes@a1bbs.net.au>

Date: Sun, 09 Jan 2000 10:57:08 +1000

X-SenderInfo: 1;

picture="http://www.geocities.com/SunsetStrip/Disco/6065/a1people/tobyzuij.gif"

Organization: Crash'n'Burn Incinerated, Satanic Dreams Software

Subject: Commodities this time

Encoding: 8bit

X-UIDL: bd5191be88b63c9c267a4d38752ec31d

Hello,

Does anyone have any examples of using the NCS commoditieslib?

Kind regards

--

Toby Zuijdveld --- If it hasnt happened to you  
 yet, it isn't going to have happened to you  
<http://a1bbs.net.au/hotcakes> - Last updated 26-Sep-99 -  
<mailto:hotcakes@a1bbs.net.au>  
 icq:22222555777111555111555

STRESS--Your gut says no & your mouth says yes

--

According to <http://www.thepark.com>, I'm 55% pure, 47% untelligent  
 and will die at the age of 64 after having sex only 7 times! <sob>

--

If you're an Australian resident <http://www.emailcash.com.au>  
 If you join please consider using the referral ID B31031

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## 1.113 Complementing Bits

From: Nick Lamburn <[oruk-amigan@free4all.co.uk](mailto:oruk-amigan@free4all.co.uk)>

Date: Thu, 20 Jan 2000 09:57:11 +0100

Subject: Complementing Bits

Encoding: 8bit

X-UIDL: 7156cd436a172603072b24b9e8971794

Hello All,

This is a simple problem really, the thing is that I need to 'reverse' a  
 number, in this I mean that 0 becomes 7, 1 becomes 6, 2 becomes 5 etc. Now  
 I understand that I need to 'complement' this number, however since I am  
 only using 3 BITS, i have 5 spare BITS which will always be reverted to '1'  
 or on, therefore having too much, I can stop this with by minussing 248 from  
 the result.

Say we have the number 5; that would be %00000101 when stored in a byte; in  
 order to complement it, the result should be:-

%11111010

Then I minus 248 to give: %00000010, ie: 2. Now here's the thing, in order  
 to complement value do I used AND or OR (or even XOR?)?? I thought ROXL (is  
 that the one?), but I think all I need is the use of AND or OR. Is the  
 following method correct:

```
#REMOVE_VALUE=248
```

```
byte.b=%00000101 ; 5
```

byte.b=byte OR %11111111 ; could be AND, but unlikely...

byte-#REMOVE\_VALUE

Does this give the correct results?

I know this is a funny kind of question, but I haven't got to the stage where I need this yet, it would be nice just to implement it to work first time when I need to! :-)

The method I did have in mind was a CPU wasting Select block but I decided against that! :-) (It's for HAM related stuff, and the HAM lib I promised is almost finished, see <http://www.omegaresearchuk.co.uk> for more info; there's none yet but there will be soon...)

Kind regards

Nick

--

Anyone can make mistakes, but only an idiot persists in his error.

-- Cicero

+-----+

| Omega Research UK - Amiga® Software |

+-----+

| email: oruk-amigan@free4all.co.uk |

| www: <http://www.omegaresearchuk.co.uk> |

+-----+

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## 1.114 Re: Complementing Bits

From: "Damir Arh" <[damir.arh@telesat.si](mailto:damir.arh@telesat.si)>

Subject: Re: Complementing Bits

Date: Wed, 26 Jan 2000 22:10:16 +0100

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: 9ea16eee58a6bf29b7e5de7cf1b1ac27

Hello

> This is a simple problem really, the thing is that I need to 'reverse' a  
> number, in this I mean that 0 becomes 7, 1 becomes 6, 2 becomes 5 etc.

Now

> I understand that I need to 'complement' this number, however since I am  
> only using 3 BITS, i have 5 spare BITS which will always be reverted to

'1'

> or on, therefore having too much, I can stop this with by minussing 248  
from

> the result.

> Say we have the number 5; that would be %00000101 when stored in a byte;  
in

> order to complement it, the result should be:-

> %11111010

> Then I minus 248 to give: %00000010, ie: 2. Now here's the thing, in  
order

> to complement value do I used AND or OR (or even XOR?)?? I thought ROXL  
(is

> that the one?), but I think all I need is the use of AND or OR. Is the

> following method correct:

> #REMOVE\_VALUE=248

> byte.b=%00000101 ; 5

>

> byte.b=byte OR %11111111 ; could be AND, but unlikely...

> byte-#REMOVE\_VALUE

> Does this give the correct results?

Nope, you'll always gut only 1s at the last three places.

You should use:

```
#MASK=%00000111
```

```
byte.b=%00000101 ; 5
```

```
byte.b = byte XOR #MASK ; 2
```

I guess this should do what you want.

Kind regards

Damir Arh <damir.arh@telesat.si>

<http://damir.gajba.net/>

--

Student | Programmer | Translator | Webmaster

-----  
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---

## 1.115 Controlpad library test please!

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sat, 22 Jan 2000 22:25:31 +0100

Subject: Controlpad library test please!

X-UIDL: 927bf76a12fd882c725f6f262ce314bb

--BOUNDARY.1739751904.1

Hi all,

In the continuing controlpad.library saga...

OK, I got a program (proto2fd?) that converted the controlpad.h file into a rough .fd file, and with a bit of reference to other .fd files, I've ended up with what's attached. It goes through NewFDConvert OK, and BlitzLibMan shows up the commands available in the resulting controlpad.library1, but none of the commands will tokenise in Blitz...

So basically, can someone try this out and see if it tokenises for them? If it does, I guess it'll be a library number conflict here; if not, maybe the offset in the .fd file is wrong? I used 30 because that seems to be used in most .fd files, but maybe there's a way to tell what this is meant to be?

Anyway, attached are:

controlpad.fd - the "handmade" .fd file for controlpad

controlpad.h - the original .h that .fd came from

controlpad.library - put into LIBS:

controlpad.library1 - put into Blitzlibs:Amigalibs (or you could FDConvert the .fd file).

I'd really appreciate if anyone can try it and let me know what happens there!

Install the files needed, remake deflibs, then run Blitz (reboot first maybe?). Try typing cpAlloc\_ and enter. Does it tokenise?

Why can't people include full developer stuff with their libraries?! ;) BTW There's a "hidden" command in the .h file (cpEnable), but it's not in the docs, so I skipped it...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

But what is all this fear of and opposition to oblivion? What is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

--BOUNDARY.1739751904.1

Content-Disposition: attachment; filename="controlpad.lha"

Encoding: base64

Content-Description: controlpad.library stuff

IyotbGg1LaIAAAA8AQAA6LE2KAIADWNvbnRyb2xwYWQuZmSLKQCSWpfNLR3nfAHDuFYSELqZ  
f6uBISp5o22+P7FrJtki8csyjcdzPBSAAi5NRI0Cx7RXcZOtajtM31HEUpzOAnWnFdhk7YX  
wMozibJ4RuvOtSikXULWKCSXsU+UkiZ5YD5BkWmzhRxqr/psnGnmxwaxR30daz9gbmgHx3tO  
Bt4P01OgOg6AcKVKcY6wzvz7D5rH/Ekj1eAz+VbDg/vUFKDEgCJSLWxoNS0wAwAAKQwAAKKi  
ax4AAAxjb250cm9scGFkLmJvFAKea5expuVTHfgD9BgwLyowCHTIJcAYMkvIoxOMUhMEWjeg  
NVjbWvSWVLvG/dZrZsbiEE7AnTIC21Ewbi1K+BN3ADNORS0Xcr7g8oW2L7TLF7BauY+hSiaC  
6+OeIpRdfbe0uDCgPuG3UL84Rxe3PQU1joHykgewCcv0DA/1BvVDhE57XnchBE+ZiFS0GuO  
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uEdm0R2bhErL0iEQ5xErJuiEQ5xFnaIs7heq6EiEQ5xEq0kiEQ41RhpfdLsU9hx32L66eEFW  
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ooPuKMj4RFJpbKF7V0wGAy9RCwohmDyEgx44hdo3IjfgUWgG4bR39nv5B5nYjU00lxUMK2Jp  
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dX1HxqIr2Q5Pvjs6da7frWY0kWKwKm1b3i5EIWOQFQp1D+BtCR3tN4NH2OIS7YGFhzus59M  
SSJZDjscNvo0ncYo9L1KI33Hcsfhx9/n/ChRLWxoNS1/HAAACDcAAOFxeh4AABJjb250cm9s  
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+P7rwCQ6YQX1FBugntJOW44nFoycgWm92PLqNWMvIm9qZMY1r1zcGHV1ASAH9dUJUHCj6qAV  
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Ef0oKrO8zho5NL33r1DpnMnKhW63N1qB1MZKU4J57Zk7HrmoSspSgtcqmHghKjVfnoK3O8xD  
DZR9oEZ/LT2k18MFje1QmMbPMBqOY8EED/3ivapDwQx8t2wLSo+xp0JCz2ITFNM2ZUBQYTIG  
BeGGSayzUFwmNByAPS1dhlWEmEx5NflYycquGjZ1Ra2h26lqs+agRE/jRcb2/z8UJia/eEr2  
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--BOUNDARY.1739751904.1--

## 1.116 Re: Controlpad library test please!

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Sun, 23 Jan 2000 21:10:48 +0300

Subject: Re: Controlpad library test please!

Encoding: 8bit

X-UIDL: ff8313dcb12e490c551b47cf8bc7fe8a

On 23-Jan-00, James L Boyd wrote.

> Hi all,

>

> In the continuing controlpad.library saga...

>

> OK, I got a program (proto2fd?) that converted the controlpad.h

> file into a rough .fd file, and with a bit of reference to other

> .fd files, I've ended up with what's attached. It goes through

> NewFDConvert OK, and BlitzLibMan shows up the commands available

> in the resulting controlpad.library1, but none of the commands

> will tokenise in Blitz...

>  
> So basically, can someone try this out and see if it tokenises  
> for them? If it does, I guess it'll be a library number conflict  
> here; if not, maybe the offset in the .fd file is wrong? I used  
> 30 because that seems to be used in most .fd files, but maybe  
> there's a way to tell what this is meant to be?  
>  
> Anyway, attached are:  
>  
> controlpad.fd - the "handmade" .fd file for controlpad  
> controlpad.h - the original .h that .fd came from  
> controlpad.library - put into LIBS:  
> controlpad.library1 - put into Blitzlibs:Amigalibs (or you  
> could FDConvert the .fd file).  
>  
> I'd really appreciate if anyone can try it  
> and let me know what happens there!  
>  
> Install the files needed, remake deflibs, then run Blitz (reboot  
> first maybe?). Try typing cpAlloc\_ and enter. Does it tokenise?  
>  
> Why can't people include full developer stuff with  
> their libraries?! ;) BTW There's a "hidden" command in the .h  
> file (cpEnable), but it's not in the docs, so I skipped it..  
>  
> See ya,

Well try this one!

"cpalloc \_"

--

Sami Näätänen

E-Mail: sami.naatanen@dlc.fi

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

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

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## 1.117 Re: Controlpad library test please!

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Sun, 23 Jan 2000 21:21:23 +0100

X-SenderInfo: 1; homepage="http://www.satanicdreams.com/"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Re: Controlpad library test please!

X-UIDL: 7defda1623781aefcf4c7500e207a938

Hello Sami

> On 23-Jan-00, James L Boyd wrote.

>

>> Hi all,

>>

>> In the continuing controlpad.library saga...

Talking of libraries.. Remember you sent me that own.library  
amiga shared library example AGES ago Sami???

What assembly compiler did you write it in? I couldn't find  
any reference to which you used, but it wouldn't compile  
in devpac. Well, it would, but I had to switch the LVOxxx  
constants with the actual LVO numbers and comment some stuff,  
it crashed though :(.

Where did you get the lvo.i file from?

Was it PhxAsm, Barfly or AsmOne ?

Cheers, cya.

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>

#PROJECT INFO:# Minimum Safe Distance [55%] <http://msd.satanicdreams.com/>

[ \* <- Tribble. % <- Tribble Undergoing Mitosis. ]

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## 1.118 controlpad.library working...

From: James L Boyd <thesurfaces@rockers.co.uk>

Date: Mon, 24 Jan 2000 00:23:02 +0100

Subject: controlpad.library working...

X-UIDL: 3db99629a20bd1c37fcfc513b0bbe359

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Hi all,

OK, thanks to Bippy & Sami (anyone else? ;)

I've got controlpad.library working OK, and there's a quick demo of usage. Hope it's of use to someone!

This was done without an .fd file, so at least we know it's possible now :)

Make sure you read "How to install"!

See ya,

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<tsb>

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<sb>(http://www.thesurfaces.rockers.co.uk)

<tsb>

But what is all this fear of and opposition to oblivion? What is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

--BOUNDARY.1739676440.4

Content-Disposition: attachment; filename="controlpadlib.lha"

Encoding: base64

Content-Description: controlpad.library demo

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 --BOUNDARY.1739676440.4

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--BOUNDARY.1739676440.4--

## 1.119 Convert AMOS source file?

From: James L Boyd <[jamesboyd@all-hail.freemove.co.uk](mailto:jamesboyd@all-hail.freemove.co.uk)>

Date: Thu, 20 Jan 2000 00:02:22 +0100

Subject: Convert AMOS source file?

X-UIDL: bb201561dfeecdd0f7af3542138249a

Hi all,

Does anyone a copy of AMOS Pro that they can run a single  
 source file through and save as ASCII for me, please?

See ya,

--

<tsb>

<sb>James L Boyd - [jamesboyd@all-hail.freemove.co.uk](mailto:jamesboyd@all-hail.freemove.co.uk)

<sb>Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

But what is all this fear of and opposition to oblivion? What  
is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

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

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

## 1.120 Re: Convert AMOS source file?

Date: Thu, 20 Jan 2000 03:12:20 -0800 (PST)

From: "?=iso-8859-1?q?Francis=20G.=20Loch?=" <fgloch@yahoo.com>

Subject: Re: Convert AMOS source file?

Encoding: 8bit

X-UIDL: ab0a4faa76e4b0d9c9ebff00d03adc22

Hi James,

--- James L Boyd <jamesboyd@all-hail.freemove.co.uk>

wrote:

> Hi all,

>

> Does anyone a copy of AMOS Pro that they can run a

> single

> source file through and save as ASCII for me,

> please?

>

I have a copy of AMOS Pro (although I'm just after  
removing it from my hard drive). If you send me the  
file I will convert it for you.

There may be problems if the program looks for  
extensions that I don't have.

Regards,

Francis.

=====

e-mail:- fgloch@yahoo.com

web-site:- http://www.geocities.com/fgloch

---

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<http://im.yahoo.com>

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

## 1.121 Re: Convert AMOS source file?

From: James L Boyd <[jamesboyd@all-hail.freemove.co.uk](mailto:jamesboyd@all-hail.freemove.co.uk)>

Date: Thu, 20 Jan 2000 19:30:33 +0100

Subject: Re: Convert AMOS source file?

X-UIDL: 20b5d32482fc706224221093a01aabff

Francis G. Loch churned out \*this\* drivel:

> I have a copy of AMOS Pro (although I'm just after  
> removing it from my hard drive). If you send me the  
> file I will convert it for you.

Thanks, Francis (and anyone else - I haven't looked too closely ;)

but BippyM has done it for me already...

See ya,

--

<tsb>

<sb>James L Boyd - [jamesboyd@all-hail.freemove.co.uk](mailto:jamesboyd@all-hail.freemove.co.uk)

<sb>Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

<sb>Connected from Dundee, Scotland.

<sb>(<http://surf.to/all-hail/>)

<tsb>

But what is all this fear of and opposition to oblivion? What  
is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

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

## 1.122 Dict...

From: Rob Hutchinson <[rob@satanicdreams.com](mailto:rob@satanicdreams.com)>

Date: Tue, 11 Jan 2000 18:14:39 +0100

X-SenderInfo: 1; homepage="<http://www.satanicdreams.com/>"; dob=19071981

---

Organization: Satanic Dreams Software.

Subject: Dict...

X-UIDL: 409e6e9cac73410257f24a3a6c770d16

--BOUNDARY.273595816.2

Hello all,

Another doc I thought you might like to see, if you haven't already... Its actually quite funny. :)))) Even if it is as old as the hills. :)

Cya.

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: http://www.satanicdreams.com/

#PROJECT INFO:# Minimum Safe Distance [55%] http://msd.satanicdreams.com/

[ Crying back to conciousness the coldness grips my skin -RUSH ]

--BOUNDARY.273595816.2

Content-Disposition: attachment; filename="AmigaDict.lzx"

Encoding: base64

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 Ad8AAA==  
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--BOUNDARY.273595816.2--

## 1.123 Disk activity

Date: Thu, 20 Jan 2000 03:15:48 -0800 (PST)

From: "=?iso-8859-1?q?Francis=20G.=20Loch?=" <[fgloch@yahoo.com](mailto:fgloch@yahoo.com)>

Subject: Disk activity

Encoding: 8bit

X-UIDL: 556708f1fb8429dceffdb94f17b5909d

Hi guys,

I was wondering if anyone knew of a way to figure out  
 what disk drives were attached to an Amiga

(floppy-drives, hard-drives, JAZ, etc.) and how to detect whether they were being read from or written to.

Regards,

Francis.

=====

e-mail:- fgloch@yahoo.com

web-site:- <http://www.geocities.com/fgloch>

---

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<http://im.yahoo.com>

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## 1.124 DLL

From: Rick Hodger <[rick.thehub@bigfoot.com](mailto:rick.thehub@bigfoot.com)>

Date: Tue, 18 Jan 2000 15:23:41 +0000

Organization: Pagan Software

Subject: DLL

X-UIDL: 4672327e3314b1c5639ecb1f62d1e381

What's the latest version of Dave's DLL stuff? I've got v2.1 and it's causing an Enforcer hit (LONG-READ from 0) on the CLEAR\_LIST{} function...any ideas?

--

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

<sb>Visit us at <http://www.pagan-games.com>

<sb>

<sb>SimpleFTP v1.89 - Now available!

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

<sb>

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

<sb>Team \*AMIGA\*

<sb>

<sb>Don't compute and drive; the life you save may be your own.

-----  
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---



**1.125 Re: DLL**

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>  
Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia  
Date: 19 Jan 2000 14:58:21 +1000  
Subject: Re: DLL  
Encoding: 7bit  
X-UIDL: d5f420d9334e75d3eb40bf0735a4c7fe  
On Tue, 18 Jan 2000 15:23:41 +0000 Rick Hodger said:

>  
> What's the latest version of Dave's DLL stuff? I've got v2.1 and it's  
> causing an Enforcer hit (LONG-READ from 0) on the CLEAR\_LIST{ }  
> function...any ideas?

>  
Dave's last version was 2.6 and I think that's on Aminet  
I've adopted it and have renumbered it to 3.0, but it isn't on AmiNet  
yet. I'm too busy trying to build GST (VAT for the English) support  
into my Motelmanager to do any decent documentation for DLL.  
I don't get any enforcer hits now (but that was due to Dave - not me).  
If you want the undocumented version (may not be too compatible with  
2.1) let me know and I'll send it to you with a few hints.  
Basically I've added a position field to the main DLL header and added  
a couple of new routines (GET\_LIST\_POS{ } GET\_CURRENT\_ITEM{ }) I've  
also changed some internal stuff a bit.

Regards

--

Tony Rolfe  
Amiga 2000, 68030/25, 1+8Mb  
www.shoalhaven.net.au/edgewater  
ICQ #51271965

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

**1.126 Re: DLL**

From: "Dave" <dave@nbsamiga.demon.co.uk>  
Subject: Re: DLL  
Date: Wed, 19 Jan 2000 05:05:06 -0000

---

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: 3f8939774a0e1b51fa701b9d6d2216eb

BOO!

>

> What's the latest version of Dave's DLL stuff? I've got v2.1 and it's  
> causing an Enforcer hit (LONG-READ from 0) on the CLEAR\_LIST{ }  
> function...any ideas

ummm, no. Tony pointed that out, I think it tries to delete one that doesn't exist, and I think we fixed it, maybe he did...I'm not sure...all I could find was 2.0 though, so you've got one better than mine. If I could just find enough time to clear my hd up I could probably find the fixed version, I seem to remember a couple of bugs in the sort routines too, I'm sure Tony will have a better answer ;) And I can't remember if I was supposed to be doing any more to it...I can help if it's important, just lemme know.

Dave

Still here...just very very busy :(

-----  
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## 1.127 Re: DLL

From: Rick Hodger <[rick.thehub@bigfoot.com](mailto:rick.thehub@bigfoot.com)>

Date: Wed, 19 Jan 2000 12:20:52 +0000

Organization: Pagan Software

Subject: Re: DLL

X-UIDL: 06907736974fd8f31f4bbc841dc0dbcb

I watched as Tony Rolfe hammered "Re: DLL" out on their keyboard...

> On Tue, 18 Jan 2000 15:23:41 +0000 Rick Hodger said:

>>

>> What's the latest version of Dave's DLL stuff? I've got v2.1 and it's  
>> causing an Enforcer hit (LONG-READ from 0) on the CLEAR\_LIST{ }  
>> function...any ideas?

>>

> Dave's last version was 2.6 and I think that's on Aminet

Nope, ain't there.

> I've adopted it and have renumbered it to 3.0, but it isn't on AmiNet

> yet. I'm too busy trying to build GST (VAT for the English) support

---

> into my Motelmanager to do any decent documentation for DLL.  
> I don't get any enforcer hits now (but that was due to Dave - not me).  
> If you want the undocumented version (may not be too compatible with  
> 2.1) let me know and I'll send it to you with a few hints.  
> Basically I've added a position field to the main DLL header and added  
> a couple of new routines (GET\_LIST\_POS{ } GET\_CURRENT\_ITEM{ }) I've  
> also changed some internal stuff a bit.  
I'd appreciate it if you could send me the new one, that problem is the only  
thing that is still causing enforcer hits in this particular program.

--

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

<sb>Visit us at <http://www.pagan-games.com>

<sb>

<sb>SimpleFTP v1.89 - Now available!

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

<sb>

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

<sb>Team \*AMIGA\*

<sb>

<sb>A good plan today is better than a perfect plan tomorrow.

-----  
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## 1.128 Fake mouse and keyboard

From: "Evan Tuer" <[et@enterprise.net](mailto:et@enterprise.net)>

Date: Mon, 24 Jan 2000 15:59:37 +0200

encoding: 7BIT

Subject: Fake mouse and keyboard

X-UIDL: f088b6f379b28b98c54cb7c48c5d6eaf

Woohoo, got my touch-screen finally connected to A1200! It just  
sends LMB-clicks wherever you hit the screen, but I will improve it  
to allow dragging of menus and stuff.

Now, the idea was to use my own program without mouse or  
keyboard, but it would be quite nice to use other programs as well -  
all I need to do is make a "keyboard" pop up on the bottom of the  
screen whenever an input gadget is selected. In my own program,  
it was easy to do, but I haven't a clue how to go about intercepting

the IDCMP code or whatever before it gets acted upon by the program with the gadget in it! And then it's got to fake the keypresses as the user "types".

Any idea anyone? It struck me as a bit OS-ish, so I stopped thinking about it :)

-----  
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## 1.129 RE: Fake mouse and keyboard

From: Tim Herbert <Tim.Herbert@RebusGroup.Com>

Subject: RE: Fake mouse and keyboard

Date: Mon, 24 Jan 2000 14:55:30 -0000

boundary="----=\_NextPart\_001\_01BF667B.0F38AEC0"

X-UIDL: 4ab00b21756a9d1a137aa99bff68cf0d

-----=\_NextPart\_001\_01BF667B.0F38AEC0

charset="iso-8859-1"

All,

Anyone used a 3Com PalmPilot touch screen, with its graffiti (specialised handwriting) recognition. I've tried to come up with an algorithm to process specific properties of a continuous mouse movement and recognise these symbols - but with no luck. Certain characteristics are easier to recognise than others (like if the stroke starts towards the left or to the right of the squiggle).

- Tim

-----Original Message-----

From: Evan Tuer [mailto:et@enterprise.net]

Sent: 24 January 2000 14:00

Subject: Fake mouse and keyboard

Woohoo, got my touch-screen finally connected to A1200! It just sends LMB-clicks wherever you hit the screen, but I will improve it to allow dragging of menus and stuff.

Now, the idea was to use my own program without mouse or keyboard, but it would be quite nice to use other programs as well - all I need to do is make a "keyboard" pop up on the bottom of the screen whenever an input gadget is selected. In my own program, it was easy to do, but I haven't a clue how to go about intercepting the IDCMP code or whatever before it gets acted upon by the

---

program with the gadget in it! And then it's got to fake the keypresses as the user "types".

Any idea anyone? It struck me as a bit OS-ish, so I stopped thinking about it :)

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-----\_=\_NextPart\_001\_01BF667B.0F38AEC0

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Encoding: quoted-printable

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charset=3Diso-8859-1">

<META NAME=3D"Generator" CONTENT=3D"MS Exchange Server version =  
5.5.2448.0">

<TITLE>RE: Fake mouse and keyboard</TITLE>

</HEAD>

<BODY>

<P><FONT SIZE=3D2>All,</FONT>

</P>

<P><FONT SIZE=3D2>Anyone used a 3Com PalmPilot touch screen, with its =  
graffiti (specialised handwriting) recognition. I've tried to come up =  
with an algorithm to process specific properties of a continuous mouse =  
movement and recognise these symbols - but with no luck. Certain =  
characteristics are easier to recognise than others (like if the stroke =  
starts towards the left or to the right of the squiggle).</FONT></P>

<P><FONT SIZE=3D2>- Tim</FONT>

</P>

<P><FONT SIZE=3D2>-----Original Message-----</FONT>

<BR><FONT SIZE=3D2>From: Evan Tuer [[A =](mailto:et@enterprise.net)

[HREF=3D"mailto:et@enterprise.net">mailto:et@enterprise.net</A>\]</FONT>](mailto:et@enterprise.net)

<BR><FONT SIZE=3D2>Sent: 24 January 2000 14:00</FONT>

<BR><FONT SIZE=3D2>To: blitz-list</FONT>

<BR><FONT SIZE=3D2>Subject: Fake mouse and keyboard</FONT>

</P>

<BR>

<BR>

<P><FONT SIZE=3D2>Woohoo, got my touch-screen finally connected to =  
A1200!&nbsp; It just </FONT>  
<BR><FONT SIZE=3D2>sends LMB-clicks wherever you hit the screen, but I =  
will improve it </FONT>  
<BR><FONT SIZE=3D2>to allow dragging of menus and stuff.&nbsp; </FONT>  
</P>  
<P><FONT SIZE=3D2>Now, the idea was to use my own program without mouse =  
or </FONT>  
<BR><FONT SIZE=3D2>keyboard, but it would be quite nice to use other =  
programs as well - </FONT>  
<BR><FONT SIZE=3D2>all I need to do is make a &quot;keyboard&quot; pop =  
up on the bottom of the </FONT>  
<BR><FONT SIZE=3D2>screen whenever an input gadget is selected.&nbsp; =  
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<BR><FONT SIZE=3D2>it was easy to do, but I haven't a clue how to go =  
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<BR><FONT SIZE=3D2>the IDCMP code or whatever before it gets acted upon =  
by the </FONT>  
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got to fake the </FONT>  
<BR><FONT SIZE=3D2>keypresses as the user &quot;types&quot;.</FONT>  
</P>  
<P><FONT SIZE=3D2>Any idea anyone?&nbsp; It struck me as a bit OS-ish, =  
so I stopped </FONT>  
<BR><FONT SIZE=3D2>thinking about it :)</FONT>  
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<P><FONT =  
SIZE=3D2>-----=  
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blitz-list-unsubscribe@netsoc.ucd.ie</FONT>  
<BR><FONT SIZE=3D2>For additional commands, e-mail: =  
blitz-list-help@netsoc.ucd.ie</FONT>  
</P>  
</BODY>  
</HTML>  
-----=\_NextPart\_001\_01BF667B.0F38AEC0--

## 1.130 RE: Fake mouse and keyboard

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Mon, 24 Jan 2000 16:02:37 -0000

encoding: 7BIT

Subject: RE: Fake mouse and keyboard

X-UIDL: 1d3b94f3eac82c208b11e2a15e84476c

Hi Tim

> Anyone used a 3Com PalmPilot touch screen, with its graffiti  
> (specialised handwriting) recognition. I've tried to come up with an  
> algorithm to process specific properties of a continuous mouse  
> movement and recognise these symbols - but with no luck. Certain  
> characteristics are easier to recognise than others (like if the  
> stroke starts towards the left or to the right of the squiggle).

If you have some way of "digitising" the mouse movement, so you've basically got an array of pixels which represent the letter that was drawn with the mouse, you could use a neural network to recognise the digits. Very standard application for neural nets, they work well if implemented properly.

--

) ^ V ] [ l ] | M | c | M ] [ N | N | dave@satanicdreams.com

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn) | ICQ=16827694

Hand me my lightsaber... it's the one that says, 'Bad Mother Fucker.'

- Samuel L. Jackson, Jedi

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## 1.131 Re: Fake mouse and keyboard

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Mon, 24 Jan 2000 16:11:39 -0000

encoding: 7BIT

Subject: Re: Fake mouse and keyboard

X-UIDL: 8966c7a687af75b5388c4b0a47133dac

Hi Evan

Whaaaaaat? Touch screen? The electronics master returns :)

---

> Now, the idea was to use my own program without mouse or  
> keyboard, but it would be quite nice to use other programs as well -  
> all I need to do is make a "keyboard" pop up on the bottom of the  
> screen whenever an input gadget is selected. In my own program, it  
> was easy to do, but I haven't a clue how to go about intercepting the  
> IDCMP code or whatever before it gets acted upon by the program with  
> the gadget in it! And then it's got to fake the keypresses as the  
> user "types".

> Any idea anyone? It struck me as a bit OS-ish, so I stopped  
> thinking about it :)

Got to love the OS. Same as Kai's request the other week, as far as  
sending keypresses to the program is concerned (I think). As for  
grabbing the mouse clicks when over string gadgets etc (thats what  
you meant?) dunno. You could probably use a global edit hook  
(complicated) and that might not work properly if you use it on MUI  
and other crappy GUI things that don't use gadtools.

Or, you could do something incredibly sneaky, like the MonIDCMP  
program does. You tell it to monitor a window (by title) and then it  
takes a copy of that window's IDCMP port and replaces it by its own  
message port. So all the IDCMP messages go to MonIDCMP's message port  
first, where it can do whatever it wants. It then passes them on to  
the window. So instead of passing them on, you'd probably want to  
change them to keypress events.

--

l) ^ V ][ [ l) M l c M ][ N N l dave@satanicdreams.com

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn) | ICQ=16827694

Debugging? Klingons do not debug. Our software does not coddle the weak.

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## 1.132 RE: Fake mouse and keyboard

From: "Evan Tuer" <[et@enterprise.net](mailto:et@enterprise.net)>

Date: Mon, 24 Jan 2000 21:07:30 +0200

encoding: 7BIT

Subject: RE: Fake mouse and keyboard

X-UIDL: bf302d2d84f3c53697979c6cc4c62e45

On 24 Jan 00, at 16:02, David McMinn wrote:

---



> Hi Tim  
>  
>> Anyone used a 3Com PalmPilot touch screen, with its graffiti  
>> (specialised handwriting) recognition. I've tried to come up with an  
>> algorithm to process specific properties of a continuous mouse  
>> movement and recognise these symbols - but with no luck. Certain  
>> characteristics are easier to recognise than others (like if the  
>> stroke starts towards the left or to the right of the squiggle).  
>  
> If you have some way of "digitising" the mouse movement, so you've  
> basically got an array of pixels which represent the letter that was  
> drawn with the mouse, you could use a neural network to recognise the  
> digits. Very standard application for neural nets, they work well if  
> implemented properly.

Or you'll go insane :)

Graffiti is actually pretty simple (it's a very low powered device,  
even slower than your Amiga if you can imagine that!) and it works  
by watching if the line goes through certain zones (not many of  
them either, maybe a 3x5 grid) - the zones are offset from where  
you first put the pen on the screen, and it deals with the possibility  
of your writing size varying by TELLING YOU NOT TO :)

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### 1.133 Re: Fake mouse and keyboard

From: "Evan Tuer" <[et@enterprise.net](mailto:et@enterprise.net)>

Date: Mon, 24 Jan 2000 21:06:28 +0200

encoding: 7BIT

Subject: Re: Fake mouse and keyboard

X-UIDL: 2794ba65ac1049327d23e1b72c5aa795

Hi Dave.

>> Any idea anyone? It struck me as a bit OS-ish, so I stopped  
>> thinking about it :)

>

> Got to love the OS. Same as Kai's request the other week, as far as  
> sending keypresses to the program is concerned (I think). As for  
> grabbing the mouse clicks when over string gadgets etc (thats what you

> meant?) dunno. You could probably use a global edit hook (complicated)  
> and that might not work properly if you use it on MUI and other crappy  
> GUI things that don't use gadtools.

All I need is to know when a string gadget is activated, and has got  
an orange cursor in it. And then, yes, send keypresses as before.

> Or, you could do something incredibly sneaky, like the MonIDCMP  
> program does. You tell it to monitor a window (by title) and then it  
> takes a copy of that window's IDCMP port and replaces it by its own  
> message port. So all the IDCMP messages go to MonIDCMP's message port  
> first, where it can do whatever it wants. It then passes them on to  
> the window. So instead of passing them on, you'd probably want to  
> change them to keypress events.

Hmm, having tried that, it seems like it would work, but all I get  
back is the coordinates of the mouse pointer or at best the ID of  
the gadget (so it would need to be told how to use a given program,  
which would suck).. Err. Is there any reference to the gadget type  
in the IDCMP data? It seems not :(

Hey by the way I found a great Kevin Warwick quote the other day,  
I'll email you it.

Thanks,

Evan.

-----  
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## 1.134 Re: Fake mouse and keyboard

From: "David McMinn" <[dave@satanicdreams.com](mailto:dave@satanicdreams.com)>

Organization: Satanic Dreams Software

Date: Mon, 24 Jan 2000 19:51:57 -0000

encoding: 7BIT

Subject: Re: Fake mouse and keyboard

X-UIDL: e49d62f446301658ae60611e9c592854

Hi Evan

> Hmm, having tried that, it seems like it would work, but all I get  
> back is the coordinates of the mouse pointer or at best the ID of the  
> gadget (so it would need to be told how to use a given program, which  
> would suck).. Err. Is there any reference to the gadget type in the  
> IDCMP data? It seems not :(

Yep, the \*IAddress field of the IntuiMessage newtype (could also use EventIAddress if you're using Blitz windowy events) will have a pointer to a Gadget newtype if its one of the gadget events (down or up). Then, the GadgetType field of that specifies the type - you'd want to do check for the #GTYP\_STRGADGET flag.

> Hey by the way I found a great Kevin Warwick quote the other day, I'll  
> email you it.

Cheers. Has he stepped down and become Chief Cybernetics Operator? ;)

--

l) ^ V ][ l) |M c |M ][ N N | dave@satanicdreams.com

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn) | ICQ=16827694

I am Pentium of Borg, division is futile - you will be approximated

-----  
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## 1.135 RE: Fake mouse and keyboard

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Mon, 24 Jan 2000 19:53:38 -0000

encoding: 7BIT

Subject: RE: Fake mouse and keyboard

X-UIDL: 2cc9c4fd01bbf49e54310a944d5076d0

Hi Evan

> either, maybe a 3x5 grid) - the zones are offset from where you first

> put the pen on the screen, and it deals with the possibility of your

> writing size varying by TELLING YOU NOT TO :)

"Recognises your handwriting\* by using our revolutionary

BunchOfArseMate(tm) recognition software.

(\*only if your handwriting is the equivalent to topaz.8 font)"

--

l) ^ V ][ l) |M c |M ][ N N | dave@satanicdreams.com

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn) | ICQ=16827694

There are very few personal problems that cannot be solved through a suitable application of high explosives.

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## 1.136 Re: Fake mouse and keyboard

From: James L Boyd <thesurfaces@rockers.co.uk>

Date: Mon, 24 Jan 2000 22:33:04 +0100

Subject: Re: Fake mouse and keyboard

X-UIDL: da46a21e80627f9d22f806bf08de2f3a

Evan Tuer churned out \*this\* drivel:

> Woohoo, got my touch-screen finally connected to A1200! It just  
> sends LMB-clicks wherever you hit the screen, but I will improve it  
> to allow dragging of menus and stuff.

>

> Now, the idea was to use my own program without mouse or  
> keyboard, but it would be quite nice to use other programs as well -  
> all I need to do is make a "keyboard" pop up on the bottom of the  
> screen whenever an input gadget is selected. In my own program,  
> it was easy to do, but I haven't a clue how to go about intercepting  
> the IDCMP code or whatever before it gets acted upon by the  
> program with the gadget in it! And then it's got to fake the  
> keypresses as the user "types".

>

> Any idea anyone? It struck me as a bit OS-ish, so I stopped  
> thinking about it :)

I remember seeing a program that did exactly this a few years ago. It  
put a little keyboard on-screen, and when you were in a place you could  
type into, you just clicked the pointer on the "keys"...maybe a bit  
of detective work on Aminet will uncover it?

See ya,

--

<tsb>

<sb>James L Boyd - thesurfaces@rockers.co.uk

<sb>Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

<sb>Connected from Dundee, Scotland.

<sb>(http://www.thesurfaces.rockers.co.uk)

<tsb>

But what is all this fear of and opposition to oblivion? What  
is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

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---

## 1.137 Re: Fake mouse and keyboard

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Tue, 25 Jan 2000 09:48:43 -0000

encoding: 7BIT

Subject: Re: Fake mouse and keyboard

X-UIDL: b8c44055075c2764e0163d9a85f1047c

Just in case anyone else was wondering, the thing James mentioned is probably one of these two:

Mouseki\_1-13.lha util/wb 35K 237 Mouseki v1.13 - An on screen keyboard utilit

OSK.lha util/wb 8K 475 Software keyboard, type using mouse. V1.2

--

) ^ V ] [ ( ) | M c | M ] [ N N | dave@satanicdreams.com

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn) | ICQ=16827694

You must go to Dagobah, where you will be taught by Yoda, the sly, sweet mother fucker who taught me this shit. - Samuel L. Jackson, Jedi

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## 1.138 Re: Fake mouse and keyboard

Date: Tue, 25 Jan 2000 04:14:02 -0800 (PST)

From: "=?iso-8859-1?q?Francis=20G.=20Loch?=" <fgloch@yahoo.com>

Subject: Re: Fake mouse and keyboard

Encoding: 8bit

X-UIDL: 61c278ec5e9283f9fa630230bcbcd44

--- James L Boyd <thesurfaces@rockers.co.uk> wrote:

> Evan Tuer churned out \*this\* drivel:

>

>> Woohoo, got my touch-screen finally connected to

> A1200! It just

>> sends LMB-clicks wherever you hit the screen, but

> I will improve it

>> to allow dragging of menus and stuff.

>>

Cool! Was that one of the touch-screens from KeyTec, Inc.? KeyTec do Amiga-specific touch-screen monitors and monitor overlay's and I was just wondering if they were any good.

=====

e-mail:- fgloch@yahoo.com

web-site:- <http://www.geocities.com/fgloch>

---

Do You Yahoo!?

Talk to your friends online with Yahoo! Messenger.

<http://im.yahoo.com>

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## 1.139 Re: Fake mouse and keyboard

From: "Evan Tuer" <[et@enterprise.net](mailto:et@enterprise.net)>

Date: Tue, 25 Jan 2000 14:18:51 +0200

encoding: 7BIT

Subject: Re: Fake mouse and keyboard

X-UIDL: a5b8ef582062586f0ea7c3d698dd4f2e

On 25 Jan 00, at 9:48, David McMinn wrote:

> Just in case anyone else was wondering, the thing James mentioned is

> probably one of these two:

>

> Mouseki\_1-13.lha util/wb 35K 237 Mouseki v1.13 - An on screen

> keyboard utilit OSK.lha util/wb 8K 475 Software

> keyboard, type using mouse. V1.2

>

Actually, Mouseki does more or less what I want, except there's no

way to make it pop up only when needed. Still, I'll use it until I can

figure out what the hell you were talking about in that other

message :)

Cheers,

Evan.

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## 1.140 Re: Fake mouse and keyboard

From: "Evan Tuer" <et@enterprise.net>

Date: Tue, 25 Jan 2000 14:27:31 +0200

encoding: 7BIT

Subject: Re: Fake mouse and keyboard

X-UIDL: 0ea1db0b24dc983f815c58157e22b1ad

Hi Dave.

> Yep, the \*IAddress field of the IntuiMessage newtype (could also use  
> EventIAddress if you're using Blitz windowy events) will have a  
> pointer to a Gadget newtype if its one of the gadget events (down or  
> up). Then, the GadgetType field of that specifies the type - you'd  
> want to do check for the #GTYP\_STRGADGET flag.

Good. Then that is what I shall do, thankee.

>> Hey by the way I found a great Kevin Warwick quote the other day,

>> I'll email you it.

>

> Cheers. Has he stepped down and become Chief Cybernetics Operator? ;)

No, but he has gone quite, quite mad, and now gives random quotes to  
New Scientist magazine. You can search on their web page. This one was  
about the bloke with the robotic eye:

> Kevin Warwick, a cyberneticist at Reading University, is impressed  
> with the technology. "It's going to change what it means to be human,"  
> he says of the link to the computer--but he warns that it could one  
> day be possible to hack into someone's brain and corrupt what they're  
> sensing.

(Sorry this is off topic blitzers)

> The development of these artefacts, if they prove to be of use, will be  
> driven by the military. A new arms race is likely to start, with  
> malevolent artefacts emerging. Kevin Warwick, a cybernetician at  
> Reading University, foresees a future in which humans are culled and  
> enslaved by robots

Grrreat, Niiice, etc.

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## 1.141 Re: Fake mouse and keyboard

From: "Evan Tuer" <et@enterprise.net>

Date: Tue, 25 Jan 2000 14:35:55 +0200

encoding: 7BIT

Subject: Re: Fake mouse and keyboard

X-UIDL: 8a1a61f4cbcc4bf35b5b36e4ed6df48d

On 25 Jan 00, at 4:14, Francis G. Loch wrote:

> Cool! Was that one of the touch-screens from KeyTec,  
> Inc.? KeyTec do Amiga-specific touch-screen monitors  
> and monitor overlay's and I was just wondering if they  
> were any good.

Actually, I enquired about that (found their web page and was dead surprised) but it turned out that they didn't sell any Amiga ones, so stopped making them. Damn. But, I managed to get a resistive one (they're really cheap!) for my 6.3" LCD monitor and more or less hack it straight onto the pot X,Y lines, and then fudge that into mouse coordinates with a little blitz prog. Not very much res, but it's only a small monitor, so it's good enough.

You can get kits for full size monitors from Farnell (cost as much as the monitor though), they've got their own interface to a PC serial mouse (no software needed) so it should work directly if you get a topolino PC mouse interface, or something like that.

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## 1.142 Re: Fake mouse and keyboard

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Tue, 25 Jan 2000 12:41:34 -0000

encoding: 7BIT

Subject: Re: Fake mouse and keyboard

X-UIDL: b7d2d16acf559cd9db42a470034acab8

Hi Evan

> Good. Then that is what I shall do, thankee.

Ah, just thought of one problem. If the program doesn't set the string gadget to report gadgetdown events (and thats off by default



and only an option to turn it on in OS3+ (so it probably only sends the event in OS3+) you may never hear about when you need your keyboard to pop up. Hmm. Although you'll probably be running OS3+, so you could be really evil and go around setting the flag for gadgetdown messages from string gadgets and then handle and reply to these yourself instead of passing them to the program.

You may need to resort to adding an input handler, which also means you'll need to read the confusing "input.device" section of the Devices RCRM.

<snipped extracts from "The Matrix" ;)>

ahahahahahaha.

--

l) ^ V ][ l) | M c | M ][ N N | dave@satanicdreams.com

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn) | ICQ=16827694

What is this talk of 'release'? Klingons do not make software 'releases'. Our software 'escapes' leaving a bloody trail of designers and quality assurance people in it's wake.

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## 1.143 Re: Fake mouse and keyboard

From: Curt Esser <[camge@amigaonline.net](mailto:camge@amigaonline.net)>

Date: Mon, 24 Jan 2000 21:56:36 -0500

Subject: Re: Fake mouse and keyboard

X-UIDL: 6d050a63496175dec7e0999cf0a25539

Hi David

On 24-Jan-00, David McMinn wrote:

> Hi Tim

>

>> Anyone used a 3Com PalmPilot touch screen, with its graffiti  
>> (specialised handwriting) recognition. I've tried to come up with an  
>> algorithm to process specific properties of a continuous mouse  
>> movement and recognise these symbols - but with no luck. Certain  
>> characteristics are easier to recognise than others (like if the  
>> stroke starts towards the left or to the right of the squiggle).

>

> If you have some way of "digitising" the mouse movement, so you've

> basically got an array of pixels which represent the letter that was  
> drawn with the mouse, you could use a neural network to recognise the  
> digits. Very standard application for neural nets, they work well if  
> implemented properly.

Errr, how about simply plotting the pixels on an unseen 1 plane bitmap?  
Then the bitmap itself becomes a 2 dimensional array, x and y, if you see  
what I mean, and can be read with the "point" command...

>

>

Later...

--

Depression is merely anger without the enthusiasm.

Yours electronically,

Curt Esser

camge@amigaonline.net

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

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## 1.144 Re: Fake mouse and keyboard

From: "David McMinn" <[dave@satanicdreams.com](mailto:dave@satanicdreams.com)>

Organization: Satanic Dreams Software

Date: Tue, 25 Jan 2000 13:35:45 -0000

encoding: 7BIT

Subject: Re: Fake mouse and keyboard

X-UIDL: de301c0bb7ca878127e72f609847b360

Hi Curt

> Errr, how about simply plotting the pixels on an unseen 1 plane

> bitmap?

Of course! Tis obvious when someone points out the obvious way.

Although you might need to draw lines rather than pixels, as my mouse  
pointer never reponds quickly enough in PPaint to draw smooth lines  
at fast speeds. And if you did do this, you'd maybe want to scale the  
bitmap down before using it with a neural net.

--

) ^ V ] [ ] | M c | M ] [ | N | | [dave@satanicdreams.com](mailto:dave@satanicdreams.com)

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn) | ICQ=16827694

Things you'll never hear a woman say: 'My, what an attractive scrotum'

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## 1.145 Re: Fake mouse and keyboard

From: Curt Esser <camge@amigaonline.net>

Date: Tue, 25 Jan 2000 18:26:32 -0500

Subject: Re: Fake mouse and keyboard

X-UIDL: fd6d8ed2b2baab860cfed483193164cb

Hi David

On 25-Jan-00, David McMinn wrote:

> Hi Curt

>

>> Errr, how about simply plotting the pixels on an unseen 1 plane

>> bitmap?

>

> Of course! Tis obvious when someone points out the obvious way.

Simple solutions come from simple minds like mine ;)

> Although you might need to draw lines rather than pixels, as my mouse

> pointer never reponds quickly enough in PPaint to draw smooth lines

> at fast speeds.

Possibly, but remember this is only plotting on 1 bitplane, not 8, so it will be MUCH faster (maybe 8 times?) And you don't have to do all the other crap that PPaint is doing either, like updating the co-ordinate readout on the title bar...

> And if you did do this, you'd maybe want to scale the

> bitmap down before using it with a neural net.

I don't know what a neural net is, so forgive me if this next is the same thing, but another idea would be to record the "writing" as a series of bytes describing the plotting vectors, -8 to +8, so for example 2 would mean the mouse moved up 1 pixel and right one pixel and plotted a point, -1 would mean that the mouse went up one pixel and didn't plot...

>

>

Later...

--

Yours electronically,

Curt Esser

camge@amigaonline.net

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

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---

## 1.146 Re: Fake mouse and keyboard

From: Emil Oppeln Bronikowski <opi@supersonic.plukwa.net>

Date: Tue, 25 Jan 2000 13:58:34 +0100

Organization: TrogSoft [www.trogsoft.co.uk]

Subject: Re: Fake mouse and keyboard

X-UIDL: 9ae4cc776f845af21548241f02529741

Yello Evan

w3333 25-Jan-00, Evan Tuer naklepal-h:

)-> You can get kits for full size monitors from Farnell (cost as much

)-> as the monitor though), they've got their own interface to a PC

)-> serial mouse (no software needed) so it should work directly if you

)-> get a topolino PC mouse interface, or something like that.

i don't like the idea :) maybe sermouse will do the job?

docent (ten w czapce)

--

Emil Oppeln Bronikowski aka opi\hybrid&palimytraFke

\*magic, scene, ascii, ganja, anarchy, freedom, animal liberation\*

-----  
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## 1.147 Re: Fake mouse and keyboard

From: "Evan Tuer" <et@enterprise.net>

Date: Wed, 26 Jan 2000 10:14:56 +0200

encoding: 7BIT

Subject: Re: Fake mouse and keyboard

X-UIDL: 3e1872bc87b729332d4b03feb324a122

On 25 Jan 00, at 18:26, Curt Esser wrote:

>

> I don't know what a neural net is, so forgive me if this next is the

> same thing, but another idea would be to record the "writing" as a

> series of bytes describing the plotting vectors, -8 to +8, so for

> example 2 would mean the mouse moved up 1 pixel and right one pixel

> and plotted a point, -1 would mean that the mouse went up one pixel

> and didn't plot... >> Later... --

Handwriting is too irregular for that to work. Think "zones". Mind

you, having said that, don't go and rip off the graffiti 68k code:

(from uclinux list)

> Just read that Palm Computing lost in a patent quarrel with Xerox.

> Xerox holds patents on parts of the Graffiti recognition. Sounds

> pretty expensive for Palm.

>

> Check out <http://www.heise.de> for further news ...

-----  
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## 1.148 FD files

From: James L Boyd <[jamesboyd@all-hail.freemove.co.uk](mailto:jamesboyd@all-hail.freemove.co.uk)>

Date: Fri, 21 Jan 2000 21:27:02 +0100

Subject: FD files

X-UIDL: 9e560d5a3dd8387c1c2da7f51ee52459

Hi all,

OK, someone not on the list asked me to convert controlpad.library for him, and show him how to use it. "Easy!", I thought. But it turns out that the archive doesn't have the .fd file! F\*\*\*!

I looked at another library's .fd file, and they're incredibly simple, so I'm wondering how realistic it is (assuming a /reasonable/ amount of trial and error) to create my own .fd file for it. The only part that looks difficult (or maybe impossible) is finding what registers are needed, and how they are combined. For example, this is the .fd file for asyncio.library :

-start-----

##base \_AsyncIOBase I think this can be anything, just a name?

##bias 30 What's this? Most others have 30, but one

I've seen has 42...

##public I presume this makes all the following

calls available to the programmer, unlike

##private?

OK, example line : `OpenAsync(fileName,mode,bufferSize) (a0,d0/d1)`

And split for this example :

`OpenAsync(fileName,mode,bufferSize)` This part looks simple enough to do, using the autodocs...

`(a0,d0/d1)` But I don't see a way to tell what registers should be used (the controlpad

docs don't mention registers at all),  
 and I don't know why sometimes commas (,) are used, and sometimes slashes (/) are used?  
 The rest, for completeness :  
 OpenAsyncFromFH(handle,mode,bufferSize)(a0,d0/d1)  
 CloseAsync(file)(a0)  
 SeekAsync(file,position,mode)(a0,d0/d1)  
 ReadAsync(file,buffer,bytes)(a0/a1,d0)  
 WriteAsync(file,buffer,bytes)(a0/a1,d0)  
 ReadCharAsync(file)(a0)  
 WriteCharAsync(file,ch)(a0,d0)  
 ##end

-finish-----

Anyone have any suggestions, or able to tell me I'm wasting my time? ;)  
 Or even just some info on the make-up/purpose of an .fd file? As much as you can tell me, preferably :)

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

But what is all this fear of and opposition to oblivion? What is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

-----

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## 1.149 fixed amigalibs.res

From: George Davis <geo@2-cool.co.uk>

Date: Wed, 26 Jan 2000 21:26:43 +0000

Subject: fixed amigalibs.res

X-UIDL: 450a0ede91cfb8220a39d398c3318cad

Hello.

I'm looking for the fixed version of amigalibs.res with the unions correct

(or something) I beleive James Boyd has it.Can someone send me it?  
Seeyaround.

--

<sb>Geo

-----  
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## 1.150 Re: fixed amigalibs.res

Resent-Message-Id: <200001271020.KAA29702@ns1.b4.co.uk>

Resent-from: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Resent-to: blitz-list@netsoc.ucd.ie

Resent-date: Thu, 27 Jan 2000 10:09:11 -0000

X-PM-Identity: Freeserve

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Thu, 27 Jan 2000 10:05:21 -0000

encoding: 7BIT

Subject: Re: fixed amigalibs.res

X-UIDL: 1a7f37ff8fcc4a2fa90bd32e82cce5a0

Hi George

> I'm looking for the fixed version of amigalibs.res with the unions  
> correct (or something) I beleive James Boyd has it.Can someone send me  
> it?

Doesn't exist AFAIK. Fred was going to fix it, but started on  
PureBasic. I don't have it (fixed IOStdRequest) here but I'll check  
when I get home. Temporarily, you could check the original  
amigalibs.res that came with Blitz (although that is missing some  
newer Newtypes) or the one on Aminet (amigalibsi.res, although the  
naming of newtypes has been altered and some newer things are  
missing).

--

l) ^ V ] [ l ] M c M ] [ N N l dave@satanicdreams.com

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn) | ICQ=16827694

God loves stupid people. That's why he made so many.

-----  
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## 1.151 Re: fixed amigalibs.res

From: Curt Esser <camge@amigaonline.net>

Date: Thu, 27 Jan 2000 04:37:05 -0500

Subject: Re: fixed amigalibs.res

X-UIDL: 2cb4f963e9f8704b1fad4cf7f60b4951

Hi David

On 27-Jan-00, David McMinn wrote:

> Hi George

>

>> I'm looking for the fixed version of amigalibs.res with the unions

>> correct (or something) I beleive James Boyd has it.Can someone send me

>> it?

>

> Doesn't exist AFAIK. Fred was going to fix it, but started on

> PureBasic. I don't have it (fixed IOStdRequest) here but I'll check

> when I get home. Temporarily, you could check the original

> amigalibs.res that came with Blitz (although that is missing some

> newer Newtypes) or the one on Aminet (amigalibsii.res, although the

> naming of newtypes has been altered and some newer things are

> missing).

The most nearly correct version is the one that is in Fred's NCS libraries archive, which is also in Aminet/dev/basic

I don't know if the unions work (I don't even know what a union is), but all the names are correct, it DOES have the newer stuff, and I've only found one thing so far that didn't work correctly (something to do with the ASL multi-select file requester)

I haven't tried it with any IOrequest stuff, but it's worth a look.

>

Later...

--

Yours electronically,

Curt Esser

camge@amigaonline.net

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

-----  
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## 1.152 Re: fixed amigalibs.res

From: George Davis <geo@2-cool.co.uk>

Date: Thu, 27 Jan 2000 12:23:41 +0000

Subject: Re: fixed amigalibs.res

Encoding: 8bit

X-UIDL: 3255ff45e0973ff68a1ab46c5c585779

Hello Curt,

On 27-Jan-00, you wrote this:

> The most nearly correct version is the one that is in Fred's NCS libraries

> archive, which is also in Aminet/dev/basic

That's the one I'm using (from NCS 1.85)

> I don't know if the unions work (I don't even know what a union is),

Join the club ;)

> I haven't tried it with any IOrequest stuff, but it's worth a look.

Right,well it doesn't seem to work.But David already said that there /is/ a version with the IOStdReq structure fixed...didn't he?

So that's what I need,right?

Bye.

--

<sb>Geo

-----  
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## 1.153 Re: fixed amigalibs.res

From: Curt Esser <camge@amigaonline.net>

Date: Thu, 27 Jan 2000 07:53:09 -0500

Subject: Re: fixed amigalibs.res

X-UIDL: 7638853060d29a4062abe6525a32ac77

--BOUNDARY.1749175704.1

Hi George

On 27-Jan-00, George Davis wrote:

>> The most nearly correct version is the one that is in Fred's NCS

>> libraries archive, which is also in Aminet/dev/basic

>

> That's the one I'm using (from NCS 1.85)

>

>> I don't know if the unions work (I don't even know what a union is),

>

> Join the club ;)

>

>> I haven't tried it with any IOrequest stuff, but it's worth a look.

>

> Right,well it doesn't seem to work.But David already said that there /is/

> a version with the IOStdReq structure fixed...didn't he? So that's what I

> need,right?

Well, I think he meant (where are you, David?) you'd need to create your own structure, as in the attached code (by James Boyd and David McMinn)

Later...

--

Yours electronically,

Curt Esser

camage@amigaonline.net

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

--BOUNDARY.1749175704.1

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

; TO DO : Adjust to use any screen?

; Function : SetMouse { x, y, buttonpress }

; Author : James L Boyd - jamesboyd@all-hail.freemove.co.uk

; Only possible by the work of David McMinn though!

; (Adapted from SetMouse.c by K Hunn)

; NOTE - doesn't yet return any values (apart from no pubscreen)

; for button, enter :

; 0 - no button click

; 1 - left - " -

; 2 - middle - " -

; 3 - right - " -

Function SetMouse { x.w, y.w, button.w }

NEWTYPE.InputEvent2 ; the excellent work

\*ie\_NextEvent.InputEvent2 ; of David McMinn :)

ie\_Class.b ; |

ie\_SubClass.b ; |

ie\_Code.w ; |

ie\_Qualifier.w ; |

ie\_addr.l[0] ; |

ie\_EventAddress.l[0] ; |

ie\_xy.l[0] ; |

```
ie_x.w[0];l
ie_X.w[0];l
ie_prev1DownCode.b;l
ie_prev1DownQual.b;l
ie_y.w[0];l
ie_Y.w[0];l
ie_prev2DownCode.b;l
ie_prev2DownQual.b;l
ie_TimeStamp.timeval;V
End NEWTYPE;-----
*sc.Screen=LockPubScreen_(0)
If *sc
DEFTYPE.IOSdReq *InputIO
DEFTYPE.MsgPort *InputMP
DEFTYPE.InputEvent2 *FakeEvent
DEFTYPE.IEPointerPixel *NeoPix
*InputMP=CreateMsgPort_()
If *InputMP
*FakeEvent=AllocVec_(SizeOf.InputEvent2, #MEMF_PUBLIC)
If *FakeEvent
*NeoPix=AllocVec_(SizeOf.IEPointerPixel, #MEMF_PUBLIC)
If *NeoPix
*InputIO=CreateIORequest_(*InputMP, SizeOf.IOSdReq)
If *InputIO
id$="input.device"
If OpenDevice_(&id$, 0, *InputIO, 0)=0
*NeoPix\iepp_Screen=*sc
*NeoPix\iepp_Position\X=x
*NeoPix\iepp_Position\Y=y
*FakeEvent\ie_addr=*NeoPix
*FakeEvent\ie_NextEvent=0
*FakeEvent\ie_Class=#IECLASS_NEWPOINTERPOS
*FakeEvent\ie_SubClass=#IESUBCLASS_PIXEL
*FakeEvent\ie_Code=0
*FakeEvent\ie_Qualifier=0
*InputIO\io_Data=*FakeEvent
*InputIO\io_Length=SizeOf.InputEvent2
*InputIO\io_Command=#IND_WRITEEVENT
DoIO_ *InputIO
```

---

```
Select button
Case 1
button=#IECODE_LBUTTON
Case 2
button=#IECODE_MBUTTON
Case 3
button=#IECODE_RBUTTON
Case 0
button=#IECODE_NOBUTTON
Default
button=#IECODE_NOBUTTON
End Select
If button<>#IECODE_NOBUTTON
*FakeEvent\ie_addr =0
*FakeEvent\ie_Class =#IECLASS_RAWMOUSE
*FakeEvent\ie_Code =button
DoIO_ *InputIO
*FakeEvent\ie_Code =button|#IECODE_UP_PREFIX
DoIO_ *InputIO
EndIf
CloseDevice_ *InputIO
EndIf
DeleteIORequest_ *InputIO
EndIf
FreeVec_ *NeoPix
EndIf
FreeVec_ *FakeEvent
EndIf
DeleteMsgPort_ *InputMP
EndIf
UnlockPubScreen_ 0,*sc
Function Return -1
Else
Function Return 0
EndIf
End Function
.Demo
WBStartup
; just call it twice for a double-click :)
```

---

dummy.b=SetMouse{320,127,0} ; x=320, y=127, left button clicked

End

--BOUNDARY.1749175704.1

-----  
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--BOUNDARY.1749175704.1--

## 1.154 Re: fixed amigalibs.res

Date: Thu, 27 Jan 2000 08:00:32 -0800 (PST)

From: "?iso-8859-1?q?Francis=20G.=20Loch?=" <fgloch@yahoo.com>

Subject: Re: fixed amigalibs.res

Encoding: 8bit

X-UIDL: c0b152cd691e0fb0d54e1522470ed8ad

Hi there,

--- Curt Esser <camge@amigaonline.net> wrote:

> Hi George

>

> On 27-Jan-00, George Davis wrote:

>

> >> The most nearly correct version is the one that

> is in Fred's NCS

> >> libraries archive, which is also in

> Aminet/dev/basic

I've seen one called AmigaLibsII.res which is better than the original one. I don't know how it compares with Fred's one though.

> >

> > That's the one I'm using (from NCS 1.85)

> >

> >> I don't know if the unions work (I don't even

> know what a union is),

> >

> > Join the club ;)

> >

> >> I haven't tried it with any IOrequest stuff, but

> it's worth a look.

> >

---

---

> > Right,well it doesn't seem to work.But David  
> already said that there /is/  
> > a version with the IOStdReq structure  
> fixed...didn't he? So that's what I  
> > need,right?  
>  
> Well, I think he meant (where are you, David?) you'd  
> need to create your own  
> structure, as in the attached code (by James Boyd  
> and David McMinn)  
>  
> Later...  
> --  
>  
>  
> Yours  
> electronically,  
> Curt Esser  
>  
> camge@amigaonline.net  
>  
> [http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)  
>  
> > ; TO DO : Adjust to use any screen?  
>  
> ; Function : SetMouse { x, y, buttonpress }  
>  
> ; Author : James L Boyd -  
> jamesboyd@all-hail.freemove.co.uk  
> ; Only possible by the work of David McMinn though!  
>  
> ; (Adapted from SetMouse.c by K Hunn)  
>  
> ; NOTE - doesn't yet return any values (apart from  
> no pubscreen)  
>  
> ; for button, enter :  
>  
> ; 0 - no button click

---

---

```
> ; 1 - left - " -
> ; 2 - middle - " -
> ; 3 - right - " -
>
> Function SetMouse { x.w, y.w, button.w }
>
> NEWTYPE.InputEvent2 ; the excellent
> work
> *ie_NextEvent.InputEvent2 ; of David McMinn
> :)
> ie_Class.b ; l
> ie_SubClass.b ; l
> ie_Code.w ; l
> ie_Qualifier.w ; l
> ie_addr.l[0] ; l
> ie_EventAddress.l[0] ; l
> ie_xy.l[0] ; l
> ie_x.w[0] ; l
> ie_X.w[0] ; l
> ie_prev1DownCode.b ; l
> ie_prev1DownQual.b ; l
> ie_y.w[0] ; l
> ie_Y.w[0] ; l
> ie_prev2DownCode.b ; l
> ie_prev2DownQual.b ; l
> ie_TimeStamp.timeval ; V
> End NEWTYPE
> ;-----
>
> *sc.Screen=LockPubScreen_(0)
>
> If *sc
>
> DEFTYPE.IOStdReq *InputIO
> DEFTYPE.MsgPort *InputMP
> DEFTYPE.InputEvent2 *FakeEvent
> DEFTYPE.IEPointerPixel *NeoPix
>
> *InputMP=CreateMsgPort_()
```

---

```
>
> If *InputMP
>
> *FakeEvent=AllocVec_(SizeOf.InputEvent2,
> #MEMF_PUBLIC)
>
> If *FakeEvent
>
> *NeoPix=AllocVec_(SizeOf.IEPointerPixel,
> #MEMF_PUBLIC)
>
> If *NeoPix
>
> *InputIO=CreateIORequest_(*InputMP,
> SizeOf.IOStdReq)
>
> If *InputIO
> id$="input.device"
> If OpenDevice_(&id$, 0, *InputIO, 0)=0
>
> *NeoPix\iepp_Screen =*sc
> *NeoPix\iepp_Position\X =x
> *NeoPix\iepp_Position\Y =y
>
> *FakeEvent\ie_addr =*NeoPix
> *FakeEvent\ie_NextEvent =0
> *FakeEvent\ie_Class
> =#IECLASS_NEWPOINTERPOS
> *FakeEvent\ie_SubClass
> =#IESUBCLASS_PIXEL
> *FakeEvent\ie_Code =0
> *FakeEvent\ie_Qualifier =0
>
> *InputIO\io_Data
> =*FakeEvent
> *InputIO\io_Length
> =SizeOf.InputEvent2
> *InputIO\io_Command
> =#IND_WRITEEVENT
```

---



```
>
> DoIO_ *InputIO
>
> Select button
> Case 1
> button=#IECODE_LBUTTON
> Case 2
> button=#IECODE_MBUTTON
> Case 3
> button=#IECODE_RBUTTON
> Case 0
> button=#IECODE_NOBUTTON
> Default
> button=#IECODE_NOBUTTON
> End Select
>
> If button<>#IECODE_NOBUTTON
> *FakeEvent\ie_addr =0
> *FakeEvent\ie_Class
> =#IECLASS_RAWMOUSE
> *FakeEvent\ie_Code =button
> DoIO_ *InputIO
> *FakeEvent\ie_Code
> =button|#IECODE_UP_PREFIX
> DoIO_ *InputIO
> EndIf
>
> CloseDevice_ *InputIO
> EndIf
>
> DeleteIORequest_ *InputIO
> EndIf
>
> FreeVec_ *NeoPix
> EndIf
>
> FreeVec_ *FakeEvent
> EndIf
>
```

---

```
> DeleteMsgPort_ *InputMP
> EndIf
>
> UnlockPubScreen_ 0,*sc
>
> Function Return -1
>
> Else
> Function Return 0
> EndIf
>
> End Function
>
> .Demo
>
> WBStartup
>
> ; just call it twice for a double-click :)
>
> dummy.b=SetMouse{ 320,127,0} ; x=320, y=127, left
> button clicked
>
> End
>
>>
```

-----

```
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```

=====

e-mail:- fgloch@yahoo.com

web-site:- <http://www.geocities.com/fgloch>

---

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<http://im.yahoo.com>

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---

**1.155 Re: fixed amigalibs.res**

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

Organization: The Robert Gordon University, E&EE

Date: Thu, 27 Jan 2000 18:12:23 -0000

encoding: 7BIT

Subject: Re: fixed amigalibs.res

X-UIDL: 8543b695c14c3c9156a5bb079d2c4476

Hi Curt, George, Francis and anyone else I've caused stress to...

> Well, I think he meant (where are you, David?) you'd need to create  
> your own structure, as in the attached code (by James Boyd and David  
> McMinn)

Yep, thats what I meant. But seeing as I check that structure just now, found out I'd screwed up, I decided to go and get the cdplay.library from Aminet. I can't remember George's code, but here's some that should/may/with a sacrifice to a god of your choosing, work:

; You'll need to convert the cdplay.h header file

```
DEFTYPE.CDRequest *cdr
```

; presumably the 2 is device number. I ain't read the docs, just

; doing a quick and dirty hack of the demo

```
*cdr = CDOpenDrive_("atapi.device", 2)
```

```
if *cdr
```

```
  CDOpen_ *cdr
```

```
  vwait 100
```

```
  CDClose_ *cdr
```

```
else
```

```
  nprint "failed to open atapi.device, unit 2"
```

```
; or whatever
```

```
end if
```

You don't have to muck around with device IO, IORequests or any of that garbage, otherwise the library would be a bit pointless. It takes away all that pain.

Was it the cdplay.library you were trying to use George? Argh, I can't remember anything, where did I put my brain...

--

l) ^ V ][ l) |M| c |M| ][ N N | dave@satanicdreams.com

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn) | ICQ=16827694

Indentation?! - I will show you how to indent when I indent your skull!

Klingon C++

-----

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

## 1.156 Re: fixed amigalibs.res

From: James L Boyd <thesurfaces@rockers.co.uk>

Date: Wed, 26 Jan 2000 22:52:49 +0100

Subject: Re: fixed amigalibs.res

X-UIDL: cf2a92da9706fbd63be2482c7d11cc4e

--BOUNDARY.1740930064.2

George Davis churned out \*this\* drivel:

> Hello.

> I'm looking for the fixed version of amigalibs.res with the unions correct

> (or something) I beleive James Boyd has it.Can someone send me it?

>

> Seeyaround.

Well, I don't know about amigalibs with fixed unions (David, is that the thing Fred did, but never got the structure I needed converted, ie the one you fixed up?). Anyway, I've attached the mouse-faking source again as it haa David's fix for the inputevent structure ;)

See ya,

--

<tsb>

<sb>James L Boyd - thesurfaces@rockers.co.uk

<sb>Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

<sb>Connected from Dundee, Scotland.

<sb>(http://www.thesurfaces.rockers.co.uk)

<tsb>

But what is all this fear of and opposition to oblivion? What is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

--BOUNDARY.1740930064.2

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

Encoding: quoted-printable

Content-Description: Setmouse function

; Function : SetMouse { x, y, button, absolute/relative }

; Author : James L Boyd - jamesboyd@all-hail.freemove.co.uk

; Only possible by the work of David McMinn though!

; Adapted from SetMouse.c by K Hunn

; This is a full, 100% system-friendly replacement for ABSMouse,

; RelMouse AND MouseButton! ABSMouse DOES NOT work on ALL systems

; properly! It may look OK on your screen, but it'll be in the wrong

---

```
; place on someone else's!  
; This version also makes for a smaller executable size,  
; especially if you're using MouseButton for fake clicks too -  
; they're "built-in" to this function :)  
; NOTE that you MUST have a screen in use!  
; For the "button" parameter, use :  
; 0 - no button click  
; 1 - left button click  
; 2 - middle button click  
; 3 - right button click  
; If you just want a "MouseButton"-style click, call it with :  
; dummy.b=3DSetMouse {0,0,1,1}  
; The first "1" above is the left button click (see above for  
; others), the second is the "relative" switch, so this is  
; clicking 0,0 pixels away from the current mouse position!  
; The "absolute/relative" parameter is so you can specify  
; whether the x and y values are taken from the SCREEN's  
; top-left corner (absolute) or from the current MOUSE  
; position (relative). Use 0 for absolute, any other value  
; (like, er -1!) for relative.  
; Yep, all if this code makes for a smaller executable  
; than just using ABSMouse/RelMouse/MouseButton :)  
Function.b SetMouse { x.w, y.w, button.w, absrel.b }  
NEWTYPE.InputEvent2 ; the excellent work  
*ie_NextEvent.InputEvent2 ; of David McMinn :)  
ie_Class.b ; |  
ie_SubClass.b ; |  
ie_Code.w ; |  
ie_Qualifier.w ; |  
ie_addr.l[0] ; |  
ie_EventAddress.l[0] ; |  
ie_xy.l[0] ; |  
ie_x.w[0] ; |  
ie_X.w[0] ; |  
ie_prev1DownCode.b ; |  
ie_prev1DownQual.b ; |  
ie_y.w[0] ; |  
ie_Y.w[0] ; |  
ie_prev2DownCode.b ; |
```

---

```

ie_prev2DownQual.b ; l
ie_TimeStamp.timeval ; V
End NEWTYPE ;-----
*sc.Screen=3DPeek.l(Addr Screen(Used Screen))
If *sc
If absrel
x+*sc\_MouseX ; make relative
y+*sc\_MouseY ; to mouse
; if you get an "offset not found" error, try removing the underscores!
EndIf
DEFTYPE.IOStdReq *InputIO
DEFTYPE.MsgPort *InputMP
DEFTYPE.InputEvent2 *FakeEvent
DEFTYPE.IEPointerPixel *NeoPix
*InputMP=3DCreateMsgPort_()
If *InputMP
*FakeEvent=3DAllocVec_(SizeOf.InputEvent2, #MEMF_PUBLIC)
If *FakeEvent
*NeoPix=3DAllocVec_(SizeOf.IEPointerPixel, #MEMF_PUBLIC)
If *NeoPix
*InputIO=3DCreateIORequest_(*InputMP, SizeOf.IOStdReq)
If *InputIO
id$=3D"input.device"
If OpenDevice_ (&id$, 0, *InputIO, 0)=3D0
*NeoPix\iepp_Screen =3D*sc
*NeoPix\iepp_Position\X =3Dx
*NeoPix\iepp_Position\Y =3Dy
*FakeEvent\ie_addr =3D*NeoPix
*FakeEvent\ie_NextEvent =3D0
*FakeEvent\ie_Class =3D#IECLASS_NEWPOINTERPOS
*FakeEvent\ie_SubClass =3D#IESUBCLASS_PIXEL
*FakeEvent\ie_Code =3D0
*FakeEvent\ie_Qualifier =3D0
*InputIO\io_Data =3D*FakeEvent
*InputIO\io_Length =3DSizeOf.InputEvent2
*InputIO\io_Command =3D#IND_WRITEEVENT
DoIO_ *InputIO
Select button
Case 1

```

---

```
button=3D#IECODE_LBUTTON
Case 2
button=3D#IECODE_MBUTTON
Case 3
button=3D#IECODE_RBUTTON
Case 0
button=3D#IECODE_NOBUTTON
Default
button=3D#IECODE_NOBUTTON
End Select
If button<>#IECODE_NOBUTTON
*FakeEvent\ie_addr =3D0
*FakeEvent\ie_Class =3D#IECLASS_RAWMOUSE
*FakeEvent\ie_Code =3Dbutton
DoIO_ *InputIO
*FakeEvent\ie_Code =3Dbutton|#IECODE_UP_PREFIX
DoIO_ *InputIO
EndIf
CloseDevice_ *InputIO
Else Function Return 0
EndIf
DeleteIORequest_ *InputIO
Else Function Return 0
EndIf
FreeVec_ *NeoPix
Else Function Return 0
EndIf
FreeVec_ *FakeEvent
Else Function Return 0
EndIf
DeleteMsgPort_ *InputMP
Else Function Return 0
EndIf
Else Function Return 0
EndIf
Function Return -1
End Function
; demo :
; WBStartup
```

---

```

; FindScreen 0,"Workbench Screen" ; MUST have a screen!
; WBenchToFront_
; If SetMouse {320,128,0,0}=3D0 ; check for failure (just use " dummy=
=2Eb=3DSetMouse {x,y,button,absrel} " if you don't care)
;; ^^^^
;; | | | |
;; | | | |
;; | | | |
;; | | | | 0=3D absolute, ie from screen's top-left
;; | | |
;; | | | 0 =3D no mouse click
;; | |
;; | | y position =3D 128
;; |
;; | x position =3D 320
; Request "", "SetMouse failed!", "This shouldn't happen!"
; EndIf
; End

```

--BOUNDARY.1740930064.2

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--BOUNDARY.1740930064.2--

## 1.157 Re: fixed amigalibs.res

From: George Davis <[geo@2-cool.co.uk](mailto:geo@2-cool.co.uk)>

Date: Thu, 27 Jan 2000 22:59:58 +0000

Subject: Re: fixed amigalibs.res

X-UIDL: [bbcf7e980407cc5287dd902f956f1849](mailto:bbcf7e980407cc5287dd902f956f1849)

Hello David,

On 27-Jan-00, you wrote this:

> ; You'll need to convert the cdplay.h header file

> DEFTYPE.CDRequest \*cdr

>

> ; presumably the 2 is device number. I ain't read the docs, just

> ; doing a quick and dirty hack of the demo

Unit 2 is where my CD drive is. And the docs are in German (but the commands are pretty straight forward).



```
> *cdr = CDOpenDrive_("atapi.device", 2)
> if *cdr
> CDOpen_ *cdr
> vwait 100
> CDClose_ *cdr
> else
> nprint "failed to open atapi.device, unit 2"
> ; or whatever
> end if
>
> You don't have to muck around with device IO, IORequests or any of
> that garbage, otherwise the library would be a bit pointless. It
> takes away all that pain.
```

Umm,I think you do.At least the example code does.

It does something like:

```
open lib
create message port
create io request
open device
and then
CDEject_ *CD_IOrequest (whatever you called it)
```

But when I try this,I always get errors like 'GURU Illegal address' etc.

What am I doing wrong?

--

<sb>Geo

-----  
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## 1.158 Re: fixed amigalibs.res

From: Anton Reinauer <[ants@paradise.net.nz](mailto:ants@paradise.net.nz)>

Date: Fri, 28 Jan 2000 12:16:18 +1300

Subject: Re: fixed amigalibs.res

X-UIDL: 08b220c36b96c78886e2bcefbff5109c

On 28-Jan-00, David McMinn wrote:

```
> Hi George
```

```
>
```

```
> Oops, seems I was mistaken, there are no unions in the IORequest
```

> newtype, so that should be fine.

>

> Sorry for all the confusion.

Well, who's a silly boy then! :)

--

Anton Reinauer <ants@paradise.net.nz>

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### 1.159 Re: fixed amigalibs.res

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

Organization: The Robert Gordon University, E&EE

Date: Fri, 28 Jan 2000 09:58:39 -0000

encoding: 7BIT

Subject: Re: fixed amigalibs.res

X-UIDL: 1dc875d08278f7f6b6a93356f6da9371

Hi Anton

> Well, who's a silly boy then! :)

/me stands in the corner with the dunce's cap on

--

) ^ V ][ [ ] | M | c | M ][ N | N | dave@satanicdreams.com

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn) | ICQ=16827694

'Does Jabba the Hutt look like a bitch?' - Samuel L. Jackson, Jedi

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### 1.160 Re: fixed amigalibs.res

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

Organization: The Robert Gordon University, E&EE

Date: Fri, 28 Jan 2000 10:07:05 -0000

encoding: 7BIT

Subject: Re: fixed amigalibs.res

X-UIDL: 4e1225fd60c7ed100bdc6d92dc617f80

Hi George

> Umm,I think you do.At least the example code does.

The example here doesn't.

> It does something like:

>

> open lib

> create message port

> create io request

> open device

>

> and then

> CDEject\_ \*CD\_IOrequest (whatever you called it)

I must have a different library (me not paying attention) or version of the library from you then. The one I have (cdplay.library) has no CDEject command. That one is cdplay370.lha from Aminet/util/libs and from the docs, was done in 1996. An earlier version called cdplayer.library was done in 1995, perhaps that's the one you've got. Or like I said, I wasn't paying attention and its a completely different library.

> But when I try this,I always get errors like 'GURU Illegal address'

> etc. What am I doing wrong? -- <sb>Geo

Don't know, could you send me the example source?

--

) ^ V ] [ ( ) M c M ] [ N N | dave@satanicdreams.com

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn) | ICQ=16827694

Hand me my lightsaber... it's the one that says, 'Bad Mother Fucker.'

- Samuel L. Jackson, Jedi

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

## 1.161 Re: fixed amigalibs.res

From: George Davis <[geo@2-cool.co.uk](mailto:geo@2-cool.co.uk)>

Date: Fri, 28 Jan 2000 12:05:09 +0000

Subject: Re: fixed amigalibs.res

X-UIDL: d9c23ab9f968cb7f2dc3e9c57363d5f6

--BOUNDARY.1477671368.1

Hello David,

On 28-Jan-00, you wrote this:

> I must have a different library (me not paying attention) or version

> of the library from you then. The one I have (cdplay.library) has no  
> CDEject command. That one is cdplay370.lha from Aminet/util/libs and  
> from the docs, was done in 1996. An earlier version called  
> cdplayer.library was done in 1995, perhaps that's the one you've got.  
> Or like I said, I wasn't paying attention and its a completely  
> different library.

Yeah,that's the problem.I have cdplay\_#er#\_.library,by Patrick Hess in 1995.

It's CDplayerlib37.lha from Aminet/dev/misc.

> Don't know, could you send me the example source?

Okay.I've included the example,the original .h file,my attempt and my  
converted .h file.Maybe you can show me where I'm going wrong.

Thanks.

--

<sb>Geo

--BOUNDARY.1477671368.1

Content-Disposition: attachment; filename="CD\_player\_stuff.LhA"

Encoding: base64

IAItbGg1LYkEAAAGCgAAuHm9HgAACmNkcGxheWVyLmj2DAQRa7vRtNyDzN/AHITZIIUkkkNK  
YltqmOOg1Y25m2BhCqa6N9A5RvmLnmwbb4L74TX3bxHg/7m2wAKLXHgxlvBt4DrFE3NsF0m  
kJpEzLz5mORp+LgX2A9ymJ3YS+D1rrZU4xUFnMQwtPWcUhSCjk6JR9JD35S6DjP0iF/AsW5u  
ZBaOkWcaDlj1C4CUULrrfVxNP7tpCLOPOiei/zixX8ItHuX8OS+kzcX9eBdexLtfk0zFDyZ  
2oEpkp05aZCC+4n6EjwI6eggaB+C+wQ0hdK/kuXWHGllvV81H6vIQCZgbedWW2tvMI2CcHGe  
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8mD2YbngDgaZsB2BLn1pCpSEI9BJRPBKicwbcigV4TZuccqKNZD9RCgni0UKTzOVSAoQemNA  
esULzK/6rrc09yQtBICOJ2maE449VHtWDW2DdQ+eVRqrFEOnTXovaUYjRCVEpFEEx6kUklISS  
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5nnd+pBySH/s3AgZ0XrZMAV/f2qhxYqBZ56FVeKblUJrohkh0WTPVOqYqAzZrKAVSZ2Q19+w  
SeuLiF2zzwWzvp5iKohIgx5kOnCm67ER3SILMRUiUtBaORES18zSfeHRVfGEXu/0tFB+yBn  
YbfJMMpvA8+ShFHQUkoULo/w0zPN0SkQTWOb5KBzTf8eYlltWfotLKQu4v/6v+hX/VV5Gq58  
sU0cwzc1Eo6aEfl+oJvhOtnLefnmoui0EKAKQs4i35L799VYPwGYcoVEJvNxACvJniE7OpF0  
XGQ6CC1g18N7HkyCm/nmlC3bxnFxTy01zkTXkDA1xM84zYVLbMOIFaMs2rZVptzsslJYvMI  
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ZYdd7UZ7OxdRhTb4Ix7PC2yxmicacef5LcE3bnuNZW+FyJngYd3+zU/t7Eq845wuhoUIfBks  
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al3tBtStKCSwLWxoNS2vAQAAjAMAACi2OygCAA5DRF9QbGF5ZXIuQVNDMjT/AZJjuu6JtRPz  
34A/k8VrCDnSbw6y+BQFhJdiy5qxkZCcB/LeUO67u4sm3xx44C21Zd4G8NZE4M4N4Yfaas86  
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UVgEwOSLLKIXMPNvkW4aO4eVinwT81+OAHJppltUotsoArTbc5eP3BoNpGYINQNUIUkFJDED  
qNhp1J3t3CeTYg6UhKNINh7uNhjw9gY2m49EDTASSyRv1T6KTSbU49IcoE02UdxtkyyVig  
DVarTqyLMitB1TCRCwibaqoZpqqyB1DNhBFVIINjsAnLi6BSKLGd7E+cxtZPL98uTJ2rYnTTR  
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8S9sXhaUzJRKuXKbMXgRx8cl2eKkYpz8ldZil8ZNH4r9ZdUXJS37y1GO6ywp4k/j7JfIEKLZ  
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--BOUNDARY.1477671368.1--

## 1.162 FOR SALE

Date: Wed, 19 Jan 2000 03:10:59 -0800 (PST)

From: "=?iso-8859-1?q?Francis=20G.=20Loch?=" <fgloch@yahoo.com>

Subject: FOR SALE

Encoding: 8bit

X-UIDL: dce8153d0bf835c8c0ce09fb2933ac15

Hi guys,

I was just having a clear out of some of my old computer hardware/software and thought that I would e-mail a list of what I've got to see if anyone was interested in buying anything.

This list is not complete since I've still got more stuff to catalogue yet, so if there is something that you are looking for, in any of the categories, then please ask. It's possible that I may have it.

Please note that all software titles are originals.

Please also note that all prices are negotiable.

Regards,

Francis.

### AMIGA HARDWARE FOR SALE

=====

- Kickstart 3.0 ROMS (A1200), disks and manuals. £10
  - Blizzard 1230-IV accelerator card (50 MHz, no FPU with 8 meg of RAM. £50
  - Catweasel Mk-II floppy controller, boxed with manual, cable and 3.5" high density disk drive (I can also supply a 5.25" high density disk drive if required). £45
  - Mouse (standard A1200 type). £5
  - Amiga 1200 casing and keyboard (left over from upgrade to tower). £10
  - Amiga 500 with 1 meg of RAM, Workbench 1.3, PSU, mouse, cables, RF modulator and manuals. £30
  - Amiga video to VGA adapter, boxed with instructions. £5
  - Amiga to NEC multi-sync monitor (NOT standard VGA!) cable. £5
-

- Digi-view Gold video digitiser, boxed with manual.

£30

- Amiga 500 power supply. £5

- plus other various cables, etc. (ask if there is one in particular that you are looking for).

#### OTHER HARDWARE

=====

- 2.5" to 3.5" IDE adapter kit with instructions and cable. £3

- 1.2 Gbyte IDE hard-drive (can install with Workbench 3.0 or 3.1 if required). £25

- Atari STE 1040 with 4 meg of RAM, mouse and cables. £30

- Home made stereo mixer unit (to mix the Amiga's audio

outputs) plus PSU and cables. £5

#### AMIGA SOFTWARE (SERIOUS)

=====

- Kickstart 3.1 disks. £5

- Multi-Media Experience (multi-media authoring package), boxed with manuals. £10

- AMOS Pro, boxed with manuals and update disks. £5

- CRAFT extension for AMOS, boxed with manual. £5

- Blitz Basic 2.1 (floppy disk version), boxed, no manual. £5

- Hisoft C/C++ (includes Devpac 3), with manuals. £20

- Deluxe Paint IV AGA with manual. £5

- Deluxe Paint V, boxed with manual. £5

#### AMIGA SOFTWARE (GAMES)

=====

- Super Putty (CD32 version). £5

- Street Racer CD, boxed with manual. £5

- Super Stardust, boxed with manual. £5

- Leisure Suit Larry 3, boxed with manual. £5

- Star Trek - 25th Anniversary, boxed with manual. £5

- Dr Who - Dalek Attack, boxed with manual. £5

- Alien Breed '92, boxed with manual. £5

- Award Winners (Frontier - Elite 2, Lemmings and Civilisation), boxed with manual. £5



- Worms - the Director's cut, boxed with manual. £5
- F-15 Strike Eagle 2, boxed with manual. £5
- Chambers of Shaolin (not A1200 compatible), boxed with manual. £5
- plus other games (ask if there is one in particular that you are looking for).

#### MISC STUFF

=====

- Blank disks (double density). 10p each
- Amiga magazine cover disks (Amiga Format (includes subs disks), CU Amiga, Amiga Shopper, Amiga Computing, Amiga User International, etc.). I'm still compiling a list, but if there are ones in particular that you want then please ask. Chances are I may have it. 50p each

=====

e-mail:- fgloch@yahoo.com

web-site:- <http://www.geocities.com/fgloch>

---

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Talk to your friends online with Yahoo! Messenger.

<http://im.yahoo.com>

-----

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

### **1.163 FRED -> Possible NCS windowlib bug!**

From: Toby Zuidveld <[hotcakes@a1bbs.net.au](mailto:hotcakes@a1bbs.net.au)>

Date: Fri, 07 Jan 2000 22:27:54 +1000

X-SenderInfo: 1;

picture="<http://www.geocities.com/SunsetStrip/Disco/6065/a1people/tobyzuij.gif>"

Organization: Crash'n'Burn Incinerated, Satanic Dreams Software

Subject: FRED -> Possible NCS windowlib bug!

Encoding: 8bit

X-UIDL: f2ddb0cb7f251654ffe2cea62b764ba4

Hello,

I say -possible- because there may be a logical explanation for this that isn't explained in the docs...

---

My program needs to expand/shrink its windows' size according to which menu the user is viewing (it's a sort of shell-like display). I do this using NWSize, the problem being that it takes a while for NWInnerHeight to take notice of the new size... At the moment I have a simple loop that keeps VWaiting until it's taken note of the new size, except if the last menu size was the same as this one, then it'll go on infinitely!

What I need is for NWInnerHeight and InnerWidth to take notice of the new size STRAIGHT away! Cuz all my lovely borders and flashy text go haywire otherwise ;]

Any help from anyone is appreciated (better work-arounds or a solution I havn't thought of? I am pretty tired atm:)

VWait 100 would work I suppose but that's hell dodgy =]

Kind regards

--

Toby Zuijdveld --- If it hasnt happened to you yet, it isn't going to have happened to you  
<http://a1bbs.net.au/hotcakes> - Last updated 26-Sep-99 -  
<mailto:hotcakes@a1bbs.net.au>  
<icq:22222555777111555111555>

What?!? This isn't the Files section?!?"

--

According to <http://www.thespark.com>, I'm 55% pure, 47% untelligent and will die at the age of 64 after having sex only 7 times! <sob>

--

If you're an Australian resident <http://www.emailcash.com.au>  
If you join please consider using the referral ID B31031

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

## 1.164 Re: FRED -> Possible NCS windowlib bug!

From: Curt Esser <[camge@amigaonline.net](mailto:camge@amigaonline.net)>  
Date: Fri, 07 Jan 2000 07:22:21 -0500  
Subject: Re: FRED -> Possible NCS windowlib bug!  
X-UIDL: 7c3d3c1a7a06e9b10eec1c9910177c59

Hi Toby

On 07-Jan-00, Toby Zuijdveld wrote:

> Hello,

>  
> I say -possible- because there may be a logical explanation for this that  
> isn't explained in the docs...  
>  
> My program needs to expand/shrink its windows' size according to which  
> menu the user is viewing (it's a sort of shell-like display). I do this  
> using NWSize, the problem being that it takes a while for NWInnerHeight to  
> take notice of the new size... At the moment I have a simple loop that  
> keeps VWaiting until it's taken note of the new size, except if the last  
> menu size was the same as this one, then it'll go on infinitely!  
>  
> What I need is for NWInnerHeight and InnerWidth to take notice of the new  
> size STRAIGHT away! Cuz all my lovely borders and flashy text go haywire  
> otherwise ;]  
>  
> Any help from anyone is appreciated (better work-arounds or a solution I  
> havn't thought of? I am pretty tired atm:)  
>  
> VWait 100 would work I suppose but that's hell dodgy =]  
Why not simply get all the window border sizes from the screen  
structure(NewType) right away at the beginning of the program?  
These will always be the same no matter what size the window is, so once you  
know the x and y differences, you could simply subtract these from the new  
window size.  
Then you can skip the InnerWidth & InnerHeight commands altogether, and know  
what the inner sizes will be before you even resize the window.

Later...

--

Yours electronically,

Curt Esser

camge@amigaonline.net

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

-----  
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---

**1.165 Re: FRED -> Possible NCS windowlib bug!**

From: Toby Zuijdveld <hotcakes@a1bbs.net.au>

Date: Sat, 08 Jan 2000 17:24:32 +1000

X-SenderInfo: 1;

picture="http://www.geocities.com/SunsetStrip/Disco/6065/a1people/tobyzuij.gif"

Organization: Crash'n'Burn Incinerated, Satanic Dreams Software

Subject: Re: FRED -> Possible NCS windowlib bug!

Encoding: 8bit

X-UIDL: 7e6081eee43a03a5249ea58431d60fdd

Hello Curt

On 07-Jan-00, you wrote:

CE>> What I need is for NWInnerHeight and InnerWidth to take notice of the

CE>> new size STRAIGHT away! Cuz all my lovely borders and flashy text go

CE>> haywire otherwise ;]

CE> Why not simply get all the window border sizes from the screen

CE> structure(NewType) right away at the beginning of the program?

Do you have an example?

Regards

--

Toby Zuijdveld --- If it hasnt happended to you

yet, it isn't going to have happended to you

<http://a1bbs.net.au/hotcakes> - Last updated 26-Sep-99 -

<mailto:hotcakes@a1bbs.net.au>

<icq:22222555777111555111555>

Not tonight dear . . . . . I have a modem.

--

According to <http://www.thespark.com>, I'm 55% pure, 47% untelligent

and will die at the age of 64 after having sex only 7 times! <sob>

--

If you're an Australian resident <http://www.emailcash.com.au>

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

## 1.166 Re: FRED -> Possible NCS windowlib bug!

From: Frederic Laboureur <alphasnd@free.fr>

Date: Fri, 07 Jan 2000 19:36:42 +0100

Organization: Fantaisie Software

Subject: Re: FRED -> Possible NCS windowlib bug!

Encoding: 8bit

X-UIDL: 2b2b6537476a854e0f80865018a32844

Hello Toby,

> I say -possible- because there may be a logical explanation for this that  
> isn't explained in the docs...

>

> My program needs to expand/shrink its windows' size according to which  
> menu the user is viewing (it's a sort of shell-like display). I do this  
> using NWSize, the problem being that it takes a while for NWInnerHeight to  
> take notice of the new size... At the moment I have a simple loop that  
> keeps VWaiting until it's taken note of the new size, except if the last  
> menu size was the same as this one, then it'll go on infinitely!

>

> What I need is for NWInnerHeight and InnerWidth to take notice of the new  
> size STRAIGHT away! Cuz all my lovely borders and flashy text go haywire  
> otherwise ;]

>

> Any help from anyone is appreciated (better work-arounds or a solution I  
> havn't thought of? I am pretty tired atm:)

Ok :). You simply have an IDCMP event which is send to the window message  
port when the window has been effcively resized. This is the following  
flags:

#IDCMP\_NEWSIZE

> VWait 100 would work I suppose but that's hell dodgy =]

The bad solution :-)

Enjoy,

--

Fred.

~~~~~  
/\V\ Frederic 'AlphaSND' Laboureur

__/_ e-Mail : alphasnd@free.fr

/ ^ u ^ n ^ \

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

///| | \ _\

(o_o)//(o_o)\(o_o) © 1999 - Fantaisie Software

`_``_``_``_`

F-Base TheBoss F-Bench <http://www.citeweb.net/fantaisie>

PureBasic: R.E.L.E.A.S.E.D - Feel the Power !

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

1.167 Re: FRED -> Possible NCS windowlib bug!

From: Curt Esser <camage@amigaonline.net>

Date: Sat, 08 Jan 2000 13:04:59 -0500

Subject: Re: FRED -> Possible NCS windowlib bug!

X-UIDL: cb6b9d920366d5b305f926e157fe42ee

--BOUNDARY.1748176896.2

Hi Toby

>> Why not simply get all the window border sizes from the screen

>> structure(NewType) right away at the beginning of the program?

>

> Do you have an example?

Here is how I do this.

This code doesn't account for a window with a sizing gadget on it, just plain non-sizable windows.

If you need code to determine this size, I have it also.

Later...

--

Yours electronically,

Curt Esser

camage@amigaonline.net

http://members.xoom.com/Curt_Esser/

--BOUNDARY.1748176896.2

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

;you'll need AmigaLibs.res

; first we get a pointer to the screen structure:

```
*scr.Screen = Peek.l(Addr Screen(0))
```

;here are the screen sizes if you need 'em:

```
displaywid.w = *scr.Width ;full screen width
```

```
displayhit.w = *scr\Height ;full screen height
displaydep.w = *scr\BitMap\Depth ;screen depth
;and the screen default font's name and size:
font$ = Peek.s(*scr\Font\ta_Name)
fonty.w = *scr\Font\ta_YSize
; now the top and bottom window border sizes:
wintop.w = *scr\WBorTop+*scr\Font\ta_YSize+1
winbot.w = *scr\WBorBottom
winypad.w = wintop+winbot ;total space used by top & bottom border
;and the left and right borders
winleft.w = *scr\WBorLeft
winright.w = *scr\WBorRight
winxpad.w = winleft+winright
;now you can determine before opening a window, what the inner sizes will be
;the innerwidth will be (actual window width) - winxpad
;the innerheight will be (actual window height)- winypad
--BOUNDARY.1748176896.2
```

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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
--BOUNDARY.1748176896.2--

1.168 Re: FRED -> Possible NCS windowlib bug!

From: Toby Zuijdveld <hotcakes@a1bbs.net.au>
Blitz Lust <blitz-list@netsoc.ucd.ie>
Date: Sun, 09 Jan 2000 09:15:04 +1000
X-SenderInfo: 1;
picture="http://www.geocities.com/SunsetStrip/Disco/6065/a1people/tobyzuij.gif"
Organization: Crash'n'Burn Incinerated, Satanic Dreams Software
Subject: Re: FRED -> Possible NCS windowlib bug!
Encoding: 8bit
X-UIDL: 047ba5a5627a108a0efd85f4a3580219

Hello Frederic

On 08-Jan-00, you wrote:

```
FL>> What I need is for NWInnerHeight and InnerWidth to take notice of the
FL>> new size STRAIGHT away! Cuz all my lovely borders and flashy text go
FL> Ok :). You simply have an IDCMP event which is send to the window
FL> message port when the window has been effcively resized. This is the
```

Geez, simple as that eh... bugger!

Thanks man =]

Regards

--

Toby Zuijdveld --- If it hasnt happened to you
yet, it isn't going to have happened to you
<http://a1bbs.net.au/hotcakes> - Last updated 26-Sep-99 -
<mailto:hotcakes@a1bbs.net.au>
<icq:22222555777111555111555>

I'm NOT addicted. I just use the modem all the time.

--

According to <http://www.thepark.com>, I'm 55% pure, 47% untelligent
and will die at the age of 64 after having sex only 7 times! <sob>

--

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1.169 Re: FRED -> Possible NCS windowlib bug!

From: Toby Zuijdveld <hotcakes@a1bbs.net.au>

Date: Sun, 09 Jan 2000 09:22:41 +1000

X-SenderInfo: 1;

picture="http://www.geocities.com/SunsetStrip/Disco/6065/a1people/tobyzuij.gif"

Organization: Crash'n'Burn Incinerated, Satanic Dreams Software

Subject: Re: FRED -> Possible NCS windowlib bug!

Encoding: 8bit

X-UIDL: b39247af05c24c7d175a0d854303b6bf

Hello Curt

On 09-Jan-00, you wrote:

CE>>> Why not simply get all the window border sizes from the screen

CE>>> structure(NewType) right away at the beginning of the program?

CE>>

CE>> Do you have an example?

CE> Here is how I do this.

Thanks Curt =]]]

CE> This code doesn't account for a window with a sizing gadget on it, just

CE> plain non-sizable windows.

That's fine by me =] This is the first GUI I've written that resizes itself without the user's consent. Bit hard to add in a sizeamajig as well...

Actually now that I think about it...

CE> If you need code to determine this size, I have it also.

No thanks, this'll do me plenty =] Ta

Regards

--

Toby Zuijdveld --- If it hasn't happened to you

yet, it isn't going to have happened to you

<http://a1bbs.net.au/hotcakes> - Last updated 26-Sep-99 -

<mailto:hotcakes@a1bbs.net.au>

icq:22222555777111555111555

On a clear desk you can never find anything.

--

According to <http://www.thespark.com>, I'm 55% pure, 47% untelligent and will die at the age of 64 after having sex only 7 times! <sob>

--

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1.170 free blitz

From: Davide Zipeto <dawez@tiscalinet.it>

Date: Thu, 20 Jan 2000 09:25:04 +0100 (CET)

Subject: free blitz

X-UIDL: ce7f8ae40221d0c37734c75aa2e2f4b1

Hello,

Recently I saw that rwe released their blitz source [tell me if I'm wrong]. What does this mean : now blitz is freely downloadable ?

Can anyone tell me, if so, where it can be downloaded ?

Kind Regards

--

<tsb> #Dawez# A proud Amiga user

<sb> ! Mitnick will be released in few days :-)) !

--

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

1.171 Re: free blitz

Date: Thu, 20 Jan 2000 10:12:52 -0800 (PST)

From: "=?iso-8859-1?q?Francis=20G.=20Loch?=" <fgloch@yahoo.com>

Subject: Re: free blitz

Encoding: 8bit

X-UIDL: b3ef4cefd7b40a2f515b8109761f55a5

--- Davide Zipeto <dawez@tiscalinet.it> wrote:

> Hello,

>

> Recently I saw that rwe released their blitz

> source [tell me if I'm wrong

>]. What does this mean : now blitz is freely

> downloadable ?

>

> Can anyone tell me, if so, where it can be

> downloaded ?

>

Unless I'm mistaken, I don't think that RWE have the rights to the Blitz Basic source. Wouldn't that belong to Acid Software? Perhaps it's had a change of hands since I last heard.

Maybe RWE plan to release the source to the RWE debugger, etc..

Regards,

Francis

=====

e-mail:- fgloch@yahoo.com

web-site:- <http://www.geocities.com/fgloch>

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<http://im.yahoo.com>

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

1.172 Re: free blitz

From: Daniel Allsopp <daniel@thesnakepit.demon.co.uk>

Date: Thu, 20 Jan 2000 19:25:30 +0100

Subject: Re: free blitz

X-UIDL: 14263b5bad055c778ba62cc2ae1d8fa7

Hi Francis,

On 20-Jan-00, you wrote:

>

>

> --- Davide Zipeto <dawez@tiscalinet.it> wrote:

>> Hello,

>>

>> Recently I saw that rwe released their blitz

>> source [tell me if I'm wrong

>>]. What does this mean : now blitz is freely

>> downloadable ?

>>

>> Can anyone tell me, if so, where it can be

>> downloaded ?

>>

>

> Unless I'm mistaken, I don't think that RWE have the

> rights to the Blitz Basic source. Wouldn't that belong

> to Acid Software? Perhaps it's had a change of hands

> since I last heard.

>

> Maybe RWE plan to release the source to the RWE

> debugger, etc..

Don't know if they have the rights, Guildhall do I think still, but the

entire source to the BlitzSupportSuite (that's the compiler, etc everything)

is available on RWE's site

--

Daniel

<tsb>

<tsb>E-Mail: daniel@thesnakepit.demon.co.uk

<tsb>URL: <http://www.thesnakepit.demon.co.uk/>

<tsb>ICQ Number : 20783863

<tsb>

"This is Slash from Slash's Snakepit on VHI and I guess I'm gonna play whatever the fuck I want to..."

-- Slash

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

1.173 Re: free blitz

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Thu, 20 Jan 2000 19:27:37 +0100

Subject: Re: free blitz

X-UIDL: cf83ba9d09c0ea43ecc0766f317524f3

Davide Zipeto churned out *this* drivel:

> Hello,

>

> Recently I saw that rwe released their blitz source [tell me if I'm
> wrong]. What does this mean : now blitz is freely downloadable ?

>

> Can anyone tell me, if so, where it can be downloaded ?

>

> Kind Regards

<http://www.ldngedge.demon.co.uk>

All there (this isn't the Blitz source, it's BSS source)...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(<http://surf.to/all-hail/>)

<tsb>

But what is all this fear of and opposition to oblivion? What
is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

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

1.174 Re: free blitz

From: Davide Zipeto <dawez@tiscalinet.it>
Date: Fri, 21 Jan 2000 00:37:35 +0100 (CET)
Subject: Re: free blitz
X-UIDL: 5487f41629de5affeb2649347fa7deaf

Hello James

On 20-Jan-00, James L Boyd wrote:

> <http://www.ldngedge.demon.co.uk>
> All there (this isn't the Blitz source, it's BSS source)...

So my question now is: who hold the rights for bb2 now ? The development has stopped or not ?

Some time ago I saw on this list even messages coming directly from bb2 authors. If I'm not wrong they said that they hold the rights upon bb2, am I wrong ?

Regards

--

<tsb> #Dawez# A proud Amiga user
<sb> on work: Sms Master mui [####^.....]

--

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

1.175 ftp, Roger

From: Emil Oppeln Bronikowski <opi@supersonic.plukwa.net>
Date: Sat, 22 Jan 2000 16:15:51 +0100
Organization: TrogSoft [www.trogsoft.co.uk]
Subject: ftp, Roger
X-UIDL: 1fc522b58fea7807654bc1d2a507f9dc

Yello,

This question fly to Roger : someday You post here fine exampel of use bsdshocket.library - thanks to this i can do some nice things... saddly i never got a possibilty to UPLOAD somethis via ftp port... i know i should manage it :) but i can't afford for huge inet bills ;D and my ftp server on ami crash.... i think i need to telnet to ftp port and read msg... so pleez if someone allready DID this... help!

zdroofka!

--

Emil Oppeln Bronikowski aka opi\hybrid&palimytraFke

magic, scene, ascii, ganja, anarchy, freedom, animal liberation

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

1.176 Re: ftp, Roger

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sat, 22 Jan 2000 20:50:02 +0100

Subject: Re: ftp, Roger

X-UIDL: 5cbd08b53a17add118d599b9520cdf97

Emil Oppeln Bronikowski churned out *this* drivel:

> This question fly to Roger : someday You post here fine example of use

> bsdshocket.library - thanks to this i can do some nice things... sadly i

On the subject of tcp, has anyone got downloading of HTTP: files (including

1.1) working? Something I can just call with a URL?

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(<http://surf.to/all-hail/>)

<tsb>

But what is all this fear of and opposition to oblivion? What

is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

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1.177 Re: ftp, Roger

Sender: y0014694@rzcomm4.rz.tu-bs.de

Date: Mon, 24 Jan 2000 11:29:20 +0100

From: Roger Light <rogerlight@mindless.com>

Subject: Re: ftp, Roger

Encoding: 7bit

X-UIDL: 2a7ad0668e2f0aad28b77b7d2015e21c

James L Boyd wrote:

> On the subject of tcp, has anyone got downloading of HTTP: files (including
> 1.1) working? Something I can just call with a URL?

GetCDDDB technically does this - it's not too difficult really. Have a look in the source (GetCDDDB_src.lha <- the file names are a bit of a mess but what you are after should be in GetCDDDB_TCPFuncs.bb2) It should be relatively easy to make a function that would do it. It doesn't parse the headers in any way and I've no idea what you need to do to support http 1.1 but it's a working example.

I haven't seen the original message of this thread yet Emil, it's on another computer system. Just so you don't think I'm ignoring you ;)

Cheers,

Roger

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1.178 Re: ftp, Roger

From: Emil Oppeln Bronikowski <opi@supersonic.plukwa.net>

Date: Mon, 24 Jan 2000 22:02:16 +0100

Organization: TrogSoft [www.trogsoft.co.uk]

Subject: Re: ftp, Roger

X-UIDL: eb179ac44b870a88ab63a046966d511a

Yello Roger

w3333 24-Jan-00, Roger Light naklepal-h:

)-> I haven't seen the original message of this thread yet Emil, it's on

)-> another computer system. Just so you don't think I'm ignoring you ;)

thanks for payin' attention :)

i was asking for uploading something via ftp...

docent (ten w czapce)

--

Emil Oppeln Bronikowski aka opi@hybrid&palimytraFke

magic, scene, ascii, ganja, anarchy, freedom, animal liberation

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1.179 Re: ftp, Roger

From: Davide Zipeto <dawez@tiscalinet.it>
Blitz Mailing List <blitz-list@netsoc.ucd.ie>
Date: Mon, 24 Jan 2000 12:41:22 +0100 (CET)
Subject: Re: ftp, Roger
X-UIDL: c72b8b17374dd5e010438ef6e9d4aeb5
--BOUNDARY.1748377776.1

Hello James

On 22-Gen-00, James L Boyd wrote:

> On the subject of tcp, has anyone got downloading of HTTP: files (including
> 1.1) working? Something I can just call with a URL?
yes that's my code using the latest tcp extension for bb2.

Just create the executable files and place it in c:.

This version crash sometimes.. handle with care :-). This is not a complete
program like wget, I made it just to get in touch with tcp and bb2...

A question: Why when I use testTCP the cpu use go to 100% and if I perform#
#the task with wget it go at 25% ? Any solution ?#

Regards

--

<tsb> #Dawez# A proud Amiga user

<sb> on work: Sms Master mui [####^.....]

--

--BOUNDARY.1748377776.1

Content-Disposition: attachment; filename="testTCP.bb2"

Content-Description: simple example of using tcp stuff

;test of tcp functions...

; last update 21 dec 99

; last touch 04 jan 2000

; 23 jan 2000

WBStartup

FindScreen 0

INCLUDE"tcpfuncs.bb2" ; use latest blitz tcp extension

TCPbuflen=2048 ;Maximum data size to read at any time

If NumPars=0

NPrint "TestTCP. Get the root document of selected host"

NPrint ""

NPrint "usage TestTCP host"

NPrint "eg. TestTCP www.monrif.net"


```
Goto fine
EndIf
;Stop
host$=Par$(1)
;host$="www.monrif.net"
;simple fuctions for parsing http headers...
;return true if a 200 status otherwise just false
;Function .b exists_url{header$}
; If Mid$(header$,10,6)="200 OK"
; NPrint "error"
; Function Return False
; Else
; NPrint "all ok"
; Function Return True
; EndIf
;End Statement
;Statement check_header
; SHARED totalsize
;End Statement
; end -----
NPrint "check socket"
If TCPOpen=False Goto fine
NPrint "Socket avail"
NPrint"try to connect..."
If NOT ConnectTCP{host$,80} Goto fine
PrintTCP{"GET / HTTP/1.1"+Chr$(10)+"Host: "+host$+Chr$(10)+Chr$(10)}
NPrint "Connected to host: "+host$
NPrint ""
lag=0
Repeat
header$=ReadTCP{TCPbufen/10} ; read Server response
Print "."
Delay_ 1
lag+1
If lag=100
NPrint Chr$(10)
NPrint "Connection Timeout. exiting... "
Goto fine
EndIf
```

```
Until header$<>" " ; wait till start
;NPrint tcp$
;NPrint ""
NPrint "> initial chunk: "+Str$(Len(header$))
VWait 5 ; fill buffer time
;c$=tcp$
;If NOT exists_url{"header$"} Goto fine
If NOT OpenFile (0,"ram:"+host$+".html") Goto fine
FileOutput 0
Print header$
total.l=Len(header$)
DefaultOutput
NPrint Chr$(10)
NPrint "Receiving data..." +Chr$(10)
old_timer=Timer
lag=0:chunk_number=0
Repeat
; Delay_ 2 ; delay needed or loop will end without data
tcp$=ReadTCP{TCPbuflen}
VWait ; avoid excess cpu load
If tcp$=""
lag+1
Delay_ 10
NPrint " ...NO DATA... "+Str$(lag)+" "
Else
lag=0
;c$+tcp$ ;blitz crash with strings bigger than 12k chars :-(
total+Len(tcp$)
chunk_number+1
Print "#"+Str$(chunk_number)+" chunk size: "+Str$(Len(tcp$))
NPrint " Total size: "+Str$(total)
FileOutput 0
Print tcp$
DefaultOutput
EndIf
Until lag=10 ; related on site and machine speed...
new_timer=Timer
total_time=(new_timer-old_timer)/50
NPrint ""
```

```
NPrint "Received "+Str$(total)+" bytes in "+Str$(total_time)+" seconds"
NPrint "Chunks: "+Str$(chunk_number)
CloseTCP{} ; Close the socket connection
TCPClose
fine:
;Print TCPAvail
CloseFile 0
Delay_(100)
End
--BOUNDARY.1748377776.1
```

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--BOUNDARY.1748377776.1--

1.180 Re: ftp, Roger

From: Rick Hodger <rick.thehub@bigfoot.com>
Date: Tue, 25 Jan 2000 10:32:55 +0000
Organization: Pagan Software
Subject: Re: ftp, Roger
X-UIDL: 5c3c9fa509fdafb9371dc54c30c195b8

I watched as Davide Zipeto hammered "Re: ftp, Roger" out on their keyboard...

> Hello James

> On 22-Gen-00, James L Boyd wrote:

>> On the subject of tcp, has anyone got downloading of HTTP: files

>> (including 1.1) working? Something I can just call with a URL?

> yes that's my code using the latest tcp extension for bb2.

> Just create the executable files and place it in c:.

> This version crash sometimes.. handle with care :-). This is not a

> complete program like wget, I made it just to get in touch with tcp and

> bb2...

> # A question: Why when I use testTCP the cpu use go to 100% and if I

> perform# #the task with wget it go at 25% ? Any solution ?#

The ReadTCP{maxlen} function you are using is a bit old...the actual library call requires a memory address which it then fills with the data it's received, the old ReadTCP{} functions then try to turn that memory into a string by going through it byte-by-byte...and eats up a lot of CPU in the process. An easier way to is to make a slightly different function that

doesn't try to convert it into a string, and then just dump that area of memory out to the file with a ReadMem (I think).

Oh, and your carriage returns you are sending the server should be Chr\$(13)+Chr\$(10) otherwise you might find it'll refuse to work on some servers.

--

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

<sb>Visit us at <http://www.pagan-games.com>

<sb>

<sb>SimpleFTP v1.93 - Now available!

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

<sb>

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

<sb>Team *AMIGA*

<sb>

<sb>Famous last words: What happens if you touch these two wires tog--

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1.181 Fucking BlitzLibs!

From: "Mr.Vain of Secretly! (Th.Will)" <mr.vain@amigascne.org>

Subject: Fucking BlitzLibs!

Date: Sun, 2 Jan 2000 22:31:59 +0100

Encoding: 8bit

X-UIDL: 49a329829c10438afbea6e7b797f30af

Message to..: "blitz-list@netsoc.ucd.ie"

Message from: "mr.vain@amigascne.org"

Subject.....: "Fucking BlitzLibs!"

o.0

```

.....`-''----- .__
|>> S · E · C · R · E · T · L · Y · ! <<|! : |
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| ___ j | ___ j | ___ j nOp! \ ___ / | ___ j | ___ | | ___ j | ___ | |
| | (___)

```

`-----[if four registers are not enough...]-----`

Hi everybody! Does anyone have one of the following acid lib sources or know where i can get it from!? ;) If you have one of the following lib sources, please send it asap to me! It's very important for me! Thanks in advance! Keep on ya work, dudes!

- BBlitLib.obj
- BitmapLib.obj
- BlitLib.obj
- BlitzCopLib.obj
- BlitzKeysLib.obj
- CollsLib.obj
- GameIOLib,obj
- IffIOLib.obj
- IffMakeLib.obj
- ILBMOutpuLib.obj
- MouseLib.obj
- QBlitLib.obj
- RawKeyLib.obj
- ScrollLib.obj
- ShapesLib.obj
- ShapeTrixLib.obj
- SpritesLib.obj
- ValLib.obj

signed off

"Mr. Vain of Secretly!^DarkSide" (Germany)

;>> Amiga Rulez! - Professionals don't use Micro\$aft Windows! <<

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1.182 Re: GATEWAY SELLS AMIGA! :)

From: Nick Lamburn <oruk-amigan@free4all.co.uk>

Date: Sun, 02 Jan 2000 14:45:17 +0100

Subject: Re: GATEWAY SELLS AMIGA! :)

Encoding: 8bit

X-UIDL: 5b9f179af2bfc09056a510b44484bbd4

Hello,

I agree that Amiga Exec needs MMU assisted memory protection and virtual memory, since now virtually all Amiga owners have 68K/PPC CPUs with an MMU. It would also be nice to have a PPC native exec, ie: a proper PPC.library or whatever which is in ROM. In my opinion, Amino should make a mass effort to put WarpUp (it's better than PowerUP IMHO) into a new Kickstart (say 3.6), so that there is some native PPC exec there, and also recode some parts of the ROM into PPC code (fixing some bugs of course). In principle, doing some straight PPC native re-compiles wouldn't be too hard, of course, the 68K emulator in Kickstart would also be better than a Accelerator's Flash ROM when it's perfected....

Just more ideas! :)

Anyway, I'm in a good mood, not least because my Amiga is working well today (I've only invalidated my hard disk once today so far!), but also because I have overcome a large hurdle in Platinum Suite 2000, and Amino (which IMHO is a synonym for 'Amiga Community') now owns Amiga! And they have everything except post 1996 patents.... (ie: the NG technologies)

Regards

Nick.

--

What happens to the hole when the cheese is gone?

-- Bertolt Brecht

+-----+

| Omega Research UK - Amiga® Software |

+-----+

| email: oruk-amigan@free4all.co.uk |

| www: http://www.omegaresearchuk.co.uk |

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1.183 Re: GATEWAY SELLS AMIGA! :)

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Sun, 02 Jan 2000 13:02:02 +0100

X-SenderInfo: 1; homepage="http://www.satanicdreams.com/"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Re: GATEWAY SELLS AMIGA! :)

X-UIDL: d02348f84af9eb21ef31e831677ab46d

[Snipped extreme rant about the superiority of the Amiga OS :)]

> In conclusion AmigaOS is Amiga, my Amiga hardware is largely replaced,

> superseded, but AmigaOS still is there, and I love it dearly.... :)

Amen!.....

The OS rulez all, and to be honest,.. With windoze inflating and filling full of crap every second... :) NOTHING is EVER going to be as efficient as the Amiga OS (Exec in perticular)...

When you think, you can run tonnes of programs at the same time, and windoze struggles with just a few...

This, on a 14Mhz processor.... There must be hundreds of professional application programmers out there would kill to program under such a lovely operating system..

Oh well...

> Nick

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>

#PROJECT INFO:# Minimum Safe Distance [55%] <http://msd.satanicdreams.com/>

["See-toe, Reach-oh, Malto-Ray." -- SoulHunter]

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1.184 Re: GATEWAY SELLS AMIGA! :)

From: David McMinn <dave@satanicdreams.com>

Date: Sun, 02 Jan 2000 18:59:42 +0000

Subject: Re: GATEWAY SELLS AMIGA! :)

Encoding: 8bit

X-UIDL: c8f6979970d220ca6e64ec744bdb6a5b

Nick Lamburn's head burst.

All we could scrape off the wall was Re: GATEWAY SELLS AMIGA! :).

> I agree that Amiga Exec needs MMU assisted memory protection and virtual

> memory, since now virtually all Amiga owners have 68K/PPC CPUs with an MMU.

Not exec, unless you are willing to have most of the *OS* breaking the memory protection.

> the ROM into PPC code (fixing some bugs of course). In principle, doing some
> straight PPC native re-compiles wouldn't be too hard

Except that most of the OS isn't in C so you'd need a re-write not a re-compile.

A full PPC port (like the rumoured OS4) would be the best thing.

Bye

--

()^V[] [D] MI © M [] [N N] | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ = 16827694

Windows 95 (noun) - a 32 bit patch to a 16 bit shell

to an 8 bit operating system for a 4 bit microprocessor

by a 2 bit company which can't stand 1 bit of competition

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1.185 Re: GATEWAY SELLS AMIGA! :)

From: Nick Lamburn <oruk-amigan@free4all.co.uk>

Date: Sun, 02 Jan 2000 19:32:30 +0100

Subject: Re: GATEWAY SELLS AMIGA! :)

Encoding: 8bit

X-UIDL: fc0c54add051e83b28a9d9f055031e45

Hello Rob

On 02-Jan-00, you snipped & wrote: :)

>

> [Snipped extreme rant about the superiority of the Amiga OS :)]

>

>> In conclusion AmigaOS is Amiga, my Amiga hardware is largely replaced,

>> superseded, but AmigaOS still is there, and I love it dearly.... :)

>

> Amen!.....

>

> The OS rulez all, and to be honest,.. With windoze inflating and

> filling full of crap every second... :) NOTHING is EVER going to be

> as efficient as the Amiga OS (Exec in particular)...

Linux, MacOS, Windows, they're all huge and lumbering, and inefficient.

Linux is a version of Unix which can run a GUI extension, optional. MacOS is

very very greedy and has no shell, eek! Windoze is a kludge which gives a

PC a GUI. Windoze is too greedy and very in-efficient (take it from me, a

lot of P166MMX I have used with just Windows '98 and few other apps these days seems so slow!)

- > When you think, you can run tonnes of programs at the same time,
- > and windoze struggles with just a few...
- > This, on a 14Mhz processor.... There must be hundreds of
- > professional application programmers out there would kill to
- > program under such a lovely operating system..

That's the core problem, too few people know what a lovely little computer the Amiga is to program. It's a work of art... =)

Regards

Nick

--

I know not with what weapons World War III will be fought, but World War IV will be fought with sticks and stones.

-- Albert Einstein

+-----+

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| email: oruk-amigan@free4all.co.uk |

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1.186 Re: GATEWAY SELLS AMIGA! :)

From: Nick Lamburn <oruk-amigan@free4all.co.uk>

Date: Sun, 02 Jan 2000 19:32:43 +0100

Subject: Re: GATEWAY SELLS AMIGA! :)

Encoding: 8bit

X-UIDL: 6f08f7af9a10a4ddb759335393266b73

Hello David

- > Nick Lamburn's head burst.
- > All we could scrape off the wall was Re: GATEWAY SELLS AMIGA! :).
- =)) (Now that's funny!)
- >> I agree that Amiga Exec needs MMU assisted memory protection and virtual
- >> memory, since now virtually all Amiga owners have 68K/PPC CPUs with an
- >> MMU.

>

> Not exec, unless you are willing to have most of the *OS* breaking the
> memory protection.

Hmmm, when you think more seriously about things, it is only then you start
finding holes, gigantic holes... :(

>> the ROM into PPC code (fixing some bugs of course). In principle, doing
>> some straight PPC native re-compiles wouldn't be too hard

>

> Except that most of the OS isn't in C so you'd need a re-write not a
> re-compile. A full PPC port (like the rumoured OS4) would be the best
> thing.

I had forgot the OS was in 68K dammit, though I have seen a program which
works and converts 68K code to PPC code!

Regards

Nick

--

Politicians should read science fiction, not westerns and detective
stories.

-- Arthur C. Clarke

+-----+

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1.187 Re: GATEWAY SELLS AMIGA! :)

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Wed, 02 Sep 1992 13:12:04 +0500

Subject: Re: GATEWAY SELLS AMIGA! :)

X-UIDL: eeb6c1940069f55acc0004ab4b43ab8

On 01-Jan-00, Rob Hutchinson wrote:

>> Gateway has however retained the Amiga patents....

>Humm, that was clever..

>That means they cant actually do shit all with the original technology

>doesn't it?

They have licences for the patents...

See ya,

--

James.

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1.188 Re: GATEWAY SELLS AMIGA! :)

From: Anton Reinauer <ants@paradise.net.nz>

Date: Mon, 03 Jan 2000 17:16:24 +1300

Subject: Re: GATEWAY SELLS AMIGA! :)

X-UIDL: e377c775613e7740fe6658d306807510

On 03-Jan-00, Nick Lamburn wrote:

> Well, I can say this, I don't think QNX Neutrino's gonna be used,
> well, not according to this relatively old interview on Czech Amiga
> News

>

> <http://www.realdreams.cz/amiga/local/fleecy.html>

Yes, and in the newer one (Nov99):

<http://www.realdreams.cz/amiga/local/fleecy2.html>

He says they won't be using Neutrino, not because of the technology,
but because QSSL didn't fit in with their company model ie: owned as
much as possible by the user/developer community.

> In a day or so we'll know, Bill's meant to back in his office

> tommorrow... :)

That'll be interesting... :-)

> Personally, I see AmigaOS being developed a little further, and then
> H&P working with yet another OS partner to create a PPC based AmigaOS
> compatible operating system. There's one already called MorphOS which
> apparently runs AmigaOS 3 code on a native PPC OS! :) Vaporware are
> supporting them ATM....

In the above, he says they're working with a company that makes a
kernel, and more- so it sounds like a similar situation to Neutrino
tech-wise. It didn't sound like they would be updating the Amiga OS for
Amino, but would be starting completely new.

The big question is, how long will it take to get a new system out?

Will it be in the same time frame as Neutrino, or much longer- that's what we will find out in the next couple of days (I hope).

--

Anton Reinauer <ants@paradise.net.nz>

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.6)
<http://homepages.paradise.net.nz/ants>

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1.189 Re: GATEWAY SELLS AMIGA! :)

From: Anton Reinauer <ants@paradise.net.nz>

Date: Mon, 03 Jan 2000 17:19:18 +1300

Subject: Re: GATEWAY SELLS AMIGA! :)

X-UIDL: 6e4db64c21058c925040e33f3435237b

On 01-Jan-00, Rob Hutchinson wrote:

> Erm,.. Call me ignorant,.. but what is Neutrino ?

> And do you know what is happening with the OS ?

The QSSL (QNX) OS used in the Phoenix project

> Personally, I think the thing that really made the Amiga is the OS...

> If the OS had been pants, I doubt I would be using an amiga now.

>

>> Hey, I *am* pleased about them getting the name :)

>

> Wooooooooooooo,.... :)

I didn't want ta seem ungrateful!! ;)

--

Anton Reinauer <ants@paradise.net.nz>

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.6)
<http://homepages.paradise.net.nz/ants>

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1.190 Re: GATEWAY SELLS AMIGA! :)

From: Anton Reinauer <ants@paradise.net.nz>

Date: Mon, 03 Jan 2000 17:21:08 +1300

Subject: Re: GATEWAY SELLS AMIGA! :)

X-UIDL: 2b18715739434fdde2b9d3baa89b9bc2

On 02-Jan-00, Sandy Brownlee wrote:

> If Amino have got virtually everything pre- gw2k, the future suddenly
> looks a lot brighter. The only problem is that there isn't a big
> company to push the computer when it gets going. I love these catch 22
> things.

In the second Fleecy interview, he says they have major financial investment backing Amino.

--

Anton Reinauer <ants@paradise.net.nz>

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.6)
<http://homepages.paradise.net.nz/ants>

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1.191 Re: GATEWAY SELLS AMIGA! :)

From: Anton Reinauer <ants@paradise.net.nz>

Date: Mon, 03 Jan 2000 17:30:36 +1300

Subject: Re: GATEWAY SELLS AMIGA! :)

X-UIDL: 53a458924519b139264e91f24038e321

On 03-Jan-00, Sandy Brownlee wrote:

> Hello Nick

>

> On 02-Jan-00, you wrote:

>

>> But for me, I agree, it's the Amiga OS that is what keeps me happy.

>> The OS is a stroke on ingenious, Exec is amazing, and is unrivalled.

>

> I agree, but it needs a few extra features, like decent memory

> protection, so we can say goodbye to the guru meditation.

Yes, and being platform independant like Neutrino is very important

these days- so you can use a new CPU if it's better. Also being able to load and dump all modules like devices, libs, filesystems etc like Neutrino as well, is needed by the Amiga OS. Also you need resource tracking by the OS, so if a program crashes, you can close it down and give all it's resources back to the system- again Neutrino has this. And by the sound of it, the Amino system has all these abilities as well.

Putting all this into the Amiga OS, would take a lot of time and effort (a lot of the Amiga OS is hardcoded to the hardware). So IMO, using one of these new kernals/systems, is a much better way to go- you'd end up with something very similar to them anyway in the end.

--

Anton Reinauer <ants@paradise.net.nz>

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.6)
<http://homepages.paradise.net.nz/ants>

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1.192 Re: GATEWAY SELLS AMIGA! :)

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Wed, 02 Sep 1992 12:59:18 +0500

Subject: Re: GATEWAY SELLS AMIGA! :)

X-UIDL: b3615734008fa24c2a9fba5fbb30b60

On 03-Jan-00, Anton Reinauer wrote:

> The big question is, how long will it take to get a new system out?

>Will it be in the same time frame as Neutrino, or much longer- that's

>what we will find out in the next couple of days (I hope).

Fleecy did say on the TA list that although they'll be releasing information when they have anything /solid/ to say, the whole scheme will become apparent in around 12 months (incidentally, the time they reckon it'd take to port AmigaOS to PPC, as some who /claim/ to be in the know say is part of the plan. They reckon the amazing OS they've secured is in fact AmigaOS...hmmm...can't see it myself, but I guess we'll find something out in the next day or so :)

See ya,

--

James.

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1.193 Re: GATEWAY SELLS AMIGA! :)

From: amorel <amorel@xs4all.nl>

Date: Mon, 03 Jan 2000 16:38:08 GMT+5DST

Subject: Re: GATEWAY SELLS AMIGA! :)

X-UIDL: 725955ec3b7808def9acb715759983ff

On 03-Jan-00, Anton Reinauer wrote:

C= In the second Fleecy interview, he says they have major financial
C=investment backing Amigo.

That`s the problem with him, he talks too much.

--

-*AMOREL*- musician/programmer \\ Amiga 1200T/PPC/040/32/6g more shit

<http://www.xs4all.nl/~amorel> \\ Good old C=64 and an attitude!

Will program/compose for food \\ /Half a decent studio

Himmel Arsch und Zwirn! \\ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \\ /productions,demos,programs...

-*Stocks are low, hurry! Amoralplayer1.4b, a no fuss audioplayer*-

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1.194 Re: GATEWAY SELLS AMIGA! :)

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

Date: Sun, 02 Jan 2000 23:23:56 +0000

Organization: Pagan Software

Subject: Re: GATEWAY SELLS AMIGA! :)

X-UIDL: e468def6269242879163d8c248d3c6ec

I watched as Nick Lamburn hammered "Re: GATEWAY SELLS AMIGA! :)" out on
their keyboard...

> Hello Rob

> On 02-Jan-00, you snipped & wrote: :)

>>

>> [Snipped extreme rant about the superiority of the Amiga OS :)]

>>

>>> In conclusion AmigaOS is Amiga, my Amiga hardware is largely replaced,

>>> superseded, but AmigaOS still is there, and I love it dearly.... :)

>>

>> Amen!.....

>>

>> The OS rulez all, and to be honest,.. With windoze inflating and
>> filling full of crap every second... :) NOTHING is EVER going to be
>> as efficient as the Amiga OS (Exec in perticular)...
> Linux, MacOS, Windows, they're all huge and lumbering, and inefficient.
> Linux is a version of Unix which can run a GUI extension, optional. MacOS
> is very very greedy and has no shell, eek! Windoze is a kludge which
> gives a PC a GUI. Windoze is too greedy and very in-efficient (take it
> from me, a lot of P166MMX I have used with just Windows '98 and few other
> apps these days seems so slow!)

Try formatting a disk on a PC, while you go and do something else...now get
three extra disk drives for your miggy, and do the same except formatting 4
at the same time....miggy doesn't even blink....PC grinds to a halt.

>> When you think, you can run tonnes of programs at the same time,
>> and windoze struggles with just a few...

>> This, on a 14Mhz processor.... There must be hundreds of
>> professional application programmers out there would kill to
>> program under such a lovely operating system..

> That's the core problem, too few people know what a lovely little computer
> the Amiga is to program. It's a work of art... =)

I have 29 on average after booting....not a problem. Mate's PC has about 8
and it struggles for about 2 mins after the desktop appears.

--

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

<sb>Visit us at <http://www.pagan-games.com>

<sb>

<sb>SimpleFTP v1.85 - Now available!

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

<sb>

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

<sb>Team *AMIGA*

<sb>

<sb>Never trust a nun with a gun.

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1.195 RE: GATEWAY SELLS AMIGA! :)

From: "Ashley Scott" <ash@satanicdreams.com>

Subject: RE: GATEWAY SELLS AMIGA! :)

Date: Tue, 4 Jan 2000 00:24:17 -0000

charset="iso-8859-1"

Encoding: 7bit

Importance: Normal

X-UIDL: b4117e4f8f53b5adfb4f3d8c64b1c0a1

>

> I have 29 on average after booting....not a problem. Mate's PC

> has about 8

> and it struggles for about 2 mins after the desktop appears.

OK Windows is bloat ware and to a point I agree with you! Perhaps the Amiga

OS should be rewritten to use PC hardware and CPU? After all the efficient

OS is what makes the Amiga. PC hardware leaves us for shit and flying

chippings now! I have a voodoo 3 3500 with 128mb, P-II 350 and a 17 GB hd

and this system runs rings around my Amiga! OK Windows does slow down but

just think of the power we would have at our disposal if Amiga OS was ported

to the PC! For the same price as a boxer, you could have a system that

would kick more ass than a queer in a shower watching a guy bend over to get

the soap!

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1.196 Re: GATEWAY SELLS AMIGA! :)

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Tue, 04 Jan 2000 11:40:01 +0300

Subject: Re: GATEWAY SELLS AMIGA! :)

Encoding: 8bit

X-UIDL: 5be5eee6d23484506cea7070b0935b94

On 04-Jan-00, Ashley Scott wrote.

>

>>

>> I have 29 on average after booting....not a problem. Mate's PC

>> has about 8

>> and it struggles for about 2 mins after the desktop appears.

>

> OK Windows is bloat ware and to a point I agree with you! Perhaps the
> Amiga OS should be rewritten to use PC hardware and CPU? After all the
> efficient OS is what makes the Amiga. PC hardware leaves us for shit and
> flying chippings now! I have a voodoo 3 3500 with 128mb, P-II 350 and a 17
> GB hd and this system runs rings around my Amiga! OK Windows does slow
> down but just think of the power we would have at our disposal if Amiga OS
> was ported to the PC! For the same price as a boxer, you could have a
> system that would kick more ass than a queer in a shower watching a guy
> bend over to get the soap!

One point, which is also not so known fact, is that Motorola CPU's have
TWICE

as many registers as those intel shit ones and due to the backwards
compatibility 32 bit OS'es steal at least two of them. This leaves 6 32 bit
registers for user at the most. So even Amiga OS couldn't make this oldish
shit run smooth and efficiently. It would most likely be average OS amongst
other great OS'es like Neutrino and BeOS. so what's the point of doing it.

!!! NONE !!!

--

Sami Näätänen

E-Mail: sami.naatanen@dlc.fi

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1.197 RE: GATEWAY SELLS AMIGA! :)

From: "Ashley Scott" <ash@satanicdreams.com>

Subject: RE: GATEWAY SELLS AMIGA! :)

Date: Tue, 4 Jan 2000 23:39:10 -0000

charset="iso-8859-1"

Encoding: 7bit

Importance: Normal

X-UIDL: e7133ab636903f10e24f14941e7ca4e8

> One point, which is also not so known fact, is that Motorola CPU's have
> TWICE
> as many registers as those Intel shit ones and due to the backwards
> compatibility 32 bit OS'es steal at least two of them. This
> leaves 6 32 bit

> registers for user at the most. So even Amiga OS couldn't make this oldish
> shit run smooth and efficiently. It would most likely be average
> OS amongst
> other great OS'es like Neutrino and BeOS. so what's the point of doing it.
True... I am not slagging Motorola here but there are more Intel CPU's in
use compared to Motorola. Nobody would use windows if a better OS was
available! The Amiga OS is superior to Windows because of it's size and
efficiency! Well perhaps it should be ported for the Mac too! Either way
Amiga owners would have more power and flexibility behind their keyboards!
Plus you would have the bonus of very cheap hardware at your disposal! My
argument is about current hardware... 68K CPU's are nice but compared to
Pentium CPU's they are shit! A G4 CPU would be a shit load better though
was I wouldn't bother writing stuff for the Amiga. I am just so pissed off
with getting ripped off by Amiga company's who claim to sell cheap hardware
etc.

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1.198 Re: GATEWAY SELLS AMIGA! :)

From: amorel <amorel@xs4all.nl>

Date: Tue, 04 Jan 2000 18:54:24 GMT+5DST

Subject: Re: GATEWAY SELLS AMIGA! :)

X-UIDL: fd40143e4bd30b6f6afadd4bc53bb22b

On 02-Jan-00, Rick Hodger wrote:

C=Try formatting a disk on a PC, while you go and do something else...now get

C=three extra disk drives for your miggy, and do the same except formatting 4

C=at the same time....miggy doesn't even blink....PC grinds to a halt.

Average answer of a pc owner, `who still uses floppies these days`. But that`s
just to avoid the fact ;-). Anyways, Paula can make sound and run floppies(It`s
Paula isn`t it?). Versatile chip for sure.

C=I have 29 on average after booting....not a problem. Mate's PC has about 8

C=and it struggles for about 2 mins after the desktop appears.

But after these 2 minutes it runs nice, well that`s until you move your
mousepointer ;-)

--

-*AMOREL*- musician/programmer \\ Amiga 1200T/PPC/040/32/6g more shit

<http://www.xs4all.nl/~amorel> \\ Good old C=64 and an attitude!

Will program/compose for food \\ / / Half a decent studio
Himmel Arsch und Zwirn! \\ / / Contact me for bookings,
<http://www.xs4all.nl/~amorel/wendy.html> \\ / / productions, demos, programs...
-*Stocks are low, hurry! Amoralplayer1.4b, a no fuss audioplayer*-

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1.199 Re: GATEWAY SELLS AMIGA! :)

From: Anton Reinauer <ants@paradise.net.nz>

Date: Wed, 05 Jan 2000 19:57:35 +1300

Subject: Re: GATEWAY SELLS AMIGA! :)

X-UIDL: f2690720530bd0dbbbd054defc81f354

On 05-Jan-00, Ashley Scott wrote:

> True... I am not slagging Motorola here but there are more Intel CPU's
> in use compared to Motorola. Nobody would use windows if a better OS
> was available! The Amiga OS is superior to Windows because of it's
> size and efficiency! Well perhaps it should be ported for the Mac too!
> Either way Amiga owners would have more power and flexibility behind
> their keyboards! Plus you would have the bonus of very cheap hardware
> at your disposal! My argument is about current hardware... 68K CPU's
> are nice but compared to Pentium CPU's they are shit! A G4 CPU would
> be a shit load better though :). On that point we agree! I hasten to
> add I am not a Amiga hater, If I was I wouldn't bother writing stuff
> for the Amiga. I am just so pissed off with getting ripped off by
> Amiga company's who claim to sell cheap hardware etc.

That's why Neutrino and I would assume Amino, will use standard
hardware- the IBM POP standard motherboard, PCI, AGP etc. Neutrino runs
on standard x86 hardware, as well as PPC, and will run on PPC boards
(like P5), only as an intermediate measure.

--

Anton Reinauer <ants@paradise.net.nz>

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed
for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.6)
<http://homepages.paradise.net.nz/ants>

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1.200 Re: GATEWAY SELLS AMIGA! :)

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Wed, 05 Jan 2000 12:42:02 +0300

Subject: Re: GATEWAY SELLS AMIGA! :)

Encoding: 8bit

X-UIDL: 6aef9fa2494233bc3f64b8eb1a9e4a81

On 05-Jan-00, Ashley Scott wrote.

>> One point, which is also not so known fact, is that Motorola CPU's have

>> TWICE

>> as many registers as those Intel shit ones and due to the backwards

>> compatibility 32 bit OS'es steal at least two of them. This leaves 6 32

>> bit

>> registers for user at the most. So even Amiga OS couldn't make this

>> oldish shit run smooth and efficiently. It would most likely be average

>> OS amongst

>> other great OS'es like Neutrino and BeOS. so what's the point of doing

>> it.

>

> True... I am not slagging Motorola here but there are more Intel CPU's in

> use compared to Motorola. Nobody would use windows if a better OS was

> available!

Not true! Peoples and companies are using windows, because everybody else

have widoze also. "Communication between companies and finding software

would be much harder too if other system is used". That's the main

explanation how they justify the movement to PC+windoze systems.

Some rightly, others are just wanting to go with the main stream.

> The Amiga OS is superior to Windows because of it's size and

> efficiency! Well perhaps it should be ported for the Mac too! Either way

> Amiga owners would have more power and flexibility behind their keyboards!

> Plus you would have the bonus of very cheap hardware at your disposal! My

> argument is about current hardware...

And who would make those drivers to all those extra hardware I wonder?

As soon as Microslop things this ported OS is thread to it. It can stop

delivering developing info for these companies and sudddenly amiga OS

would be the the only platform for that hardware and sales would drop...

And company decides that NO MORE amiga OS...

Well litle bit over, but the basic line of events would most likely be this

kind.

> 68K CPU's are nice but compared to
> Pentium CPU's they are shit! A G4 CPU would be a shit load better though
> :). On that point we agree! I hasten to add I am not a Amiga hater, If I
> was I wouldn't bother writing stuff for the Amiga. I am just so pissed off
> with getting ripped off by Amiga company's who claim to sell cheap
> hardware etc.

Well they are better in structural level, than those intel ones, but just
too old in implementation level. And if you ask me I wouldn't put a penny
for the OS development for current CPU's, but would start to negotiate with
Transmeta and some CPU manufacturer to make me FUTURE CPU, because when the
OS would be ready it would be old and most likely sales wouldn't even cover
the costs. I have dreamed in same lines than you, but realism is sadly
quite opposite of that. :(

Of course I would be very glad if I would have been completely wrong, but
I doubt it. :(

--

Sami Näätänen

E-Mail: sami.naatanen@dlc.fi

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1.201 Re: GATEWAY SELLS AMIGA! :)

From: Nick Lamburn <oruk-amigan@free4all.co.uk>

Date: Thu, 06 Jan 2000 17:05:39 +0100

Subject: Re: GATEWAY SELLS AMIGA! :)

Encoding: 8bit

X-UIDL: 7a9a4dfb6695c4f4a8a9bf30f3e5b07e

Hello Sami

>> 68K CPU's are nice but compared to Pentium CPU's they are shit! A G4 CPU
>> would be a shit load better though :). On that point we agree! I hasten
>> to add I am not a Amiga hater, If I was I wouldn't bother writing stuff
>> for the Amiga. I am just so pissed off with getting ripped off by Amiga
>> company's who claim to sell cheap hardware etc.

>

> Well they are better in structural level, than those intel ones, but just
> too old in implementation level. And if you ask me I wouldn't put a penny
> for the OS development for current CPU's, but would start to negotiate

> with Transmeta and some CPU manufacturer to make me FUTURE CPU, because
> when the OS would be ready it would be old and most likely sales wouldn't
> even cover the costs. I have dreamed in same lines than you, but realism
> is sadly quite opposite of that. :(

>

> Of course I would be very glad if I would have been completely wrong, but
> I doubt it. :(

Well 68K CPUs aren't shit, because they have some very nice things about them, the 68060 for example is Superscalar meaning it can run two instructions in parallel, this may seem insignificant but an optimised program can do twice per clock cycle! :) The 68040 and 68060 are very sophisticated processors and like the 68K range, are much nicer to program than the Intel Processors which take a very labourious process to load data from memory into a CPU data register, the 68K however is much simpler... The 68Ks may not have L2 and Backside caches, but they are still very useful. Even a 75MHz 68060 can outstrip a Pentium 200 and sometimes even a 233 on raw integer operations, the only thing holding back the 68k is development of which there is now none! :(The 68060 was about in 1994, (only made to CybStorm '060 in '95 though) the PII233 was 1997 iirc!!!! Now the PowerPC is beginning to get recognised for the G4 and the future G5, the G4 is recognised by many now, and people even take notice of Macs that use them! G4s in Amiga will have to be strapped down to stop it from lifting off into orbit! :) And then there's Transmeta, and the Russian Elbrus which also look very interesting.

The choice of CPU and OS model is what makes the Amiga philosophy work, if Amiga had taken the Intel 80x86 series on, imagine how shite A1000/A500/A1500/A2000/A2500/A500+/A600 would've been if they used a 80286! '286! Motorola CPUs are very very good, not because they are used in Amiga, but because they generally pack the punch where it counts.

Keep The Faith....

Regards

Nick

--

Politicians should read science fiction, not westerns and detective stories.

-- Arthur C. Clarke

+-----+

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1.202 Re: GATEWAY SELLS AMIGA! :)

From: Nick Lamburn <oruk-amigan@free4all.co.uk>

Date: Thu, 06 Jan 2000 17:05:30 +0100

Subject: Re: GATEWAY SELLS AMIGA! :)

Encoding: 8bit

X-UIDL: aa3e5fd470e902cb7239000c3e2c06dd

Hello,

Little bit OT from the heading, but I want to share something with you all, and if Amiga Development Corp. (was Amino Dev' Corp.) get it right with whatever they will tell us this Saturday at the CES (the Amiga was first shown at the CES, oh magic magic days!), then maybe the world will be a happier place. (then we can sort out wars, poverty, famines... :())

The Amiga *IS* ready to be accepted again by most as an alternative PC! And I have living proof from my college, /North Devon College. (Barnstaple)/

Today, as-per-usual instead of listening to the lecture on something to do with VBasic (i think it was arrays and such like....) I was on the WWW, reading AmiBench, ANN, Czech Amiga News, AFB, EBay you know, the usual. Well, the rubbish the lecturer had been on about had finished and some guys behind me who were all but one PC owners (the other was a Mac user), now we're talking about Computer Science students here.... :)

People couldn't help but noticing the massive 'Amiga' banners on all the pages I visited etc. I'm not sure how it all started, but they asked me what 'Ameeger' I had, I said an A1200T. Firstly, they asked me what it was an I said plainly and 'A1200 in tower, hence the T', at the time I was on EBay looking at an A2000 to be sold a \$9.95 USD (£6 apx!!!!!!) and they asked me 'is that a good Amiga?', i basically said that it's a very one if you have a gfx. card and the latest AmigaOS, and a fast CPU (didn't mention hard disk because that'd degrade the Amiga's image if they knew some Amigas didn't have hard disks still!). They were quite impressed even at this 1987 Amiga, because they had only seen 'wedge' Amigas like A500/A600 and A1200. I then showed them A3000 and A3kT and an A4kT, they were impressed once again because

these were Amigas in 'PC cases', and then the question was asked 'What CPU do you have?', being naive i answered by saying 'it's the equivalent of a Pentium II' (well, some Amigas are with their 603/4e 240s! but not my 040/40! Gotta keep Amiga's image high!!!), and then out of the blue one person said 'I would love an Amiga which is as fast as a PII!', and they all agreed!!!! I couldn't believe it, i really couldn't, after all this time, the Amiga still holds firm in my generation as such (ie: the ones that had Amiga 500s when we were young cause they were the PSX or N64 of the day!). I then explained that they used PPC G3s and G4s (will anyway!), and the Mac owner was thrown back at the thought of an Amiga running one of the fastest home computer CPUs around! 'G4, you mean the PIII beaters?' , 'Yes' I replied. When I popped into the equation that phase5 produced these boards, the Mac owner had heard of them immediately and then he said about Met@box being on the Amiga or not, of course they now are with their AmiJoe G3! :) (Met@box were Pios). I showed them more Amigas and AmigaOS 3.5 and some other stuff and my workbench on my website and they were stunned at the thought of 'an Amiga in 1024x768 16bit, coooool!'

The fact was that many people would welcome the return of the Amiga, and with the right marketing from Amiga Dev. Corp., we may yet see that destiny fulfilled...

One said to me *"*eight years is a long time to wait* //(i personally believe/ /that the A4k/1200 was the last development since AGA was ready in late 1991/ /almost) */*, the Amiga must be worth it then....*"

KEEP THE FAITH!

Kind regards

Nick

--

I have made this letter longer than usual because I lack the time to make it shorter.

-- Blaise Pascal

+-----+

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+-----+

| email: oruk-amigan@free4all.co.uk |

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1.203 Re: GATEWAY SELLS AMIGA! :)

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Thu, 06 Jan 2000 22:14:32 +0100

X-SenderInfo: 1; homepage="http://www.satanicdreams.com/"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Re: GATEWAY SELLS AMIGA! :)

Encoding: binary

X-UIDL: a1d02600b24aa3018dac9ab07585b36d

Hello Nick

> One said to me "*eight years is a long time to wait* /(i personally
> believe/ /that the A4k/1200 was the last development since AGA was ready
> in late 1991/ /almost) */, the Amiga must be worth it then....*"

>

> *KEEP THE FAITH!*

This may be true of the odd person.. But Microsoft have such a strangle-hold on the market, businesses wouldn't look twice at buying an Amiga...

Not to put a downer on what you said, but look at the 2 main selling points:

- Average home user, wants the Amiga to be able to play games, access the net, maybe a few 'office' utils..

- Average business, office software. ability to access the net maybe.

I'm sorry to say this... But even if Office2000 is bloat-ware... It totally pisses all over any amiga office software IMHO.. The apps may be slow, they may have a shit interface.. But they have SOOOOO many features its evil!!.. Which is what you *should* expect from a huge company like Micro\$lop.. All the office2000 packages are integrated, feature-packed and do work to a decent standard.. (sometimes ;))

I'm not saying they cant be rivaled, cos they can.. I'm not even saying they are good. I just think that the

average business needs this sort of integrated office suite. A lot of businesses need to have compatible apps too!!! It's not good if they have some amiga WP doc that cant be transferred to some other branch of the company, client, etc.. Because they are all using PCs..

The average amiga user on the other hand...

The net...

Well, the amiga has a, ropey at best, internet implementation, most of the protocols are 'half-supported' (for example, STRICQ, has half the features of ICQ on the PC, not that thats the authors

fault, not at all.. It's just that the PC version's development moves so much faster.. They probably have 30 people working on it.. Then there are the browsers... Browsers on the Amiga IMHO really suck!) Games...

How many decent new 3D games on the amiga? Most people wont even look at a game these days if it's 2D.. I myself am not a fan of 3D games.. And it pisses me off to see developers turning game genres that are clearly more suited to 2D than 3D into three dimensions...

BUT.. most (especaially younger) people regard it as 'the norm' now. How are we going to get big deveopment companies to develop games for a new computer???? It's not the same as a new console release, even consoles are starting to use windows as a backbone to make it easier for developers to port games... (the main reason I wouldn't EVER buy a Dreamcast).. It's been a long time since a new HOME computer came onto the market.. Learning a new operating system is something they probably wont want to do.. On top of that, there is more risk from working 6 months on a game for the amiga.. Which may not sell, whereas its almost gaurenteed to sell on the PC :(.

Sorry if you think I'm just looking at it all negatively.. I'm just trying to be realistic.

> Kind regards

> Nick

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470
#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>
#PROJECT INFO:# Minimum Safe Distance [55%] <http://msd.satanicdreams.com/>
["Who cares if it doesn't do anything? It was made with our new Triple-Iso-B]

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1.204 Re: GATEWAY SELLS AMIGA! :)

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Sat, 08 Jan 2000 15:42:16 +0500

Subject: Re: GATEWAY SELLS AMIGA! :)

X-UIDL: 140887e34d077b5708f0bcdeacca289

On 06-Jan-00, Nick Lamburn flashed:

-clip-

>The 68Ks may not have L2 and Backside caches, but they are still very
>useful. Even a 75MHz 68060 can outstrip a Pentium 200 and sometimes even a
>233 on raw integer operations, the only thing holding back the 68k is
>development of which there is now none! :(The 68060 was about in 1994,
>(only made to CybStorm '060 in '95 though) the PII233 was 1997 iirc!!!!
>Now the PowerPC is beginning to get recognised for the G4 and the future G5,
>the G4 is recognised by many now, and people even take notice of Macs that
>use them! G4s in Amiga will have to be strapped down to stop it from
>lifting off into orbit! :) And then there's Transmeta, and the Russian
>Elbrus which also look very interesting.
>The choice of CPU and OS model is what makes the Amiga philosophy work, if
>Amiga had taken the Intel 80x86 series on, imagine how shite
>A1000/A500/A1500/A2000/A2500/A500+/A600 would've been if they used a 80286!
>:((Not good at all. Besides AmigaOS would've been almost unworkable on a
>'286! Motorola CPUs are very very good, not because they are used in Amiga,

-clip-

Motorola also makes a follow-on CPU to the 68000 series called ColdFire
which

imho is better even than the PPC series. The cool thing is that they can use
680x0 code almost unmodified, and can use existing software with only a small
adapter utility running transparently which causes almost no performance loss.
They can digest code at an even greater rate for a given clock speed than PPC,
and the code has got a much better command set, not truncated like RISC code.
They aren't CISC either, but a hybrid developed by Motorola to overcome the
drawbacks of each. They also run very cool and on low voltage, hence the
name "ColdFire". They were developed for the military and telecommunications
industries where RISC is too risky due to being very finicky about environment
and CISC is no longer fast enough. The 68060 was developed for the same
reasons, but is becoming too slow. BTW, as for being "shite", the 680x0 series
has been the most dependable and robust series of processors ever made, and
is still the heart of almost all military guidance, detection and ECM systems
out there at present. No RISC chip, even PPC, is dependable enough under
adverse conditions (temperature extremes, unstable voltages, vibration, static
charges, etc). The 680x0 series was more forgiving on all of these than any
other 32 bit processors, and all others since with one exception. That
exception is ColdFire, the chips designed specifically to replace the 680x0
series.

At least one Amiga developer has been working on a ColdFire accelerator for the Amiga which is intended to have twin ColdFires on it and fit in a Zorro slot and controlling the Zorro bus directly so that it communicates directly with other Zorro cards at a much higher rate of speed than normal Zorro bus speed. I have not heard lately how this project is progressing. I hope the Gateway/Amiga fiasco didn't kill it. The last posting on their web-site said that the hardware was 100% complete and the project was waiting on the software which was only 20% complete. This card would run existing 68k Amiga software with no modifications. I don't know how software that hit hardware would be effected as this unit wouldn't replace the amiga hardware except for the processor. Of course, many Amigans are getting graphics cards and that rules out most hardware-banging effects anyway. I would forget using Blitz mode in BB2 if it weren't for a couple of rather important things which Acid didn't support in Amiga mode. I sure hope that the new Amiga Inc. can get things rolling again so it will be profitable to make improved coding systems for Amiga. Blitz is cool, but as with the first Blitz Basic, there are a couple of very inconvenient holes in its capabilities. (Just not as many as with most other languages) ;)

By the way, speaking of the new Amiga, Inc., it's sounding very promising to this point. I like their attitude a lot.

catcha later,

Donovan Reeve (bubby.lnk@ispi.net)

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1.205 Re: GATEWAY SELLS AMIGA! :)

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Sat, 08 Jan 2000 18:10:42 +0500

Subject: Re: GATEWAY SELLS AMIGA! :)

X-UIDL: 25d3635d02e8e4cf0e787a5cb4e9edfa

On 07-Jan-00, Rob Hutchinson flashed:

>Hello Nick

>> One said to me *"eight years is a long time to wait" /i personally
>> believe/ /that the A4k/1200 was the last development since AGA was ready
>> in late 1991/ /almost) */ , the Amiga must be worth it then....*"*

>>

>> **KEEP THE FAITH!**

>This may be true of the odd person.. But Microsoft have such a
>strangle-hold on the market, businesses wouldn't look twice
>at buying an Amiga...

Actually, even a lot of businesses are getting sick of the constant head-aches of maintaining a window environment. Most have to have a dedicated and knowledgeable person on the payroll just to keep things operating somewhat smoothly. This is hardly fulfilling the promise of computers to save money for businesses. Many businesses have them only because they are forced to by the fact that everywhere is using them and they have to be able to pass data. Many businesses are actually paying more now for data and record-keeping than fifteen years ago, even adjusted for inflation. Many companies which do no more business than they did back then have to have twice as many people in their accounting and record-keeping departments. It is faster to do the direct work on a computer, but the infrastructure required to support current systems (both intel and Mac) costs more than is saved for many businesses. There are certain types of businesses where the systems save more than they cost however.

In simple word-processing and database work they are worth it, but then an Amiga has no trouble doing those things and would save even more. As for all the extra bells and whistles, few ever use them and few even know how to. It is the perception of necessity that creates the monopoly rather than actual necessity. Microsoft has repeatedly told everyone that they need to be compatible with them, all the while working to make sure that they become incompatible with everything else. They are guilty of fraud many times over, but will never be brought to justice because they are so rich that they can successfully get away with it.

To say that Microsoft has a stranglehold on the market is accurate. To say that businesses wouldn't look twice at the Amiga doesn't need to be. There are ways to change the perception even of stodgy businessmen. You just need to know how to approach them, I know as I have to do it every day (for other purposes). With the present state of Amiga, it hasn't got much leverage. That however can be changed. Rome never thought that a few upstart barbarians, relatively poorly equipped and perceived to be poorly led and with no visible means of support could topple the mighty Roman Empire either, but they did. All it took was determination and resourcefulness on the part of the barbarians and a little complacency and corruption on the part of top Roman leadership. NOTHING IS FOREVER. Remember that.

microbrain is corrupt and sick and ripe for a fall. It is precisely when everybody thinks that it's all over and status quo is immovable that things tend to get reversed the quickest. The mere reminder to the general public that they might be growing tired of the present fad is often enough to start a landslide of change. And the Amiga has much more than that to work with. The big problem up to now has simply been timidity on the part of all the owners of Amiga. Ever since Jack Tramiel was booted from his own company (Commodore) by a hostile take-over, Amiga has been owned by companies who were strangled by greedy and/or timid owners. I don't think that is going to be the case with these new owners, because they are AMIGANS! And Amigans have never been known to be timid.

Post-Tramiel Commodore was not allowed to function because its owners were greedily draining it dry. Escom was killed by the windoz95 fiasco as were quite a few other companies who relied on the word of billygates, this happening before Escom could get the Amiga going enough to support them but mainly because they chose to keep most of their eggs in the windoz basket and were too slow and timid to jump-start Amiga. Gateway fainted at any hint of publicity which might disturb the ogre who fed them scraps, and slit their own throats when the ogre slapped at their buzzing in his sleep.

Gateway also didn't really have the Amiga vision, and constantly unloaded anyone of their number who caught it. To be fair to Gateway however, the management of Gateway are sick of billygates too, and were hoping to slip one by him. Actually, I believe they secretly hope it happens yet, and this deal with Amino (now Amiga,Inc) pretty much proves that.

The only thing that stops things from being accomplished in this world is lack of determination. Shucks, the Amiga third-party developers kept the Amiga

from dying for years through sheer determination, without anyone to coordinate their efforts (a strong-spirited owner that is).

Amiga CAN come back, and it WILL too if we are willing to work toward that goal. Now we have an Amiga owner which will be a help instead of a hinderance.

That can make a world of difference.

Besides, I HATE losing my freedom, especially to cheating low-life slugs, and

I LOVE the free-thinking of the Amiga community and the free and friendly environment of the Amiga. We will now get the Amiga hardware back on top and the Amiga OS revamped where it needs to be and Amiga will be the best in all

ways once again. This time we will be, instead of one of several bright new technologies, a fresh breeze in the face of a stale, dank, stinking smog.

People

know what windoz is already, and they're ready for something different. You are

right, businesses are harder to change, but nonetheless changing is what they have been doing all along. We just need to give that change a little push in the right direction. And the best ally will be the developers who are constantly

being stifled by billygates as he seeks to maximise his profits at the expense of other businesses dependant on him. The main problem has been the lose of the

power in the hardware to drive the power-hungry applications and games. This is

rather easily remedied. Amiga can use any hardware it likes, and the inovative

and free-thinking atmosphere of the Amiga has allways been conducive to pushing

the envelope. We'll just steal a march on the compitition by using the hardware

developed for their machines as a stepping-stone to better things. Contrary what a lot of people think, this is much more easily done now than in the past.

Chip design and manufacturing has gotten to be a commodity, readily available and reasonable in cost. Many think that it would be harder now to make a custom chip-set. Nothing could be farther from the truth. The best thing to do is to use OEM equiptment where that is good enough and/or necessary for value and compatibility, but not to be afraid to inovate and jump ahead.

Shoot,

peecees are a mish-mash of ill-coordinated non-standards and cludges.

Out-doing

them won't even be that hard, especially if we steal the best from them and ignore the rest. Kind of like Blitz Basic. We need to retain what is good and

move on with improvements. (a VERY lame attempt to make this post marginally on topic ;))

OK, so what's the gist?

I'm not abandoning Amiga. EVER! For many reasons. Economic, idealistic, personal, practical, and just plain cussidness. :)

Here I stand, and I SHALL NOT BE MOVED!!!!

That doesn't mean I don't want progress. I EXPECT progress. And NOW it can happen, finally. And it is precisely that I know what Amiga will be like when given the modernizing it needs that is my biggest reason for staying.

Let's be practical. Game platforms beat peeces all hollow for games.

Therefor

I bought a Playstation and will buy a Playstation II, NOT a cludgy wintel.

But

I still like to play games on my Amiga too, and still buy ones which are interesting

enough to entice me. But, like peeces, most game software is boring, and makes

you do what the authors of the game wanted, not what you want. The BEST games haven't been made yet, and there is no reason why some of them shouldn't appear on

the Amiga when it is modernized. Believe me, software sells the equipment, but

people make the software. So many inovative things have started on the Amiga only to wind up on other platforms because the Amiga owners have been to lame to get Amiga back to the top hardware-wise. Actually, that is a relatively easy

thing to accomplish, all they have to do is DO IT! And that is precisely why

I

have no trouble believing that it will happen now. All that is lacking is for the

owners to say "This is the new spech now", and proceed with it. If they make it,

we will come. And THESE GUYS ARE going to do it.

Shucks, I would own two Boxers with PPC by now if they were available, and those

are designed to increment advancement, not be revolutionary. But I believe that the

real Amiga dream is to be pressing the envelope, not be me-too yes men to the existing status quo. Actually, I WANT a new Amiga chip-set. A STANDARD HIGH-PERFORMANCE CHIPSET in EVERY AMIGA so every Amiga developer will support it.

Commodore were stupid not to include an analog controller with every Amiga.

Thus,

analog was never supported on the Amiga even though the capability was there.

This is the main reason why games platforms succeed so well. Putting high

capability STANDARD in every machine means that the software will support those

capabilities, and the software programmers don't have to waste man-hours supporting

a million different things or risking a limited market like on the piece. As ms succeeds in getting everyone to conform to their standards they improve their

situation. Problem is, it's relatively crap standards. I would rather be enticed to support something because it is good, and because the manufacturer has

made it easy. Kind of like the early days of the Amiga.

Yep. I'm ready to relive the good old days again. With a few new twists that is.

Man! Why can't I shut up?! Problem is, I still got lots more to say, much of it

unfortunately off topic. ;)

So, before I get tarred and feathered and ridden out of the list on a rail, I'll

demure.

Sorry for the rant, but I mean every word of it and don't take back any of it,

so THERE!!!

- Quickly clipped the rest before I was tempted-cacha later,

--

Donovan Reeve (bubby.lnk@ispi.net)

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1.206 Re: GATEWAY SELLS AMIGA! :)

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sun, 10 Dec 2000 14:11:25 +0500

Subject: Re: GATEWAY SELLS AMIGA! :)

X-UIDL: 69af6dff17898e7002347829de00b91a

On 08-Jan-00, Donovan Reeve wrote:

> So, before I get tarred and feathered and ridden out of the list on a rail,

>I'll

>demure.

> Sorry for the rant, but I mean every word of it and don't take back any of

>it,

>so THERE!!!

Hey, give us the rest...it was a pretty good read!

Anyone who finds it off-topic can hit Delete - the occasional OT post shouldn't be a problem on any list...

See ya,

--

James.

> - Quickly clipped the rest before I was tempted-

> :) :) :) ;)

>catcha later,

>--

>Donovan Reeve (bubby.lnk@ispi.net)

>-----

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1.207 Re: GATEWAY SELLS AMIGA! :)

From: "Vic E Babes" <zalda@home4968.freeserve.co.uk>

Subject: Re: GATEWAY SELLS AMIGA! :)

Date: Sun, 9 Jan 2000 00:40:40 -0000

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: 0ced3192c8b249b08b230da703b2b10b

<snip>

Here, here. Remarkably lucid Donovan, and an interesting read.

However, whilst I agree with most of what you say, as an ex-civil-servant of ten years, who walked out of his job - mostly because I was sick of seeing money wasted on computer systems that did not live up to their promises, whilst staffing was reduced to pay for them - I'm afraid that I will not be able to afford a new Amiga - getting another job, after walking out of one, when my reasons for doing so are generally evident in most other companies also - is not easy.

You may have been able to buy two BoXers - but not me.

VIC

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1.208 Re: GATEWAY SELLS AMIGA! :)

From: SALLIN Nicolas <Henes.TSK@iName.com>

Date: Sun, 09 Jan 2000 14:31:24 +0200

Organization: Taskers

Subject: Re: GATEWAY SELLS AMIGA! :)

Encoding: 8bit

X-UIDL: 344bb64c717565988db8a6bd4cfa8f89

Hello Donovan,

> [...]

>

> existing status quo. Actually, I WANT a new Amiga chip-set. A STANDARD HIGH-

> PERFORMANCE CHIPSET in EVERY AMIGA so every Amiga developer will support it.

>

> [...]

If you was a girl, I would to be married with you ! ;-)

This is exactly what I'm thinking.

Now, I know that I'm not the only one on Earth...

> - Quickly clipped the rest before I was tempted-

No problem, at least for me :-)

Yeeeeeeep !

--

Nicolas SALLIN, aka Henes/Taskers

Roketz developer

ICQ: 48048980

Henes.TSK@iName.com

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1.209 Re: GATEWAY SELLS AMIGA! :)

From: Nick Lamburn <oruk-amigan@free4all.co.uk>

Date: Sun, 09 Jan 2000 12:56:47 +0100

Subject: Re: GATEWAY SELLS AMIGA! :)

Encoding: 8bit

X-UIDL: 38292ea656563dc91818c29a7b363ae4

Hello Donovan

Congratulations, i am very impressed! :-) And you know what, you're spot on correct!!!! This is the positive driving attitude we need, instead of the damning and miserable attitude that some Amigans have, this is what we need!! We need to positive, we need to drive this forward and we have to unite! I have been applying pressure on Petro to get information out and i can now tell you Petro will be meeting Bill McEwen January the 12th (Weds). What will be the outcome, I don't know, but Petro did state he would try to get more information for me....

> Actually, even a lot of businesses are getting sick of the constant

> head-aches

> of maintaining a windoze environment. Most have to have a dedicated and

> knowledgeable person on the payroll just to keep things operating somewhat

> smoothly.

Colleges and Schools are also sick of it, maintaining machines that fell over all the time. I mean, ok so my A1240T was very unstable, until this Friday I completely gutted the machine and tidied it all up, and removed some hacks, and it's now sooooo stable, I can't believe it!! Education establishments would welcome a stable system which promoted creativity and there is one word that's just screaming at me:

// AMIGA!

\X/ The Computer For The Creative Mind

I also agree on the part of the businesses concept, they only use PCs as to remain compatible, but what we need is innovative company that is strong and determined to create a better way, once again McEwen's barmy army is just the thing, Fleecy is well know for his sometimes controversial views, but as ever, he is right IMHO. Amino or AMiGA Inc. are just the company!

> To say that microwhatever has a stranglehold on the market is accurate.

> To say that businesses wouldn't look twice at the Amiga doesn't need to

> be.

They would look twice if it was powerful, stable, reliable, and provides a solution.

> There are ways to change the perception even of stodgy businessmen.
> You just need to know how to approach them, I know as I have to do it
> every day (for other purposes). With the present state of Amiga, it hasn't
> got much leverage. That however can be changed. Rome never thought that a
> few upstart barbarians, relatively poorly equipped and perceived to be
> poorly led and with no visible means of support could topple the mighty
> Roman Empire either, but they did. All it took was determination and
> resourcefulness on the part of the barbarians and a little complacency
> and corruption on the part of top Roman leadership. NOTHING IS FOREVER.
> Remember that.

Couldn't had put it better myself. Sheer determination always wins, M\$ are
being too complacent, catch them unawares, they're going down! :-)

> I don't think that is going to be the case with these
> new owners, because they are AMIGANS! And Amigans have never been known to
> be timid.

Precisely, have you ever known people like Fleecy and McEwen to be soft,
thought not! They were booted from the old AMiGA inc. because of their
brash ideas!

> Post-Tramie I Commodore was not allowed to function because its owners
> were greedily draining it dry.

We know that all too well, they were only interested in money, and as far as
they were concerned, Amiga was a synonym for dollar bill!!! :-)

> Gateway also didn't really have the Amiga vision, and constantly unloaded
> anyone of their number who caught it.

G2K or Gateway did seem to do that, they must have thought it was a
contagious disease! :-)

> Shucks, the Amiga third-party developers kept
> the Amiga

> from dying for years through sheer determination, without anyone to
> coordinate their efforts (a strong-spirited owner that is).

They are more determined than ever, for example ppl like Phase5 and Met@Box
wouldn't be investing in the production of PPC Amigas if they felt there was
no point.

> Amiga CAN come back, and it WILL too if we are willing to work toward
> that goal. Now we have an Amiga owner which will be a help instead of a
> hinderance.

> That can make a world of difference.

It WILL come back if we all rally behind AMiGA inc., they need the support
and encouragement every bit as much as we do! If they know that we feel

good about what they do, then it'll give them more drive!

> Besides, I HATE losing my freedom, especially to cheating low-life

> slugs, and

> I LOVE the free-thinking of the Amiga community and the free and friendly

> environment of the Amiga.

I agree, PeeCee and even Mac owners are always in competition "what P][do you have then? I have a P][350, hah i have a p][400" etc., always

comparing how big there hard disks are and there ram size, for chris's sake

get a fuc*ing life (pardon my language). Amiga owners are a really nice

bunch of ppl, despite the fact that we haven't see each other! :-)

> We will now get the Amiga hardware back on top

> and the Amiga OS revamped where it needs to be and Amiga will be the best

> in all ways once again. This time we will be, instead of one of several

> bright new technologies, a fresh breeze in the face of a stale, dank,

> stinking smog. People

> know what windoz is already, and they're ready for something different.

They are indeed, the hardware needs to be powerful, extendible and

versatile. AmigaOS should be bug fixed, and ported to PPC IMHO, or even

Transmeta's Crusoe! Ppl will welcome change, Windoze was interesting to use

when it first came out, but now it's clunky, slow, and stale as any loaf of

bread!!! => They want something that makes them think: "Cool, this is fun",

they want to be able to achieve tasks easily!

> You are

> right, businesses are harder to change, but nonetheless changing is what

> they have been doing all along. We just need to give that change a little

> push in the right direction. And the best ally will be the developers who

> are constantly

> being stiffed by billygates as he seeks to maximise his profits at the

> expense of other businesses dependant on him.

If Businesses were persuaded that the AMiGA would optimise their operations

and increase profits, then it'd be a mad businessman to turn it down, and

the AMiGA can do this! (It can do it now, with Envoy, AmigaOS 3.5, A4KTs

(which are 'only' about £1200 now!!!))

> The main problem has been

> the lose of the

> power in the hardware to drive the power-hungry applications and games.

> This is

> rather easily remedied. Amiga can use any hardware it likes, and the

> inovative

- > and free-thinking atmosphere of the Amiga has always been conducive to
- > pushing
- > the envelope. We'll just steal a march on the competition by using the
- > hardware
- > developed for their machines as a stepping-stone to better things.
- > Contrary to
- > what a lot of people think, this is much more easily done now than in the
- > past.

Most certainly, for example, there are more clever computer engineers than there was in 1985 when compatibility was 'just one of those things'. We have the technology now to break all these problems.

- > Chip design and manufacturing has gotten to be a commodity, readily
- > available and reasonable in cost. Many think that it would be harder now
- > to make a custom chip-set. Nothing could be farther from the truth. The
- > best thing to do is to use OEM equipment where that is good enough and/or
- > necessary for value and compatibility, but not to be afraid to innovate and
- > jump ahead. Shoot,
- > peeces are a mish-mash of ill-coordinated non-standards and kludges.
- > Out-doing
- > them won't even be that hard, especially if we steal the best from them
- > and ignore the rest.

We've just got to use their hardware in the right way, the PeeCee has to have it cobbeled together in a kludgy manner! The only thing you'd really change is the CPU! :-)

- > Kind of like Blitz Basic. We need to retain what is
- > good and
- > move on with improvements. (a VERY lame attempt to make this post
- > marginally on topic) ;)
- > OK, so what's the gist?
- >
- > I'm not abandoning Amiga. EVER! For many reasons. Economic, idealistic,
- > personal, practical, and just plain cussidness. :)

I agree, i'm not here still because i've always owned an Amiga and said to others the great things about Amigas, and not leaving because i would look an idiot. Sometime i take things for granted on my Amiga, excellent multitasking, speed, productivity and creativity and yes, very very practical and professional.

- > Here I stand, and I SHALL NOT BE MOVED!!!!

Hear Hear!!!! :-) Neither will I...

> That doesn't mean I don't want progress. I EXPECT progress. And NOW it
> can happen, finally. And it is precisely that I know what Amiga will be
> like when given the modernizing it needs that is my biggest reason for
> staying.

I agree again! This is an excellent rant Donovan! :-) If the Amiga was
still an ECS A500 on 1.3, I wouldn't be here! But I am because any modern
Amiga (ie: one with hdisk, wb3, cd-rom and perhaps an accelerator and more
ram) easily outpaces any computer!!

> Let's be practical. Game platforms beat pcees all hollow for games.

> Therefore

> I bought a Playstation and will buy a Playstation II, NOT a cludgy wintel.

Games consoles are for games, Amigas are for creativity and PeeCees are for
skips! :-)

> But

> I still like to play games on my Amiga too, and still buy ones which are

> interesting

> enough to entice me.

I don't really play games on the Amiga but that's not me saying I don't
think it's worth it, hell I play Duke Nukem 3d albeit via ShapeShifter, I'd
prefer to use my Amiga Mac than my aging Quadra... (and dusty at that!)

> But, like pcees, most game software is boring, and

> makes

> you do what the authors of the game wanted, not what you want.

PeeCee apps don't have the edge or fun that an Amiga application has... I
agree once again!! :-)

> The BEST

> games haven't been made yet, and there is no reason why some of them

> shouldn't appear on

> the Amiga when it is modernized. Believe me, software sells the

> equipment, but

> people make the software. So many innovative things have started on the

> Amiga only to wind up on other platforms because the Amiga owners have

> been too lame to get Amiga back to the top hardware-wise. Actually, that is

> a relatively easy

> thing to accomplish, all they have to do is DO IT! And that is precisely

> why I

> have no trouble believing that it will happen now. All that is lacking is

> for the

> owners to say "This is the new spech now", and proceed with it. If they

> make it,

> we will come. And THESE GUYS ARE going to do it.

They will, they will!!!! The Amiga just needs a killer game or app, i mean after all we have gfx. cards and G3s and G4s here soon, there's not the lack of hardware but it just needs somebody to boldly go forth and take the Amiga where no Amiga has gone b4! ;-)

When the G3 is released, i will save and save and save for a G3, i want one and i want want one now! (and of course a copy of Fusion PPC!)

> Man! Why can't I shut up?!! Problem is, I still got lots more to say,

> much of it

> unfortunately off topic. ;)

If you're worried about OT, send the rest of it to me, I'm interested in your clear views! :-)

> So, before I get tarred and feathered and ridden out of the list on a

> rail, I'll

> demure.

Oh! :-) I was enjoying that!

> Sorry for the rant, but I mean every word of it and don't take back any

> of it,

> so THERE!!!

Hurrah!!!! :-)

>

> - Quickly clipped the rest before I was tempted-

>

hee Hee! :-)

KEEP THE FAITH!

Nick

--

Politicians should read science fiction, not westerns and detective stories.

-- Arthur C. Clarke

+-----+

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+-----+

| email: oruk-amigan@free4all.co.uk |

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1.210 Re: GATEWAY SELLS AMIGA! :)

From: Nick Lamburn <oruk-amigan@free4all.co.uk>

Date: Sun, 09 Jan 2000 13:08:14 +0100

Subject: Re: GATEWAY SELLS AMIGA! :)

Encoding: 8bit

X-UIDL: 5e0ecf2fe8a66d11d84cd17094e667cc

Hello Donovan (again!),

I've heard of ColdFire as well, and i reckon it's pretty cool, because it has all the traits of the excellent 68K range, but i fear that PPC has taken the grip now, i would've taken the COldFire root myself as well...

> By the way, speaking of the new Amiga, Inc., it's sounding very

> promising to this point. I like their attitude a lot.

As you said in your rant, I love their attitude as well.

Regards

Nick.

--

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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1.211 Re: GATEWAY SELLS AMIGA! :)

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Sun, 09 Jan 2000 11:34:04 +0500

Subject: Re: GATEWAY SELLS AMIGA! :)

X-UIDL: 5eac32f3a5f9a1af155134aac542d0f

On 09-Jan-00, Vic E Babes flashed:

><snip>

>Here, here. Remarkably lucid Donovan, and an interesting read.

>However, whilst I agree with most of what you say, as an ex-civil-servant of
>ten years, who walked out of his job - mostly because I was sick of seeing
>money wasted on computer systems that did not live up to there promises,
>whilst staffing was reduced to pay for them - I'm afraid that I will not be
>able to afford a new Amiga - getting another job, after walking out of one,
>when my reasons for doing so are generally evident in most other companies
>also - is not easy.

>You may have been able to buy two BoXers - but not me.

Sorry, I didn't mean to indicate that everyone should just go out and buy new computers whether they need them and can afford them or not. In fact, that is one of my major reasons for staying with Amiga. I work for a non-profit organization whose humanitarian services I believe in, but I do not get paid very highly for it. According to the wage index here in the U.S. my salary is below the poverty level, and with my wifes salery as a seamstress we barely keep up with the cost of living. We drive old cars (the newest one is 14 years old) and life in a basement apartment. All three of our children have jobs. John, age 14, works after school as a janitor for 3 hours a day. Katie, age 17, works after school as a secretary for 3-4 hours a day. Fred, age 19, is working his way through college at concrete construction, some weeks as many as 70 hours during summer leave. I say these things just so you will know that the expense is a major consideration for me.

The fact of the matter is, the Amiga is the most economical platform to use on a long-term basis. They function well for years, and dont require expensive

upgrades every six months like Mac or whenever billgates chooses to make changes

to force upgrading like windoze. They are in general more well-built than the average peecee, and those that are as well built as Amigas cost as much or more than Amigas. I can't afford a system that obsoletes the buss system, processor, drives, periferals, and all the software every time I turn around.

Our newest Amigas were purchased 7 years ago when we were better off, but our need for good computers is much greater now that all of our kids need to use them every day for school work. Our plan is to put new Amigas on time payment so our children can use them now when they need them most. Believe it or not, I have one Boxer allready nearly paid for as I pre-ordered it nearly

two years ago and let the order stand when most others bailed out. Thus, I only need to worry about how to pay for the second one at this point.

The second one may wait a while, and may be something other than a Boxer.

Who knows? At this point I couldn't wait any longer so in December I towered my aging, ailing A4000 desktop, thus solving the bad power pack problem and adding room and capabilities I needed. The graphics card I couldn't use due to power-pack brownout is now in there and my SCSI system is back. I bought a CatWeasle card to solve my defunct HD floppy drive problem and to expand both my IDE system and make transferring files to and from Macs and windoz machines at work easier. And I am going to put a PPC accelerator card in it eventually, when I can scrape together the dough. The A4000 thus will probably

be in lue of the second Boxer for now.

This versitility and upgradeability are some of the reasons I stick with Amiga.

Our other main machine is, believe it or not, an old CD32 which with the addition of an SX32-pro expander has served us very well for years. This will become my youngest sons personal machine when the family machines are replaced. The A4000 will go to Katie.

By the way, for those who need additional computers for kids, used Amigas are

one of the best buys on the market right now. Buy a 2000 or 3000 for \$100 to \$200 and they will serve very well for homework. Add a graphics card (if it didn't come with one) and a PPC accelerator and you have a high-end machine quite economically. Still, at the mo the Boxer looks to be the best setup overall for those who can manage a new machine. I have been saving by simply never going out and eating a lot of potatoes and beans. :)

catcha later,

Donovan Reeve (bubby.lnk@ispi.net)

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1.212 Re: GATEWAY SELLS AMIGA! :)

From: "Vic E Babes" <zalda@home4968.freemove.co.uk>

Subject: Re: GATEWAY SELLS AMIGA! :)

Date: Sun, 9 Jan 2000 06:13:45 -0000

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: d4fead3d4dc7c555a9ad0fc227804081

Hello, Donovan

> >You may have been able to buy two BoXers - but not me.

>

>

> Sorry, I didn't mean to indicate that everyone should just go out and buy

> new computers whether they need them and can afford them or not.

Ooops - sorry - I never meant it that way either - I was just bemoaning my fate :)

VIC

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1.213 Re: GATEWAY SELLS AMIGA! :)

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Sun, 09 Jan 2000 18:59:19 +0100

X-SenderInfo: 1; homepage="<http://www.satanicdreams.com/>"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Re: GATEWAY SELLS AMIGA! :)

Encoding: binary

X-UIDL: 63afe9ef329a2946d22ba334a2609bc6

Hello Donovan

> On 09-Jan-00, Vic E Babes flashed:

>> You may have been able to buy two BoXers - but not me.

[Snip Snip Snip Snip Snip]

> The fact of the matter is, the Amiga is the most economical platform to

> use on a long-term basis. They function well for years, and dont require

> expensive

> upgrades every six months like Mac or whenever billgates chooses to make

> changes

> to force upgrading like windoze. They are in general more well-built than

> the average peecee, and those that are as well built as Amigas cost as

> much or more than Amigas. I can't afford a system that obsoletes the buss

> system, processor, drives, periferals, and all the software every time I

> turn around.

Thats true... Moves so fast its getting hard to keep up with all the changes.

> Our other main machine is, believe it or not, an old CD32 which with the
> addition of an SX32-pro expander has served us very well for years. This will
> become my youngest sons personal machine when the family machines are
WoOOo, he'll be happy ;).. 10 year old crusty CD32.. Wooohooooo...

He wouldn't be more happy if you went out any brought him a brand
new ZX81. :)

Sorry. Couldn't resist that.. :))))))

> By the way, for those who need additional computers for kids, used
> Amigas are

> one of the best buys on the market right now. Buy a 2000 or 3000 for \$100
> to \$200 and they will serve very well for homework. Add a graphics card
> (if it didn't come with one) and a PPC accelerator and you have a high-end
> machine quite economically. Still, at the mo the Boxer looks to be the
> best setup overall for those who can manage a new machine. I have been
Not me,... I'm poverty incarnate.. :(((My trusty A1200T/030 will have to
suffice till I finish college.

[snip snip snip]

Bloody HELL!... Dont your fingers hurt? :)

I bet they are bleeding arn't they? ;)

All makes sense though.. These old dogs are built to last! My mobo (cos
thats all that is left from the original 1200) was built in 1993 (I think),
and it hasn't developed one single problem since then... Must admit,
I've gone through a few mice (though the commodore one lasted a good
4 years) and a few floppy drives.. But everything else is fine...

(touch wood! ;))

I know people who have brought brand new PC's and they have fallen
to bits within weeks...

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>

#PROJECT INFO:# Minimum Safe Distance [55%] <http://msd.satanicdreams.com/>

[MICE KRISPIES: Breakfast food for cats.]

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1.214 Re: GATEWAY SELLS AMIGA! :)

From: Nick Lamburn <oruk-amigan@free4all.co.uk>

Date: Sun, 09 Jan 2000 19:41:55 +0100

Subject: Re: GATEWAY SELLS AMIGA! :)

Encoding: 8bit

X-UIDL: 79b54898a6b8e7417596f428b98734c6

Hello Donovan

Well said! And well put! Now that's what I call dedication!

I just wanted to add that A2000s are superb Amigas. There are the A1500, A2000, A2000HD, B2000 and A2500. They are very cheap (about £50) and have Zorro slots etc. most have AmigaOS 2 and hard disks. If you see an A2K series machine and have £50 about, then go for it! :-)

Regards

Nick

--

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

-- Mike Dennison

+-----+

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1.215 Re: GATEWAY SELLS AMIGA! :)

From: "Vic E Babes" <zalda@home4968.freemove.co.uk>

Subject: Re: GATEWAY SELLS AMIGA! :)

Date: Mon, 10 Jan 2000 06:38:01 -0000

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: e0f044785ef0135cd639d323b72a66ae

Hello, Rob,

> I know people who have brought brand new PC's and they have fallen

> to bits within weeks...

My brother bought (well I won't say how much - but very expensive) a PC just before Christmas - even Windows is already performing illegal operations - and he usually has to boot a couple of times before Windows sorts out the System Registry. Because he knows absolutely nothing about computers - he is under the impression that he can just take it back to the shop, and get them to fix it :)

BTW - my Amiga has served me for 7 years - but my monitor has served me even longer - because I got it with an A500+ in 1990.

VIC

www.home4968.freemove.co.uk

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1.216 Re: GATEWAY SELLS AMIGA! :) More...More please

From: Richard Lovat <commbobb@pangea.ca>

Date: Sun, 09 Jan 2000 16:59:57 -0500

Organization: COMMODORE BOB Computers

Subject: Re: GATEWAY SELLS AMIGA! :) More...More please

X-UIDL: e56ab2f665663331c28fd296d0b3bf4d

Hello Donovan

I really like your kind of ranting.

On 08-Jan-00, You Wrote:

DR On 07-Jan-00, Rob Hutchinson flashed:

DR> Hello Nick

DR

DR>> One said to me "eight years is a long time to wait" / (i personally

DR>> believe / that the A4k/1200 was the last development since AGA was

DR>> ready in late 1991 / (almost) *, the Amiga must be worth it then....*"

DR>>

DR>> *KEEP THE FAITH!*

DR

DR> This may be true of the odd person.. But Microsoft have such a

DR> strangle-hold on the market, businesses wouldn't look twice

DR> at buying an Amiga...

DR

DR

DR Amiga CAN come back, and it WILL too if we are willing to work toward
DR that goal. Now we have an Amiga owner which will be a help instead of a
DR hinderance.

DR That can make a world of difference.

DR

DR Besides, I HATE losing my freedom, especially to cheating low-life

DR slugs,

DR I'm not abandoning Amiga. EVER! For many reasons. Economic, idealistic,

DR personal, practical, and just plain cussidness. :)

DR

DR Here I stand, and I SHALL NOT BE MOVED!!!!

DR

DR

DR That doesn't mean I don't want progress. I EXPECT progress. And NOW it

DR can happen, finally. And it is precicely that I know what Amiga will be

DR like when given the modernizing it needs that is my biggest reason for

DR staying.

DR

DR

DR Shucks, I would own two Boxers with PPC by now if they were available,

DR and those

DR are designed to increment advancement, not be revolutionary. I would

rather be

DR enticed to support something because it is good, and because the

DR manufacturer has

DR made it easy. Kind of like the early days of the Amiga.

DR

DR Yep. I'm ready to relive the good old days again. With a few new twists

DR that is.

DR

DR

DR

DR Man! Why can't I shut up?!! Problem is, I still got lots more to say,

DR much of it

DR unfortunally off topic. ;)

DR

DR So, before I get tarred and feathered and ridden out of the list on a

DR rail, I'll

DR demure.

DR

DR Sorry for the rant, but I mean every word of it and don't take back any

DR of it,

DR so THERE!!! Bravo!!!!

DR

DR

DR

DR - Quickly clipped the rest before I was tempted-

R cacha later,

Regards

--

Richard Lovat for Commodore Bob's Computers

commbobb@pangea.ca

Your Amiga Toy Store where:

Not everything that counts - can be counted.

Not everything that can be counted - counts.

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1.217 GetCDDB

Date: Fri, 07 Jan 2000 17:28:10 +0100

From: Roger Light <rogerlight@mindless.com>

X-Accept-Language: en-GB,de

Subject: GetCDDB

Encoding: 7bit

X-UIDL: 7fe3500977f0e3ccc7991182ca0d8d9b

Hi peeps,

In case anybody's interested, I've put the source to GetCDDB on Aminet

as I don't have enough time with my Amiga to develop it.

Cheers,

Roger

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1.218 Re: GetCDDB

From: Andrew Bruno <abruno@zeta.org.au>
Date: Sat, 08 Jan 2000 21:14:44 +1000
Subject: Re: GetCDDB
X-UIDL: 749f2d40259c1d2bff895e48bd8c3add

Hello Roger

On 08-Jan-00, you wrote:

> Hi peeps,

>

> In case anybody's interested, I've put the source to GetCDDB on Aminet

> as I don't have enough time with my Amiga to develop it.

Roger, I would be interested I think.

I use ASIMCDFS and it is NOT CDDB compatible.

So any new CD's I get I have to spend time typing in the
name/artist/track,etc.

Painful.

Good luck with it!

Regards

--

Bill Clinton: A good reason to be Pro-Choice.

Andrew Bruno

abruno@zeta.org.au

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1.219 Re: GetCDDB

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

Date: Sat, 08 Jan 2000 22:16:40 +0000

Organization: Pagan Software

Subject: Re: GetCDDB

X-UIDL: 772f5f57d5cb251815cfa0fc5e797a42

I watched as Andrew Bruno hammered "Re: GetCDDB" out on their keyboard...

> Hello Roger

> On 08-Jan-00, you wrote:

>> Hi peeps,

>>

>> In case anybody's interested, I've put the source to GetCDDB on Aminet
>> as I don't have enough time with my Amiga to develop it.

> Roger, I would be interested I think.

> I use ASIMCDFS and it is NOT CDDB compatible.

Funny, as ASIMCDFS is just a file system, and CDDB doesn't actually use the filesystem, rather it should access the device directly (as a normal CD Player does).

> So any new CD's I get I have to spend time typing in the
> name/artist/track,etc.

I wrote code for using CDDB ages ago, but never publically released it.

Unfortunately the people who own CDDB are now developing a CDDB2 standard, which only works through a Windows API - I fear that CDDB may not work for much longer.

--

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

<sb>Visit us at <http://www.pagan-games.com>

<sb>

<sb>SimpleFTP v1.85 - Now available!

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

<sb>

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

<sb>Team *AMIGA*

<sb>

<sb>Smile . . . tomorrow will be worse.

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1.220 Re: GetCDDB

Date: Sun, 09 Jan 2000 13:06:23 +0100

From: "r.light" <r.light@tu-bs.de>

X-Accept-Language: de,en-GB

Subject: Re: GetCDDB

Encoding: 7bit

X-UIDL: 55f645f0d5d4fb2d98a474b285c97a9a

Rick Hodger wrote:

> Unfortunately the people who own CDDB are now developing a CDDB2 standard,
> which only works through a Windows API - I fear that CDDB may not work for

> much longer.

I did think this too, but looking at the CDDDB site whilst writing the readme to my source archive I noticed that they say Mac and Unix SDK's are in development. If it gets to Unix, I'm sure that we'll be able to manage it somehow or other ;)

Roger

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1.221 Re: GetCDDB

From: amorel <amorel@xs4all.nl>

Date: Sun, 09 Jan 2000 14:07:56 GMT+5DST

Subject: Re: GetCDDB

X-UIDL: 53ffe2d68f860bcbe77e2face52f34c8

On 09-Jan-00, r.light wrote:

C=I did think this too, but looking at the CDDDB site whilst writing the
C=readme to my source archive I noticed that they say Mac and Unix SDK's
C=are in development. If it gets to Unix, I'm sure that we'll be able to
C=manage it somehow or other ;)

I have no idea what CDDDB is so I guess I wouldn't miss it =)

--

-*AMOREL*- musician/programmer \ \ Amiga 1200T/PPC/040/32/6g more shit

<http://www.xs4all.nl/~amorel> \ \ Good old C=64 and an attitude!

Will program/compose for food \ \ /Half a decent studio

Himmel Arsch und Zwirn! \ \ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \ \ /productions,demos,programs...

-*Stocks are low, hurry! Amoralplayer1.4, a no fuss audioplayer*-

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1.222 God damn F#@king Gad tools

From: S9225796 <S9225796@Rothervalley.ac.uk>

Subject: God damn F#@king Gad tools

Date: Thu, 6 Jan 2000 12:18:49 -0000

X-UIDL: 1044ba284d04cad9bbdd1afdca74ae78

Right, As usually gad tools is being a total pain in the arse. Can some1 please tell me:

1. How do you make gadtools use display default screen font? i.e. that selected in the font prefs.
2. I'm wanting to use a GTSlider. In the manual, it says something like "Similar to GTScroller, except two scroll arrows are attached to the right hand side". I don't see those arrows! How do I get them? Is there a tag or a flag to make them appear on the right hand side?
3. How do you calculate the height of a window title bar?
4. How do you display the selected item in GTListViews? I.e. so that it remains selected.

I think that most of my problems are due to the fact that I don't know or fully understand the GTTag system. Is there any documentation on these GTTags/Flags etc.

Thats all for now,
fanx.

Regards,

Matt Briggs

mattbriggs@ukonline.co.uk

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1.223 Re: God damn F#@king Gad tools

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Thu, 6 Jan 2000 13:35:25 -0000

Subject: Re: God damn F#@king Gad tools

Encoding: 8bit

X-UIDL: 28dedc275a5b8875e91c8df964510d1b

Hi Matt

> 1. How do you make gadtools use display default screen font? i.e. that
> selected in the font prefs.

If you are opening on an already opened screen, i.e. Workbench, using WBToScreen 0 or something, do this:

```
*scr.Screen = Peek.l(Addr Screen(0))
```

```
LoadFont 0,Peek$(*scr\Font\ta_Name),*scr\Font\ta_YSize
```

```
Use IntuiFont 0
```

; define gadtools gadgets here

If you want to know the screen default font for opening your own screen, then you can either temporarily grab the WB screen to find out or there is commands in one of the BSS libraries to do this.

> 2. I'm wanting to use a GTSlider. In the manual, it says something
> like "Similar to GTScroller, except two scroll arrows are attached to
> the right hand side". I don't see those arrows! How do I get them? Is
> there a tag or a flag to make them appear on the right hand side?

I think you need to do something like GTArrows x first, where x is the size of the arrow gadgets.

> 3. How do you calculate the height of a window title bar?

WBToScreen 0

```
*scr.Screen = Peek.l(Addr Screen(0))
```

```
topbor.w = *scr\WBorTop + *scr\Font\ta_YSIZE + 1
```

> 4. How do you display the selected item in GTListViews? I.e. so that
> it remains selected.

Stick in a GTTags #GTLV_ShowSelected,0 before you define your GTListView.

> I think that most of my problems are due to the fact that I don't

> know or

> fully understand the GTTag system. Is there any documentation on

> these

> GTTags/Flags etc.

The actual tags and flags are described in the Autodoocs. Get the developer CD.

--

l) ^ V] [l) Ml © Ml] [M N l dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

Am I getting smart with you? How would you know?

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1.224 Re: God damn F#@king Gad tools

Date: Thu, 6 Jan 2000 08:01:02 -0800 (PST)

From: "=?iso-8859-1?q?Francis=20G.=20Loch?=" <fgloch@yahoo.com>

Subject: Re: God damn F#@king Gad tools

Encoding: 8bit

X-UIDL: 87667582ac764cc3ec8375e779624d2d

Hello there,

--- S9225796 <S9225796@Rothervalley.ac.uk> wrote:

> Right, As usually gad tools is being a total pain in

> the arse. Can some1

> please tell me:

>

> 1. How do you make gadtools use display default

> screen font? i.e. that

> selected in the font prefs.

I usually don't define a font. Depending on what you are doing this won't always work, though.

>

> 2. I'm wanting to use a GTSlider. In the manual, it

> says something like

> "Similar to GTScroller, except two scroll arrows are

> attached to the right

> hand side". I don't see those arrows! How do I get

> them? Is there a tag or a

> flag to make them appear on the right hand side?

>

> 3. How do you calculate the height of a window title

> bar?

There is a function in the NCS called something like ScreenFontHeight(screen#) where screen# is the ID number of your screen. Alternatively there is another library (can't remember the name of it though) that uses a similar command called LPScreenFontHeight(screen#). Remember to add 3 to whatever value you get to take into account the window borders (i.e. window_height=ScreenFontHeight(0)+3).

>

> 4. How do you display the selected item in

> GTListViews? I.e. so that it

> remains selected.

>

> I think that most of my problems are due to the fact

> that I don't know or

> fully understand the GTTag system. Is there any

> documentation on these
> GTTags/Flags etc.
>
> Thats all for now,
> fanx.
>
> Regards,
> Matt Briggs
> mattbriggs@ukonline.co.uk
>
>
=====

e-mail:- fgloch@yahoo.com

web-site:- <http://www.geocities.com/fgloch>

Do You Yahoo!?

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1.225 Re: God damn F#@king Gad tools

From: amorel <amorel@xs4all.nl>

Date: Thu, 06 Jan 2000 17:53:32 GMT+5DST

Subject: Re: God damn F#@king Gad tools

X-UIDL: a6aae4510f187bcb8d1a9ebc42bc32ae

--BOUNDARY.8040.1608.1194406912.1

On 06-Jan-00, S9225796 wrote:

C=Right, As usually gad tools is being a total pain in the arse. Can some1

C=please tell me:

Well mui sucks even more. Its the most fucking crap OO I've seen. And remember

OO itself is a very crappy thing indeed(anyone denying this has no clue :)

C=1. How do you make gadtools use display default screen font? i.e. that

C=selected in the font prefs.

Easy, well, not that easy, but check the attachment. Not that I'd figured

this, oh well.

C=2. I'm wanting to use a GTSlider. In the manual, it says something like

C="Similar to GTScroller, except two scroll arrows are attached to the right C=hand side". I don't see those arrows! How do I get them? Is there a tag or a C=flag to make them appear on the right hand side?

I guess you set them using tags, setting them to a certain setting ;-) Read some rom kernel manuals. If you don't have a copy, do a search on altavista, you'll certainly will find them online. That's a general advice, search on the web and on aminet. Lots of question will be answered that way.

C=3. How do you calculate the height of a window title bar?
 dragbar.w=windowheight-innerheight maybe? ;-) It's just a rough guess hehe. Well this is the way. But you do that AFTER you opened the window. I do it this way to adjust the window if the dragbar appears bigger than the regular size. Then I just close and reopen the window at the adjusted size. Only then(or if the size was normal) I'll add the gadgets etc. I'm sure theres other ways, but this is less hacking and it'll save you from using fucking pointers and peeks and pokes, I hate those, they suck too.

C=4. How do you display the selected item in GTListViews? I.e. so that it C=remains selected.

Kernel manuals again, I really can't be bothered to look it up for you. Theres everything in those manuals. I'd say you'd be even better of buying dev cd 2. There is this tag which sets if you use a stringgadget with the listview or not. I just read the selected listview item in a string variable and display it in a string gadget read only. That is a legal way, as gtlstivews dont require a stringgadget anymore since OS3.0

C=I think that most of my problems are due to the fact that I don't know or C=fully understand the GTTag system. Is there any documentation on these C=GTTags/Flags etc.

Yep, you know what by now => Tags are easy though, they r just mainly on/off switches. Like blopblahpointersucktag#=true which would then forbid pointers in Blitz, if it was a legal tag ;-)

--

-*AMOREL*- musician/programmer \\ Amiga 1200T/PPC/040/32/6g more shit
<http://www.xs4all.nl/~amorel> \\ Good old C=64 and an attitude!

Will program/compose for food \\ /Half a decent studio

Himmel Arsch und Zwirn! \\ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \\ /productions,demos,programs...

-*Stocks are low, hurry! Amoralplayer1.4b, a no fuss audioplayer*-

--BOUNDARY.8040.1608.1194406912.1

Function\$ loadscreenfont {f.w}

*scr.Screen=Peek.l(Addr Screen(Used Screen))

```
If *scr=0 Then Function Return ""
*scfont.TextAttr=*scr.Screen\Font
If *scfont=0 Then Function Return ""
; In AmigaDOS we trust :
fheight.b=(*scfont.TextAttr\ta_YSize)
fname$=Peek$(*scfont.TextAttr\ta_Name)
fheig.b=fheight.b
LoadFont f,fname$,8:Function Return Str$(f)+":"+fname$+": "+Str$(8)
End Function
--BOUNDARY.8040.1608.1194406912.1
```

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--BOUNDARY.8040.1608.1194406912.1--

1.226 Re: Good docs are essential

From: George Davis <geo@2-cool.co.uk>
Date: Fri, 21 Jan 2000 13:25:12 +0000
Subject: Re: Good docs are essential
X-UIDL: 3ba1edab9a1e56cb8240a9a963397834

Hello amorel,

On 20-Jan-00, you wrote this:

> That`s what I thought. But some commands need a pointer and the pointer
> has a structure and the structure is in a c header file. I`m somewhate
> able to get what the structure is, but the structure is read from the icon
> file etc. I just dont get it.

Are you talking about the XBsounsystemLib commands?

I can get them working,sorta.Some mods crash the machine,though :(

Seeya.

--

<sb>Geo

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1.227 Re: Good docs are essential

From: amorel <amorel@xs4all.nl>

Date: Sat, 22 Jan 2000 01:26:04 GMT+5DST

Subject: Re: Good docs are essential

X-UIDL: 4fe3cf034bbbcc61c4bc0895f1a771e1

On 21-Jan-00, George Davis wrote:

C=Are you talking about the XBsounsystemLib commands?

C=I can get them working,sorta.Some mods crash the machine,though :(

No not the mods(well I use xbciatracker which is more stable them eml). I've tried the sid one.

Regards

--

-*AMOREL*- musician/programmer \ \ Amiga 1200T/PPC/040/32/6g more shit

<http://www.xs4all.nl/~amorel> \ \ Good old C=64 and an attitude!

Will program/compose for food \ \ /Half a decent studio

Himmel Arsch und Zwirn! \ \ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html>\ \ /productions,demos,programs...

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1.228 Good docs are essential ,was:Re: syntaxerror in bb2mui?

From: amorel <amorel@xs4all.nl>

Date: Tue, 18 Jan 2000 19:15:24 GMT+5DST

Subject: Good docs are essential ,was:Re: syntaxerror in bb2mui?

X-UIDL: 869c3326c62fd09d70012eb488c6483f

On 17-Jan-00, Emil Oppeln Bronikowski wrote:

C=)-> Sorry about the confusion, I'll write better docs for the whole thing

C=)-> one day :)

C=im waitin' :D

Eever read the docs about the xbsoundssystemlib? They are the main reason I still can't get playing sids to work in Blitz. And the playsid.library devdocs are no use too, they don't even have example source, well so doesn't the xbsoundssystemlib.

I mean, do I have to guess what commands are used and how, or what?

On another note, haven't u noticed that when u press help on a command you get

the syntax in the screen bar, but that the "()" in there often are wrong. So that you have to use no "()" when they are written at the help? Fucking stupid!

Regards

--

-*AMOREL*- musician/programmer \ \ Amiga 1200T/PPC/040/32/6g more shit

<http://www.xs4all.nl/~amorel> \ \ Good old C=64 and an attitude!

Will program/compose for food \ \ /Half a decent studio

Himmel Arsch und Zwirn! \ \ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \ \ /productions,demos,programs...

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1.229 Re: Good docs are essential ,was:Re: syntaxerror in bb2mui?

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Wed, 19 Jan 2000 00:45:40 +0100

Subject: Re: Good docs are essential ,was:Re: syntaxerror in bb2mui?

X-UIDL: 298d7f775deb4f74c8b7dfca7d199cb7

amorel churned out *this* drivel:

> still can't get playing sids to work in Blitz. And the playsid.library

> devdocs are no use too, they don't even have example source, well so

> doesn't the xbsoundsystemlib.

> I mean, do I have to guess what commands are used and how, or what?

I thought the playsid commands looked pretty simple...I'll try and have another look at it...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(<http://surf.to/all-hail/>)

<tsb>

But what is all this fear of and opposition to oblivion? What

is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

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1.230 Re: Good docs are essential ,was:Re: syntaxerror in bb2mui?

From: amorel <amorel@xs4all.nl>

Date: Thu, 20 Jan 2000 19:15:25 GMT+5DST

Subject: Re: Good docs are essential ,was:Re: syntaxerror in bb2mui?

X-UIDL: 36b48b939e9dee0a5333fb5414401d90

On 18-Jan-00, James L Boyd wrote:

C=I thought the playsid commands looked pretty simple...I'll try and have

C=another look at it...

That`s what I thought. But some commands need a pointer and the pointer has a structure and the structure is in a c header file. I`m somewhate able to get what the structure is, but the structure is read from the icon file etc. I just dont get it.

Regards

--

-*AMOREL*- musician/programmer \\ Amiga 1200T/PPC/040/32/6g more shit

<http://www.xs4all.nl/~amorel> \\ Good old C=64 and an attitude!

Will program/compose for food \\ /Half a decent studio

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1.231 Re: Good docs are essential ,was:Re: syntaxerror in bb2mui?

From: James L Boyd <jamesboyd@all-hail.freerve.co.uk>

Date: Fri, 21 Jan 2000 01:38:37 +0100

Subject: Re: Good docs are essential ,was:Re: syntaxerror in bb2mui?

X-UIDL: 6b4224bc3c1f7ac7a9b9e55d352a2402

amorel churned out *this* drivel:

> C=I thought the playsid commands looked pretty simple...I'll try and have

> C=another look at it...

>

> That`s what I thought. But some commands need a pointer and the pointer

> has a structure and the structure is in a c header file. I`m somewhate

> able to get what the structure is, but the structure is read from the icon

> file etc. I just dont get it.

Yes, I see it now - the docs don't tell you what structures to use! I'll try and get into it at the weekend, do some good old trial and error stuff...

BTW Amorel, you might be interested to know that the AMOS file I asked for conversion here is the source to 303emu2, the excellent 303 emulator. I got this and some other smaller stuff from the 303tracker/emu website, though it's hard to find on there. Anyway, I'm gonna see if I can get anything useful out of it all ;) See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

But what is all this fear of and opposition to oblivion? What is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

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1.232 Re: Good docs are essential ,was:Re: syntaxerror in bb2mui?

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Fri, 21 Jan 2000 10:10:16 -0000

encoding: 7BIT

Subject: Re: Good docs are essential ,was:Re: syntaxerror in bb2mui?

X-UIDL: 2ebfaf17045a93c1efe7c8cb8a011354

Hi James & Amorel

I think Ralf Berkvens used playsid.library in his HyperHelp2 program.

The source was on BUM8 or 9, maybe 10.

But all the code dealing with that is ASM. Might be useful.

--

) ^ V [(] | M c | M [] | N N | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

DON'T PISS ME OFF! I'M RUNNING OUT OF PLACES TO HIDE THE BODIES.

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1.233 gtshapefix

From: amorel <amorel@xs4all.nl>

Date: Fri, 07 Jan 2000 19:43:06 GMT+5DST

Subject: gtshapefix

X-UIDL: ad8224f83b5f83e6609cd28281e6e366

When compiling this I got a type not found error at the line:

```
*s.shape=Addr Shape(0)
```

I have made amigalibs.res resident.

Regards

--

-*AMOREL*- musician/programmer \\ Amiga 1200T/PPC/040/32/6g more shit

<http://www.xs4all.nl/~amorel> \\ Good old C=64 and an attitude!

Will program/compose for food \\ /Half a decent studio

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1.234 Re: gtshapefix

From: "C. Dimitrakakis" <olethros@geocities.com>

Date: Fri, 07 Jan 2000 21:18:27 +0200

Subject: Re: gtshapefix

X-UIDL: 25944caa8631f48ab4ade4fab0ec1ddc

On 07-Jan-00, amorel wrote:

> When compiling this I got a type not found error at the line:

```
> *s.shape=Addr Shape(0)
```

>

> I have made amigalibs.res resident.

>

Erm, you need to make bb2objtypes.res resident.

That's where teh Shape structure is..

and it is might be named _shape or Shape :)

> Regards

>

Regards

--

Christos Dimitrakakis
olethros@geocities.com
http://members.xoom.com/cdimita

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1.235 Ham8 and Interlace?

From: "Mr.Vain of Secretly! (Th.Will)" <mr.vain@amigascne.org>
Subject: Ham8 and Interlace?
Date: Sun, 16 Jan 2000 18:22:53 +0100
Encoding: 8bit
X-UIDL: 5ce38da48d62b698d5601c8408b74f1c
Message to..: "blitz-list@netsoc.ucd.ie"
Message from: "mr.vain@amigascne.org"
Subject.....: "Ham8 and Interlace?"

o.0

```

`-----[ if four registers are not enough... ]-----'
|>> S · E · C · R · E · T · L · Y · ! <<|l: .l
|_____||l: .l
.\ ___/ \v ___/\ .___/\___ ./ ___/ . . /|_ \ \ _|_ |
l: \ ___ ./ / :l: v :l: _ / // ___/ :|l: :| // 1 \ \ v ./l
|___ / ___ .|___ .|___ \ \ ___ .l: .|___ ^_ ./l
l ___ j l ___ j l ___ j nOp! \ ___ / l ___ j | ___ | l ___ j | ___ | ___ |
|| (___)

```

Hi bro! ;)
I want to display pictures (640x512 and 640x256) with more then only 256 colours, like ham8 mode or something else without gfxcards, also on a standard aga amiga! Can someone explain me how to do code it? I don't want use the old ham (4096 colours) mode! It would be very nice when someone can show me how to init the coplist correctly and how to display the ham8 stuff! Thanks in advance!

signed off
"Mr.Vain of Secretly!^DarkSide" (Germany)
;
;>> Amiga Rulez! - Professionals don't use Micro\$aft Windows! <<
;

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1.236 Re: Ham8 and Interlace?

From: George Davis <geo@2-cool.co.uk>

Date: Sun, 16 Jan 2000 23:54:01 +0000

Subject: Re: Ham8 and Interlace?

X-UIDL: 6e2c16bd0840718f6e2365390ec2a05f

--BOUNDARY.1477284720.2

Hello Mr.Vain,

On 16-Jan-00, you wrote this:

> I want to display pictures (640x512 and 640x256) with more then only 256
> colours, like ham8 mode or something else without gfxcards, also on a
> standard aga amiga! Can someone explain me how to do code it? I don't want
> use the old ham (4096 colours) mode! It would be very nice when someone
> can show me how to init the coplist correctly and how to display the ham8
> stuff! Thanks in advance!

Here is an example of how to make a Hires Interlaced coplist,which I originally got from the David McMinn.It was a right pain adapting it to display more than 128 colours,but I managed it through trial and (mostly) error :)

If you need anything clarified,let me know.

Seeya.

--

<sb>Geo

--BOUNDARY.1477284720.2

Content-Disposition: attachment; filename="Ham8LacedCoplist.ASC"

;This code originally by Vaughan Roberts.

;Modified slightly by me.

#BPLMOD1=\$108

#BPLMOD2=\$10A

#BPLCON0=\$100

;Has to be a mutiple of 16 for fetchmode 1.Or 64 for fetchmode 2

#Bitmapsize=768

#Modulo=(((#Bitmapsize-320)/8)-2)*2

BitMap 0,#Bitmapsize,512,8 : InitPalette 0,256

LoadIFF "HiresLacedPic.HAM8",0,0

;Build our user copperlist for Laced displays.

COP\$=Mki\$(#BPLMOD1)+Mki\$(#Modulo) ;set up the modulo ?

COP\$+Mki\$(#BPLMOD2)+Mki\$(#Modulo) ;

COP\$+Mki\$(#BPLCON0)+Mki\$(8814) ;this is for HAM8 coplists

```
;COP$+Mki$(#BPLCON0)+Mki$(8014) ;this is for 8 bitplane coplists
;COP$+Mki$(#BPLCON0)+Mki$(f004) ;this is for 7 bitplane coplists
;This took me AGES to work out from the back
;of the Blitz manual.
;Add up the bits in #BPLCON0 and put the result here.
;If you want 8 bitplanes,turn off bits 12,13 and 14
;and turn on bit 4.
;Eg. say you want Hires Ham 8 laced
;set bits 15,11,4,2=$8814
;
;I don't fully understand it all,but it works OK ;)
;Init laced max overscan copperlist.
InitCopList 0,41,256,$11D98,8,256,-3
DisplayUser 0,0,COP$ ;-3 for lace copper instructions
DisplayAdjust 0,768,-8,-8,-32,32
;Go to BLITZ mode.
VWait 50
BLITZ
CreateDisplay 0
DisplayBitMap 0,0
DisplayPalette 0,0
Use BitMap 0
;Swap between odd and even lines.
SetInt 5
If Peek($dff004)<0
DisplayBitMap 0,0,0,0
Else
DisplayBitMap 0,0,0,1
EndIf
End SetInt
;Do whatever
MouseWait
End
;Hope this is useful.
;Geo.
--BOUNDARY.1477284720.2
```

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--BOUNDARY.1477284720.2--

1.237 Re: Ham8 and Interlace?

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Mon, 17 Jan 2000 10:03:47 -0000

Subject: Re: Ham8 and Interlace?

Encoding: 8bit

X-UIDL: 837797e6b268a588b3dec640cb62524a

Hi George

> originally got from the David McMinn. It was a right pain adapting it

> to display more than 128 colours, but I managed it through trial and

> (mostly) error :) If you need anything clarified, let me know.

Which I got from someone else years ago. And yes, it is a pain to

adapt it to other sizes/depths. One thing we found was that you

shouldn't peek during the interrupt (music to Amorel's ears :)

because it causes some problems with scandoublers. Use a flag to keep

track of the thing to display (like sw=1-sw).

--

l) ^ V][[l) Ml © Ml][[N N l dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

Snooze Alarms. Anagram: Alas! No More Z's

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1.238 Re: Ham8 and Interlace?

From: "Simon Hitchen" <simon@gadge.u-net.com>

Organization: Gadge Software

Date: 17 Jan 2000 11:14:49 +0000

Subject: Re: Ham8 and Interlace?

Encoding: 7bit

X-UIDL: 0ec211052cccd5f250d256f737a5b6c0

Hello David,

> because it causes some problems with scandoublers.

Any particular scandoubler in mind Dave ??? :)

> Use a flag to keep

> track of the thing to display (like sw=1-sw).

I think we settled on something like:

SetInt 5

sw=1-sw

DisplayBitmap 0,0,0,sw

End Setint

--

Simon

MailTo:simon@gadge.u-net.com - simon@satanicdreams.com

http://www.gadge.u-net.com ICQ: 22707489

A1200T-060/50-48+4+2MB-CD-HDx2-V90-SVGA-SCSI-ZII-CGX/3D.

Health Warning! - This Amiga Is Genetically Modified(tm)

Revenge AGA:UFO_EU:WB-Tidy:WB-AnimAL:YAMM & other stuff.

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1.239 Re: Ham8 and Interlace?

From: amorel <amorel@xs4all.nl>

Date: Mon, 17 Jan 2000 13:30:10 GMT+5DST

Subject: Re: Ham8 and Interlace?

X-UIDL: aeca7f594737a8df0d79e9ccf0acc8e0

On 17-Jan-00, David McMinn wrote:

C=Which I got from someone else years ago. And yes, it is a pain to

C=adapt it to other sizes/depths. One thing we found was that you

C=shouldn't peek during the interrupt (music to Amorel's ears :)

Told you ;-)

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1.240 Re: Ham8 and Interlace?

From: Toby Zuidveld <hotcakes@a1bbs.net.au>

Date: Mon, 17 Jan 2000 23:15:01 +1000

X-SenderInfo: 1;

picture="http://www.geocities.com/SunsetStrip/Disco/6065/a1people/tobyzuij.gif"

Organization: Crash'n'Burn Incinerated, Satanic Dreams Software

Subject: Re: Ham8 and Interlace?

Encoding: 8bit

X-UIDL: 8218827b7051da18952960e057219d17

Hello Simon

On 17-Jan-00, you wrote:

SH>> because it causes some problems with scandoublers.

SH> Any particular scandoubler in mind Dave ??? :)

Yours didn't like -anything- ;]

SH>> Use a flag to keep

SH>> track of the thing to display (like sw=1-sw).

SH> I think we settled on something like:

SH> SetInt 5

SH> sw=1-sw

SH> DisplayBitmap 0,0,0,sw

SH> End Setint

<gasp!>

You're not supposed to change variables inside an Interrupt! Umumumumum,

I'm dobbing on you...

Regards

--

Toby Zuijdveld --- Candy Ravers

Hippies of the New Millenium

<http://a1bbs.net.au/hotcakes> - Last updated 26-Sep-99 -

<mailto:hotcakes@a1bbs.net.au>

<icq:2222255577711155511555>

Basic Bar Terminology

>>> > >>

>>> > >>8. "I DON'T FEEL WELL, LET'S GO HOME." (FEMALE)

>>> > >>(You're paying more attention to your friends than

>>> > to me.)

--

According to <http://www.thepark.com>, I'm 55% pure, 47% untelligent
and will die at the age of 64 after having sex only 7 times! <sob>

--

If you're an Australian resident <http://www.emailcash.com.au>

If you join please consider using the referral ID B31031

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1.241 Re: Ham8 and Interlace?

From: "Simon Hitchen" <simon@gadge.u-net.com>

Organization: Gadge Software

Date: 17 Jan 2000 13:58:40 +0000

Subject: Re: Ham8 and Interlace?

Encoding: 7bit

X-UIDL: b5ea1f5a152ac298813ff94198e411f1

Hello Toby,

> SH> Any particular scandoubler in mind Dave ??? :)

>

> Yours didn't like -anything- ;]

Good job it could cope with "Flickery GFX(tm)" tho ;)

> You're not supposed to change variables inside an Interrupt! Umumumumum,

> I'm dobbing on you...

Yikes!... Please guv, don't turn me in :)

--

Simon

MailTo:simon@gadge.u-net.com - simon@satanicdreams.com

http://www.gadge.u-net.com ICQ: 22707489

A1200T-060/50-48+4+2MB-CD-HDx2-V90-SVGA-SCSI-ZII-CGX/3D.

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Revenge AGA:UFO_EU:WB-Tidy:WB-AnimAL:YAMM & other stuff.

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1.242 Re: Ham8 and Interlace?

From: George Davis <geo@2-cool.co.uk>

Date: Mon, 17 Jan 2000 20:09:51 +0000

Subject: Re: Ham8 and Interlace?

X-UIDL: f1719a79395ad632ad78f01b717cb70d

Hello Simon,

On 17-Jan-00, you wrote this:

>> Use a flag to keep

>> track of the thing to display (like sw=1-sw).

>

> I think we settled on something like:

>
> SetInt 5
> sw=1-sw
> DisplayBitmap 0,0,0,sw
> End Setint

Yeah,that's much neater as well.But there seems to be a 50/50 chance that the bitmap will be out of sync,and you get Super-Headache-O-Vision.

I tried putting

```
If Peek($dff004)<0 : sw=1 : Else : sw=0 : EndIf
```

before I set up the interrupt,but it only seems to work for the first coplist that my program makes,after that I get the same problem.

How did you do it?

--

<sb>Geo

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1.243 Re: Ham8 and Interlace?

From: "Simon Hitchen" <simon@gadge.u-net.com>

Organization: Gadge Software

Date: 17 Jan 2000 23:37:14 +0000

Subject: Re: Ham8 and Interlace?

Encoding: 7bit

X-UIDL: 2cd2ce8e5c0aa6d4c77855d8b5c0005f

Hello George,

> Yeah,that's much neater as well.But there seems to be a 50/50 chance that
> the bitmap will be out of sync,and you get Super-Headache-O-Vision.

> I tried putting

>

```
> If Peek($dff004)<0 : sw=1 : Else : sw=0 : EndIf
```

>

> before I set up the interrupt,but it only seems to work for the first

> coplist that my program makes,after that I get the same problem.

> How did you do it?

I found that Peek(\$dff004) inside the interupt always returned 0 (which is why the switching wasn't working) so I just set up the sw=1-sw to switch manually.

It didn't make any difference if I set sw=1 or sw=0 before
initialising the interrupt, it always worked correctly (?)

--

Simon

MailTo:simon@gadge.u-net.com - simon@satanicdreams.com

http://www.gadge.u-net.com ICQ: 22707489

A1200T-060/50-48+4+2MB-CD-HDx2-V90-SVGA-SCSI-ZII-CGX/3D.

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1.244 Re: Ham8 and Interlace?

From: Curt Esser <camge@amigaonline.net>

Date: Mon, 17 Jan 2000 17:26:13 -0500

Subject: Re: Ham8 and Interlace?

X-UIDL: fd44abfdb9ace4f3792421fc6976d8c7

Hi Simon

On 17-Jan-00, Simon Hitchen wrote:

> Hello Toby,

>> You're not supposed to change variables inside an Interrupt! Umumumumum,

>> I'm dobbing on you...

>

> Yikes!... Please guv, don't turn me in :)

Not quite correct guys - you aren't allowed to access STRING variables or
literal strings from inside an interrupt, and in Amiga mode you can't do
file in/out, use Intuition commands, or use the Blitter...

And if you are using a Vblank Interrupt the code must, of course, be able to
execute in less than 1 VBlank.

That's the only restrictions.

It's ok to access (read/write) other types of variables...

I've done it in several programs, without problems.

>

Later...

--

Any fool can paint a picture, but it takes a wise man to sell it.

Yours electronically,

Curt Esser

camage@amigaonline.net

http://members.xoom.com/Curt_Esser/

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

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1.245 Re: Ham8 and Interlace?

From: Anton Reinauer <ants@paradise.net.nz>

Date: Tue, 18 Jan 2000 12:44:12 +1300

Subject: Re: Ham8 and Interlace?

X-UIDL: 8013cfeee13fe06a91d17e50fcd25833

On 18-Jan-00, Toby Zuijdveld wrote:

>

> You're not supposed to change variables inside an Interrupt!

> Umumumumum, I'm dobbing on you...

Yes you can- there's just some stuff you shouldn't touch- it's in the Blitz docs.

--

Anton Reinauer <ants@paradise.net.nz>

UDP_Chat- an IRC-like test-bed for my UDP internet multi-player game functions.

- Aminet: dev/basic/UDP_Chat.lha (V2.7)

<http://homepages.paradise.net.nz/ants>

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

1.246 Re: Ham8 and Interlace?

From: Toby Zuijdveld <hotcakes@a1bbs.net.au>

Date: Wed, 19 Jan 2000 07:49:12 +1000

X-SenderInfo: 1;

picture="http://www.geocities.com/SunsetStrip/Disco/6065/a1people/tobyzuij.gif"

Organization: Crash'n'Burn Incinerated, Satanic Dreams Software

Subject: Re: Ham8 and Interlace?

Encoding: 8bit

X-UIDL: 077e0e5e47b6dc6e831c3a4feb098f51

Hello Simon

On 17-Jan-00, you wrote:

SH>> SH> Any particular scandoubler in mind Dave ??? :)

SH>>

SH>> Yours didn't like -anything- ;]

SH> Good job it could cope with "Flickery GFX(tm)" tho ;)

Grrr, I'm sure that was Blitz's fault =]

SH>> You're not supposed to change variables inside an Interrupt!

SH>> Umumumumum, I'm dobbing on you...

SH> Yikes!... Please guv, don't turn me in :)

Doooweeeeerrrr, doweerrrrr, it's the donut police...

<ummm, that was funnier before I said it:>

Regards

--

Toby Zuijdveld --- Candy Ravers

Hippies of the New Millenium

<http://a1bbs.net.au/hotcakes> - Last updated 26-Sep-99 -

<mailto:hotcakes@a1bbs.net.au>

<icq:22222555777111555111555>

Delivery for Mr Wiley Coyote from Acme Taglines Inc.

--

According to <http://www.thespark.com>, I'm 55% pure, 47% untelligent and will die at the age of 64 after having sex only 7 times! <sob>

--

If you're an Australian resident <http://www.emailcash.com.au>

If you join please consider using the referral ID B31031

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

1.247 Re: Ham8 and Interlace?

From: Toby Zuijdveld <hotcakes@a1bbs.net.au>

Date: Wed, 19 Jan 2000 08:13:31 +1000

X-SenderInfo: 1;

picture="http://www.geocities.com/SunsetStrip/Disco/6065/a1people/tobyzuij.gif"

Organization: Crash'n'Burn Incinerated, Satanic Dreams Software

Subject: Re: Ham8 and Interlace?

Encoding: 8bit

X-UIDL: ad844c9289a8cc5327caa51bd1b9b3a0

Hello Curt

On 18-Jan-00, you wrote:

CE>>> You're not supposed to change variables inside an Interrupt!

CE>>> Umumumumum, I'm dobbing on you...

CE>>

CE>> Yikes!... Please guv, don't turn me in :)

CE> Not quite correct guys - you aren't allowed to access STRING variables

CE> or literal strings from inside an interrupt, and in Amiga mode you can't

Wow, never knew that one. It didn't bother me anyway I changed variables

HEAPS inside of interrupts back when I liked interrupts ;]

Regards

--

Toby Zuijdveld --- Candy Ravers

Hippies of the New Millenium

<http://a1bbs.net.au/hotcakes> - Last updated 26-Sep-99 -

<mailto:hotcakes@a1bbs.net.au>

<icq:22222555777111555111555>

Wanna look young and thin? hand around old fat people

--

According to <http://www.thespark.com>, I'm 55% pure, 47% untelligent
and will die at the age of 64 after having sex only 7 times! <sob>

--

If you're an Australian resident <http://www.emailcash.com.au>

If you join please consider using the referral ID B31031

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1.248 Hello... and some questions!

From: Lorenzo Tanganelli <tangalor@dns.etruria.it>

Date: Thu, 06 Jan 2000 13:58:46 +0200

Subject: Hello... and some questions!

X-UIDL: 8ad1a696831535109683f1b65f5476c2

Hello,

I'm new of this list and I have some question about some commands of the Blitz Basic language. Now I'm writing a nice and simply program that use shapes to do buttons-image using gadtools. Well, the program load 4 shapes

(in the iff format).

Example...

LoadShape 0,"hd1:hello.iff"

LoadShape 1,"hd1:goodbye.iff"

LoadShape 2,"hd1:lore.iff"

LoadShape 3,"hd1:home.iff"

Then I use the command GTShape to create a simply button gadget.

Example..

GTShape 0,0,0,0,0,2

....and other GTShape gadgets.....

With the last two numbers (0,2) I tell my program that this button gadget have to have the first shape (0) as image when the gadget isn't put down and the shape 2 when the button is put down by a simply click of the mouse.

If I load only two shapes this is ok, but if I load more than 2 shapes the program uses as image for the button clicked tha last that he has loaded (this for **all** the button-shapes that I've done). Why? I've correct the mistake using the same shape for all button when they are clicked..... but it is less nice.... and why if I use the same image the program doesn't use the last shape loaded?

Another question...):....:

Is there a command in the Amiga mode that return the x coordinates of the mouse? (And the same for the y...)

I hope you reply me.....

PS: I'm italian, so if you find some errors in this text I'm sorry and I hope you tell me where is the error and why is an error so I do 2 things in a time: I learn Blitz and English!...:)

Goodbye

--

I think that God in creating man somewhat overestimated his ability.

-- Oscar Wilde

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\\ \\ __

_ \\anganelli _____ \\orenzo

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1.249 Re: Hello... and some questions!

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Thu, 6 Jan 2000 13:23:08 -0000

Subject: Re: Hello... and some questions!

Encoding: 8bit

X-UIDL: 40d809f8ff30d34cf934803f41a8ecec

Hi Lorenzo

> of the mouse. If I load only two shapes this is ok, but if I load more

> than 2 shapes the program uses as image for the button clicked tha

> last that he has loaded (this for *all* the button-shapes that I've

That's a bug in the Blitz gadtools library. You can download a fix

from Aminet/dev/basic/gtshape.lha.

> Is there a command in the Amiga mode that return the x coordinates of

> the mouse? (And the same for the y...)

WMouseX and WMouseY return the mouse co-ordinates relative to the current window I think and EMouseX and EMouseY return the mouse co-ordinates at the last window event (i.e. after a WaitEvent or Event command).

--

l) ^ V] [l) | M | © | M |] [| | | | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

I love the smell of Napalm in the morning.

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1.250 Re: Hello... and some questions!

Date: Thu, 6 Jan 2000 07:55:06 -0800 (PST)

From: "?=iso-8859-1?q?Francis=20G.=20Loch?=" <fgloch@yahoo.com>

Subject: Re: Hello... and some questions!

Encoding: 8bit

X-UIDL: 19e4f54246e0e048a30e09a2ca11ad28

Hi Lorenzo,

--- Lorenzo Tanganelli <tangalor@dns.etruria.it>

wrote:

> Hello,

> I'm new of this list and I have some question about
> some commands of the
> Blitz Basic language. Now I'm writing a nice and
> simply program that use
> shapes to do buttons-image using gadtools. Well, the
> program load 4 shapes
> (in the iff format).
> Example...
> LoadShape 0,"hd1:hello.iff"
> LoadShape 1,"hd1:goodbye.iff"
> LoadShape 2,"hd1:lore.iff"
> LoadShape 3,"hd1:home.iff"
>
> Then I use the command GTShape to create a simply
> button gadget.
>
> Example..
> GTShape 0,0,0,0,0,2
>and other GTShape gadgets.....
>
> With the last two numbers (0,2) I tell my program
> that this button gadget
> have to have the first shape (0) as image when the
> gadget isn't put down
> and the shape 2 when the button is put down by a
> simply click of the mouse.
> If I load only two shapes this is ok, but if I load
> more than 2 shapes the
> program uses as image for the button clicked tha
> last that he has loaded
> (this for *all* the button-shapes that I've done).
> Why? I've correct the
> mistake using the same shape for all button when
> they are clicked..... but
> it is less nice.... and why if I use the same image
> the program doesn't use
> the last shape loaded?
This is due to a bug in the GT library. I found this
problem with my TransGraphica utility so I ended up

using the standard commands for button icons. Another problem that I found with the GT library is that it only allows you to have icons with 4 colours. I would stick to the standard shapes button if I were you. Forgive me if I haven't mentioned the specific commands for doing this, but I write these e-mails from work and I don't have my Blitz manual to hand. If you would like I can send you some example code using these commands.

>

> Another question...:):....:

>

> Is there a command in the Amiga mode that return the

> x coordinates of the

> mouse? (And the same for the y...)

>

Yes there is, but again I couldn't tell you the specific command. It should be in the Blitz manual.

> I hope you reply me.....

>

> PS: I'm italian, so if you find some errors in this

> text I'm sorry and I

> hope you tell me where is the error and why is an

> error so I do 2 things in

> a time: I learn Blitz and English!...:)

>

> Goodbye

> --

> I think that God in creating man somewhat

> overestimated his ability.

> -- Oscar Wilde

>

> _____

> __ __ \\\

> \ \ \ \

> \ \ \ __

> _ \anganelli _____ \orenzo

>

> <http://www.juve-mailing-list.freeweb.it>

>

=====

e-mail:- fgloch@yahoo.com

web-site:- <http://www.geocities.com/fgloch>

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1.251 Re: Hello... and some questions!

From: Nick Lamburn <oruk-amigan@free4all.co.uk>

Date: Thu, 06 Jan 2000 14:55:53 +0100

Subject: Re: Hello... and some questions!

Encoding: 8bit

X-UIDL: fc0ac8767b5315a43eaa63cf94b1a5af

Hello Lorenzo

Non essere preoccupato, qualche inglese speakers può fare italiano, come me. Io ho risposto i tuoi problemi in questa risposta. Ci sono altro Italiano utente qui anche, così non preoccupare circa il problema inglese!

La risposta alla tua questione sono:

1. quello è un problema in gadtool blitz, tu hai bisogno di avere una correzione che è su aminet nel dev/basic/gtshape.lha
2. se tu hai bisogno della posizione di un puntatore sullo schermo, si, prima usare schermo, per esempio:

WBToScreen 0; usare workbench come schermo, si?

E poi usare SMouseX per x puntatore posizionare e SMouseY per y puntatore posizionare

se tu hai finestra aprire, usare WMouseX e WMouseY quindi.

Sperare questo aiuta te Lorenzo, il mio italiano letto non è troppo buono, ma io posso prendere da, così non preoccupare se tu hai problema, gli Utenti italiani aiuteranno te, e Italiano parlare aiutare tu anche.

Miglior di sorte, dei tuoi

Nick

--

Success is like a fart - only your own smells nice.

-- James P. Hogan

+-----+

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+-----+

| email: oruk-amigan@free4all.co.uk |

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1.252 Re: Hello... and some questions!

From: Lorenzo Tanganelli <tangalor@dns.etruria.it>

Date: Thu, 06 Jan 2000 22:02:21 +0200

Subject: Re: Hello... and some questions!

Encoding: 8bit

X-UIDL: 2cf95ff7fe2b6f9fdbc054acc1b6cff5

Ciao Nick,

Il 06-Gen-00, Nick Lamburn ha scritto:

> Hello Lorenzo

>

> Non essere preoccupato, qualche inglese speakers può fare italiano, come

> me. Io ho risposta i tuoi problemi in questa risposta. Ci sono altro

> Italiano utente qui anche, così non preoccupare circa il problema inglese!

Grazie mille! (thank you very much!)

>

> La risposta alla tua questione sono:

>

> 1. quello è un problema in gadtool blitz, tu hai bisogno di avere una

> correzione che è su aminet nel dev/basic/gtshape.lha

Grazie ancora (thank you!)

>

> 2. se tu hai bisogno della posizione di un puntatore sullo schermo, si,

> prima usare schermo, per esempio:

>

> WBToScreen 0; usare workbench come schermo, si?

>

> E poi usare SMouseX per x puntatore posizionare e SMouseY per y puntatore

> posizionare

>

> se tu hai finestra aprire, usare WMouseX e WMouseY quindi.

Ora parlo in inglese... così piano piano imparo! (Now I'm talking English so

Ilearn it!...) I have only the file `blitz_manual.guide` as guide for learn

Blitz Basic. I know that there are many examples on aminet that I usually use for learn, but does a good book of blitz exist? I don't know.. a manual, something where is written all the command of this language?

>

> Sperare questo aiuta te Lorenzo, il mio italiano letto non è troppo buono,

> ma io posso prendere da, così non preoccupare se tu hai problema, gli

> Utenti italiani aiuteranno te, e Italiano parlare aiutare tu anche.

Grazie ancora di tutto! (Thank you very much of all!). I hope that in the future I can do some good programs!

Salutoni

--

I like work ... I can sit and watch it for hours.

_____ —
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\ \ \ \

\ \ \ _ _ _

_ \anganelli _ _ _ _ \lorenzo

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1.253 Re: Hello... and some questions!

From: Lorenzo Tanganelli <tangalor@dns.etruria.it>

Date: Thu, 06 Jan 2000 22:14:58 +0200

Subject: Re: Hello... and some questions!

X-UIDL: 7fa1d9f5deb8feedc6d1cf6b0e10f9c6

Ciao Francis,

Il 06-Jan-00, Francis G. Loch ha scritto:

> Hi Lorenzo,

> This is due to a bug in the GT library. I found this

> problem with my TransGraphica utility so I ended up

> using the standard commands for button icons. Another

> problem that I found with the GT library is that it

> only allows you to have icons with 4 colours. I would

> stick to the standard shapes button if I were you.

yes... sigh! But doesn't something exist to change it? Doesn't exist a

patch, a library that can change it?

> Forgive me if I haven't mentioned the specific
> commands for doing this, but I write these e-mails
> from work and I don't have my Blitz manual to hand.
>

> If you would like I can send you some example code
> using these commands.

Yessss... I would be happy! I have learnt a few commands to program simply
reading the source of many programs that I have found on aminet. If you
want some codes that I have I can send you something. Thank you very much!

> Yes there is, but again I couldn't tell you the
> specific command. It should be in the Blitz manual.>

David and Nick had replied me writing that this is SMouseX (and SMouseY).

Salutoni

--

Reality is for people who lack imagination.

______\\\

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\\|___

_\anganelli _____ \orenzo

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1.254 Re: Hello... and some questions!

From: amorel <amorel@xs4all.nl>

Date: Thu, 06 Jan 2000 18:15:46 GMT+5DST

Subject: Re: Hello... and some questions!

X-UIDL: 1ee0ac9f4c06e1ab68647c3f898e9874

On 06-Jan-00, Lorenzo Tanganelli wrote:

C=it is less nice.... and WHEN I USE the same image the program doesn't use

C=the last shape loaded?

Cause gtshapegadgets are bugged in the Blitz gadtools lib. Try using the one
from Red Wehn Excited. Though the RWE gadtools lib crashes quite a lot. Seome
people here have some nasty peek/poke/pointer shit solutions, but I won't
touch them, cant be healthy ;-) I just couldn't be arsed and stuck with good
old textgadgets. U also might use normal shapegadgets, but the coordinate

system of those is different than of gadtools, so you`re screwed when u wanna change window size and adjust gadgets etc.

C=Another question....):....:

C=Is there a command in the Amiga mode that WILL return the x coordinates of the

C=mouse? (And the same for the y...)

Maybe the os has commands for that? Maybe mousex, mousey?

C=I hope you reply me.....

C=PS: I`m Italian, so if you find some errors in this text THEN I`m sorry and

I

C=hope you WILL tell me where <SNIP> the error IS and why IT is an error so I

WILL do 2 things <SNIP> AT THE SAME time: I learn Blitz and I LEARN

English!....:)

Ok I corrected that, but I dont want to tell you what was wrong. I`m not a teacher.

C=Goodbye

C=--

C=I think that God in creating man somewhat overestimated his ability.

C=-- Oscar Wilde

C=_____

C=_____\

C=\\ \\ \\

C=\\ \\ _____

C= _\langanelli _____lorenzo

C= <http://www.juve-mailing-list.freeweb.it>

C=-----

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

--

-*AMOREL*- musician/programmer \\ Amiga 1200T/PPC/040/32/6g more shit

<http://www.xs4all.nl/~amorel> \\ Good old C=64 and an attitude!

Will program/compose for food \\ /Half a decent studio

Himmel Arsch und Zwirn! \\ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \\ /productions,demos,programs...

-*Stocks are low, hurry! Amoralplayer1.4b, a no fuss audioplayer*-

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1.255 Re: Hello... and some questions!

From: Toby Zuijdveld <hotcakes@a1bbs.net.au>

Date: Fri, 07 Jan 2000 23:16:01 +1000

X-SenderInfo: 1;

picture="http://www.geocities.com/SunsetStrip/Disco/6065/a1people/tobyzuij.gif"

Organization: Crash'n'Burn Incinerated, Satanic Dreams Software

Subject: Re: Hello... and some questions!

Encoding: 8bit

X-UIDL: a4abee7d66bde57f4f376f85a5464714

Hello Nick

On 06-Jan-00, you wrote:

NL> Non essere preoccupato, qualche inglese speakers può fare italiano, come

If you must speak pure Italian (the only three words I understood:) please

do it direct, off list. This is an English list and it's considered rude...

Have a nice day =]

Regards

--

Toby Zuijdveld --- If it hasn't happened to you

yet, it isn't going to have happened to you

<http://a1bbs.net.au/hotcakes> - Last updated 26-Sep-99 -

<mailto:hotcakes@a1bbs.net.au>

<icq:22222555777111555111555>

Press the "any key" to continue.

--

According to <http://www.thepark.com>, I'm 55% pure, 47% untelligent

and will die at the age of 64 after having sex only 7 times! <sob>

--

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1.256 Re: Hello... and some questions!

From: Curt Esser <camge@amigaonline.net>

Date: Fri, 07 Jan 2000 06:13:16 -0500

Subject: Re: Hello... and some questions!

X-UIDL: a628b6ef069307eecca9a8e00661cc4fe

Hi David

On 06-Jan-00, David McMinn wrote:

>> Is there a command in the Amiga mode that return the x coordinates of
>> the mouse? (And the same for the y...)

>

> WMouseX and WMouseY return the mouse co-ordinates relative to the
> current window I think and EMouseX and EMouseY return the mouse co-
> ordinates at the last window event (i.e. after a WaitEvent or Event
> command).

And don't forget SmouseX and SmouseY, which return the position on the
screen...

>

>

Later...

--

Yours electronically,

Curt Esser

camge@amigaonline.net

http://members.xoom.com/Curt_Esser/

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1.257 Re: Hello... and some questions!

From: amorel <amorel@xs4all.nl>

Date: Fri, 07 Jan 2000 19:23:02 GMT+5DST

Subject: Re: Hello... and some questions!

Encoding: 8bit

X-UIDL: 2ed4238190bff250cf31f6da5f16b199

On 07-Jan-00, Toby Zuijdveld wrote:

C=Hello Nick

C=On 06-Jan-00, you wrote:

C=NL> Non essere preoccupato, qualche inglese speakers può fare italiano, come

C=If you must speak pure Italian (the only three words I understood:) please

C=do it direct, off list. This is an English list and it's considered rude...

C=Have a nice day =]

Yeah those stupid fag garlic stinking mafioso piss me off big time =)

--

-*AMOREL*- musician/programmer \ \ Amiga 1200T/PPC/040/32/6g more shit

<http://www.xs4all.nl/~amorel> \ \ Good old C=64 and an attitude!

Will program/compose for food \ \ / Half a decent studio

Himmel Arsch und Zwirn! \ \ / Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \ \ / productions, demos, programs...

-*Stocks are low, hurry! Amoralplayer1.4, a no fuss audioplayer*-

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1.258 Re: Hello... and some questions!

From: Davide Zipeto <dawez@tiscalinet.it>

Date: Fri, 07 Jan 2000 11:30:23 +0100 (CET)

Subject: Re: Hello... and some questions!

Encoding: 8bit

X-UIDL: e27d9ee43554ef580b727838f3bda42c

Hello Nick

On 06-Gen-00, Nick Lamburn wrote:

> Io ho risposto i tuoi problemi in questa risposta. Ci sono altro Italiano

> utente qui anche, così non preoccupare circa il problema inglese!

Well amazing !! you're an english that learn italian ? Is the world turning upside down ?

Nick if you're interested, we soon will make an italian blitz mailinglist.

Now everything is still in progress. I hope we'll get in in our mailing list so we can share our knowledge of blitz and you can learn a lot of italian.

I'll inform you ASAP.

> gli Utenti italiani aiuteranno te, e Italiano parlare aiutare tu anche.

I'll do my best to help as much as possible. I don't know of many blitzers exists here in italy, maybe around ten or so.

I think that are here a lot of good bb2 coders that usually give up due to lack of english :-(This is not good :-(Our italian bb2 ml will help people to "get the hands over" blitz coding.

Regards

--

<tsb> #Dawez# A proud Amiga user

<sb> Win2000 : where do you want to crash today ?

--

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1.259 Re: Hello... and some questions!

Date: Mon, 10 Jan 2000 03:06:39 -0800 (PST)

From: "=?iso-8859-1?q?Francis=20G.=20Loch?=" <fgloch@yahoo.com>

Subject: Re: Hello... and some questions!

Encoding: 8bit

X-UIDL: 98ae1e92c2291dc0361daa4523c179ca

--- Lorenzo Tanganelli <tangalor@dns.etruria.it>

wrote:

> Ciao Francis,

>

> Il 06-Gen-00, Francis G. Loch ha scritto:

> > Hi Lorenzo,

>

> > This is due to a bug in the GT library. I found

> this

> > problem with my TransGraphica utility so I ended

> up

> > using the standard commands for button icons.

> Another

> > problem that I found with the GT library is that

> it

> > only allows you to have icons with 4 colours. I

> would

> > stick to the standard shapes button if I were you.

> yes... sigh! But doesn't something exist to change

> it? Doesn't exist a

> patch, a library that can change it?

There might be one available on Aminet, but I am not aware of it.

>

> > Forgive me if I haven't mentioned the specific

> > commands for doing this, but I write these e-mails

> > from work and I don't have my Blitz manual to

> hand.

> >

> > If you would like I can send you some example code

> > using these commands.

> Yessss... I would be happy! I have learnt a few

> commands to program simply
 > reading the source of many programs that I have
 > found on aminet. If you
 > want some codes that I have I can send you
 > something. Thank you very much!
 >

Here's an example source showing you how to use the ShapeGadget function along with GadTools. This source is a cut-down and edited version of routines used in my TransGraphica utility. It will not work if you try to run it as it stands. Also note that the source is probably not as nice as it could be.

Once you have set up all of your icons, etc. you can use the standard GadgetHit commands as you would if you were using GTShapes.

I hope this is of use to you.

If you have any queries please don't hesitate to ask.

If you're interested in seeing TransGraphica in action you can download it from my website. Note that it doesn't like the new AmigaOS 3.5 very much.

;

 ; Open screen and define the colour palette

;

 Screen 0,0,0,640,512,4,\$8004,stit\$,1,2

InitPalette 0,16

PalRGB 0,0,10,10,10

PalRGB 0,1,0,0,0 ; These are your standard

PalRGB 0,2,15,15,15 ; system colours

PalRGB 0,3,6,8,11

. ; Define the rest of your

. ; colours. Useful if you are

. ; using icons with >4

colours!

Use Palette 0

;

 ; Load in icons

;

; This section of code reads the icons from a DATA

list

; and loads them in. The icons are stored as IFF

brushes.

; The extensions mf0 and mf1 are for normal and

pressed

; button images.

Restore icon_list

Read nooficons

For i=0 To nooficons-1

Read icon\$

LoadShape i*2,"data/"+icon\$+".mf0"

LoadShape i*2+1,"data/"+icon\$+".mf1"

Next

icon_list:

Data 3,"open_file","save_file","print"

;

; Define screen items

;

; Defines some GadTools menus

GTMenueTitle 0,0,"Project"

GTMenueItem 0,0,0,0,"Load ASCII file...","L"

GTMenueItem 0,0,0,1,"Save as IFF-ILBM...","S"

GTMenueItem 0,0,0,2

GTMenueItem 0,0,0,3,"Information...","I"

GTMenueItem 0,0,0,4,"About...","?"

GTMenueItem 0,0,0,5

GTMenueItem 0,0,0,6,"Quit","Q"

GTMenueTitle 0,1,"Image"

GTMenueItem 0,0,1,0,"Increase scale",">"

GTMenueItem 0,0,1,1,"Decrease scale","<"

GTMenueItem 0,0,1,2

GTMenueItem 0,1,1,3,"1x2 aspect ratio","N"

GTMenueItem 0,0,1,4

GTMenueItem 0,1,1,5,"Reverse video","R"

```

GTMenuItem 0,2,"Misc"
GTMenuItem 0,0,2,0,"TAB size...","T"
; Defines the positions of our icons.
;
; The syntax is:
; ShapeGadget
GadList#,X,Y,Flags,GadID#,Image1,Image2
ShapeGadget 0,9,5+bar_y,0,0,0,1
ShapeGadget 0,43,5+bar_y,0,1,2,3
ShapeGadget 0,77,5+bar_y,0,2,4,5
ShapeGadget 0,111,5+bar_y,0,3,6,7
ShapeGadget 0,145,5+bar_y,0,4,8,9
ShapeGadget 0,179,5+bar_y,0,5,10,11
; Define a GadTools cycle list
GTCycle 0,6,78,bar_y*2+11,163,bar_y+2,"ASCII
filter:",0,filterlist$,default_filter
; Set up the window
Window
1,0,bar_y,640,ScreenHeight-bar_y,$201108,"",1,2,0
GTSetMenu 0
AttachGTLList 0,1
; Draw the icon gadgets
For gad=0 To 6
Redraw 1,gad
Next
=====
e-mail:- fgloch@yahoo.com
web-site:- http://www.geocities.com/fgloch

```

Do You Yahoo!?

Talk to your friends online with Yahoo! Messenger.

<http://im.yahoo.com>

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1.260 Re: hi 1st post about tcp

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Wed, 02 Sep 1992 14:43:22 +0500

Subject: Re: hi 1st post about tcp

X-UIDL: a26f757441ef9ac9055a20eff97a5960

On 01-Jan-00, amorel wrote:

>C=and here some more usefull ones

>C=dc.l \$F2004000 ; fmove.l d0,fp0

>C=dc.l \$F23C4423, \$3BC49BA5 ; fmul.s #0.006,fp0

>C=dc.l \$F2006000 ; fmove.l fp0,d0

>C=Which will give you 6 thousands of the original longword in d0, using FPU.

Hey, could someone post the original of this (these?) message(s)? Something about doing things on the FPU? Looks interesting...

I seem to have missed 'em somehow (too quick on the Delete button I think ;)

Send 'em straight to jamesboyd@all-hail.freemove.co.uk

so the listers don't get 'em twice!

Cheers :)

--

James.

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1.261 info on superted

From: Davide Zipeto <dawez@tiscalinet.it>

Date: Tue, 04 Jan 2000 16:07:38 +0100 (CET)

Subject: info on superted

X-UIDL: e60d9b314c84a558205b3654417f6011

Hello,

I've a question for you.

I can't get the help for all commands contained in system1 e system2

.guide. For example if I press SHIFT+HELP on command such as dim, read, stop, for, etc I get only the explanation in the title bar.

For other commands: Gtdisable and other, if I press S+HELP I get a full amigaguide documentation.

I investigated on the matter and superTED 2.52 don't pass the location of the guide file.

Example this is what I get on shift+help on GTdisable [this value where get from red_help script]

Blitz2:RedHelp/AcidGuides/BBGTLIB.guide

GTDisable

TED_REXX1

SuperTED1

AGTED_REXX1

NO

And that's for read

!

Read

TED_REXX1

SuperTED1

AGTED_REXX1

NO

So the proble is that the superted doesn't know anything about the command contained in system1 and system2. I don't know how I can tell him this.

Hope someone can help me. [without shift ;-)]

Kind Regards

--

<tsb> #Dawez# A proud Amiga user

<sb> Win2000 : where do you want to crash today ?

--

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1.262 Re: info on superted

From: Sandy Brownlee <sandy@brownlee99.freemove.co.uk>

Date: Tue, 04 Jan 2000 20:59:27 +0100

Subject: Re: info on superted

X-UIDL: e1f2490c711b77d2fe59501a0ca145a4

Hello Davide

On 04-Jan-00, you wrote:

> I can't get the help for all commands contained in system1 e system2

> .guide. For example if I press SHIFT+HELP on command such as dim, read,

> stop, for, etc I get only the explanation in the title bar.

Shouldn't that be RAMIGA + HELP?

Regards

Sandy Brownlee

--

Sandy Brownlee

Email: sandy@brownlee99.freemove.co.uk

Website: <http://www.brownlee99.freemove.co.uk>

Sent using YAM 2.0

Who reads taglines anyway?

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1.263 Re: info on superted

From: Davide Zipeto <dawez@tiscalinet.it>

Date: Wed, 05 Jan 2000 21:54:22 +0100 (CET)

Subject: Re: info on superted

X-UIDL: f916e9c4ff9bf5a755492ce063a52aad

Hello Sandy

On 04-Jan-00, Sandy Brownlee wrote:

> Shouldn't that be RAMIGA + HELP?

thanx, I can get help for basic command too

finally I understand. tell me if I'm right.

When press Ramiga+help you get the command blitz2:help provided by

RWE. Help load the help.dat file and ted pass the number of command required.

Eg. for str\$ ted launch the command blitz2:help dd83.

And with LSHIFT+HELP you get amigaguide loading the appropriate guide file.

The parameters are passed by a rexx script.

So the question is: why they are .guide files [system1.guide and

system2.guide] that contains commands like for, read and so on, if they are

unreachable from superted ?

There is a file called redhelp.dat in blitz2:redhelp/ that contains all

library number and their relative guide. Something is wrong but I don't know

what it is :-(

Any ideas ?

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1.264 Re: info on superted

From: Toby Zuijdveld <hotcakes@a1bbs.net.au>

Date: Thu, 06 Jan 2000 21:46:45 +1000

X-SenderInfo: 1;

picture="http://www.geocities.com/SunsetStrip/Disco/6065/a1people/tobyzuij.gif"

Organization: Crash'n'Burn Incinerated, Satanic Dreams Software

Subject: Re: info on superted

Encoding: 8bit

X-UIDL: 5aec92c8dfc87491c0eb2b39ebbca7d9

Hello Davide

On 06-Jan-00, you wrote:

DZ> So the question is: why they are .guide files [system1.guide and
DZ> system2.guide] that contains commands like for, read and so on, if they
DZ> are unreachable from superted ?

Answer : RWE stuffed up (again, teehehe)

DZ> There is a file called redhelp.dat in blitz2:redhelp/ that contains

DZ> all library number and their relative guide. Something is wrong but I

DZ> don't know what it is :-(

I do =]

In redhelp.dat, SYSTEM1 and SYSTEM2 are given the numbers 255 and 256 or something like that. Change it to 000 and 001 instead. Works wonderfully.

Regards

--

Toby Zuijdveld --- If it hasn't happened to you

yet, it isn't going to have happened to you

<http://a1bbs.net.au/hotcakes> - Last updated 26-Sep-99 -

<mailto:hotcakes@a1bbs.net.au>

icq:22222555777111555111555

Season's Greetings should be all year 'round!

--

According to <http://www.thespark.com>, I'm 55% pure, 47% untelligent and will die at the age of 64 after having sex only 7 times! <sob>

--

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1.265 Re: info on superted

MR-Received: by mta WVTEAM.MUAS; Relayed; Thu, 06 Jan 2000 10:23:45 +0000

MR-Received: by mta WVTEAM; Relayed; Thu, 06 Jan 2000 11:23:46 +0000

MR-Received: by mta MSMR02; Relayed; Thu, 06 Jan 2000 11:22:32 +0000

Disclose-recipients: prohibited

Date: Thu, 06 Jan 2000 10:23:45 +0000 (GMT)

From: steven.matty@gecm.com

Subject: Re: info on superted

Autoforwarded: false

Importance: low

Sensitivity: Personal

UA-content-id: 11E132D72C00

X400-MTS-identifier: [:4845231106012000/A23665/WVTEAM]

Hop-count: 2

X-UIDL: ef53ccdb0e368528892c3cc07a823050

>Hello Davide

>On 06-Jan-00, you wrote:

>

>DZ> So the question is: why they are .guide files [system1.guide and

>DZ> system2.guide] that contains commands like for, read and so on, if they

>DZ> are unreachable from superted ?

>

>Answer : RWE stuffed up (again, teehehe)

ahem!?! :-)

>DZ> There is a file called redhelp.dat in blitz2:redhelp/ that contains

>DZ> all library number and their relative guide. Something is wrong but I

>DZ> don't know what it is :-(

>In redhelp.dat, SYSTEM1 and SYSTEM2 are given the numbers 255 and 256 or

>something like that. Change it to 000 and 001 instead. Works wonderfully.

Well... we couldn't be expected to get it ALL right could we? :-)

Steve.

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1.266 Re: info on superted

From: Toby Zuijdveld <hotcakes@a1bbs.net.au>

Date: Thu, 06 Jan 2000 22:05:05 +1000

X-SenderInfo: 1;

picture="http://www.geocities.com/SunsetStrip/Disco/6065/a1people/tobyzuij.gif"

Organization: Crash'n'Burn Incinerated, Satanic Dreams Software

Subject: Re: info on superted

Encoding: 8bit

X-UIDL: f577a3981439c69c10926716e7a6b9a5

Hello steven.matty@gecm.com

Heh. Didn't know you were still lurking back here <ahem> =]

On 06-Jan-00, you wrote:

s>>> There is a file called redhelp.dat in blitz2:redhelp/ that contains

s>>> all library number and their relative guide. Something is wrong but

s>>> don't know what it is :-(

s>> In redhelp.dat, SYSTEM1 and SYSTEM2 are given the numbers 255 and 256 or

s>> something like that. Change it to 000 and 001 instead. Works

s> Well... we couldn't be expected to get it ALL right could we? :-)

Well, I was under the impression all the doc files and lib numbers were just grabbed straight from Help.dat with some sort of automated thingy watsit =]

Which means, yeh, it should've been all right ;]

Regards

--

Toby Zuijdveld --- If it hasn't happened to you

yet, it isn't going to have happened to you

<http://a1bbs.net.au/hotcakes> - Last updated 26-Sep-99 -

<mailto:hotcakes@a1bbs.net.au>

icq:22222555777111555111555

What do you mean? You actually read this Tagline?!?

--

According to <http://www.thespark.com>, I'm 55% pure, 47% untelligent and will die at the age of 64 after having sex only 7 times! <sob>

--

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1.267 Re: info on superted

MR-Received: by mta WVTEAM.MUAS; Relayed; Thu, 06 Jan 2000 10:47:09 +0000

MR-Received: by mta WVTEAM; Relayed; Thu, 06 Jan 2000 11:47:09 +0000

MR-Received: by mta MSMR02; Relayed; Thu, 06 Jan 2000 11:45:57 +0000

Disclose-recipients: prohibited

Date: Thu, 06 Jan 2000 10:47:09 +0000 (GMT)

From: steven.matty@gecm.com

Subject: Re: info on superted

Autoforwarded: false

Importance: low

Sensitivity: Personal

UA-content-id: 11E132EF0800

X400-MTS-identifier: [;1609471106012000/A24075/WVTEAM]

Hop-count: 2

X-UIDL: d97cb4aecf01c0193889587e54d11f9a

>Hello steven.matty@gecm.com

>

>Heh. Didn't know you were still lurking back here <ahem> =]

That's ok :-)... I like to lurk..

>s> Well... we couldn't be expected to get it ALL right could we? :-)

>Well, I was under the impression all the doc files and lib numbers were just

>grabbed straight from Help.dat with some sort of automated thingywatsit =]

>Which means, yeh, it should've been all right ;]

If only I could remember how I did it way back then.. :-)

Oh well, please accept my apologies... ;-))

Steve.

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1.268 Re: info on superted

From: Toby Zuijdveld <hotcakes@a1bbs.net.au>

Date: Thu, 06 Jan 2000 23:05:40 +1000

X-SenderInfo: 1;

picture="http://www.geocities.com/SunsetStrip/Disco/6065/a1people/tobyzuij.gif"

Organization: Crash'n'Burn Incinerated, Satanic Dreams Software

Subject: Re: info on superted

Encoding: 8bit

X-UIDL: 9a41c82e09443f78c08807118ca76ab1

Hello steven.matty@gecm.com

On 06-Jan-00, you wrote:

s>> s> Well... we couldn't be expected to get it ALL right could we? :-)

s>> Well, I was under the impression all the doc files and lib numbers were

s>> just grabbed straight from Help.dat with some sort of automated

s>> thingywatsit =] Which means, yeh, it should've been all right ;]

s> If only I could remember how I did it way back then.. :-)

Hehe =]

s> Oh well, please accept my apologies... ;-)

You know I really don't think anybody cares that much ;] But that's OK =]

Regards

--

Toby Zuijdveld --- If it hasn't happened to you

yet, it isn't going to have happened to you

<http://a1bbs.net.au/hotcakes> - Last updated 26-Sep-99 -

<mailto:hotcakes@a1bbs.net.au>

<icq:22222555777111555111555>

Quote - Bill Gates: "If you can't make it good, make it LOOK good." - Windows '95 in a Nutshell.

--

According to <http://www.thespark.com>, I'm 55% pure, 47% untelligent

and will die at the age of 64 after having sex only 7 times! <sob>

--

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1.269 Re: info on superted

From: Toby Zuijdveld <hotcakes@a1bbs.net.au>

Date: Fri, 07 Jan 2000 23:20:27 +1000

X-SenderInfo: 1;

picture="http://www.geocities.com/SunsetStrip/Disco/6065/a1people/tobyzuij.gif"

Organization: Crash'n'Burn Incinerated, Satanic Dreams Software

Subject: Re: info on superted

Encoding: 8bit

X-UIDL: 3de5f6ed776deba9425919d4db59a20d

Hello Davide

On 07-Jan-00, you wrote:

DZ>> In redhelp.dat, SYSTEM1 and SYSTEM2 are given the numbers 255 and 256

DZ>> or something like that. Change it to 000 and 001 instead. Works

DZ> thanx it works !! is there anything you don't know about blitz ? ;-)

Lol, well I just posted a 'please help' of my own today, so I guess not ;]

Regards

--

Toby Zuijdveld --- If it hasn't happened to you

yet, it isn't going to have happened to you

<http://a1bbs.net.au/hotcakes> - Last updated 26-Sep-99 -

<mailto:hotcakes@a1bbs.net.au>

<icq:222222555777111555111555>

This tagline contains a virus - DO NOT READ!

--

According to <http://www.thespark.com>, I'm 55% pure, 47% untelligent and will die at the age of 64 after having sex only 7 times! <sob>

--

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1.270 Input device

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Mon, 17 Jan 2000 10:53:57 -0000

Subject: Input device

Encoding: 8bit

X-UIDL: 2b05248eafda3ebf658ada7134467bd7

Hi Kai,

Just had a quick look at the RCRM, and from memory, all you need to change in James' code will be the `ie_Class` field to a keypress class

(`#IECLASS_RAWKEY`, there is no `vanillakey` I think) and then set the `ie_Qualifier` field to include those `RAMiga` + "shit" :)

I don't know what they are, but they are the same qualifiers as when

getting events from your window, so you could check the Qualifier
command in Blitz.

--

l) ^ V][l) M @ M][N N | dave@satanicdreams.com
http://members.xoom.com/David_McMinn | ICQ=16827694
Attention, attention.....that is all.

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

1.271 Re: Input device

Date: Mon, 17 Jan 2000 12:02:02 +0100
From: Kai Gunter Brandt <kai.brandt@cih.uib.no>
Subject: Re: Input device
X-UIDL: d0a57999d6c4f9e4b6707dba449cb0cb
At 10:53 AM 1/17/00 +0000, you wrote:

>Hi Kai,
>
>Just had a quick look at the RKRM, and from memory, all you need to
>change in James' code will be the ie_Class field to a keypress class
>(#IECLASS_RAWKEY, there is no vanillakey I think) and then set the
>ie_Qualifier field to include those RAMiga + "shit" :)
>
>I don't know what they are, but they are the same qualifiers as when
>getting events from your window, so you could check the Qualifier
>command in Blitz.

ok tnx...

just waiting for the code from James...

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

1.272 [OT] Italian blitz mailing list [OT]

From: Davide Zipeto <dawez@tiscalinet.it>
Date: Mon, 17 Jan 2000 23:04:21 +0100 (CET)
Subject: [OT] Italian blitz mailing list [OT]
X-UIDL: fefba3728ba244686284904223a590fa

Hi all

Finally we made it ! Now there exists a blitz ml for italian users. If anyone would like to join [to learn italian and teach blitz ;-)] use the following address.

*Post Message *blitzbasic@eGroups.com

*Subscribe *blitzbasic-subscribe@eGroups.com

*Unsubscribe *blitzbasic-unsubscribe@eGroups.com

*List Owner *blitzbasic-owner@eGroups.com

further info can be found at the following address.

#<http://www.egroups.com/list/blitzbasic/info.html>#

The mailing list is an idea of Lorenzo, but I was unable to contact him in the latest days [is your ami dead ?], therefore I make this announcement for him.

If you want further info just contact me at my private address.

Bye all and enjoy coding. :-) ciao ciao !

--

<tsb> #Dawez# A proud Amiga user

<sb> ! Mitnick will be released in few days :-)) !

--

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

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

1.273 Re: Libs again :)

From: "David McMinn" <dave@satanicdreams.com>

Organization: International House of Mojo

Date: Sun, 2 Jan 2000 14:59:02 -0000

encoding: 7BIT

Subject: Re: Libs again :)

X-UIDL: 9f74003db2888735a8027238b171ffb2

On 2 Jan 00, at 3:58, Curt broke out long enough to write:

> > The plan being to put the necessary obj file in BlitzLibs:Otherlibs/

> > then run MakeDefLibs and I won't have to use BigDeflibs any more because

> > I'll hav all the functions it used to have, plus any I feel like adding

> > :)

>

> NO! Leave them where they are! They don't get included in your DefLibs

Yes they do. The acidlibs file only contains libs that are done by Acid and the

"internal" type ones for the working of the language.

--

[] ^ V [] [] D M + M [] [] N M

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

http://members.xoom.com/David_McMinn

Consciousness: That annoying time between naps.

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

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

1.274 Re: Libs again :)

From: amorel <amorel@xs4all.nl>

Date: Sun, 02 Jan 2000 04:04:45 GMT+5DST

Subject: Re: Libs again :)

X-UIDL: fe1c01e5e6438eb843d64ca7cd714299

--BOUNDARY.8036.2254.1195665352.1

On 01-Jan-00, Neil Bullock wrote:

C=Hiya,

C=Happy new year and all that :)

C=Right, some of you may remember I am the person who has never been able to

Why don't your try this?

Regards

--

-*AMOREL*- musician/programmer \ \ Amiga 1200T/PPC/040/32/6g more shit

<http://www.xs4all.nl/~amorel> \ \ Good old C=64 and an attitude!

Will program/compose for food \ \ / Half a decent studio

Himmel Arsch und Zwirn! \ \ / Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \ \ / productions, demos, programs...

-*Stocks are low, hurry! Amoralplayer1.4b, a no fuss audioplayer*-

--BOUNDARY.8036.2254.1195665352.1

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 --BOUNDARY.8036.2254.1195665352.1

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 For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
 --BOUNDARY.8036.2254.1195665352.1--

1.275 Re: Libs again :)

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>
 Date: Wed, 02 Sep 1992 13:28:48 +0500
 Subject: Re: Libs again :)
 X-UIDL: ca9346a03cd2b50bc9716ad9ed57edae

On 01-Jan-00, Neil Bullock wrote:

>The plan being to put the necessary obj file in BlitzLibs:Otherlibs/ then run
 >MakeDefLibs and I won't have to use BigDeflibs any more because I'll hav all
 >the functions it used to have, plus any I feel like adding :)
 >Any helper will receive eternal gratitude :)

For a start, get BlitzLibMan from aminet! It'll do all this via
 a nice GUI...

See ya,

--

James.

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

1.276 LSL

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

Date: Sun, 23 Jan 2000 12:39:51 +0000

Subject: LSL

X-UIDL: 693f0c5bfc9fd9a4dbbd603d34e1a00

Hiya Guys,

What does LSL do and what other commands are related?

T'ra

Bip

--

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

||

| Current Projects: |

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

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

||

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

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

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

1.277 Re: LSL

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Sun, 23 Jan 2000 15:25:09 +0100

X-SenderInfo: 1; homepage="http://www.satanicdreams.com/"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Re: LSL

X-UIDL: 1122e1bab3af18b20680b6ad189d4426

--BOUNDARY.274088752.1

Hello Bippy

> Hiya Guys,

>

> What does LSL do and what other commands are related?

It shifts the bits of a register (or variable if used inline)

left.

LSR ASL and ASR are the related commands.

Logical Shift Right

Arithmetic Shift Left

Arithmetic Shift Right

If you imagine the bits in a byte:

WEIGHT: 128 64 32 16 8 4 2 1

BIT: 0 0 0 0 0 1 1 1

This would be 7. $1+2+4$.

If you did an LSL 1 on this number, you would end up with this,

WEIGHT: 128 64 32 16 8 4 2 1

BIT: 0 0 0 0 1 1 1 0

$8+4+2 = 14$.

So you can see how doing this can be used to do quick multiplication.

According to that instruction speed document I posted here some time ago, one LSL/LSR is around 20 times faster than one MULU/MULS

See attached demo.

> T'ra

>

> Bip

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>

#PROJECT INFO:# Minimum Safe Distance [55%] <http://msd.satanicdreams.com/>

[Ura Redneck if the cockroaches left a note saying 'Clean this place up!']

--BOUNDARY.274088752.1

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

;

; Shifting Left and right.

;

a.l=1

For b=0 To 30

NPrint Bin\$(a),"=",a

a=a LSL 1

Next

For b=0 To 31

NPrint Bin\$(a),"=",a

a=a LSR 1

Next

--BOUNDARY.274088752.1

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--BOUNDARY.274088752.1--

1.278 Re: LSL

From: Nick Lamburn <oruk-amigan@free4all.co.uk>

Date: Sun, 23 Jan 2000 14:32:10 +0100

Subject: Re: LSL

Encoding: 8bit

X-UIDL: 444cd81e4baa52bb05b12f158f7000bc

Hello Bippy

> What does LSL do and what other commands are related?

LSL stands for Logically Shift Left, it's actually a 68K asm. command, am i right? It shifts the raw bits left x amount of times, e.g.:

a.l=356

a.l=a LSL 12

That would shift the value 356 left 12 times giving:-

356 in binary is = (32bits) 00000000000000101100100

Shift left 12 = 000101100100000000000000

I think that's right, you have to do that for functions like ObtainBestPen_ etc. ie: AmigaOS 3.0 pen sharing commands etc., in that case you shift left 24 times to get a 32bit justified value (evidently 32bits wide for the now defunct AAA chipset, which had a 32bit depth mode AFAICR), so say you want a bright white, you'd do:

red_.l=255 LSL 24

green_.l=255 LSL 24

blue_.l=255 LSL 24

(We shift left 24 times because 255 takes 8bits, 24+8=32)

LSR is Logically Shift Right - the opposite to LSL! =)

Hope this helps!

Regards

Nick

--

I like work ... I can sit and watch it for hours.

+-----+

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+-----+

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+-----+

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1.279 Re: LSL

Sender: y0014694@rzcomm4.rz.tu-bs.de

Date: Mon, 24 Jan 2000 11:33:50 +0100

From: Roger Light <rogerlight@mindless.com>

Subject: Re: LSL

Encoding: 7bit

X-UIDL: b5c73857c3bf00227ecbff6b3e9631c1

Rob Hutchinson wrote:

> > What does LSL do and what other commands are related?

>

> It shifts the bits of a register (or variable if used inline)

> left.

I just thought it might be worth explicitly stating that a left shift
in binary is equivalent to a multiplication by two.

Roger

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1.280 Re: LSL

From: "Vic E Babes" <zalda@home4968.freemove.co.uk>

Subject: Re: LSL

Date: Mon, 24 Jan 2000 06:18:57 -0000

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: 7fd1dd5faafb77d211b055d32e89d817

> I just thought it might be worth explicitly stating that a left shift

> in binary is equivalent to a multiplication by two.

And for the likes of games that use tiles of (16x16) then the increase in the x co-ordinate for the next tile would be (X LSL 4), and for 32x32 tiles (X LSL 5) etc - multiplying by 16 and 32 respectively.

VIC E BABES

<http://www.home4968.freemove.co.uk>

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1.281 Re: LSL

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Mon, 24 Jan 2000 21:21:45 +0300

Subject: Re: LSL

Encoding: 8bit

X-UIDL: 4bdea693aa7d1a2d14c89b4f31f621cc

On 24-Jan-00, Vic E Babes wrote.

>

>

>> I just thought it might be worth explicitly stating that a left shift

>> in binary is equivalent to a multiplication by two.

>

> And for the likes of games that use tiles of (16x16) then the increase in

> the x co-ordinate for the next tile would be (X LSL 4), and for 32x32

> tiles (X LSL 5) etc - multiplying by 16 and 32 respectively.

Fastest multiplying with two is done by "a+a" not by "a lsl 1".

But I think that the most usefull cases of the shift operations are for fixed decimal numbers. Example: (does not work without bitmaps etc)

This draws a requiral 360 sided polygon

```
dim kos.l(360),cin.l(360)
```

```
an.f=pi/180
```

```
for l.l=0 to 359
```

```
kos(l)=cos(l*an)*1024
```

```
cin(l)=sin(l*an)*1024
```

```
next l
```

```
width2=width/2
```

```
height2=height/2
```

```
r.l=height2-2
```

```
rx.w=r*cos(0) asl 10+width2
ry.w=r*cin(0) asl 10+height2
for l=1 to 359
rx1.w=r*cos(l) asl 10+width2
ry1.w=r*cin(l) asl 10+height2
line rx,ry,rx1,ry1,255
rx=rx1
ry=ry1
next l
```

--

Sami Näätänen

E-Mail: sami.naatanen@dlc.fi

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1.282 Re: LSL

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Mon, 24 Jan 2000 20:36:04 +0100

X-SenderInfo: 1; homepage="http://www.satanicdreams.com/"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Re: LSL

X-UIDL: c5e08e14b3539a5306b8fb5fb9b8f81a

Hello Sami

> This draws a requaral 360 sided polygon

No it doesn't, X and Y are off the bitmap :/.. IE, like 30000
pixels too far off the bitmap ;)

Did you just write that off the top of your head?

> dim kos.l(360),cin.l(360)

> an.f=pi/180

> for l.l=0 to 359

> kos(l)=cos(l*an)*1024

> cin(l)=sin(l*an)*1024

> next l

>

> width2=width/2

> height2=height/2

>

```
> r.l=height2-2
> rx.w=r*kos(0) asl 10+width2
> ry.w=r*cin(0) asl 10+height2
> for l=1 to 359
> rx1.w=r*kos(l) asl 10+width2
> ry1.w=r*cin(l) asl 10+height2
> line rx,ry,rx1,ry1,255
> rx=rx1
> ry=ry1
> next l
>
```

--

Rob,

--

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#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>
#PROJECT INFO:# Minimum Safe Distance [55%] <http://msd.satanicdreams.com/>
["We apologize for the inconvenience."-God's final message]

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1.283 Re: LSL

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Tue, 25 Jan 2000 21:46:23 +0300

Subject: Re: LSL

Encoding: 8bit

X-UIDL: 5f6a878b8aaea6b5fa1fad067c805437

On 24-Jan-00, Rob Hutchinson wrote.

> Hello Sami

>> This draws a requiral 360 sided polygon

>

> No it doesn't, X and Y are off the bitmap :/.. IE, like 30000

> pixels too far off the bitmap ;)

>

> Did you just write that off the top of your head?

Yep and now that you said that I see clearly where the bug is. ;)

should have bee ASR not asl. ;)

```
>> dim kos.l(360),cin.l(360)
>> an.f=pi/180
>> for l.l=0 to 359
>> kos(l)=cos(l*an)*1024
>> cin(l)=sin(l*an)*1024
>> next l
>>
>> width2=width/2
>> height2=height/2
>>
>> r.l=height2-2
>> rx.w=r*kos(0) asr 10+width2
>> ry.w=r*cin(0) asr 10+height2
>> for l=1 to 359
>> rx1.w=r*kos(l) asr 10+width2
>> ry1.w=r*cin(l) asr 10+height2
>> line rx,ry,rx1,ry1,255
>> rx=rx l
>> ry=ry l
>> next l
>>
--
```

Sami Näätänen

E-Mail: sami.naatanen@dlc.fi

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1.284 Martin Konrad?

From: "Vic E Babes" <zalda@home4968.freemove.co.uk>

Subject: Martin Konrad?

Date: Sat, 8 Jan 2000 06:20:17 -0000

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: 9a726a5ec7f1cc035dddb2e26f6e6a72

Hello,

I just spent two hours typing instructions for doing the scrolling - and

I've left the text file at home - I'll send it tomorrow - sorry.

VIC E BABES

www.home4968.freemove.co.uk

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1.285 MC68000(+) command execution times.

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Tue, 11 Jan 2000 18:03:18 +0100

X-SenderInfo: 1; homepage="http://www.satanicdreams.com/"; dob=19071981

Organization: Satanic Dreams Software.

Subject: MC68000(+) command execution times.

X-UIDL: d665dd7cf5b9342ed09aad3ce494c310

--BOUNDARY.273595816.1

Hello All,

Thought you might like to see this :)..

Not supprisingly, divides are extremely slow.

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: http://www.satanicdreams.com/

#PROJECT INFO:# Minimum Safe Distance [55%] http://msd.satanicdreams.com/

[Bee Healthy - Eat your Honey!]

--BOUNDARY.273595816.1

Content-Disposition: attachment; filename="ExecutionTimes.lzx"

Encoding: base64

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6qMYmKEdvbYtVwbB8cCnv6IZrEYTBp9Ug54IHwAAAAA=
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--BOUNDARY.273595816.1--

1.286 Re: MC68000(+) command execution times.

From: "Vic E Babes" <zalda@home4968.freemove.co.uk>

Subject: Re: MC68000(+) command execution times.

Date: Tue, 11 Jan 2000 07:45:24 -0000

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: 5b9d129a1d40823409e5ca2d6e960cbf

Just thought I'd mention that it is quicker to multiply by decimals, than to divide by integers, i.e.

5 * 0.25

is quicker than 5/4

However - when I tried this in Blitz - I got incorrect answers.

VIC E BABES

www.home4968.freereserve.co.uk

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1.287 Re: MC68000(+) command execution times.

From: "C. Dimitrakakis" <olethros@geocities.com>

Date: Wed, 12 Jan 2000 01:25:35 +0200

Subject: Re: MC68000(+) command execution times.

X-UIDL: d2ed2922de1ff2405cde25018c58dacf

On 11-Jan-00, Vic E Babes wrote:

> Just thought I'd mention that it is quicker to multiply by decimals, than

> to divide by integers, i.e.

>

> 5 * 0.25

>

> is quicker than 5/4

>

> However - when I tried this in Blitz - I got incorrect answers.

Of course.. If you type say 0.26 this gets translated to the closest possible 16.16 number..you lose some bits. This is especially true with .f numbers - all constants get translated to integer/fixed-point and then to floating point in the blitz environment. This sux.:)

The 16.16x16.16 multiplication routine in blitz, however is very good and accurate.

--

Christos Dimitrakakis

olethros@geocities.com

<http://members.xoom.com/cdimita>

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

1.288 Re: MC68000(+) command execution times.

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Thu, 13 Jan 2000 00:08:24 +0300

Subject: Re: MC68000(+) command execution times.

Encoding: 8bit

X-UIDL: be4a4ea7f8a744e8c0c09ef28f7bd9d7

On 12-Jan-00, C. Dimitrakakis wrote.

> On 11-Jan-00, Vic E Babes wrote:

>

>> Just thought I'd mention that it is quicker to multiply by decimals, than

>> to divide by integers, i.e.

>>

>> 5 * 0.25

>>

>> is quicker than 5/4

>>

>> However - when I tried this in Blitz - I got incorrect answers.

> Of course.. If you type say 0.26 this gets translated to the closest

> possible 16.16 number..you lose some bits. This is especially true with .f

> numbers - all constants get translated to integer/fixed-point and then to

> floating point in the blitz environment. This sucks.)

> The 16.16x16.16 multiplication routine in blitz, however is very good and

> accurate.

Well got nothing to do, with conversion of 0.25 to 16.16 or float number.

But if the first number is integer, then the next one is converted to

integer as well. So try to put them in the other way around.

NPrint 5*0.25 ; result is 0

NPrint 0.25*5 ; result is 1.25

This is perfectly normal way for math operations in many other languages too, not just in blitz.

--

Sami Näätänen

E-Mail: sami.naatanen@dlc.fi

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

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

1.289 Re: MC68000(+) command execution times.

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Wed, 12 Jan 2000 21:48:21 +0500

Subject: Re: MC68000(+) command execution times.

Encoding: 8bit

X-UIDL: 78854dca42ba70c18829245444716ab6

On 13-Jan-00, Sami Näätänen flashed:

-clip-

>Well got nothing to do, with conversion of 0.25 to 16.16 or float number.

>But if the first number is integer, then the next one is converted to

>integer as well. So try to put them in the other way around.

>NPrint 5*0.25 ; result is 0

>NPrint 0.25*5 ; result is 1.25

>This is perfectly normal way for math operations in many other languages

>too, not just in blitz.

Hey Sami,

Thanks a bunch!!! I didn't know about this before.

You just helped me figure out what was wrong with one of my programs that I was tearing out my hair over. (and now it's nearly gone)

I can see now that I was winding up trying to devide by zero due to the phenominum you just mentioned.

Thankyou thankyou thankyou!

Boy! It really pays to hang out on this list, you never know when some extremely useful bit of information will pop up!

catcha later,

Donovan Reeve (bubby.lnk@ispi.net)

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

1.290 Re: MC68000(+) command execution times.

From: amorel <amorel@xs4all.nl>

Date: Thu, 13 Jan 2000 18:57:28 GMT+5DST

Subject: Re: MC68000(+) command execution times.

X-UIDL: 1ef8b25473c910da9ba0b18d818cc3ab

On 12-Jan-00, Donovan Reeve wrote:

C= I can see now that I was winding up trying to devide by zero due to

C=the phenominum you just mentioned.

That`s why I try to avoid divisions. But uh, you also could`ve asked you know

;-)

--

-*AMOREL*- musician/programmer \\ Amiga 1200T/PPC/040/32/6g more shit

<http://www.xs4all.nl/~amorel> \\ Good old C=64 and an attitude!

Will program/compose for food \\ /Half a decent studio

Himmel Arsch und Zwirn! \\ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \\ /productions,demos,programs...

-*Stocks are low, hurry! Amoralplayer1.4, a no fuss audioplayer*-

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

1.291 Re: MC68000(+) command execution times.

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Thu, 13 Jan 2000 20:22:00 +0100

X-SenderInfo: 1; homepage="http://www.satanicdreams.com/"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Re: MC68000(+) command execution times.

X-UIDL: a7dba2d29839f0ad19dbba9b15201eff

Hello amorel

> On 12-Jan-00, Donovan Reeve wrote:

>

> C= I can see now that I was winding up trying to devide by zero due to

> C=the phenominum you just mentioned.

>

> That`s why I try to avoid divisions. But uh, you also could`ve asked you

> know ;-)

Oh god, you dont hate divisions as well do you ??? :))))

Sounds like standardprogrammingdynamicsaphobia to me :))

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>

#PROJECT INFO:# Minimum Safe Distance [55%] <http://msd.satanicdreams.com/>

[My politics are just to the right of Rush Limbaugh`s.]

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1.292 Re: MC68000(+) command execution times.

From: Donovan Reeve <bubby.lnk@ispi.net>
 Date: Thu, 13 Jan 2000 19:06:36 +0500
 Subject: Re: MC68000(+) command execution times.
 X-UIDL: d0588030371c7d75571e17ea85df7aa8
 On 13-Jan-00, amorel flashed:
 >On 12-Jan-00, Donovan Reeve wrote:
 >C= I can see now that I was winding up trying to devide by zero due to
 >C=the phenominum you just mentioned.
 >That`s why I try to avoid divisions. But uh, you also could`ve asked you know
 >;-)
 Yeah, I know. Sometimes I`m a stubborn old cuss. ;)
 Donovan Reeve (bubby.lnk@ispi.net)

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

1.293 Re: MC68000(+) command execution times.

From: "Mr.Vain of Secretly! (Th.Will)" <mr.vain@amigascne.org>
 Subject: Re: MC68000(+) command execution times.
 Date: Sun, 16 Jan 2000 18:21:43 +0100
 Encoding: 8bit
 X-UIDL: 0fb00126fed6a6eb7a2c8adc294ecc03
 Message to..: "blitz-list@netsoc.ucd.ie"
 Message from: "mr.vain@amigascne.org"
 Subject.....: "Re: MC68000(+) command execution times."

o.0

.-----`-`-----'. ____.
 | >> S · E · C · R · E · T · L · Y · ! << | | : . |
 _____ | | . |
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 | : \ ____ . / | ____ : | / : | : / ____ / : | . : | // | \ \ \ V ____ / |
 | ____ / ____ . | ____ . | \ \ \ \ ____ . | | : . | ____ ^ ____ / : |
 | ____ j | ____ j | ____ j nOp! \ ____ / | ____ j | ____ | ____ j | ____ | ____ |
 | | (____)
 `-----[if four registers are not enough...]-----`

Hi Sami and all blitzers!

> But if the first number is integer, then the next one is converted to
 > integer as well. So try to put them in the other way around.
 >
 > NPrint 5*0.25 ; result is 0
 > NPrint 0.25*5 ; result is 1.25
 >
 > This is perfectly normal way for math operations in many other languages
 > too, not just in blitz.

I checked out your problem and i think that it isn't really a bad bug of blitz! It will be more a problem with the NPrint command, because i think the NPrint commands read all the printed stuff by .b (byte) instead of .l (long)! But i'am not really sure about that topic! Just try following and see that the last two versions will work fine!

```
test1.b=5*0.25
```

```
test2.l=5*0.25
```

```
NPrint 5*0.25 ; restult is 0 (nprint will handle 5 and 0.25 as
```

```
; byte so it will be 5 and 0 instead of 0.25! The
```

```
; result of 5*0 is of course 0 ;)
```

```
NPrint test1 ; result is 0 (byte)
```

```
NPrint test2 ; result is 1.25 (long)
```

```
NPrint 0.25*5 ; result is 1.25
```

It seems that the NPrint command use for his first number/text .l to read the number of chars to print and the rest (2nd number or text) it will be read byte by byte!?! Don't blame me for my english, thanks! ;)

signed off

"Mr. Vain of Secretly!^DarkSide" (Germany)

```
;------
```

```
; >> Amiga Rulez! - Professionals don't use Micro$aft Windows! <<
```

```
;------
```

```
-----
```

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1.294 Re: MC68000(+) command execution times.

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Sun, 16 Jan 2000 21:19:41 +0300

Subject: Re: MC68000(+) command execution times.

Encoding: 8bit

X-UIDL: 3977a85074d4d3c738781c751110357a

On 16-Jan-00, Mr.Vain of Secretly! (Th.Will) wrote.

>

> Message to.: "blitz-list@netsoc.ucd.ie"

> Message from: "mr.vain@amigascene.org"

> Subject.....: "Re: MC68000(+) command execution times."

>

> o.0

> .-----`-'-----

> .___.

> |>> S · E · C · R · E · T · L · Y · ! <<|! : .|

> _____| | .|

> ._ _ / _ _ / _ _ / _ _ _ / _ _ _ / _ _ _ | :

> _ _ _ / / _ / :! / :! : / / _ / :! . :! / / 1 _ _ / / | _ _

> / _ _ .| _ _ .| _ _ _ .|! : .| _ _ _ / :!

> 1 _ _ j 1 _ _ j 1 _ _ j nOp! _ _ / 1 _ _ j | _ _ | 1 _ _ j | _ _ | _ _ |

> | | (_ _)

> `-----[if four registers are not enough...]-----`

>

>

> Hi Sami and all blitzers!

>

>> But if the first number is integer, then the next one is converted to

>> integer as well. So try to put them in the other way around.

>>

>> NPrint 5*0.25 ; result is 0

>> NPrint 0.25*5 ; result is 1.25

>>

>> This is perfectly normal way for math operations in many other languages

>> too, not just in blitz.

>

> I checked out your problem and i think that it isn't really a bad bug of

> blitz! It will be more a problem with the NPrint command, because i think

> the NPrint commands read all the printed stuff by .b (byte) instead of .l

> (long)! But i'am not really sure about that topic! Just try following and

> see that the last two versions will work fine!

>

> test1.b=5*0.25

> test2.l=5*0.25

>
> NPrint 5*0.25 ; result is 0 (nprint will handle 5 and 0.25 as
> ; byte so it will be 5 and 0 instead of 0.25! The
> ; result of 5*0 is of course 0 ;)
> NPrint test1 ; result is 0 (byte)
> NPrint test2 ; result is 1.25 (long)
> NPrint 0.25*5 ; result is 1.25
>
> It seems that the NPrint command use for his first number/text .l to read
> the number of chars to print and the rest (2nd number or text) it will be
> read byte by byte!?! Don't blame me for my english, thanks! ;)
LONG CAN'T hold decimal values, so your way will not work like you said.
But you are right about the byte expressions it have a strange BUG.
So if you use decimal number in the expression. It is converted to byte
BEFORE the calculation, but if you use word or long then conversion is done
AFTER the calculation.

--

Sami Näätänen
EMail: sami.naatanen@dlc.fi

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

1.295 Re: MC68000(+) command execution times.

From: amorel <amorel@xs4all.nl>
Date: Sun, 16 Jan 2000 04:02:10 GMT+5DST
Subject: Re: MC68000(+) command execution times.
X-UIDL: 8d624844f448706cb52dcfc71cc22f5b
On 13-Jan-00, Rob Hutchinson wrote:
C=Oh god, you dont hate divisions as well do you ??? :))))
C=Sounds like standardprogrammingdynamicsaphobia to me :))
Well I tro to avoid things which make my code look like unreadable shit and
which makes my programs crash sensitive. So divisions, pokes/peeks and
pointers I haven't used yet in any blitz program(besides some lame attempts on
mpega.library and playsid.library). I hardly need them anyway. Whatever
happens under the bonnet, well I don't know ;-) Talking about the
playsid.library, I still haven't got it running. It's this pointer crap in it
which keeps me puzzled. Same goes for mpega. If anyone knows some example code

for any of those, whatever language, please tell me.

Regards

--

-*AMOREL*- musician/programmer \\ Amiga 1200T/PPC/040/32/6g more shit

<http://www.xs4all.nl/~amorel> \\ Good old C=64 and an attitude!

Will program/compose for food \\ /Half a decent studio

Himmel Arsch und Zwirn! \\ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \\ /productions,demos,programs...

-*Stocks are low, hurry! Amoralplayer1.4, a no fuss audioplayer*-

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1.296 Re: MC68000(+) command execution times.

Date: Sun, 16 Jan 2000 22:27:52 -0400 (AST)

Sender: John Mason <ah210@chebucto.ns.ca>

From: John Mason <ah210@chebucto.ns.ca>

Subject: Re: MC68000(+) command execution times.

X-UIDL: 34cd44bd4709b33e5ce90d259c488a96

On Sun, 16 Jan 2000, amorel wrote:

> happens under the bonnet, well I don't know ;-) Talking about the
> playsid.library, I still haven't got it running. It's this pointer crap in it
> which keeps me puzzled. Same goes for mpega. If anyone knows some example code
> for any of those, whatever language, please tell me.

I got mpega working in Blitz a few weeks ago, got it to take an Mp3, and
write it out as a stereo IFF. I was in the process of getting it to play
back in real time when I got onto something else (as usual) :)

If you (or anyone else) would like that code I'll clean it up and send
it.

Regards,

--

John Mason -- ICQ 17931257

<http://chebucto.ns.ca/~ah210/Profile.html>

Home of NewStuff and Reminder!

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1.297 Re: MC68000(+) command execution times.

From: amorel <amorel@xs4all.nl>

Date: Mon, 17 Jan 2000 04:44:22 GMT+5DST

Subject: Re: MC68000(+) command execution times.

X-UIDL: 52bd6a147767f3e0681026ffbb7ba7b7

On 17-Jan-00, John Mason wrote:

C=If you (or anyone else) would like that code I'll clean it up and send

C=it.

Sure thing, thanks =)

--

-*AMOREL*- musician/programmer \ \ Amiga 1200T/PPC/040/32/6g more shit

<http://www.xs4all.nl/~amorel> \ \ Good old C=64 and an attitude!

Will program/compose for food \ \ /Half a decent studio

Himmel Arsch und Zwirn! \ \ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \ \ /productions,demos,programs...

-*Stocks are low, hurry! Amoralplayer1.4, a no fuss audioplayer*-

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

1.298 Re: MC68000(+) command execution times.

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Mon, 17 Jan 2000 11:15:50 +0100

X-SenderInfo: 1; homepage="http://www.satanicdreams.com/"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Re: MC68000(+) command execution times.

X-UIDL: ada3a2810f5ad3ecaba8fc5498ee5722

Hello John

> On Sun, 16 Jan 2000, amorel wrote:

>

>> happens under the bonnet, well I don't know ;-) Talking about the

>> playsid.library, I still haven't got it running. It's this pointer crap

>> in it which keeps me puzzled. Same goes for mpega. If anyone knows some

>> example code for any of those, whatever language, please tell me.

>

> I got mpega working in Blitz a few weeks ago, got it to take an Mp3, and

> write it out as a stereo IFF. I was in the process of getting it to play

> back in real time when I got onto something else (as usual) :)
>
> If you (or anyone else) would like that code I'll clean it up and send
> it.

Yes please, even if only to see where I went wrong.. I tried about
8 months ago for a few hours, did a bit of reading and downloading,
but couldn't really be arsed and gave up. :)

> Regards,

>

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470
#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>
#PROJECT INFO:# Minimum Safe Distance [55%] <http://msd.satanicdreams.com/>
["Pope Paul, Malcolm X, British Politician Sex"]

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1.299 Re: MC68000(+) command execution times.

From: Curt Esser <camge@amigaonline.net>

Date: Mon, 17 Jan 2000 17:35:27 -0500

Subject: Re: MC68000(+) command execution times.

X-UIDL: 4df82aba186f2ad90d99842a5dd68d08

Hi Rob

On 17-Jan-00, Rob Hutchinson wrote:

> Hello John

>> I got mpega working in Blitz a few weeks ago, got it to take an Mp3, and
>> write it out as a stereo IFF. I was in the process of getting it to play
>> back in real time when I got onto something else (as usual) :)

>>

>> If you (or anyone else) would like that code I'll clean it up and send
>> it.

I'd be interested in this too.

Later...

--

Yours electronically,

Curt Esser

camge@amigaonline.net

http://members.xoom.com/Curt_Esser/

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1.300 Re: MC68000(+) command execution times.

From: Toby Zuijdveld <hotcakes@a1bbs.net.au>

Date: Wed, 19 Jan 2000 08:14:47 +1000

X-SenderInfo: 1;

picture="http://www.geocities.com/SunsetStrip/Disco/6065/a1people/tobyzuij.gif"

Organization: Crash'n'Burn Incinerated, Satanic Dreams Software

Subject: Re: MC68000(+) command execution times.

Encoding: 8bit

X-UIDL: 9e829eb4173ceb8bb25bb305dd2810e7

Hello Curt

On 18-Jan-00, you wrote:

CE>>> I got mpega working in Blitz a few weeks ago, got it to take an Mp3,

CE>>> and write it out as a stereo IFF. I was in the process of getting it

CE>>> to play back in real time when I got onto something else (as usual) :)

CE>>> If you (or anyone else) would like that code I'll clean it up and send

CE> I'd be interested in this too.

Urrr... me too! =]

Regards

--

Toby Zuijdveld --- Candy Ravers

Hippies of the New Millenium

<http://a1bbs.net.au/hotcakes> - Last updated 26-Sep-99 -

<mailto:hotcakes@a1bbs.net.au>

<icq:22222555777111555111555>

I got my act together and forgot where I put it!

--

According to <http://www.thespark.com>, I'm 55% pure, 47% untelligent
and will die at the age of 64 after having sex only 7 times! <sob>

--

If you're an Australian resident <http://www.emailcash.com.au>

If you join please consider using the referral ID B31031

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1.301 Re: MC68000(+) command execution times.

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Mon, 24 Jan 2000 18:55:44 +0500

Subject: Re: MC68000(+) command execution times.

X-UIDL: 0ef7e729137eb94af1f3a20d54618feb

On 17-Jan-00, John Mason flashed:

>I got mpega working in Blitz a few weeks ago, got it to take an Mp3, and

>write it out as a stereo IFF. I was in the process of getting it to play

>back in real time when I got onto something else (as usual) :)

>If you (or anyone else) would like that code I'll clean it up and send

>it.

Hey John,

I would very much like that code, if you don't mind.

Thanks,

Donovan Reeve (bubby.lnk@ispi.net)

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1.302 McludgeShape

From: "Ott M. Aaloe" <ott@bluemoon.ee>

Date: Thu, 13 Jan 2000 00:15:24 +0200

encoding: 7BIT

Subject: McludgeShape

X-UIDL: c03f653c6b39e972f9c6b8d836c7e628

Hello people!

well I managed to solve my chunky loading/saving problems...

but can somebody explain why MCludgeShapes command allocates extra memory when I cludge a shape?? All it should do is allocate memory for mshape struct but it does this, plus also another heap of mem exactly the size of the shape I want to cludge. The point of cludging, if I'm not mistaken, is that one can define the area of the memory where to store shape data - alloc mem as much as needed, load stuff into it and cludge the shape...although nowadays everyone should have at least 32 megs of ram but the problem is that I have MANY big shapes and it really matters if it takes double the space in ram :)

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

1.303 Re: McludgeShape

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Thu, 13 Jan 2000 00:23:15 +0300

Subject: Re: McludgeShape

Encoding: 8bit

X-UIDL: fe0ff1279bd5061c5728df40379433df

On 13-Jan-00, Ott M. Aaloe wrote.

> Hello people!

> well I managed to solve my chunky loading/saving problems...

> but can somebody explain why MCludgeShapes command

> allocates extra memory when I cludge a shape?? All it should

> do is allocate memory for mshape struct but it does this, plus

> also another heap of mem exactly the size of the shape I want to

> cludge. The point of cludging, if I'm not mistaken, is that one can

> define the area of the memory where to store shape data -

> alloc mem as much as needed, load stuff into it and cludge the

> shape...although nowadays everyone should have at least 32 megs of

> ram but the problem is that I have MANY big shapes and it really

> matters if it takes double the space in ram :)

If you got "autocookie" ON, then some memory is allocated for the cookie.

(same amount as the shapes data is taking)

Have you made sure that the alignment rules are satisfied along the rules?

(you find these from the guide)

--

Sami Näätänen

E-Mail: sami.naatanen@dlc.fi

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

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1.304 Message for Amorel

Date: Tue, 11 Jan 2000 01:30:51 -0800 (PST)

From: "=?iso-8859-1?q?Francis=20G.=20Loch?=" <fgloch@yahoo.com>

Subject: Message for Amorel

Encoding: 8bit

X-UIDL: c7018404fe643f9b2b7483245e4bd56e

Hi Amorel,

I just got my February issue of Amiga Format through yesterday. I see that your Amorel Player won the £50.

Congratulations!

Regards,

Francis G. Loch

=====

e-mail:- fgloch@yahoo.com

web-site:- <http://www.geocities.com/fgloch>

Do You Yahoo!?

Talk to your friends online with Yahoo! Messenger.

<http://im.yahoo.com>

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1.305 Re: Message for Amorel

From: Anton Reinauer <ants@paradise.net.nz>

Date: Wed, 12 Jan 2000 14:19:46 +1300

Subject: Re: Message for Amorel

Encoding: 8bit

X-UIDL: 1366e05cb96305fa4127d99669cbc5d0

On 11-Jan-00, Francis G. Loch wrote:

> Hi Amorel,

>

> I just got my February issue of Amiga Format through

> yesterday. I see that your Amorel Player won the £50.

> Congratulations!

Ahh, amorel you blatant capitalist you!! ;)

--

Anton Reinauer <ants@paradise.net.nz>

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.6)

<http://homepages.paradise.net.nz/ants>

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1.306 Re: Message for Amorel

From: amorel <amorel@xs4all.nl>

Date: Wed, 12 Jan 2000 03:59:29 GMT+5DST

Subject: Re: Message for Amorel

Encoding: 8bit

X-UIDL: 98dcd43f95f0ec3a33e0e49191992ca3

On 12-Jan-00, Anton Reinauer wrote:

C=On 11-Jan-00, Francis G. Loch wrote:

C=> Hi Amorel,

C=>

C=> I just got my February issue of Amiga Format through

C=> yesterday. I see that your Amorel Player won the £50.

C=> Congratulations!

C=

C= Ahh, amorel you blatant capitalist you!! ;))

Well thanks for the congratulations(Francis). Havent got the mag in the mail yet, but at the end of Dec. I got a snailmail from AF telling me they owed me money. No idea it was cause of that price. I just reckoned they wanted to pay the \$5 shareware fee.

It`s always nice to be recognised =)

I did my best on the player and I think it serves it`s purpose well, no fuss and all =) Actually I started on it after getting my ppc card and hippo started to crash, eagle was ok but had too many features and the other players I didn`t really care for.

Regards

--

-*AMOREL*- musician/programmer \\ Amiga 1200T/PPC/040/32/6g more shit

<http://www.xs4all.nl/~amorel> \\ Good old C=64 and an attitude!

Will program/compose for food \\ /Half a decent studio

Himmel Arsch und Zwirn! \\ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \\ /productions,demos,programs...

-*Stocks are low, hurry! Amoralplayer1.4, a no fuss audioplayer*-

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1.307 Re: Message for Amorel

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>
Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia
Date: 12 Jan 2000 17:02:00 +1000
Subject: Re: Message for Amorel
Encoding: 8bit
X-UIDL: 8ce3bdab05a31ce7e981056147b50f16
On Tue, 11 Jan 2000 01:30:51 -0800 (PST) Francis G. Loch said:

> Hi Amorel,
>
> I just got my February issue of Amiga Format through
> yesterday. I see that your Amorel Player won the £50.
> Congratulations!
>
Haven't got mine yet :-(
But congratulations anyway.
Cheers

--

Tony Rolfe
Amiga 2000, 68030/25, 1+8Mb
www.shoalhaven.net.au/edgewater
ICQ #51271965

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

1.308 Mildred

From: Toby Zuijdveld <hotcakes@a1bbs.net.au>
Blitz Lust <blitz-list@netsoc.ucd.ie>
Date: Mon, 17 Jan 2000 04:06:26 +1000
X-SenderInfo: 1;
picture="http://www.geocities.com/SunsetStrip/Disco/6065/a1people/tobyzuij.gif"
Organization: Crash'n'Burn Incinerated, Satanic Dreams Software
Subject: Mildred
Encoding: 8bit
X-UIDL: 5becd607c1e0c2a667ccbcaf4bad87f9
Hello Rob

On 16-Jan-00, you wrote:

RH>>> BTW - Hows your bubble bobble game coming along?

RH>>>

RH>> the problem is that i work on it and on Filefrog (Nlist application

RH>>), i've just understand how mildred work!! now i don't know how to

RH>> convert my shapes to chunky shapes.

RH> Never used Mildred.

Why the hell not!?

I take it MSD hasn't got a RTG version planned anymore then... =]

Regards

--

Toby Zuijdveld --- Candy Ravers

Hippies of the New Millenium

<http://a1bbs.net.au/hotcakes> - Last updated 26-Sep-99 -

<mailto:hotcakes@a1bbs.net.au>

<icq:222222555777111555111555>

"Before television we really didn't have a democracy." - Kevin Crease

--

According to <http://www.thespark.com>, I'm 55% pure, 47% untelligent
and will die at the age of 64 after having sex only 7 times! <sob>

--

If you're an Australian resident <http://www.emailcash.com.au>

If you join please consider using the referral ID B31031

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

1.309 More NCS trouble =]

Date: Sat, 08 Jan 2000 17:14:36 +1000

From: Toby Zuijdveld <hotcakes@a1bbs.net.au>

Subject: More NCS trouble =]

Organization: Crash'n'Burn Incinerated, Satanic Dreams Software

<http://www.yam.ch>

encoding: 8BIT

X-SenderInfo: 1;

picture="<http://www.geocities.com/SunsetStrip/Disco/6065/a1people/tobyzuij.gif>"

X-UIDL: d9eaf5f009df62fa5ace50bf3c990cac

Hello,

OK so I've set my window to use #IDCMP_RAWKEY and #IDCMP_VANILLAKEY... how the HELL do I find out which key has actually been pressed, or the rawkey code for that matter?

Kind regards

--

Toby Zuijdveld --- If it hasn't happened to you yet, it isn't going to have happened to you
<http://a1bbs.net.au/hotcakes> - Last updated 26-Sep-99 -
<mailto:hotcakes@a1bbs.net.au>
<icq:222222555777111555111555>
Instant Human: Just Add Coffee...

--

According to <http://www.thepark.com>, I'm 55% pure, 47% untelligent and will die at the age of 64 after having sex only 7 times! <sob>

--

If you're an Australian resident <http://www.emailcash.com.au>
If you join please consider using the referral ID B31031

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1.310 Re: More NCS trouble =]

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Sun, 9 Jan 2000 14:45:09 -0000

Subject: Re: More NCS trouble =]

Encoding: 8bit

X-UIDL: 504db0ce8ab37925e2d981aa76621ae5

Hi Toby

> OK so I've set my window to use #IDCMP_RAWKEY and #IDCMP_VANILLAKEY...
> how the HELL do I find out which key has actually been pressed, or
> the rawkey code for that matter?

If you get an IDCMP_VANILLAKEY event, just do
`keypressed$=Asc(EventCode)` and if it was IDCMP_RAWKEY, then EventCode
is the number which corresponds with the key as shown at the back of
the Blitz manual. Not sure if its in all manuals though.

--

l) ^ V] [l) | V | © | V] [| | | | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

The Morse Code. Anagram: Here Come Dots

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

1.311 more strings stuff

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Wed, 12 Jan 2000 11:46:36 -0000

Subject: more strings stuff

Encoding: 8bit

X-UIDL: a3a7f81ef942d9af305cb2646625b3e5

nothing interesting, just that I've updated the string compare functions. there are now two more functions, which perform case (in)sensitive comparisons, but you can specify how many characters maximum should be included in the comparison. get them from my website now (see sig) or Aminet in a couple of days.

--

) ^ V] [] | M | © | M |] [| N | N | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

There can be only one

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1.312 Re: Moving Windows & NCS

From: James L Boyd <jamesboyd@all-hail.freereserve.co.uk>

Date: Wed, 02 Sep 1992 12:37:34 +0500

Subject: Re: Moving Windows & NCS

Encoding: 8bit

X-UIDL: ea863698e3986939bc0e0541dfd422fb

On 31-Dec-99, Mikkel Løkke wrote:

>1. Is there an easier and/or more system freindly way of finding out if
>window has moved than checking it's coordinates ?

AddIDCMP #IDCMP_CHANGEWINDOW (\$02000000) before opening, then just check for event #IDCMP_CHANGEWINDOW in your loop (it checks for move, resize, zoom and

[change?])...

See ya,

--

James.

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1.313 MShape saving,loading

From: "Ott M. Aaloe" <ott@bluemoon.ee>

Date: Tue, 11 Jan 2000 10:39:02 +0200

encoding: 7BIT

Subject: MShape saving,loading

X-UIDL: bfc6f140167b86d0ffd9ddb5c84b650

Hi!

IWhat would be the most easiest and fastest saving/loading method of the Mildred chunky shapes. I tried Bsave from ShapePtr and used shapex*shapey for size...it worked for one shape... but when I tried to make a memory area for bunch of shapes and stored them there, saved, bloaded afterwards and MCludgeSHape-d then I got gurus telling me something about Sanity Check failed or similar...I don't care about the file size I just need about 270 shapes of size 150x110 pixels to be loaded as quickly as possible...any help welcome, thanks!
P.S. CNKI didn't work for me as it crashed when I tried to load animbrush...plus it seemed to be kinda slow...

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1.314 MUI & Scrollgroups

From: MQualmann@t-online.de (Mario Qualmann)

Date: Wed, 19 Jan 2000 22:28:28 +0100

Subject: MUI & Scrollgroups

X-UIDL: 499435fb9a22c40158ff09b51a86e1ce

Hi folks!

I am a beginner with Blitz, I hope, someone can help me.

Here is my problem: How can I reach, in a virtual group with scrollbars,
if it is completely visible, that the scrollbars removed automatically?

(Sorry about my poor english....)

Regards,

Mario Qualmann

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1.315 mui & toolbar

From: Davide Zipeto <dawez@tiscalinet.it>

Date: Wed, 12 Jan 2000 23:12:30 +0100 (CET)

Subject: mui & toolbar

X-UIDL: 809ebab52f9dc26da778e88507520c50

Hello,

1st of all thanx fly to rob for his great mui update. Today I did my first
nlist with multiple columm. Amazing I tought I was going to cry ;-)

BTW, I have a question I noticed that yam allow bubble help on the toolbar
and I would like to make it even on blitz. I looked for `mcc_toolbar` on aminet
but I was unable to find it.

Does anyone know where I can get the developer documents (I think they are
called autodocs) for `toolbar.mcc` ?

Thanx in advance.

--

<tsb> #Dawez# A proud Amiga user

<sb> ! Mitnick will be released in few days :-)) !

--

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1.316 Re: mui & toolbar

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Fri, 14 Jan 2000 18:12:43 +0100

X-SenderInfo: 1; homepage="http://www.satanicdreams.com/"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Re: mui & toolbar

X-UIDL: 5f376a2a5e260cc4cf9fcf22472b1034

Hello Davide

> Hello,

>

> 1st of all thanx fly to rob for his great mui update. Today I did my

> first nlist with multiple column. Amazing I tought I was going to cry ;-)

NP. Should be another update... Erm, sometime this year ;))))

Which way did you handle the NList hooks?.. Did you use Jean's
hooks??

> BTW, I have a question I noticed that yam allow bubble help on the

> toolbar and I would like to make it enven on blitz. I looked for

> mcc_toolbar on aminet but I was unable to find it.

> Does anyone know where I can get the developer documents (I think they

> are called autodocs) for toolbar.mcc ?

I'll email it you...

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>

#PROJECT INFO:# Minimum Safe Distance [55%] <http://msd.satanicdreams.com/>

[The cinema is not a slice of life but a piece of cake.]

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1.317 Re: mui & toolbar

From: Davide Zipeto <dawez@tiscalinet.it>

Date: Sat, 15 Jan 2000 15:42:33 +0100 (CET)

Subject: Re: mui & toolbar

X-UIDL: 84f90bf8f44d08c4d6b3a99275d810f5

--BOUNDARY.1747746592.1

Hello Rob

On 14-Gen-00, Rob Hutchinson wrote:

> Which way did you handle the NList hooks?.. Did you use Jean's

> hooks??

I send the code attached. It main come from the one written by jean but It
lack all the asm part. Now it's really easy to make a multicolumn n-list. :-))

> I'll email it you...

Thanx.. btw the problem of bubble help still remain.

Regards

--

<tsb> #Dawe# A proud Amiga user

<sb> ! Mitnick will be released in few days :-)) !

--

--BOUNDARY.1747746592.1

Content-Disposition: attachment; filename="ProvaNlist.lha"

Encoding: base64

Content-Description: Nlist using newest mui.res

JCEtbGg1LToFAAAaDQAA2nwwKAAADIByb3ZhTmxpc3QuYmIyNTIEeWu3tbbVzZjACBFAQkYO
H7MyxHa6025sBs9AJZZtaFtuVklkYwonG/1x2uP7G/u4IEJMROhw4RuGI6AzoO9/7bklc2mw
YWEHGECARxDoAOhQ3DujbbbrWn/HyTQVfauT4Ltu5d2dzsBv2965s7u4C6y61fMQarWb4UPJ
A+9gNBIDCV1/gf16F/EDrfdJyAyuuuJDLIQH4TEejbMI7AUvFIIaBuQwGLK5gEIwzqvEh1UG
KTW5b7V35ezbWMUxTtVC3hJ0KeDI8bcLoUEiSU34JJC+4Ztzi3YiQ/UwdCfWDVI06W4hUQGw
ECQ5AqDcgXJXniSHYrgLGG5tPyGkWSFD+UsSHPBdq7gfkpVIDyFy3UgDTJCaN8i1/5q/z5i0
VU8QyFdOQSJTcwJvKzpMVTXOqdO/LwH5QCu2gMLJPwvBxtwSkOx83NOplr9bpLqZDsQNZQHC
wmbfhkQqYini5HIId6LO1tZVzzZ2mFAsdNtKfmj8iBPA8jbmAIH4SUSzUwU8EURQIKEdyKZn
Mp2m4428UgF4MjGpJQ2F0pvXB+wuE3sBXH++yFcP6+a7RAcjINIWRrxkQKQ4Z0gyH+fHlaWW
PI0JwZ4vP6nCPy+77KydopY3ZA6oVk9T8vtrcOowpqJqo5wo5qJqTwRjGQ9DkIpAYMx0opnK
i7NELhizIbn/ukTupzg/35qKMsRIw7reI8fHRhQ9TVdWhUsdFDwKf2ksMsBn9VwsEuGGSIGM
0o0XjO2Qt8lNzhrH17fXRd1sDfKdMCHiPferk4s5eVdJrJz7mC9bFLYrHwH65hDOcSzmFV8
4qui0YNvd37a0AN9NV6At9uC+3INZQBj8uh0E0M0i/ZM4fmzhegOPDqhlFgwsuA1orL9Rbqd
RRBV5hyhHHzaEX8RG4Q7eJ0sbnJi4kCvO0KHzwLqCkQIn2tv5Nm9Zii0R0sAuikRBB2n4XS
91iocwlPxQQdiMssVljMOZSp55SC0xkHDbs0D0csURRzHRv8iyWVOIMUNGxSX9Lxjtagd0/A
O1m4G4XCUDvc/Q9ZpTnu+MdSnPeSD//jy4uhN+PgsOReCQEwKxQEWPmfPEwermGIs4XnXxx
LTl43+BLCF+eDK2Fwx6g9bv xvVP0sz9b22dRXCQEcmgPv+EPeswDfUe5XHvaJOqp61neVo/U
1aM/Ryvrd8n65YHSRjiJulM3AP/uP8hEVdXOUvVqNkWqfDVPBLwumz/zps/y6Zye6Xqi5G2S
SRt4h+WuOjrQ6bKtRskhwdaqzVXlgDyvbemEMow8i8zrt1t6TxW90QFR1vbB6JrkTbg5nlT2e
4/bzlqVCPuP4Rjp1pTGGj6fBa66qmfW2kY+UYRcdqrAMrnvyankAc4pk74MHFTN75IzVM0pn
LJ4RepViaVT3NrZuXQ2N3d+NM/S5dn5VHAM2IUbHRM3ohj9Dre/3tIJueE3MOSelkyLoVVnP
kGoayfretQFkJvE+gfEyMqwqxymGaWVNP2uWW/AS1A+PkFMK16Iy7hTP8GJGYfJGOc17MY0f
kdVXVZSSbbs2BT3qhW5WPUQ4v3oxSk41oLGOFKZNPd2oxdzemDOXzcuEdGfcP5ZNjeu2+32C
GuD4QEL1ZM4MYfEP4biPFiMT6TJqsrqalrBH0KzC6niQrP5oZnQh2f1RAuVrl2yGwFd0Q226
IbbMMg0Kq9HTiNGqxVdxOKvaxRqiw5Xur5M2uNXyJbeJhLxkqR04K9ZcM/xkniOPmgaU/E+i
mbvDFawic/7Ji1ARuNXvHNp/QYRRMc95iQApdC1saDUtrQAAADYFAADafC8oAAATUHJvdmFO
bGlzdC5iYjJueHRYsASAmAINade4CHf7/1OpMzB9OwsJMTB1MKTCw9gYmhdIwdXfV07uw9MDA
kkCTEkmd4APCVi/I7wAbGt5FvA/odVTjYyqX3mSp9U3RXYP96NMNZYH3opH3sENn/jebr48U

K+Sk1A0ppNJp+19YVEqCuplaw7xfQO4ManLMU3FRW0fkF7CnqP+cN5T1oP/Ip8C/zF8THwHP
 kFuh0h6h71XPer8af7o7aYOS2rQuwGoG4mQA
 --BOUNDARY.1747746592.1

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 --BOUNDARY.1747746592.1--

1.318 mui & toolbar help

From: Davide Zipeto <dawez@tiscalinet.it>
 Date: Sat, 15 Jan 2000 15:00:39 +0100 (CET)
 Subject: mui & toolbar help
 Encoding: binary
 X-UIDL: 6556b6f433e0775535b310fbf84e7da0
 Does anyone know how I can enable the bubble help for mui's toolbar in blitz2?
 I tried this code:
 Dim TB.MUIP_Toolbar_Description(16)
 ;--- Use the macros to input into our array...
 ;
 TB(0)_Type = !Toolbar_Button {0,"New"}
 TB(0)\HelpString = "Help me plz"
 [..other code..]
 ;--- Toolbar and some padding space.
 ;
 MUIAddTags #MUI_ToolBar1,#MUIA_Toolbar_ImageType,#MUIV_Toolbar_ImageType_File
 MUIAddTags #MUI_ToolBar1,#MUIA_Toolbar_ImageNormal,Null("Toolbar.bsh")
 ; enable bubble help . come si fa ?
 MUIAddTags #MUI_ToolBar1,#MUIA_Toolbar_Description,&TB(0)
 MUIAddTags #MUI_ToolBar1,MUIA_ShortHelp,True
 MUINewObject #MUI_ToolBar1,"Toolbar.mcc",0
 MUINewObject #MUI_Rectangle1,"Rectangle.mui",0

 This should be enough as stated in the toolbar's autodoc. BTW I'm unable of
 getting any bubble help.

--
 <tsb> #Dawez# A proud Amiga user
 <sb> ! Mitnick will be released in few days :-)) !
 --

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1.319 Re: mui & toolbar help

From: jean zydorczyk <jean.zydorczyk@libertysurf.fr>

Date: Sat, 15 Jan 2000 18:45:28 +0100

Subject: Re: mui & toolbar help

Encoding: 8bit

X-UIDL: 55206ab5da6b70b326cbb72e7b4ab1b6

Hello Davide

On 15-jan-00, you wrote:

> Does anyone know how I can enable the bubble help for mui's toolbar in

> blitz2?

>

> I tried this code:

>

> Dim TB.MUIP_Toolbar_Description(16)

>

> ;--- Use the macros to input into our array...

> ;

> TB(0)_Type = !Toolbar_Button {0,"New"}

> TB(0)\HelpString = "Help me plz"

>

> [..other code..]

>

> ;--- Toolbar and some padding space.

> ;

> MUIAddTags

> #MUI_ToolBar1,#MUIA_Toolbar_ImageType,#MUIV_Toolbar_ImageType_File

> MUIAddTags #MUI_ToolBar1,#MUIA_Toolbar_ImageNormal,Null("Toolbar.bsh")

>

> ; enable bubble help . come si fa ?

> MUIAddTags #MUI_ToolBar1,#MUIA_Toolbar_Description,&TB(0)

> MUIAddTags #MUI_ToolBar1,MUIA_ShortHelp,True

>

> MUINewObject #MUI_ToolBar1,"Toolbar.mcc",0

> MUINewObject #MUI_Rectangle1,"Rectangle.mui",0

>

> -----

>

> This should be enough as stated in the toolbar's autodoc. BTW I'm

> unable of getting any bubble help.

>

>

>

try this

```
Dim TB.MUIP_Toolbar_Description(20)
```

```
TB(0)\_Type = !Toolbar_KeyButton{"d",0,"Drive"}
```

```
TB(0)\HelpString="drive"
```

```
TB(1)\_Type = !Toolbar_KeyButton{"p",0,"Parent"}
```

```
TB(1)\HelpString="Parent"
```

```
TB(2)\_Type = !Toolbar_KeyButton{"c",0,"Copy"}
```

```
TB(2)\HelpString="Copy"
```

....

```
MUIAddTags #MUI_ToolBar1,#MUIA_Toolbar_ImageType, #MUIV_Toolbar_ImageType_File
```

```
MUIAddTags #MUI_ToolBar1,#MUIA_Toolbar_ImageNormal,Null("j1.IFF")
```

```
MUIAddTags #MUI_ToolBar1,#MUIA_Toolbar_Description,&TB(0)
```

```
MUINewObject #MUI_ToolBar1,"Toolbar.mcc",0
```

For your nlist prog, it's good but (i think), you can't control

completely the NLIST. For example you can't add in your list

a newtype . And to my mind, with this method we can't do the

compare routine (button status, from, subject in YAM). An other prob is the number of entries in your list, it's fixe.

Regards

--

Jean ZYDORCZYK

Mail to: Jean.zydorczyk@libertysurf.fr

Current Projects:

Filefrog. :In Progress

Bubble Bobble AGA :In Progress

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1.320 Re: mui & toolbar help

From: Davide Zipeto <dawez@tiscalinet.it>

Date: Mon, 17 Jan 2000 16:37:31 +0100 (CET)

Subject: Re: mui & toolbar help

X-UIDL: 4c2bdfa7d63ef95692e308bf32166a63

Hello jean

On 15-Gen-00, jean zydorczyk wrote:

> try this

tryed.

> Dim TB.MUIP_Toolbar_Description(20)

>..... code.....

I still get the same result. The help bubbles don't come out :(I Enable them in mui prefs, but they don't work at all. Anyway I'll proceed coding cause this is hot a very important feature. Maybe bubble should be nice cause no one read manuals at all ;-)

> For your nlist prog, it's good but (i think), you can't control completely
> the NLIST.

Well thx, but it's just your code cutted of all asm part. I really tried to understand the !hook in you prog with no success. I'm not an asm coder so I gave up quickly.

> we can't do the compare routine (button status,
> from, subject in YAM).

ehm sorry, compare routines include sort up routines like that in yam, when click on nlist title ?

> An other prob is the number of entries in your list, it's fixe.

this is bad :(I would like to make a sort of database with nlist. If the entry's number is fixed.. I cannot add anything :(

I hope nlist support will be expanded, to allow theese "nice" features.

Regards

--

<tsb> #Dawez# A proud Amiga user

<sb> ! Mitnick will be released in few days :-)) !

--

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1.321 Re: mui & toolbar help

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Mon, 17 Jan 2000 23:48:47 +0100

X-SenderInfo: 1; homepage="http://www.satanicdreams.com/"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Re: mui & toolbar help

X-UIDL: 39323c24594193a5d8508d774d7c2cd7

--BOUNDARY.274497136.1

Hello Davide

> Hello jean

>

> On 15-Gen-00, jean zydorczyk wrote:

>> try this

> tried.

>

>> Dim TB.MUIP_Toolbar_Description(20)

>

>> code.....

>

> I still get the same result. The help bubbles don't come out :-(I
Have a look at the attached.

Didn't need a lot of fixing,.. keep those docs handy :)

Best thing to do with autodocs is to download MartinsReader from
aminet, then load it and go into the mui prefs. Set the screen in
the PSI to the blitz screen, save, and set it up in the blitz custom
menu and on a hotkey.. So it opens on the blitz screen at the touch
of a button :)))) Especially useful when coding in MUI, I have
about 80 autodocs in my MUI devs directory :/

Its nice to be able to get to them with the minimum of fuss.

> Enable them in mui prefs, but they don't work at all. Anyway I'll proceed
> coding cause this is hot a very important feature. Maybe bubble should be
> nice cause no one read manuals at all ;-)

Well, you have them now :)

>> For your nlist prog, it's good but (i think), you can't control
>> completely the NLIST.

>

> Well thx, but it's just your code cutted of all asm part. I really tried
> to understand the !hook in you prog with no success. I'm not an asm coder
> so I gave up quickly.

Do you really really really need them in basic?

(Looks like more work for me ;))

>> An other prob is the number of entries in your list, it's fixe.

>

> this is bad :-(I would like to make a sort of database with nlist. If the
> entry's number is fixed.. I cannot add anything :-(

Humm.

> I hope nlist support will be expanded, to allow these "nice" features.

You really need to use the hook..

Ignore the ASM bit, this is only used to call the functions, nothing else. It is relatively easy to modify the hooks to change the number of columns and column titles.

I'm very sorry, but I probably cannot add NList Hook support to the EFMUILib..

At least not properly. The built-in list support (NList and normal) is crap because the library handles the hooks 100% by itself.

I spent ages trying to think of a way to implement it non-messily..

But I couldn't..

The main problem is that you have to be able to set hooks for any list, what happens when you have 2 in the same program?? For example, you would want a display, construct and destruct hook for each.. (Just a section of code), but the display hook has strings in it.. Ok, I can set the titles in the hook.. But when you need another display hook for your other list, the titles get changed again, cocking the first nlist titles up..

Also, the code is specific to the amount of columns :(

I did have a few ideas for solving this,

1, This way involves some, not so nice practices, but certainly not illegal :)

Have a standard hook for each type (destruct, construct, display).

then setup small subroutines for each number of columns.

When a hook is initialised, copy the code for the hook into a memory area, then poke the addresses of titles and subroutines into the hook directly. (return the new hook address.)

Can't see any reason this wouldn't work.

2, Have lots of commands for each hook type (worked out this would need around 40 more commands, along the lines of:

MUINHook1Column(), MUINHook2Column(), etc, etc.. You get the picture.) This sucks more than having them hook built in ;)

This is the reason the hooks were built-in in the original EFMUILib.

And also the reason the list support sucks arse! :(((

Anyone got any better solutions or notice anything I'm over-looking?

If I did get this working... Would anyone mind if I pulled out the entire code for standard MUI lists and hooks..??? It'll probably shave 4K off the library.. haha

Does anyone use those normal MUI lists? If anyone does, I'll leave em' be.. Just wondering..

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>

#PROJECT INFO:# Minimum Safe Distance [55%] <http://msd.satanicdreams.com/>

[Drink! for you know not whence you came, nor why...]

--BOUNDARY.274497136.1

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

Encoding: binary

;

; Example

;

WBStartup

WbToScreen 0

!StackOpen{12000} ;Add 12k to the stack, as Suggested for NLists.

;---

;

MUIApplicationTitle "Example"

MUIApplicationVersion "\$VER: Example 1.00 (17.01.2000)"

MUIApplicationCopyright "(C)SDSSoftware 1999"

MUIApplicationAuthor "Rob Hutchinson"

MUIApplicationDescription "Quick Example"

MUIApplicationBase "EXAMP"

;-----

;--- Object tree,.. The best way to set MUI gadgets out!

; For as long as all constants have a different value the program

; will continue to function, it's much easier to manager your

; objects this way :)

;

#MUI_App = 0

#MUI_Window1 = 1

#MUI_GroupA1 = 2

#MUI_GroupB1 = 3

#MUI_ToolBar1 = 4

#MUI_Rectangle1 = 5

;-----

Dim TB.MUIP_Toolbar_Description(16)

;--- Use the macros to input into our array...

```

;
TB(0)\_Type = !Toolbar_Button {0,"New"}
TB(0)\HelpString = "This is the new button"
TB(1)\_Type = !Toolbar_KeyButton{"o",#TDF_GHOSTED,"Open"}
TB(1)\HelpString = "Hey its bloody ghosted!"
TB(2)\_Type = !Toolbar_Space
TB(3)\_Type = !Toolbar_KeyButton{"c",0,"Cut"}
TB(3)\HelpString = "Snippy Snippy"
TB(4)\_Type = !Toolbar_KeyButton{"y",0,"Copy"}
TB(4)\HelpString = "Xerox! :)"
TB(5)\_Type = !Toolbar_KeyButton{"p",0,"Paste"}
TB(5)\HelpString = "as in tooth?"
TB(6)\_Type = !Toolbar_KeyButton{"u",#TDF_GHOSTED,"Undo"}
TB(6)\HelpString = "Bugga. this one`s ghosted too, thats no bloody"+Chr$(10)+"good. Sheeeeeez."
TB(7)\_Type = !Toolbar_End
;-----
;--- Toolbar and some padding space.
;
MUIAddTags #MUI_ToolBar1,#MUIA_Toolbar_ImageType,#MUIV_Toolbar_ImageType_File
MUIAddTags #MUI_ToolBar1,#MUIA_Toolbar_ImageNormal,Null("ButtonBank1.bsh")
MUIAddTags #MUI_ToolBar1,#MUIA_Toolbar_Description,&TB(0)
MUINewObject #MUI_ToolBar1,"Toolbar.mcc",0
; *****
MUISet #MUI_ToolBar1,#MUIA_ShortHelp,True ; ***NEEDED!***
; *****
MUINewObject #MUI_Rectangle1,"Rectangle.mui",0
MUIAddObjSHGroup #MUI_GroupB1,#MUI_ToolBar1,#MUI_Rectangle1
MUICreateHVirtGroup #MUI_GroupB1
MUICreateWindow #MUI_Window1,"Example V1.0","MOOOOOO",#MUI_GroupB1
MUIAddSubWindow #MUI_Window1
;-----
If MUICreateApplication<>True
!StackClose
End
EndIf
MUINotifyApp #MUI_Window1,#MUIA_Window_CloseRequest,1,1
If MUIOpenWindow(#MUI_Window1)=False
BeepScreen 0
End

```

EndIf

;--- Loop till window is closed..

;

Repeat

ev.l=MUIEvent

VWait

Until ev=1

!StackClose ;This replaces the stack that we swapped, ALWAYS remember this!

End

--BOUNDARY.274497136.1

Content-Disposition: attachment; filename="ButtonBank1.bsh"

Encoding: base64

Rk9STQAAA9pJTEJNQk1IRAAAABQAIQAQAAAAAAMCAYAAABRYWAoAB4ENNQVAAAAAYIZWVAAAA

////O2eie3t7r6+vqpB8/6mXR1JBQgAAAAQARAAIQ0FNRwAAAAQAA5AkQk9EWQAAA3oBAA/7

/wX4AB//+7/+wCAAf/g+wAFB//AAARA/QARAB/9//x7//wAD/v+a/f//+AAzAf//7+/wb8

eYA//N//v8AgAPP8AAe/gAKA4Z/4AAMgAAEAAARMA/94fur//xxgB/v8Hff//+ADTOF//9/

////4eZ4//+fv/v8AgAP0YAA//gAKBAexwAAeEAA/AAARO4/93v/L//nx3h/v5kvf//+AEQAF

8/W//z/zeAA//873//gBH/4AB1gADACKf/wAA/CABRQAARAA/1tX+LP/AwAB/vzXfoP+A

ER6f24BV/8fyWPgAH513/3//gBHBYYByAVQG4CIYH/8B/iACAwAARPo/JQCr6R/Qx+AAvn5Xf

QH+ADSkfYwAD/+nIWVGAPzrv/v8AgBHW4Hx//ACmMQauf+D/EAEHgAARKQ8hgAL7CwxUYAP

PyvfgJ+ADT6dj4AD//ovmemePnXf/v8AgBHBYYfj//AApyAYXscH+IAGfAAARPoyNAAL7wjBR

6d4OfiffDw+AESseOwAD/+yfOVgAPOu//v/gBHU9+B//AAHBwan/8P8QAE8AAARKwo9gAL7

8KDxWAAM/K/fGgeAET6Q44FVV/L8Oej6Pdd///F/gBHBZ4D/VVAMmwYWBcP4gAE/EAARPpj9

AKqj8wQx6foN+V/fer+AESkzhwKqr8vg+VFUPK7///v/gP/WDwR9VVAYAEauq8PxAAE/gAAR

KSv5gKqzBCxUVQM8r/fGx+ADABiH4VVVz872AHqPl79/wCAEf+wEPqoNEyB/4VweEIAZ8w

ABEAT+EBVUMgyLAB6g5mh98OH4AR/9R/Cqqv+BNf+Vx/Pz//f9+AEYFwQHVVQIgYhAajgMC4

AQ4AABEAn4GCqosEITABXE8PZ9+AP4AK/5X/IVVfh8Jf+ej+v/7/AIARAPEA6qqAAAUAABhYA

QEIAwEAAEf8aAQVVG4fKt/npz5+x34A/gBH/d/sqqr//45/5UX//v//ff4ARAFwIVVUAAAIA

Bq8AABUAUQAAEf54AYqqO//kV/lQj//43+D/gA3/A+//3//+D/4A//7/7/AIADAvwggPwA

CAf8IAAaADUAAP/8Dw0AAPv/+Df4Ag//7N//4D//wC/+f8C3//3/v8AgAIEf4D7AAQEAMAA

DPOAEfgAPf//+//9/gAL//23//gA==

--BOUNDARY.274497136.1

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--BOUNDARY.274497136.1--

1.322 MUI Compare Hooks....

From: jean zydorczyk <jean.zydorczyk@libertysurf.fr>

Date: Sun, 16 Jan 2000 11:44:41 +0100

Subject: MUI Compare Hooks....

X-UIDL: 4534b35e358e6ee0e0d31365fb4602dc

--BOUNDARY.1747309728.2

Encoding: quoted-printable

Hello Rob

On 16-jan-00, you wrote:

> Hello,

> =

> I'm just wondering if you have figured out how to use

> compare hooks??? We have an NList that needs to be sorted

> ... I tried to suss it, but the details of how to use compare

> hooks are even more sketchy then the ones for displaying

> constructing and destructing. :(

> =

> Any help would be appreciated..

> Thanks.

> =

Yes, there's no example of how to do a simple compare hook.

Fist for do this, you must init a lots of variables (you remember, i don=

't

know how to do this !!!), for notify the Nlistview.

ex:

tags(0)=3D#MUIA_NList_TitleClick

tags(1)=3D#MUIV_EveryTime

tags(2)=3D#MUI_ToolBar1 ;here is the previous object or grou=

p ?

tags(3)=3D4

tags(4)=3D#MUIM_NList_Sort3

tags(5)=3D#MUIV_TriggerValue

tags(6)=3D#MUIV_NList_SortTypeAdd_2Values

tags(7)=3D#MUIV_NList_Sort3_SortType_Both

MUIDoMethod #MUI_NList1,#MUIM_Notify,tags(0),tags(1),tags(2),tags(3),t=

ags(4),tags(5),tags(6),tags(7)

tags(0)=3D#MUIA_NList_TitleClick2

tags(1)=3D#MUIV_EveryTime

```

tags(2)=3D#MUI_ToolBar1
tags(3)=3D4
tags(4)=3D#MUIM_NList_Sort3
tags(5)=3D#MUIV_TriggerValue
tags(6)=3D#MUIV_NList_SortTypeAdd_2Values
tags(7)=3D#MUIV_NList_Sort3_SortType_2
MUIDoMethod #MUI_NList1,#MUIM_Notify,tags(0),tags(1),tags(2),tags(3),ta=
gs(4),tags(5),tags(6),tags(7)
tags(0)=3D#MUIA_NList_SortType
tags(1)=3D#MUIV_EveryTime
tags(2)=3D#MUI_ToolBar1
tags(3)=3D3
tags(4)=3D#MUIM_Set
tags(5)=3D#MUIA_NList_TitleMark
tags(6)=3D#MUIV_TriggerValue
MUIDoMethod #MUI_NList1,#MUIM_Notify,tags(0),tags(1),tags(2),tags(3),ta=
gs(4),tags(5),tags(6)
tags(0)=3D#MUIA_NList_SortType2
tags(1)=3D#MUIV_EveryTime
tags(2)=3D#MUI_ToolBar1
tags(3)=3D3
tags(4)=3D#MUIM_Set
tags(5)=3D#MUIA_NList_TitleMark2
tags(6)=3D#MUIV_TriggerValue
MUIDoMethod #MUI_NList1,#MUIM_Notify,tags(0),tags(1),tags(2),tags(3),ta=
gs(4),tags(5),tags(6)

```

There's tags are 2 for notify the Title button and 2 for the compare routine. =

THE COMPARE ROUTINE :

I join it to the Mail

there is a simple example of a compare hook for 3 columns.

In the 2 first columns, we compare their name and for the 3, we compare

the compare the variable NUM who is the index of entries.

There is the most simple example. After we can mix the compare routine (= ex:

if in the first column we have 5 times the same entries, we can decide to compare the second column but in the first)

result:

before After

ff 01 ff 01

ff 05 ff 02 =

ff 03 ff 03

ff 04 ff 04

ff 02 ff 05 =

g 88 g 88

z 99 z 99

The second part in the compare hook who is the same as the first part is =

for

the second press on the tittle button

i hope that you understant this

> BTW - Hows your bubble bobble game coming along?

> =

the problem is that i work on it and on Filefrog (Nlist application)=

, i've just understand how mildred work!! now i don't know how to

convert my shapes to chunky shapes. =

BTW - Can we create a sub-class of mui with EFMUIlib ?? (it's for doing =

a drag

and drop with two nlistview)

Regards

-- =

Jean ZYDORCZYK

Mail to: Jean.zydorczyk@libertysurf.fr

Current Projects:

Filefrog. :In Progress

Bubble Bobble AGA :In Progress

--BOUNDARY.1747309728.2

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

Encoding: quoted-printable

Statement hook4{*dahook.Hook, *ncm.NList_CompareMessage2,reg_a2.1}

SHARED funcret.1

DEFTYPE.toto *entry1,*entry2 ; Pointer of your two entries

*entry1 =3D *ncm\entry1 ; init pointer to your entries

*entry2 =3D *ncm\entry2

col1.1 =3D *ncm\sort_type AND #MUIV_NList_TitleMark_ColMask ; numbe=

r of column who are notify

col2.1 =3D *ncm\sort_type2 AND #MUIV_NList_TitleMark2_ColMask

If *ncm\sort_type =3D #MUIV_NList_SortType_None

```
funcrct=3DTrue
Else
Select col1 ; select column to be sorted
Case 0
If *ncm\sort_type AND #MUIV_NList_TitleMark_TypeMask
funcrct =3D Stricmp_(&*entry2\name,&*entry1\name)
Else
funcrct =3D Stricmp_(&*entry1\name,&*entry2\name)
EndIf
Case 1
If *ncm\sort_type AND #MUIV_NList_TitleMark_TypeMask
funcrct =3D Stricmp_(&*entry2\name2,&*entry1\name2)
Else
funcrct =3D Stricmp_(&*entry1\name2,&*entry2\name2)
EndIf
Case 2
If *ncm\sort_type AND #MUIV_NList_TitleMark_TypeMask
funcrct =3D *entry2\name - *entry1\name
Else
funcrct =3D *entry1\name - *entry2\name
EndIf
End Select
If funcrct <> 0 OR col1 =3D col2
Else
Select col2
Case 0
If *ncm\sort_type2 AND #MUIV_NList_TitleMark_TypeMask
funcrct =3D Stricmp_(&*entry2\name,&*entry1\name)
Else
funcrct =3D Stricmp_(&*entry1\name,&*entry2\name)
EndIf
Case 1
If *ncm\sort_type2 AND #MUIV_NList_TitleMark2_TypeMask
funcrct =3D Stricmp_(&*entry2\name2,&*entry1\name2)
Else
funcrct =3D Stricmp_(&*entry1\name2,&*entry2\name2)
EndIf
Case 2
If *ncm\sort_type2 AND #MUIV_NList_TitleMark2_TypeMask
```

```
funcrct =3D *entry2\num - *entry1\num
Else
funcrct =3D *entry1\num - *entry2\num
EndIf
End Select
EndIf
EndIf
End Statement
--BOUNDARY.1747309728.2
```

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--BOUNDARY.1747309728.2--

1.323 Re: MUI Compare Hooks....

From: Rob Hutchinson <rob@satanicdreams.com>
Date: Sun, 16 Jan 2000 14:06:32 +0100
X-SenderInfo: 1; homepage="http://www.satanicdreams.com/"; dob=19071981
Organization: Satanic Dreams Software.
Subject: Re: MUI Compare Hooks....
X-UIDL: 096d3f08ceddae09026c9f31c1afd64f
Hello jean
> i hope that you understant this
Ta.
>> BTW - Hows your bubble bobble game coming along?
>>
> the problem is that i work on it and on Filefrog (Nlist application),
> i've just understand how mildred work!! now i don't know how to convert my
> shapes to chunky shapes.
Never used Mildred.
> BTW - Can we create a sub-class of mui with EFMUIlib ?? (it's for doing a
> drag and drop with two nlistview)
There are no EFMUIlib commands for the offsets MUI_CreateCustomClass() and
MUI_DeleteCustomClass().
I take it these are the commands from the muimasterlib that are used
to create subclasses? ???
Best thing to do is convert the MUIMaster FD and use the commands from
there, it will work fine with EFMUIlib. I'll add commands for calling these

next update.

If you figure out how to use sub classes, give us a bell :))

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>

#PROJECT INFO:# Minimum Safe Distance [55%] <http://msd.satanicdreams.com/>

[Obi-Wan has taught you well. - Vader]

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1.324 mui guis

From: Davide Zipeto <dawez@tiscalinet.it>

Date: Fri, 07 Jan 2000 22:21:38 +0100 (CET)

Subject: mui guis

X-UIDL: 69fda1bbd73ea208ee5ec2b423b3e51c

Hello,

Is there any mui gui-builder for bb2? the only muibuilder I've seen is MuiBuilder, but it's very old (1995) and so it doesn't allow the creation of nlist, lamp and other new classes.

There also exist (included in the archive of muirexx) a builder. It's totally written in arexx but this also doesn't know the new classes exist :-(
Is there someone interested in make a muiGUIbuilder ? I thought that I could easily improve the muirexx's one but it should be nice to see one written from scratch [maybe in bb2 !!].

Where I can find an updated mui.res that contains support for nlist and the newest MUI classes ?

Kind Regards

--

<tsb> #Dawez# A proud Amiga user

<sb> ! Mitnick will be released in few days :-)) !

--

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

1.325 Re: mui guis

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Sat, 08 Jan 2000 07:51:33 +0100

X-SenderInfo: 1; homepage="http://www.satanicdreams.com/"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Re: mui guis

X-UIDL: a0aebefe0ebc4689ab41e1f0eeaf5c4c

Hello Davide

> Where I can find and updated mui.res that contains support for nlist

> and the newest MUI classes ?

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

HOWEVER,.. I've updated the library and residents further since then and

haven't had the time recently to add the few more commands that

I wanted to.. I especially wanted to add fully working NList hook

commands.. I'm half way there.. But I just haven't had the time..

The update on the site has the new resident,

new EFMUILib (Some improvements and fixes, see docs).

I'll get it done sooner or later. :)))..

> Kind Regards

>

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>

#PROJECT INFO:# Minimum Safe Distance [55%] <http://msd.satanicdreams.com/>

[Perot/Bush/Quayle: Billionaire, Skipper and Gilligan]

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1.326 MUIChangeBitmap & Virtual groups

From: MQualmann@t-online.de (Mario Qualmann)

Date: Wed, 26 Jan 2000 21:57:42 +0100

Subject: MUIChangeBitmap & Virtual groups

Encoding: 8bit

X-UIDL: 191218a40bae008f39de1ac07a470ee3

Hi!

Can someone help me?

Here is my problem: How can I reach, that the scrollbars removed automatically in a virtual group, if the contents are completely visible?

And another problem: is there a chance, to get MUIChangeBitmap to work with bitmapobjects, which was created with a palette?

Please, please, if someone knows an answer, let me know!

Regards,

Mario Qualmann

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

1.327 NCS Enforcer Hit

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 15 Jan 2000 17:57:21 +1000

Subject: NCS Enforcer Hit

X-UIDL: 40eea5eba0dd27bec4826a429919064d

--=_8<==MD23880B501-23FEDF77==8<=_=

Encoding: 7bit

Attached is an extract from a program, and the enforcer hit it creates.

I'm trying to find out if there is an icon for the program and, if it contains a "FILE=" tooltype.

Am I doing something wrong, or is this an (Impossible!) NCS Bug?

--

Tony Rolfe

Amiga 2000, 68030/25, 1+8Mb

www.shoalhaven.net.au/edgewater

ICQ #51271965

--=_8<==MD23880B501-23FEDF77==8<=_=

Encoding: plain (7/8 bit)

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

X-MD2-FilePath: Blitz2:Motel/EnforcerTest.asc

Program\$ = "Blitz2:motel/Motelmanager"

If Program\$ <> ""

If NInitToolType(0, 0) ; <--

```

If NReadToolType(0, Program$) ; <-- This line has an enforcer hit
ret = NFindToolType(0, "FILE") ; <--
If ret
values$ = NPeek$(ret)
If NMatchToolTypeValue(ret, values$) ; <--
FileName$ = values$
EndIf
EndIf
EndIf
NFreeToolType 0
EndIf
EndIf
End
--=_8<===MD23880B501-23FEDF77===8<=_=
Encoding: plain (7/8 bit)
Content-Disposition: attachment; filename="Enforcer_Hit.asc"
X-MD2-FilePath: Blitz2:Motel/Enforcer_Hit.asc
LONG-READ from 00000000 PC: 003FE746
USP: 003FF9B4 SR: 0015 SW: 0749 (U0)(-)(-) TCB: 0057D318
Data: 003E2684 FFFF0000 003F7108 0057E19C 00000001 000F8955 0013A8DB 00000000
Addr: 00000004 0057D318 00337B38 003FF9EA 003FF9C0 003DE7E0 002683F4 -----
Stck: 003FDA4A 00000019 00FA06D6 00001000 0057DCFC 00000000 00002808 426C6974
Stck: 7A323A6D 6F74656C 2F4D6F74 656C6D61 6E616765 72000000 00000000 00000000
PC-8: 22136100 00BA2041 4EAEFFB2 24C06700 001A2040 D0FC0036 24C82050 72FF5241
PC *: 4A986600 FFFA34C1 42524E75 61000090 2042225A 24522E12 24814EAE FFAC2487
Name: "Shell Process" CLI: "blitz2:motel/enforcertest" Hunk 0000 Offset 0000
DE6
--=_8<===MD23880B501-23FEDF77===8<=_=
-----
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
--=_8<===MD23880B501-23FEDF77===8<=_=
(end of MIME multipart message)

```

1.328 Re: NCS Enforcer Hit

From: Frederic Laboureur <alphasnd@free.fr>
Date: Sat, 15 Jan 2000 19:01:53 +0100
Organization: Fantaisie Software

Subject: Re: NCS Enforcer Hit

Encoding: 8bit

X-UIDL: 4bb553fbe76cac08c67c81ed1f7359aa

Hello Tony,

> Attached is an extract from a program, and the enforcer hit it

> creates.

>

> I'm trying to find out if there is an icon for the program and, if it

> contains a "FILE=" tootype.

>

> Am I doing something wrong, or is this an (Impossible!) NCS Bug?

Impossible is a word which shouldn't exist :-). Apparently, it's a

(little) enforcer hit in the NCS library. Reading at the addr 0 is not

really bad, because it's filled with '0'. I guess your program work with any

troubles if you remove enforcer...

Good bye,

--

Fred.

 ^^^^ Frederic 'AlphaSND' Laboureur

__/__ e-Mail : alphasnd@free.fr

/ ^ ^ u ^ ^ n ^ ^ \

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

/ /// || \ \ _\ _

(o_o)// (o_o) \ (o_o) © 2000 - Fantaisie Software

`_ _' ` _ _' ` _ _'

F-Base TheBoss F-Bench <http://www.citeweb.net/fantaisi>

PureBasic: R.E.L.E.A.S.E.D - Feel the Power !

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1.329 Re: NCS Enforcer Hit

From: Toby Zuijdveld <hotcakes@a1bbs.net.au>

Blitz Lust <blitz-list@netsoc.ucd.ie>

Date: Sun, 16 Jan 2000 11:10:44 +1000

X-SenderInfo: 1;

picture="http://www.geocities.com/SunsetStrip/Disco/6065/a1people/tobyzuij.gif"

Organization: Crash'n'Burn Incinerated, Satanic Dreams Software

Subject: Re: NCS Enforcer Hit

Encoding: 8bit

X-UIDL: 16311ad9e7565f627f2ecf5d77ec6047

Hello Frederic

On 16-Jan-00, you wrote:

FL>> Attached is an extract from a program, and the enforcer hit it

FL>> I'm trying to find out if there is an icon for the program and, if it

FL>> contains a "FILE=" tootype.

FL>> Am I doing something wrong, or is this an (Impossible!) NCS Bug?

FL> Impossible is a word which shouldn't exist :-). Apparently, it's a

FL> (little) enforcer hit in the NCS library. Reading at the addr 0 is not

FL> really bad, because it's filled with '0'. I guess your program work with

FL> any troubles if you remove enforcer...

It isn't always. Some people like to poke things like "WORM" to it ;]

Regards

--

Toby Zuijdveld --- Candy Ravers

Hippies of the New Millenium

<http://a1bbs.net.au/hotcakes> - Last updated 26-Sep-99 -

<mailto:hotcakes@a1bbs.net.au>

<icq:22222555777111555111555>

Welcome to Hell, sinner. Here is your 386SX with Windows and DoubleSpace.

--

According to <http://www.thespark.com>, I'm 55% pure, 47% untelligent and will die at the age of 64 after having sex only 7 times! <sob>

--

If you're an Australian resident <http://www.emailcash.com.au>

If you join please consider using the referral ID B31031

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1.330 Re: NCS Enforcer Hit

From: "Simon Hitchen" <simon@gadge.u-net.com>

Organization: Gadge Software

Date: 16 Jan 2000 10:25:59 +0000

Subject: Re: NCS Enforcer Hit

Encoding: 7bit

X-UIDL: 44ad59e87ecf9ba826ee1b5c288a519b

Hello Tony Rolfe,

> Attached is an extract from a program, and the enforcer hit it
> creates.
>
> I'm trying to find out if there is an icon for the program and, if it
> contains a "FILE=" tootype.
>
> Am I doing something wrong, or is this an (Impossible!) NCS Bug?
>
>
> Program\$ = "Blitz2:motel/Motelmanager"
>
> If Program\$ <> ""
> If NInitToolType(0, 0) ; <--
> If NReadToolType(0, Program\$) ; <-- This line has an enforcer hit
> ret = NFindToolType(0, "FILE") ; <--
> If ret
> values\$ = NPeek\$(ret)
> If NMatchToolTypeValue(ret, values\$) ; <--
> FileName\$ = values\$
> EndIf
> EndIf
> EndIf
> NFreeToolType 0
> EndIf
> EndIf
> End

You could just use OS routines :)

; Requires amigalibs.res

icon\$="Motelmanager"

*diskob.DiskObject = GetDiskObject_(&icon\$)

If *diskob ; did we get the icon

tta.l=*diskob\do_ToolTypes ; get address of tooltypes

tvadd.l=FindToolType_(tta,"FILE") ; get address of FILE tootype

If tvadd ;

FileName\$=Peek\$(tvadd) ; read the string value

End If ;

FreeDiskObject_(*diskob) ; free the icon

End If

--

Simon

MailTo:simon@gadge.u-net.com - simon@satanicdreams.com

http://www.gadge.u-net.com ICQ: 22707489

A1200T-060/50-48+4+2MB-CD-HDx2-V90-SVGA-SCSI-ZII-CGX/3D.

Health Warning! - This Amiga Is Genetically Modified(tm)

Revenge AGA:UFO_EU:WB-Tidy:WB-AnimAL:YAMM & other stuff.

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1.331 Re: NCS Enforcer Hit

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Sun, 16 Jan 2000 21:28:33 +0300

Subject: Re: NCS Enforcer Hit

Encoding: 8bit

X-UIDL: 524fa0c56636217c3c84a3bd1561e286

On 16-Jan-00, Toby Zuijdveld wrote.

> Hello Frederic

>

> On 16-Jan-00, you wrote:

>

>>> Attached is an extract from a program, and the enforcer hit it

>>> I'm trying to find out if there is an icon for the program and, if it

>>> contains a "FILE=" tootype.

>>> Am I doing something wrong, or is this an (Impossible!) NCS Bug?

>

>> Impossible is a word which shouldn't exists :-). Apparently, it's a

>> (little) enforcer hit in the NCS library. Reading at the addr 0 is not

>> really bad, because it's filled with '0'. I guess your program work

>> any troubles if you remove enforcer...

>

> It isn't always. Some people like to poke things like "WORM" to it ;]

Well you shouldn't do that, because it's autoconfiguration vector, which is used by old OSES to initialize AUTOCONF BOARDS to the system.

--

Sami Näätänen

E-Mail: sami.naatanen@dlc.fi

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1.332 Re: NCS Enforcer Hit

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 19 Jan 2000 14:23:43 +1000

Subject: Re: NCS Enforcer Hit

Encoding: 7bit

X-UIDL: b338167b164f2584c3f8f97bfc4329fa

On 16 Jan 2000 10:25:59 +0000 Simon Hitchen said:

> Hello Tony Rolfe,

>

>> Attached is an extract from a program, and the enforcer hit it

>> creates.

>>

>> I'm trying to find out if there is an icon for the program and, if it

>> contains a "FILE=" tootype.

> You could just use OS routines :)

>

> ; Requires amigalibs.res

> icon\$="Motelmanager"

> *diskob.DiskObject = GetDiskObject_(&icon\$)

> If *diskob ; did we get the icon

> tta.l=*diskob\do_ToolTypes ; get address of tooltypes

> tvadd.l=FindToolType_(tta,"FILE") ; get address of FILE tootype

> If tvadd ;

> FileName\$=Peek\$(tvadd) ; read the string value

> End If ;

> FreeDiskObject_(*diskob) ; free the icon

> End If

>

Yeah, that worked great. It also cut 500 bytes from my program.

Thanks Simon

--

Tony Rolfe

Amiga 2000, 68030/25, 1+8Mb

www.shoalhaven.net.au/edgewater

ICQ #51271965

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1.333 Re: NCS Enforcer Hit

From: "Simon Hitchen" <simon@gadge.u-net.com>

Organization: Gadge Software

Date: 19 Jan 2000 09:58:05 +0000

Subject: Re: NCS Enforcer Hit

Encoding: 7bit

X-UIDL: 18a50cf20eaaff4355ac788b9af8c9eb

Hello Tony,

> Yeah, that worked great. It also cut 500 bytes from my program.

Okey Dokey :)

If you need to check for other tooltypes at the same time you can just add more searches into the test before the icon is freed.

```
*diskob.DiskObject = GetDiskObject_(&icon$)
```

```
If *diskob
```

```
tta.l=*diskob\do_ToolTypes
```

```
;
```

```
; One ToolType
```

```
;
```

```
tvadd.l=FindToolType_(tta,"FILE")
```

```
If tvadd
```

```
FileName$=Peek$(tvadd)
```

```
End If
```

```
;
```

```
; Another ToolType
```

```
;
```

```
tvadd.l=FindToolType_(tta,"CHEESYPEAS")
```

```
If tvadd
```

```
FavouriteMeal$=Peek$(tvadd)
```

```
End If
```

```

;
FreeDiskObject_(*diskob)
End If
--
Simon
MailTo:simon@gadge.u-net.com - simon@satanicdreams.com
http://www.gadge.u-net.com ICQ: 22707489
A1200T-060/50-48+4+2MB-CD-HDx2-V90-SVGA-SCSI-ZII-CGX/3D.
Health Warning! - This Amiga Is Genetically Modified(tm)
Revenge AGA:UFO_EU:WB-Tidy:WB-AnimAL:YAMM & other stuff.
-----

```

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1.334 Re: NCS Enforcer Hit

```

From: Bippy M <BippyM@stingent.freemove.co.uk>
Date: Thu, 20 Jan 2000 09:25:01 +0000
Subject: Re: NCS Enforcer Hit
X-UIDL: 5ceca9294ec359f1ad333e3767b9ed22
Howdy Tony
On 15-Jan-00, Tony Rolfe wrote:
TR> Attached is an extract from a program, and the enforcer hit it
TR> creates.
TR> I'm trying to find out if there is an icon for the program and, if it
TR> contains a "FILE=" tootype.
TR> Am I doing something wrong, or is this an (Impossible!) NCS Bug?
I just re-found this message, i use the NCSTooltypes in my prog, and don't
get an enforcer hit :/

```

Regards
Bippy M

```

--
x-----| BippyM@Stingent.freemove.co.uk |-----x
||
| Current Projects: |
| Overflow (Pipemania Clone) [..^.....] 30% |
| Packer2Packer Suite [..^.....] 20% |
||
x-----| BippyM@Stingent.freemove.co.uk |-----x
-----

```

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1.335 NCS Listview Prob Sorted

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

Date: Fri, 21 Jan 2000 11:19:23 +0000

Subject: NCS Listview Prob Sorted

X-UIDL: b0fe2473a1b7527f56fe6936ac1e481f

Hiya Guys,

Regarding the mail I sent a few days ago about NCSListViews and changing the contents.. Well I have just sussed it out..

Once setup try the following to change it :)

```
ClearList ListItem()
```

```
For k=0 To 10
```

```
If AddItem(ListItem())
```

```
ListItem()\Item = "Mark "+Str$(k)
```

```
EndIf
```

```
Next
```

```
NGadgetAttrs 9, #GTLV_Labels, *RealList ; This is the fella
```

I was looking

for.

T'ra

--

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

```
||
```

```
| Current Projects: |
```

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

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

```
||
```

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

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1.336 Re: NCS Listview Prob Sorted

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Fri, 21 Jan 2000 16:21:12 -0000

encoding: 7BIT

Subject: Re: NCS Listview Prob Sorted

X-UIDL: 32dc751d1f180a514498cf02cc2cdec7

Hi Bippy

> NGadgetAttrs 9, #GTLV_Labels, *RealList ; This is the

> fella

> I was looking

> for.

I think you also need something like that before you start hacking around with the list, massing 0 instead of *RealList, to detach the list from the ListView.

Same thing as GTChangeList gl,id.....GTChangeList gl,id,list() does.

--

l) ^ V][l) | M c M][N N | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

I love deadlines. I especially like the whooshing sound they make as they go flying by.

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1.337 NCS Listviews (Again!!)

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

Date: Sun, 16 Jan 2000 13:34:52 +0000

Subject: NCS Listviews (Again!!)

X-UIDL: fad88a43d1f1554070b7c8a9587dad07

Hiya Guys,

Dunno if anyone can remember my posting a couple of months ago regarding changing the contents of a NCS listview.. Well I've been messing around, and cannot get it to work :(

Has anyone managed this if so could you please send me an example.. I really want to change one of my programs over to use the NCS libraries as Blitz's gadtools libs are sooo big, and I have to use the standard Window and Screen libs also :(

So any help would be appreciative :)

T'ra

Bippy M

--

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

||

| Current Projects: |

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

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

||

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

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1.338 Re: NCS Listviews (Again!!)

From: Frederic Laboureur <alphasnd@free.fr>

Date: Sun, 16 Jan 2000 23:21:18 +0100

Organization: Fantaisie Software

Subject: Re: NCS Listviews (Again!!)

Encoding: 8bit

X-UIDL: 202afeaf645d8e939c0cad0b58b15d99

Hello Bippy,

> Dunno if anyone can remember my posting a couple of months ago regarding
> changing the contents of a NCS listview.. Well I've been messing around,
> and cannot get it to work :((

>

> Has anyone managed this if so could you please send me an example.. I
> really want to change one of my programs over to use the NCS libraries as
> Blitz's gadtools libs are sooo big, and I have to use the standard Window
> and Screen libs also :(

I know that... :-)

> So any help would be appreciative :)

Hey, do you have the complete NCS 1.90 pack ? All needed examples are
provided inside !!

Good bye,

--

Fred.

^V^V^V Frederic 'AlphaSND' Laboureur

__/_ e-mail : alphasnd@free.fr

/^ ^ u ^ ^ n ^ ^ \

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

/ /// || \ \ _ _

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‘__’ ‘__’ ‘__’

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1.339 Need Help With DefLibs

From: "Lazarus" <l@azarus.freerserve.co.uk>

Subject: Need Help With DefLibs

Date: Mon, 24 Jan 2000 21:22:52 -0000

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: e0bfaf4887b40c6d23fac1eb9f05526b

Hi All

I wonder if anyone could help me with a little problem I am having. I am new to Blitz and I am trying to install the NewCommandSet from Aminet.

When I install these new libraries and run makedeflibs it replace my DefLibs with a much smaller version and Blitz2 doesnt recognize any of the normal commands.

Could someone please advise me to what I am doing wrong ?

Thanks in advance.

Lazarus

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1.340 Re: Need Help With DefLibs

From: SALLIN Nicolas <Henes.TSK@iName.com>

Date: Tue, 25 Jan 2000 00:12:43 +0200

Organization: Taskers

Subject: Re: Need Help With DefLibs

Encoding: 8bit

X-UIDL: 544c53060856a46c8b4d3ec858b2fa46

On 24-jan-00, Lazarus wrote:

> When I install these new libraries and run makedeflibs it replace my DefLibs
> with a much smaller version and Blitz2 doesnt recognize any of the normal
> commands.
maybe that you have some assign/path not done correctly
so it doesn't include all the needed libs in the deflib file
deflib is a "packet" of all your installed libs
if you have a deflib, then the Blitz doesn't search for the libs in the assign
if you haven't, it will load them one by one
tell us what assign/path you have, as installing a blitz setup from scratch is a nightmare
for a blitz-beginner :-)

Regards

--

Nicolas SALLIN, aka Henes/Taskers

Roketz developer

ICQ: 48048980

Henes.TSK@iName.com

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1.341 Re: Need Help With DefLibs

From: "Lazarus" <l@azarus.freemove.co.uk>

Subject: Re: Need Help With DefLibs

Date: Mon, 24 Jan 2000 23:31:55 -0000

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: 2fc6660e27c74a7caadd6e091c72e48

Thankyou for your reply.

I have the default Blitz2: assigned to Work:Blitz2 and Blitzlibs: to
Work:Blitz2/Blitzlibs.

If I have the default BigDefLibs in Blitz2: I understand that Blitz2 will
not look in the BlitzLibs directory. If I remove it it no longer provides
the normal commands.

What am I doing wrong ?

Lazarus

----- Original Message -----

From: SALLIN Nicolas <Henes.TSK@iName.com>

Sent: Monday, January 24, 2000 10:12 PM

Subject: Re: Need Help With DefLibs

On 24-jan-00, Lazarus wrote:

> When I install these new libraries and run makedeflibs it replace my
DefLibs
> with a much smaller version and Blitz2 doesnt recognize any of the normal
> commands.

maybe that you have some assign/path not done correctly

so it doesn't include all the needed libs in the deflib file

deflib is a "packet" of all your installed libs

if you have a deflib, then the Blitz doesn't search for the libs in the
assign

if you haven't, it will load them one by one

tell us what assign/path you have, as installing a blitz setup from scratch
is a nightmare

for a blitz-beginner :-)

Regards

--

Nicolas SALLIN, aka Henes/Taskers

Roketz developer

ICQ: 48048980

Henes.TSK@iName.com

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

1.342 Re: Need Help With DefLibs

From: Curt Esser <camge@amigaonline.net>

Date: Mon, 24 Jan 2000 21:43:51 -0500

Subject: Re: Need Help With DefLibs

X-UIDL: 86793a31efd6badf615c2de5f8821c69

Hi Lazarus

On 24-Jan-00, Lazarus wrote:

> Hi All

>

> I wonder if anyone could help me with a little problem I am having. I am

> new to Blitz and I am trying to install the NewCommandSet from Aminet.
>
> When I install these new libraries and run makedeflibs it replace my
> DefLibs with a much smaller version and Blitz2 doesnt recognize any of the
> normal commands.
>
> Could someone please advise me to what I am doing wrong ?

It sounds like you have installed Blitz from the CD version?

I had a problem with this at first too. The Install script doesn't bother to install the actual libraries into your BlitzLibs: directory, it only copies the "Deflibs" file...

So, look on the CD in the "Extras/Blitzlibs/" directory.

Copy all this into your Blitzlibs: assign, including both library drawers with all their files, and the .res files, and all the rest.

Now run the MakeDefLibs, and all should be working.

Later...

--

Yours electronically,

Curt Esser

camage@amigaonline.net

http://members.xoom.com/Curt_Esser/

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

1.343 Re: Need Help With DefLibs

From: SALLIN Nicolas <Henes.TSK@iName.com>

Date: Tue, 25 Jan 2000 02:35:52 +0200

Organization: Taskers

Subject: Re: Need Help With DefLibs

X-UIDL: 8d70372dfb3c62b3e8d1ac5262161212

On 25-jan-00, Lazarus wrote:

> I have the default Blitz2: assigned to Work:Blitz2 and Blitzlibs: to
> Work:Blitz2/Blitzlibs.

ok, and what's the sub-directories in BlitzLibs: ?

maybe you could use snoopdos to have a guess, too...

> If I have the default BigDefLibs in Blitz2: I understand that Blitz2 will

I hope that you have renamed it to blitz2:deflibs

> not look in the BlitzLibs directory. If I remove it it no longer provides
> the normal commands.

snooooopdos :-)

> Lazarus

BTW are you the well know "infamous" man ? no offence, it's just to know...

Regards

--

Nicolas SALLIN, aka Henes/Taskers

Roketz developer

ICQ: 48048980

Henes.TSK@iName.com

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1.344 Re: Need Help With DefLibs

From: "Lazarus" <l@azarus.freemove.co.uk>

Subject: Re: Need Help With DefLibs

Date: Tue, 25 Jan 2000 23:26:43 -0000

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: 273a09aa0cad4819aaeca15290fc7ef

Hi All

Thankyou for your suggestions. After spending a day at work playing with
Blitz on UAE I finally discovered it was my Blitzlibs Assign that was in
error. Now it works fine

Thanks again for your help.

Lazarus

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1.345 Newtype Structures

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

Date: Sat, 22 Jan 2000 21:55:36 +0000

Subject: Newtype Structures

X-UIDL: 3dc6a84149504dc9b17db8998e962b21

Hiya Guys,

I'm a little confused regarding NEWTYPES.. I know what they are (In a basic form), but I've been looking through some source Curt sent me a few months ago, and am a little confused.. Take a look

The code was to show the use of Tags and opening a screen..

Right the following Netype I assume holds the info passed from the Asl screenmode requestor. What I'm confused about is how does the program know to pass the Display info to the DisplayID, and Displaywidth to DisplayWidth.l... What would happen if I swapped the newtype around, and say put DisplayWidth.l first, and then DisplayID.l.. Would the data still be passed to the correct entry, or would they be mixed up..

NEWTYPES.Mode ;for the mode requester

DisplayID.l

DisplayWidth.l

DisplayHeight.l

DisplayDepth.w

OverscanType.w

End NEWTYPE

Basically what I'm asking is.. Do commands that pass the results to a Newtype Structure require the info to be in a certain way, or does it not matter? If the latter how does the command know where to pass its data?

Also if it's the first how do I know what order to create the newtype?

Secondly what does the following do, could someone explain please?

```
*sreq.SMode=0
```

```
*sreq=AllocAslRequest_(2,&SMRtags(0)\ti_Tag)
```

```
ok.b=AslRequest_(*sreq,&SMRtags(0)\ti_Tag)
```

I am trying to understand Tags and OS Stuff so I can get away from using Blitz's internal commands.. and pointers STILL flummox me :(

T'ra

Bip

--

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

||

```
| Current Projects: |
```

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

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

||

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

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1.346 Re: Newtype Structures

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sat, 22 Jan 2000 22:37:37 +0100

Subject: Re: Newtype Structures

X-UIDL: 2d25394f4f1db02ada092f9cec26caf5

Bippy M churned out **this** drivel:

> Basically what I'm asking is.. Do commands that pass the results to a
> Newtype Structure require the info to be in a certain way, or does it not
> matter? If the latter how does the command know where to pass its data?
>

> Also if it's the first how do I know what order to create the newtype?

Yes, it does matter - get Fred's OpenBlitz program (I think that's what it's called, someone help here ;) - it'll convert 3rd party libraries' .h files into blitz includes (creates the necessary structures). Only problem is, you usually have to go in and fix some stuff by hand, kind of a black art if you're not sure what you're doing (like me ;)

> I am trying to understand Tags and OS Stuff so I can get away from using

> Blitz's internal commands.. and pointers STILL flummox me :(

Why, you need StatsFuncs.lha, from aminet dev/basic :)

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team **AMIGA**, and **Dogbert's New Ruling Class.**

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

But what is all this fear of and opposition to oblivion? What is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

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1.347 Re: Newtype Structures

From: Simon Archer <bml@ukonline.co.uk>

Date: Sat, 22 Jan 2000 22:46:27 +0000

Subject: Re: Newtype Structures

Encoding: 8bit

X-UIDL: 648bd79c9777ff54fbc488dd8205375

Hello Bippy

On 22-Jan-00, you wrote:

BM> DisplayWidth.l... What would happen if I swapped the newtype around, and

BM> say put DisplayWidth.l first, and then DisplayID.l. Would the data still

BM> be passed to the correct entry, or would they be mixed up..

NEWTYPES, just like structures, are really just fancy ways of specifying offsets into memory. The compiler looks at the structures and sets the values for each offset accordingly, so by rearranging them, the compiler would simply recalculate the offsets.

At a very low level, imagine poke.w <address of newtype>+<value of offset>

Simon Archer

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

1.348 Re: Newtype Structures

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Sat, 22 Jan 2000 23:49:23 +0100

X-SenderInfo: 1; homepage="http://www.satanicdreams.com/"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Re: Newtype Structures

X-UIDL: 52d2c13a12d28acc8587915b64b74fa3

--BOUNDARY.272000440.3

Hello Bippy

> Hiya Guys,

>

> I'm a little confused regarding NEWTYPES.. I know what they are (In a
> basic form), but I've been looking through some source Curt sent me a few
> months ago, and am a little confused.. Take a look

Nothing to be confused about, they are fairly straight forward.

> Right the following Netype I assume holds the info passed from the Asl
> screenmode requestor. What I'm confused about is how does the program know
> to pass the Display info to the DisplayID, and Displaywidth to

> DisplayWidth.l... What would happen if I swapped the newtype around, and
It would fall on its arse! :)

> say put DisplayWidth.l first, and then DisplayID.l.. Would the data still
> be passed to the correct entry, or would they be mixed up..

They would get mixed up.. Here let me try and explain. Using the below
newtype as an example:

A newtype is just an area of memory holding the variables you put in it.

For example, this newtype,

> NEWTYPE.SMode ;for the mode requester

> DisplayID.l

> DisplayWidth.l

> DisplayHeight.l

> DisplayDepth.w

> OverscanType.w

> End NEWTYPE

Once dimmed would be a memory area 16 bytes in size. IE:

AAAABBBBCCCCDDEE

Where A is the space used by DisplayID.l, 4 bytes 'cos its a longword

Where B is the space used by DisplayWidth.l, 4 bytes 'cos its a longword

Where C is the space used by DisplayHeight.l, 4 bytes 'cos its a longword

Where D is the space used by DisplayDepth.w, 2 bytes 'cos its a word

Where E is the space used by OverscanType.w, 2 bytes 'cos its a word

When you access the newtype, with for example, *scrmode\DisplayWidth=1
your actually poking at an offset from *scrmode, here 4 bytes in.

A newtype is just a way for your program to hold offsets to memory areas.

If you move the names around, you move the offsets.

Try running the attached program and watch what it does in the memory
window (it should open in the correct place ;)) Dont run it

where the debugger stops it, step slowly through and watch what happens

in the windows. Once you`ve done that, move A.l to the bottom of the newtype
so it looks like this:

NEWTYPE .Test

B.l

C.l

D.w

E.w

A.l

END NEWTYPE

And watch what happens.

> Basically what I'm asking is.. Do commands that pass the results to a
> Newtype Structure require the info to be in a certain way, or does it not
> matter? If the latter how does the command know where to pass its data?

You mean when a command creates an object and returns a pointer to
it for you?

Anyway, structures (newtypes) should be kept as they are, in the order
they are intended.

> Also if it's the first how do I know what order to create the newtype?

Well, you look at the documentation for whatever your trying to
create, if it's a window, you look on the devs CD and at the header
file for intuition/window or summat ;)

> Secondly what does the following do, could someone explain please?

>

> *sreq.SMode=0

Sets the pointer which holds the location of the object to 0? ;)

> *sreq=AllocAslRequest_(2,&SMRtags(0)\ti_Tag)

I think *sreq would hold a pointer to a new object created by
AllocAslRequest_() The 2 sets the type of request?, and the &SMRtags(0)\ti_Tag
just passes the memory address of the start of a taglist so the
command can get its tags.

> ok.b=AslRequest_(*sreq,&SMRtags(0)\ti_Tag)

Opens the requester ???

You pass the allocated request object and tags to AslRequest_() and
if pops us a requester ??

I'm just guessing, I haven't really used them before.

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>

#PROJECT INFO:# Minimum Safe Distance [55%] <http://msd.satanicdreams.com/>

["Evidence is worthless if you're dead!"--Dana Scully]

--BOUNDARY.272000440.3

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

;

; Newtype test.

;

NEWTYPED .Test

A.1 ; 4 bytes

```
B.l ; 4 bytes
C.l ; 4 bytes
D.w ; 2 bytes
E.w ; 2 bytes
End NEWTYPE
;
; We create just 1 type. *testing then holds a pointer
; to a memory area 16 bytes in size
;
*testing.Test=AllocMem_(SizeOf.Test,#MEMF_PUBLIC|#MEMF_CLEAR)
;
; Here we do our tests.
;
If *testing
;
; Set debugger stuff, debugger must be on for all this to work.
;
MemoryWindow 0,*testing
Stop
*testing\A=$AAAAAAAA
*testing\B=$BBBBBBBB
*testing\C=$CCCCCCCC
*testing\D=$DDDD
*testing\E=$EEEE
;
; Same as doing this,.. Uncomment below and comment above section.
;
; Poke.l *testing+0,$AAAAAAAA
; Poke.l *testing+4,$BBBBBBBB
; Poke.l *testing+8,$CCCCCCCC
; Poke.w *testing+12,$DDDD
; Poke.w *testing+14,$EEEE
FreeMem_ *testing,SizeOf.Test
EndIf
--BOUNDARY.272000440.3
-----
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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
--BOUNDARY.272000440.3--
```

1.349 Re: Newtype Structures

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Sun, 23 Jan 2000 17:00:52 +0100

X-SenderInfo: 1; homepage="http://www.satanicdreams.com/"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Re: Newtype Structures

X-UIDL: 7e574807ea95f487eb81f63c5e77783f

Hello Nick

>>> know to pass the Display info to the DisplayID, and Displaywidth to
>>> DisplayWidth.I... What would happen if I swapped the newtype around, and

>>

>> It would fall on its arse! :)

>

> =)

> [snipped some of Robs explanation which twas very good!]

>>> Secondly what does the following do, could someone explain please?

>>>>

>>>> *sreq.SMode=0

>>>

>>> Sets the pointer which holds the location of the object to 0? ;)

>

> Yup, that basically says, hand about, now don't get me wrong here but that

> full stop doing there? This isn't C, or am I missing something here??

Yeah it should,.. Your missing summat :)))

It sets the variable *sreq as type .SMode. Is the same as doing:

```
DEFTYPE.SMode *sreq
```

> If it's meant to say *sreq\SMode=0 then basically it says 'Wherever *sreq

Its not :)

> is poiting to, set the SMode field to 0, nowt, nothing or in nerdy

> language, Null. =)

SMode is the name of the type, not a node in the type.

```
>>> *sreq=AllocAslRequest_(2,&SMRtags(0)\ti_Tag)
```

>>>

>>> I think *sreq would hold a pointer to a new object created by

>>> AllocAslRequest_() The 2 sets the type of request?, and the

>>> &SMRtags(0)\ti_Tag just passes the memory address of the start of a

>>> taglist so the command can get its tags.

>>>

> The two does indeed set the type, but why not use the ASL tags to show
> this, because that number 2 may not mean anything when you look at it
> later. Basically that's just one of those programming skills that you pick
> up hopefully over time (it took me over a year to get in the hang of
> that!)

>

```
>>> ok.b=AslRequest_(*sreq,&SMRtags(0)\ti_Tag)
```

>>

>> Opens the requester ???

>> You pass the allocated request object and tags to AslRequest_() and
>> if pops us a requester ??

>>

>> I'm just guessing, I haven't really used them before.

>

> I have used them but not of late, AFAICR the first tag (*sreq) is the
> structure pointer :(returned by teh allocaslrequest_ function above, and
> the tags, well I can't remember why you need them again, but they're
> needed there so??? Maybe it's because you can setup some basic tags like
> the width, height, etc. with AllocAslRequest, and then you can add to them
> with more tags on AslRequest so that the title of the requester can
> change. I can't honestly remember, was a long time ago! The requester does
> indeed popup on calling this correctly though.

Okey dokey.

I take it this message was meant for the list? You only sent it to me..

I think there is something wrong with the blitz-list return path
function.

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470
#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>
#PROJECT INFO:# Minimum Safe Distance [55%] <http://msd.satanicdreams.com/>
[I'd love to, but I'm doing door-to-door collecting for static cling.]

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1.350 Re: Newtype Structures

From: Curt Esser <camge@amigaonline.net>

Date: Sun, 23 Jan 2000 17:42:04 -0500

Subject: Re: Newtype Structures

X-UIDL: 90a154e8992bf113699b721299813b41

Hi Bippy

On 22-Jan-00, Bippy M wrote:

> Hiya Guys,

>

> I'm a little confused regarding NEWTYPES.. I know what they are (In a
> basic form), but I've been looking through some source Curt sent me a few
> months ago, and am a little confused.. Take a look

>

> The code was to show the use of Tags and opening a screen..

>

> Right the following Netype I assume holds the info passed from the Asl
> screenmode requestor. What I'm confused about is how does the program know
> to pass the Display info to the DisplayID, and Displaywidth to
> DisplayWidth.l...

Keep in mind that your program isn't putting anything INTO the NewType.

What it

is really doing is setting aside a place in memory for the ASL library to
return the results from the requester.

And see Rob's excellent explanation of exactly what a NewType really is.

> What would happen if I swapped the newtype around, and
> say put DisplayWidth.l first, and then DisplayID.l.. Would the data still
> be passed to the correct entry, or would they be mixed up..

They would be mixed up. The ASL library will always put the data into the
same place in the "structure" you have pointed it to, but if you change your
NewType, your program won't be able to find the results.

>

> NEWTYPE.SMode ;for the mode requester

> DisplayID.l

> DisplayWidth.l

> DisplayHeight.l

> DisplayDepth.w

> OverscanType.w

> End NEWTYPE

>

> Basically what I'm asking is.. Do commands that pass the results to a
> Newtype Structure require the info to be in a certain way, or does it not
> matter? If the latter how does the command know where to pass its data?
You always give such a command the address of the structure as one of the
parameters. That is what *sreq is used for. It tells ASL library exactly
where it must return it's results...

>

> Also if it's the first how do I know what order to create the newtype?
Well, the code was actually one that someone passed on to me a long time
ago. I later found out that there is no need to set up the NewType
yourself - I could have simply used the ScreenModeRequester one that is in
Amigalibs.res...

Anyway, if you do need or want to set it up yourself, you'll need to look in
the RKM's header (h) files, or those of the 3rd party library you are using,
for the correct definition of the structure that you want to use. And it
MUST be set up exactly as it is described there.

>

> Secondly what does the following do, could someone explain please?

>

> *sreq.SMode=0 *

* ^^^ this just defines the type of the pointer *sreq as an SMode

I really should have used DefType .SMode *sreq

> *sreq=AllocAslRequest_(2,&SMRtags(0)\ti_Tag)

^^ this opens an ASLScreenMode

requester, using our taglist SMRtags which we defined earlier

If it returns 0, the requester failed to open for some reason.

Otherwise, it sets pointer *sreq to the address where ASL will return our
results

> ok.b=AslRequest_(*sreq,&SMRtags(0)\ti_Tag)

This sets ok to 0 if the requester was cancelled, or some other problem
happened such as you used a hook function that filtered out ALL the
screenmodes, leaving nothing for the user to select...

If OK is not 0, the user selected something and we will find the results in
our

NewType *sreq

It is always important with these kind of commands to check your results for
0 before continuing. Note that when you are using these OS commands, the
debugger will not catch these kinds of mistakes!

>

> I am trying to understand Tags and OS Stuff so I can get away from using

> Blitz's internal commands.. and pointers STILL flummox me :(

Yeah, they gave me fits for quite a while too...

A pointer simply show the address in memory where something is located. In this case, it is where our NewType sreq starts.

Later...

--

Yours electronically,

Curt Esser

camge@amigaonline.net

http://members.xoom.com/Curt_Esser/

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1.351 Non English lists (was Hello... and some questions!)

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Sun, 9 Jan 2000 14:30:19 -0000

Subject: Non English lists (was Hello... and some questions!)

Encoding: 8bit

X-UIDL: 5066d7f712cadd9459160c4a58df09b6

Hi Davide

> I think that are here a lot of good bb2 coders that usually give up

> due to

> lack of english :-(This is not good :-(Our italian bb2 ml will help

> people to "get the hands over" blitz coding.

There is also French and Polish mailing lists. If anyone wants the details for these, I can post them.

Davide, once you get the Italian list running, could you mail the details to me please?

Thanks.

--

) ^ V] [l) | M | © | M |] [| | | | | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

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1.352 odd string length

From: Curt Esser <camge@amigaonline.net>

Date: Sat, 15 Jan 2000 04:54:50 -0500

Subject: odd string length

X-UIDL: bdd88c64a03b380118c688968636064c

Hi,

I need to determine if a given string is an odd length.

Any ideas?

Later...

--

Yours electronically,

Curt Esser

camge@amigaonline.net

http://members.xoom.com/Curt_Esser/

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1.353 Re: odd string length

From: "Simon Hitchen" <simon@gadge.u-net.com>

Organization: Gadge Software

Date: 15 Jan 2000 13:12:23 +0000

Subject: Re: odd string length

Encoding: 7bit

X-UIDL: 72bd9dc235a788e7208fc70b9455e813

Hello Curt,

> I need to determine if a given string is an odd length.

>

> Any ideas?

test\$="12345"

odd.w=Len(test\$)-((Len(test\$)+1)/2)*2

If odd

NPrint "Odd"

Else

NPrint "Even"

End If

MouseWait

End

--

Simon

MailTo:simon@gadge.u-net.com - simon@satanicdreams.com

http://www.gadge.u-net.com ICQ: 22707489

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1.354 Re: odd string length

From: Davide Zipeto <dawez@tiscalinet.it>

Date: Sat, 15 Jan 2000 15:55:18 +0100 (CET)

Subject: Re: odd string length

X-UIDL: a7501bf727482e7a58433c861b6c9002

Hello Curt

On 15-Jan-00, Curt Esser wrote:

> I need to determine if a given string is an odd length.

> Any ideas?

yep this is the shortest code I've got in my mind...

a\$="test string "

odd=Int(Len(a\$)/2)*2-Len(a\$)

If odd = True

nPrint "string lenght odd"

Else

nPrint "string lenght even"

EndIf

Regards

--

<tsb> #Dawez# A proud Amiga user

<sb> ! Mitnick will be released in few days :-)) !

--

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1.355 Re: odd string length

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Sat, 15 Jan 2000 19:41:04 +0300

Subject: Re: odd string length

Encoding: 8bit

X-UIDL: 21309f264befbd1984347177d3adfee5

On 15-Jan-00, Davide Zipeto wrote.

> Hello Curt

>

> On 15-Gen-00, Curt Esser wrote:

>> I need to determine if a given string is an odd length.

>> Any ideas?

> yep this is the shortest code I've got in my mind...

>

> -----

> a\$="test string "

> odd=Int(Len(a\$)/2)*2-Len(a\$)

> If odd = True

> nPrint "string lenght odd"

> Else

> nPrint "string lenght even"

> EndIf

> -----

Well my shortest one

```
if len(a$)&1
```

```
NPrint "Length is odd"
```

```
else
```

```
NPrint "Length is even"
```

```
endif
```

--

Sami Näätänen

E-Mail: sami.naatanen@dlc.fi

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1.356 Re: odd string length

From: "Vic E Babes" <zalda@home4968.freeserve.co.uk>

Subject: Re: odd string length

Date: Sat, 15 Jan 2000 06:39:36 -0000

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: 69ef690f4dfb33cc6ae11fd3125899e0

Hello, Curt

>> I need to determine if a given string is an odd length.

>>

>> Any ideas?

>

>

>

> test\$="12345"

>

> odd.w=Len(test\$)-((Len(test\$)+1)/2)*2

I wouldn't use LEN - I would look at the address just before the string to get the length - and as for determining whether or not it is odd - the above is not as fast as

IF (strlen AND 1) THEN odd ELSE even

VIC

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

1.357 Re: odd string length

From: "Simon Hitchen" <simon@gadge.u-net.com>

Organization: Gadge Software

Date: 15 Jan 2000 22:03:27 +0000

Subject: Re: odd string length

Encoding: 7bit

X-UIDL: 44e9a08f7f6740462ea8e905b999a6da

Hello Vic E Babes,

> IF (strlen AND 1) THEN odd ELSE even

Of course..... That would work as well :)

--

Simon

MailTo:simon@gadge.u-net.com - simon@satanicdreams.com

<http://www.gadge.u-net.com> ICQ: 22707489

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1.358 Re: odd string length

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sat, 15 Jan 2000 22:30:39 +0100

Subject: Re: odd string length

X-UIDL: 3d76c73968fbf1ff62bd11b7f16c856a

Curt Esser churned out *this* drivel:

> I need to determine if a given string is an odd length.

StatsFuncs, Curt - IsEven { } ...I /think/ it works ;)

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(<http://surf.to/all-hail/>)

<tsb>

But what is all this fear of and opposition to oblivion? What is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

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1.359 Re: odd string length

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Sun, 16 Jan 2000 01:06:12 +0100

X-SenderInfo: 1; homepage="<http://www.satanicdreams.com/>"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Re: odd string length

X-UIDL: bef761e100fbfe462a54f6e03a66bab7

--BOUNDARY.271762112.3

Hello James

> Curt Esser churned out *this* drivel:

>

>> I need to determine if a given string is an odd length.

>

> StatsFuncs, Curt - IsEven {} ...I /think/ it works ;)

Or if you cant find that.. You could use the attached.. But then,

Sami`s way is probably the best...

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>

#PROJECT INFO:# Minimum Safe Distance [55%] <http://msd.satanicdreams.com/>

[I just got a new car for my wife....Great trade!]

--BOUNDARY.271762112.3

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

;

; Odd or Even Function.

;

;- 0 = Even

; 1 = Odd

;

Function.w OddEven{ Value.w }

DIVU.w #2,d0

SWAP d0

TST.w d0

BEQ EndFunc

MOVE.l #1,d0

EndFunc:

AsmExit

End Function

If OddEven{Len("Testing12345")}=0

NPrint "Even"

Else

NPrint "Odd"

EndIf

--BOUNDARY.271762112.3

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--BOUNDARY.271762112.3--

1.360 Re: odd string length

From: Davide Zipeto <dawez@tiscalinet.it>

Date: Sat, 15 Jan 2000 20:11:56 +0100 (CET)

Subject: Re: odd string length

X-UIDL: 298aeae2becc1dce6903454ec3e96eea

Hello Curt

these are another 2 way

a\$="test string"

; method 1

b\$=Bin\$(Len(a\$))

If Right\$(b\$,1) = "1"

NPrint "String odd" ; dispari

Else

NPrint "String even" ; pari

EndIf

; way 2 of getting the (same ??) result

b\$=Right\$(Str\$(Len(a\$)),1)

If Instr("02468",b\$) = 0

NPrint "string odd"

Else

NPrint " string even"

EndIf

Regards

--

<tsb> #Dawez# A proud Amiga user

<sb> ! Mitnick will be released in few days :-)) !

--

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

1.361 Re: odd string length

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Sun, 16 Jan 2000 21:36:12 +0300

Subject: Re: odd string length

Encoding: 8bit

X-UIDL: ca99a9c9b4f3aa2f325a015df2547441

On 16-Jan-00, Rob Hutchinson wrote.

> Hello James

>> Curt Esser churned out *this* drivel:

>>

>>> I need to determine if a given string is an odd length.

>>

>> StatsFuncs, Curt - IsEven {} ...I /think/ it works ;)

>

> Or if you cant find that.. You could use the attached.. But then,

> Sami`s way is probably the best...

>

how you dare to use division for that kind of purpose? ;)

faster function

```
function.w iseven{length.w}
```

```
and.w #1,d0
```

```
asmexit
```

```
end function
```

--

Sami Näätänen

E-Mail: sami.naatanen@dlc.fi

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

1.362 Re: odd string length

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sun, 16 Jan 2000 01:52:14 +0100

Subject: Re: odd string length

X-UIDL: b6931508ae94e0805f84c6310dc3d08c

Rob Hutchinson churned out *this* drivel:

>> Curt Esser churned out *this* drivel:

>>
>>> I need to determine if a given string is an odd length.
>>
>> StatsFuncs, Curt - IsEven {} ...I /think/ it works ;)
>
> Or if you cant find that.. You could use the attached.. But then,
> Sami`s way is probably the best...
Yep, agreed...Sami seems to find all better ways to do everything
I`ve tried to do in StatsFuncs!
See ya,
--
<tsb>
<sb>James L Boyd - jamesboyd@all-hail.freereserve.co.uk
<sb>Member of Team *AMIGA*, and *Dogbert`s New Ruling Class.*
<sb>Connected from Dundee, Scotland.
<sb>(http://surf.to/all-hail/)
<tsb>

But what is all this fear of and opposition to oblivion? What
is the matter with the soft darkness, the dreamless sleep?
-- James Thurber

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1.363 Re: odd string length

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>
Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia
Date: 17 Jan 2000 15:53:54 +1000
Subject: Re: odd string length
Encoding: 8bit
X-UIDL: c948f782bed30ab3ef91410f6fee75a0
On Sun, 16 Jan 2000 21:36:12 +0300 Sami Näätänen said:
> On 16-Jan-00, Rob Hutchinson wrote.
>
> > Hello James
> >> Curt Esser churned out *this* drivel:
> >>
> >>> I need to determine if a given string is an odd length.

>>>

To test for divisibility by 2^n do

if value & $2^n - 1 = 0$ then divisible else not divisible

e.g.

If Value & 7 = 0 ; test for divisibility by 8

Much the quickest way, methinks.

Cheers

--

Tony Rolfe

Amiga 2000, 68030/25, 1+8Mb

www.shoalhaven.net.au/edgewater

ICQ #51271965

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

1.364 Re: odd string length

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Mon, 17 Jan 2000 01:49:15 +0100

X-SenderInfo: 1; homepage="<http://www.satanicdreams.com/>"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Re: odd string length

X-UIDL: a8731a3842a9ac826933e159813200ae

Hello Sami

> On 16-Jan-00, Rob Hutchinson wrote.

>

>> Hello James

>>> Curt Esser churned out *this* drivel:

>>>

>>>> I need to determine if a given string is an odd length.

>>>

>>> StatsFuncs, Curt - IsEven { } ...I /think/ it works ;)

>>

>> Or if you cant find that.. You could use the attached.. But then,

>> Sami`s way is probably the best...

>>

>

> how you dare to use division for that kind of purpose? ;)

Ahahahahah!!!... Good wan`it, LOL ;) Twas an alternative, wasn`t meant to be faster, better or anything :).. You already did the below in blitz, I doubt it would be any faster..

```
> function.w iseven{length.w}
```

```
> and.w #1,d0
```

```
> asmexit
```

```
> end function
```

```
>
```

```
--
```

Rob,

```
--
```

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>

#PROJECT INFO:# Minimum Safe Distance [55%] <http://msd.satanicdreams.com/>

[I love all of you, hurt by the cold -RHCP.]

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

1.365 Re: odd string length

From: Toby Zuijdveld <hotcakes@a1bbs.net.au>

Date: Mon, 17 Jan 2000 22:56:09 +1000

X-SenderInfo: 1;

picture="<http://www.geocities.com/SunsetStrip/Disco/6065/a1people/tobyzuij.gif>"

Organization: Crash`n`Burn Incinerated, Satanic Dreams Software

Subject: Re: odd string length

Encoding: 8bit

X-UIDL: a8bef1d604c74e1353c936af550e1172

Hello Tony

On 17-Jan-00, you wrote:

TR>>>>> I need to determine if a given string is an odd length.

TR> To test for divisibility by 2^n do

TR> if value & $2^n - 1 = 0$ then divisible else not divisible

TR> If Value & $7 = 0$; test for divisibility by 8

TR> Much the quickest way, methinks.

Neh, I reckon Sami's beats that hands down ;]

Regards

```
--
```

Toby Zuijdveld --- Candy Ravers

Hippies of the New Millenium

<http://a1bbs.net.au/hotcakes> - Last updated 26-Sep-99 -

<mailto:hotcakes@a1bbs.net.au>

<icq:22222555777111555111555>

Self made men have one common problem: they worship their maker.

--

According to <http://www.thespark.com>, I'm 55% pure, 47% untelligent and will die at the age of 64 after having sex only 7 times! <sob>

--

If you're an Australian resident <http://www.emailcash.com.au>

If you join please consider using the referral ID B31031

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1.366 Re: odd string length

MR-Received: by mta WVTEAM.MUAS; Relayed; Mon, 17 Jan 2000 12:04:34 +0000

MR-Received: by mta WVTEAM; Relayed; Mon, 17 Jan 2000 13:04:35 +0000

MR-Received: by mta MSMR02; Relayed; Mon, 17 Jan 2000 13:19:43 +0000

Disclose-recipients: prohibited

Date: Mon, 17 Jan 2000 12:04:34 +0000 (GMT)

From: steven.matty@gecm.com

Subject: Re: odd string length

Autoforwarded: false

Importance: low

Sensitivity: Personal

UA-content-id: 11E18B442100

X400-MTS-identifier: [;8634041317012000/A05121/WVTEAM]

Hop-count: 2

X-UIDL: 8ec42ff0f587426a4c6b3ceeab20a37d

>Hello Tony

>

>On 17-Jan-00, you wrote:

>

>TR>>>>> I need to determine if a given string is an odd length.

If *Len(string) BITTST 0) Then NPrint "Odd"

Steve.

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1.367 Re: odd string length

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Mon, 17 Jan 2000 11:31:48 +0100

X-SenderInfo: 1; homepage="http://www.satanicdreams.com/"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Re: odd string length

X-UIDL: 0db97f31a32e3a1efc428dc164add390

Hello Tony

>>>> I need to determine if a given string is an odd length.

>>>>

>

> To test for divisibility by 2^n do

> if value & $2^n - 1 = 0$ then divisible else not divisible

No no no, my division was bad,.. But you really shouldn't ever use the
blitz ^ (power) operator. It sucks beyond belief, and it'll cause more
problems than it solves, on other machines..

Try something like,

NPrint 10^2

And see what it gives you.

The power operator seems to give some very weird results on other
machines and I'll never use it again..

Anyone know why this is?

> e.g.

> If Value & $7 = 0$; test for divisibility by 8

> Much the quickest way, methinks.

> Cheers

>

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>

#PROJECT INFO:# Minimum Safe Distance [55%] <http://msd.satanicdreams.com/>

[And introducing Anatomically Correct LOG!]

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1.368 Re: odd string length

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Mon, 17 Jan 2000 17:10:34 -0000

Subject: Re: odd string length

Encoding: 8bit

X-UIDL: f934964f60cc02179aec036dc2e1616d

Hi Rob & Toby

>> To test for divisibility by 2^n do

>> if value & $2^n - 1 = 0$ then divisible else not divisible

>> e.g.

>> If Value & 7 = 0 ; test for divisibility by 8

>> Much the quickest way, methinks.

>> Cheers

Tony is doing what Sami done. Only this is a more general thing for finding out divisibility. Obviously if you only needed to check for the divisibility by one number, you do the calculation before hand (notice how Tony used 7 in the example instead of 2^3).

And yeah, that power of thing is weird.

--

l) ^ V][l) Ml © Ml][M M l dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

Windows NT - not today, no thanks or never tested?

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1.369 Re: odd string length

From: "Vic E Babes" <zalda@home4968.freemove.co.uk>

Subject: Re: odd string length

Date: Mon, 17 Jan 2000 06:31:22 -0000

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: e6f7a1a6a7829d6e207d7052c26ed830

Hello, Curt,

You've been quiet for ages - and now look what you've started :)

I'm surprised at you asking a question like this anyway.

VIC E BABES

www.home4968.freemove.co.uk

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1.370 Re: odd string length

From: Curt Esser <camge@amigaonline.net>

Date: Mon, 17 Jan 2000 17:42:29 -0500

Subject: Re: odd string length

X-UIDL: f630abe838e1299b5bc6ed601283c17b

Hi Vic

On 17-Jan-00, Vic E Babes wrote:

> Hello, Curt,

>

> You`ve been quiet for ages

The holidays, you know... Not much spare time to provoke things ;)

> - and now look what you`ve started :)

Heh, heh ;) Well, at least it`s on-topic, and some very good ideas have been posted.

>

> I`m surprised at you asking a question like this anyway.

Well, actually, I did already have some code of my own that did provide the answer - but I didn`t like the way it looked - too awkward. And ALL of the replies were much better than what I had.

But don`t be surprised - I never was much use at math, beyond the basic algebra stage...

Later...

--

Yours electronically,

Curt Esser

camge@amigaonline.net

http://members.xoom.com/Curt_Esser/

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1.371 Re: odd string length

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Tue, 18 Jan 2000 17:12:46 +0100

X-SenderInfo: 1; homepage="http://www.satanicdreams.com/"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Re: odd string length

X-UIDL: b7ef9a396e3da52b5c8fbc303adf5ddf

Hello Curt

> But don't be surprised - I never was much use at math, beyond the basic
> algebra stage...

Wayhay! I'm not the only one who totally sucks at maths :)))

Oh well, its not like ALL programming is maths. Though I'd
like to get in to 3D programming. Shame, thats ALL maths, and trig,...

Trig, argh! (2nd nemesis (1st is DisplayScroll() :)))

I hate mathematics! (Especially trig! :))

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>

#PROJECT INFO:# Minimum Safe Distance [55%] <http://msd.satanicdreams.com/>

[The hemoglobin protein breaks down and - SPUNG! - you're dead.]

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

1.372 Off Topic - MasterISO

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 26 Jan 2000 14:01:34 +1000

Subject: Off Topic - MasterISO

Encoding: 7bit

X-UIDL: b3b6853f23d1ff443d1a0582415f634d

Sorry for the fo topic posting, but I'm going potty here.

If anyone has MasterISO and uses it to back up Amiga Hard disks,
could you please mail me privately?

My problem is that I cannot get the resulting CD to display

Amiga-style file names. Only the ISO9660 name. (Amiga name = Fred-1.bb2 gives ISO9660 name FRED_1.BB2.

Yes, I am creating a Rock Ridge Volume with Amiga extensions enabled.

It's the hyphen to underscore conversion which kills me. I have a huge number of spreadsheets with hyphens in their names and they are all interlinked so the Underscore kills the linking...

Any help will be gratefully received.

Cheers (and sorry again...)

--

Tony Rolfe

Amiga 2000, 68030/25, 1+8Mb

www.shoalhaven.net.au/edgewater

ICQ #51271965

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1.373 OFF-TOPIC: Does anyone have '4D Sports Driving'-game?

X-Originating-IP: [195.197.160.42]

From: "Arto Ekman" <aekman82@hotmail.com>

Subject: OFF-TOPIC: Does anyone have '4D Sports Driving'-game?

Date: Wed, 26 Jan 2000 04:06:26 PST

X-UIDL: 8eb4943b838460425dac3ce7af79794a

Does anyone have '4D Sports Driving'-game?

I need it! I want to buy it! Or trade it to some of my own...

Ofcourse Amiga-version. I would be very happy about this, because

I have searched it for a long time.

regards, Arto Ekman

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1.374 Re: Ooops.. Reqtools

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Mon, 24 Jan 2000 18:54:08 -0000

encoding: 7BIT

Subject: Re: Ooops.. Reqtools

X-UIDL: a704ebef134297a9f59f525521a45cfb

Hi Bippy

> scr.s="_"

>

> RTtags(0)\ti_Tag=#RT_Underscore, &scr

Don't have the Reqtools autodoc on me just now, but is this right? I

thought it would be the ascii code of the character you want to use,

i.e. 95.

> b.l=rtScreenModeRequestA_(*res,&title,&RTtags(0)\ti_Tag)

Minor point, you don't need to specify \ti_Tag here, as it is the same address as &RTags(0).

> Else

> Request "", "Screen Cancelled!", "OK"

> If (*res) Then rtFreeRequest_(*res)

> End

> EndIf

>

> If (*res) Then rtFreeRequest_(*res) ;we MUST free this ourselves

This is your problem (I think, can't remember the first mail) but if you hit cancel, then the rtFreeRequest_ function is called. *req will still have the same value in it though. So when you come down to the second one, it will try to free the same memory again, thus crashing.

It's always better to set your pointer back to zero after you have freed it, causes a lot less tricky to find errors.

> Even

> DriPens

> Dc.w 0,1,1,2,1,3,1,0,2,1,2,1,-1

Another minor thing, you don't need even before dc.x statements, it would be put afterwards, and only if you had used dc.b (and technically, only if you had used an odd number of bytes)

--

l) ^ V][l) |V| c |M|][N |N| | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

An organization is like a tree full of monkeys, all on different limbs
at different levels. Some monkeys are climbing up, some down.

The monkeys on top look down and see a tree full of smiling faces.

The monkeys on the bottom look up and see nothing but assholes.

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1.375 Ooops.. Reqtools

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

Date: Mon, 24 Jan 2000 18:30:46 +0000

Subject: Ooops.. Reqtools

X-UIDL: 1c38f59a2b4fb389975e5bc1aff3685b

--BOUNDARY.20136984.2

Hiya Guys,

Bloody Idiot.. My Reqtools code is attached here (Refer to previous mail!!)

T'ra

Bip

--

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

||

| Current Projects: |

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

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

||

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

--BOUNDARY.20136984.2

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

Encoding: binary

NEWTYPE.reqinfo ;for the mode requester

ReqPos.l

LeftOffset.w

TopOffset.w

Flags.l

private1.l

DisplayID.l

DisplayWidth.l

```
DisplayHeight.l
DefaultFont.TextFont
WaitPointer.l
LockWindow.l
ShareIDCMP.l
IntuiMsgFunc.Hook
reserved1.w
reserved2.w
reserved3.w
ReqHeight.w
DisplayDepth.w
OverscanType.w
AutoScroll.l
End NEWTYPE
Dim RTtags.TagItem(19)
ok.s="Oklee"
scr.s="_"
RTtags(0)\ti_Tag=#RT_Underscore, &scr
RTtags(1)\ti_Tag=#RTSC_Flags, #SCREQB_OVERSCANGAD|#SCREQF_AUTOSCROLLGAD|#SCREQF_SIZEGADSI|#SCREQF
RTtags(2)\ti_Tag=#RTSC_OkText, &ok
RTtags(3)\ti_Tag=#TAG_DONE
title.s="Select A ScreenMode"
req.s="Mark"
gads.s="_Yes|_Cancel"
*res.reqinfo=0
*res=rtAllocRequestA(#RT_SCREENMODEREQ, 0)
b.l=rtScreenModeRequestA(*res,&title,&RTtags(0)\ti_Tag)
If b<>0
Pos.l = *res\ReqPos
Loff.l = *res\LeftOffset
Toff.l = *res\TopOffset
flag.l = *res\Flags
DispID.l = *res\DisplayID
Wid.l = *res\DisplayWidth
Hei.l = *res\DisplayHeight
Dep.w = *res\DisplayDepth
oscan.w = *res\OverscanType
Dim SCRtags.TagItem(11)
SCRtags(0)\ti_Tag=#SA_DisplayID,DispID
```

```
SCRtags(1)\ti_Tag=#SA_Overscan,oscan
SCRtags(2)\ti_Tag=#SA_Depth,Dep
SCRtags(3)\ti_Tag=#SA_Width,Wid
SCRtags(4)\ti_Tag=#SA_Height,Hei
SCRtags(5)\ti_Tag=#SA_Top,0
SCRtags(6)\ti_Tag=#SA_Left,0
SCRtags(7)\ti_Tag=#SA_AutoScroll,1 ;autscroll is on!
SCRtags(8)\ti_Tag=#SA_Pens,?DriPens ;List of 13 Dripens
SCRtags(9)\ti_Tag=#SA_Behind,1 ;make screen in back of display
SCRtags(10)\ti_Tag=#TAG_DONE
ScreenTags 0,"Test Screen",& SCRtags(0) ;open the test screen
Window 1,10,10,300,100,$1000!$8,"Screen info",1,0 ;and a small window
NPrint "$"+Hex$(Display)
NPrint "Depth=",Dpth
NPrint "Press close gadget to end"
ShowScreen 0 ;now bring screen to the front
Repeat ;just wait until the window
ev.l=WaitEvent ;close gadget is pressed
Until ev=$200
Else
Request "", "Screen Cancelled!", "OK"
If (*res) Then rtFreeRequest_(*res)
End
EndIf
If (*res) Then rtFreeRequest_(*res) ;we MUST free this ourselves
End
Even
DriPens
Dc.w 0,1,1,2,1,3,1,0,2,1,2,1,-1
--BOUNDARY.20136984.2
```

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--BOUNDARY.20136984.2--

1.376 Re: Oops.. Reqtools

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Tue, 25 Jan 2000 19:41:49 -0000

encoding: 7BIT

Subject: Re: Oops.. Reqtools

X-UIDL: 0694d9a221b4f68a66c129ea7cd3fdd3

Hi Bippy

> Well it crashes when reying to open the window :/ Any Ideas?

Screenmode too small for window to fit?

Not enough memory?

--

l) ^ V][l) M c M][N N l dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

You cannot really appreciate Dilbert unless you've read it in the original Klingon.

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1.377 Re: Oops.. Reqtools

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

Date: Tue, 25 Jan 2000 16:34:14 +0000

Subject: Re: Oops.. Reqtools

X-UIDL: 002353adc71eb259e24504a90749ac8b

Howdy David

On 24-Jan-00, David McMinn wrote:

DM> Hi Bippy

DM>> scr.s="_"

DM>>

DM>> RTtags(0)\ti_Tag=#RT_Underscore, &scr

DM> Don't have the Reqtools autodoc on me just now, but is this right? I

DM> thought it would be the ascii code of the character you want to use,

DM> i.e. 95.

You are correct, but that isn't the problem :/

DM>> b.l=rtScreenModeRequestA_(*res,&title,&RTtags(0)\ti_Tag)

DM> Minor point, you don't need to specify \ti_Tag here, as it is the

DM> same address as &RTags(0).

DM>> Else

DM>> Request "", "Screen Cancelled!", "OK"

DM>> If (*res) Then rtFreeRequest_(*res)

DM>> End

DM>> EndIf

DM>>

DM>> If (*res) Then rtFreeRequest_(*res) ;we MUST free this ourselves

DM> This is your problem (I think, can't remember the first mail) but if

DM> you hit cancel, then the rtFreeRequest_ function is called. *req will

DM> still have the same value in it though. So when you come down to the

DM> second one, it will try to free the same memory again, thus crashing.

DM> Its always better to set your pointer back to zero after you have

DM> freed it, causes a lot less tricky to find errors.

When I use the debugger and step through I don't get this far :/

DM>> Even

DM>> DriPens

DM>> Dc.w 0,1,1,2,1,3,1,0,2,1,2,1,-1

DM> Another minor thing, you don't need even before dc.x statements, it

DM> would be put afterwards, and only if you had used dc.b (and

DM> technically, only if you had used an odd number of bytes)

Well it crashes when trying to open the window :/ Any Ideas?

Regards

Bippy

--

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

||

| Current Projects: |

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

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

||

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

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1.378 Re: Oops.. Reqtools

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

Date: Tue, 25 Jan 2000 20:49:38 +0000

Subject: Re: Oops.. Reqtools

X-UIDL: 7bf6b6209a7ade22a5cd076d3eabfe04

Howdy David

On 25-Jan-00, David McMinn wrote:

DM> Hi Bippy

DM>> Well it crashes when reying to open the window :/ Any Ideas?

DM> Screenmode too small for window to fit?

DM> Not enough memory?

I don't know.. I changed it though, so I accessed the RTScreenmode structure directly, and it's okay now :)

Probably something in my structure!

Regards

Bippym

--

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

||

| Current Projects: |

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

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

||

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

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1.379 Re: Oops.. Reqtools

Date: Wed, 26 Jan 2000 01:59:42 -0800 (PST)

From: "=?iso-8859-1?q?Francis=20G.=20Loch?=" <fgloch@yahoo.com>

Subject: Re: Oops.. Reqtools

Encoding: 8bit

X-UIDL: 2083a4e626d803534f82560809e49e68

--- David McMinn <dave@satanicdreams.com> wrote:

> Hi Bippy

>

>> Well it crashes when reying to open the window :/

> Any Ideas?

>

> Screenmode too small for window to fit?

>

Or it may be that the window size is okay, but the X and Y positions of the window cause it to be rendered outside of the screen (causing a crash).

> Not enough memory?

>

Regards,

Francis.

=====

e-mail:- fgloch@yahoo.com

web-site:- <http://www.geocities.com/fgloch>

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<http://im.yahoo.com>

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

1.380 Re: OpenScreen_ Please

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Tue, 25 Jan 2000 19:43:15 -0000

encoding: 7BIT

Subject: Re: OpenScreen_ Please

X-UIDL: 23c8c1910da2bd162f6bb293b98f2bb3

Hi Bippy

> Has anyone got an example of opening a screen using the OpenScreen_
> command and the NewScreen structure?

Don't use the NewScreen structure, do it all via the tags. You can specify all the same options and probably more. And do it more easily.

--

) ^ V [[] | M c | M] [| N | | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

I'd explain it to you, but your brain would explode.

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

1.381 OpenScreen_ Please

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

Date: Tue, 25 Jan 2000 19:26:30 +0000

Subject: OpenScreen_ Please

X-UIDL: db9747bd20ecb18a22ab24dfa3684b50

Hiya Guys,

Has anyone got an example of opening a screen using the OpenScreen_ command and the NewScreen structure?

T'ra

Bip

--

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

||

| Current Projects: |

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

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

||

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

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1.382 Re: OpenScreen_ Please

From: Curt Esser <camge@amigaonline.net>

Date: Tue, 25 Jan 2000 18:04:13 -0500

Subject: Re: OpenScreen_ Please

X-UIDL: e037ea6c9547f759a994ca5b14ad349f

--BOUNDARY.1748659888.1

Hi Bippy

On 25-Jan-00, Bippy M wrote:

> Hiya Guys,

>

> Has anyone got an example of opening a screen using the OpenScreen_

> command and the NewScreen structure?

Here you are - my example opens it as a public screen

It uses OpenScreenTaglist_ rather than OpenScreen_, as is recommended in the AutoDocs

It really is not much different than using Blitz's ScreenTags command

Just remember these:

- 1) You must "borrow" the screen once it opens for use by your program, just like you do when running a program on the WB screen
- 2) You must close the screen yourself when you end your program, and first you must close any windows you have open on it. If it is a public screen, like I show in the demo, you must also wait until any other program's windows that are open on your screen have been closed.

Later...

--

Carrier bags come in one size: Slightly Too Small.

Yours electronically,

Curt Esser

camge@amigaonline.net

http://members.xoom.com/Curt_Esser/

--BOUNDARY.1748659888.1

Content-Disposition: attachment; filename="OS.screen.asc"

Encoding: quoted-printable

;public screen example

;shows how to open a screen through the OS

;and how to make it a public screen

;note that you can't free the screen while any

;program has a window open on it - including your

;own program!!!!

WBStartup

NoCli

fnt\$=3D"topaz" ;the name & size of the font to use

fsize.w=3D8 ;for our public screen

LoadFont 0,fnt\$+".font",fsize

*fn=3DAddr IntuiFont (0)

name\$=3D"MyScreen" ;the titlebar title of the screen

scrname\$=3D"MyScreen" ;the actual public screen name

Display.l=3D\$19004 ;NTSC hi-res-laced

Dpth.w=3D2 ;4 colours

Width.w=3D640

Height.w=3D400

Dim SCRtags.TagItem(13)

SCRtags(0)\ti_Tag=3D#SA_DisplayID,Display ;the screen mode

SCRtags(1)\ti_Tag=3D#SA_Depth,Dpth ;screen depth

```
SCRtags(2)\ti_Tag=3D#SA_Width,Width
SCRtags(3)\ti_Tag=3D#SA_Height,Height
SCRtags(4)\ti_Tag=3D#SA_AutoScroll,1 ;autscroll is on!
SCRtags(5)\ti_Tag=3D#SA_Pens,?DriPens ;List of 13 Dripens
SCRtags(6)\ti_Tag=3D#SA_Type,#PUBLICSCREEN ;these are
SCRtags(7)\ti_Tag=3D#SA_PubSig,0 ;needed
SCRtags(8)\ti_Tag=3D#SA_PubTask,FindTask_(0) ;to make it public
SCRtags(9)\ti_Tag=3D#SA_Behind,1
SCRtags(10)\ti_Tag=3D#SA_PubName,&scrname$ ;this to make it public
SCRtags(11)\ti_Tag=3D#SA_Title,&name$
SCRtags(12)\ti_Tag=3D#SA_Font,*fn
SCRtags(13)\ti_Tag=3D#TAG_DONE
*MyScreen.Screen=3DOpenScreenTagList_(0,&SCRtags(0))
If *MyScreen
PubScreenStatus_ *MyScreen,0 ; PUBLICSCREEN !
FindScreen 0,scrname$ ; so Blitz can use the screen
Else
WBenchToFront_
FindScreen 0
AbsMouse 320,190
Window 0,0,0,1,1,$1000,"",0,0
CatchDosErrs
Use IntuiFont 0
Request "Demo failed","Unable to Open Screen!!Program aborted","Damn!"
End
EndIf
Window 0,20,20,200,50,$1000!$8,"<=3D End Demo",-1,-1
ScreenToFront_ *MyScreen
Repeat
ev.l=3DWaitEvent
Until ev=3D$200
Gosub DumpScreen
End
=2EDumpScreen
For i =3D 0 To Maximum Window -1
Free Window i
Next
Repeat
If *MyScreen ;try to close the screen
```

```
success.l=3DCloseScreen_(*MyScreen) ;it will return 1 if successful
EndIf
If success=3D0 ;couldn't close - a visitor window!
ow!
Window 0,0,0,1,1,$1000,"",0,0
Request "Demo", "There's a foreign window!Open on MY Screen!!!!!!Close it please", "Oh, alright"
WaitEvent
VWait 100
Free Window 0
EndIf
Until success=3D1
Free Screen 0
Return
DriPens
Dc.w 0,1,1,2,1,3,1,0,2,1,2,1,3,-1
--BOUNDARY.1748659888.1
```

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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
--BOUNDARY.1748659888.1--

1.383 Re: OpenScreen_ Please

From: Rob Hutchinson <rob@satanicdreams.com>
Date: Wed, 26 Jan 2000 12:23:14 +0100
X-SenderInfo: 1; homepage="http://www.satanicdreams.com/"; dob=19071981
Organization: Satanic Dreams Software.
Subject: Re: OpenScreen_ Please
X-UIDL: 6d28be069773ba68ad900bf05f4c5d08
--BOUNDARY.274035056.3

Hello Curt

> Hi Bippy

>

> On 25-Jan-00, Bippy M wrote:

>> Hiya Guys,

>>

>> Has anyone got an example of opening a screen using the OpenScreen_

>> command and the NewScreen structure?

>

> Here you are - my example opens it as a public screen

Ta, didn't know how to do this, never tried before. :)

> It uses OpenScreenTaglist_ rather than OpenScreen_, as is recommended

> in the AutoDocs

Nice.

> It really is not much different than using Blitz's ScreenTags command

>

> Just remember these:

>

> 1) You must "borrow" the screen once it opens for use by your program,

> just like you do when running a program on the WB screen

> 2) You must close the screen yourself when you end your program, and first

> you must close any windows you have open on it. If it is a public screen,

> like I show in the demo, you must also wait until any other program's

> windows that are open on your screen have been closed.

Just made a quick little ammendment to it so it opens a screen requester

first, window is now sizable and is opened to fill the area of the screen

not taken up by the titlebar. And it uses the default wb screen font.

Nothing much. :)

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>

#PROJECT INFO:# Minimum Safe Distance [55%] <http://msd.satanicdreams.com/>

[Which one of my ex-boyfriends told you that?]

--BOUNDARY.274035056.3

Content-Disposition: attachment; filename="OSScreen2.asc"

Encoding: binary

;public screen example

;shows how to open a screen through the OS

;and how to make it a public screen

;note that you can't free the screen while any

;program has a window open on it - including your

;own program!!!!

WBStartup

NoCli

WbToScreen 0

```
*ThisScreen.Screen=Peek.l(Addr Screen (0))
FontName$=Peek$(*ThisScreen\Font\ta_Name)
FontSize.b=*ThisScreen\Font\ta_YSize
BarHeight.b=*ThisScreen\BarHeight
GadOff=28-FontSize
GadHeight=FontSize+6
#SCREQB_SIZEGADS =13
#SCREQF_SIZEGADS =1 LSL #SCREQB_SIZEGADS
#SCREQB_DEPTHGAD =14
#SCREQF_DEPTHGAD =1 LSL #SCREQB_DEPTHGAD
#SCREQB_NONSTDMODES =15
#SCREQF_NONSTDMODES =1 LSL #SCREQB_NONSTDMODES
#SCREQB_GUIMODES =16
#SCREQF_GUIMODES =1 LSL #SCREQB_GUIMODES
#SCREQB_AUTOSCROLLGAD=18
#SCREQF_AUTOSCROLLGAD=1 LSL #SCREQB_AUTOSCROLLGAD
#SCREQB_OVERSCANGAD =19
#SCREQF_OVERSCANGAD =1 LSL #SCREQB_OVERSCANGAD
NEWTYPE.MyScreenMode
DisplayID.l
DisplayWidth.w
DisplayHeight.w
DisplayDepth.w
OverscanType.w
AutoScroll.l
End NEWTYPE
LoadFont 0,FontName$,FontSize
*fn=Addr IntuiFont (0)
name$="MyScreen" ;the titlebar title of the screen
scrname$="MyScreen" ;the actual public screen name
*myscreenm.MyScreenMode=RTEZScreenModeRequest("Select a screen",#SCREQB_SIZEGADS)
Display.l=*myscreenm\DisplayID
Dpth.w =*myscreenm\DisplayDepth
Width.w =*myscreenm\DisplayWidth
Height.w =*myscreenm\DisplayHeight
AS.l =*myscreenm\AutoScroll
Dim SCRtags.TagItem(13)
SCRtags(0)\ti_Tag=#SA_DisplayID,Display ;the screen mode
SCRtags(1)\ti_Tag=#SA_Depth,Dpth ;screen depth
```

```
SCRtags(2)\ti_Tag=#SA_Width,Width
SCRtags(3)\ti_Tag=#SA_Height,Height
SCRtags(4)\ti_Tag=#SA_AutoScroll,AS.1 ;autoscroll is on!
SCRtags(5)\ti_Tag=#SA_Pens,?DriPens ;List of 13 Dripens
SCRtags(6)\ti_Tag=#SA_Type,#PUBLICSCREEN ;these are
SCRtags(7)\ti_Tag=#SA_PubSig,0 ;needed
SCRtags(8)\ti_Tag=#SA_PubTask,FindTask_(0) ;to make it public
SCRtags(9)\ti_Tag=#SA_Behind,1
SCRtags(10)\ti_Tag=#SA_PubName,&scrname$ ;this to make it public
SCRtags(11)\ti_Tag=#SA_Title,&name$
SCRtags(12)\ti_Tag=#SA_Font,*fn
SCRtags(13)\ti_Tag=#TAG_DONE
*MyScreen.Screen=OpenScreenTagList_(0,&SCRtags(0))
If *MyScreen
PubScreenStatus_ *MyScreen,0 ; PUBLICSCREEN !
FindScreen 0,scrname$ ; so Blitz can use the screen
Else
WBenchToFront_
FindScreen 0
AbsMouse 320,190
Window 0,0,0,1,1,$1000,"",0,0
CatchDosErrs
Use IntuiFont 0
Request "Demo failed","Unable to Open Screen!!Program aborted","Damn!"
End
EndIf
Window 0,0,BarHeight.b,Width.w,Height.w-BarHeight.b,$1000!$8!$2!$4!$1,"<= End Demo",-1,-1
ScreenToFront_ *MyScreen
Repeat
ev.l=WaitEvent
Until ev=$200
Gosub DumpScreen
End
.DumpScreen
For i = 0 To Maximum Window -1
Free Window i
Next
Repeat
If *MyScreen ;try to close the screen
```

```
success.l=CloseScreen_(*MyScreen) ;it will return 1 if successful
EndIf
If success=0 ;couldn't close - a visitor window!
Window 0,0,0,1,1,$1000,"",0,0
Request "Demo", "There's a foreign window!Open on MY Screen!!!!Close it please", "Oh, alright"
WaitEvent
VWait 100
Free Window 0
EndIf
Until success=1
Free Screen 0
Return
DriPens
Dc.w 0,1,1,2,1,3,1,0,2,1,2,1,3,-1
--BOUNDARY.274035056.3
```

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--BOUNDARY.274035056.3--

1.384 Re: OpenScreen_ Please

From: Curt Esser <camge@amigaonline.net>
Date: Wed, 26 Jan 2000 17:23:54 -0500
Subject: Re: OpenScreen_ Please
X-UIDL: 161397ef894208cdeafcaffabfe2451d

Hi Rob

On 26-Jan-00, Rob Hutchinson wrote:

> Hello Curt

>> Here you are - my example opens it as a public screen

>

> Ta, didn't know how to do this, never tried before. :)

James Boyd and I used this in BeatBox2, so we could run MultiView on our program's screen for "online help", and also so we could run our separate "prefs" program on the main screen.

> Just made a quick little ammendment to it so it opens a screen requester

> first, window is now sizable and is opened to fill the area of the screen

> not taken up by the titlebar. And it uses the default wb screen font.

> Nothing much. :)

Yes, works nicely here - except the size gads don't appear on the requester,
since you used the SREQB_ constant instead of the SREQF_
The typos will get you every time ;)

>

Later...

--

A bird in the bush can't relieve itself in your hand.

Yours electronically,

Curt Esser

camge@amigaonline.net

http://members.xoom.com/Curt_Esser/

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

1.385 Re: OpenScreen_ Please

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Thu, 27 Jan 2000 09:40:03 +0100

X-SenderInfo: 1; homepage="<http://www.satanicdreams.com/>"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Re: OpenScreen_ Please

X-UIDL: f061adf5c44ca5db579918f968f4325a

Hello Curt

> Hi Rob

>

> On 26-Jan-00, Rob Hutchinson wrote:

>> Hello Curt

>

>>> Here you are - my example opens it as a public screen

>>

>> Ta, didn't know how to do this, never tried before. :)

>

> James Boyd and I used this in BeatBox2, so we could run MultiView on our

> program's screen for "online help", and also so we could run our separate

> "prefs" program on the main screen.

Ah, I see.

>> Just made a quick little ammendment to it so it opens a screen requester

>> first, window is now sizable and is opened to fill the area of the screen

>> not taken up by the titlebar. And it uses the default wb screen font.

>> Nothing much. :)

>

> Yes, works nicely here - except the size gads don't appear on the

> requester, since you used the SREQB_ constant instead of the SREQF_

>

> The typos will get you every time ;)

Funnily enough, I did that on purpose :).. Just remove it to put the size gads on. A lot of programs dont let you adjust the size because then you can specify any size and your program may not be compatable with that size screen. IYSWIM?.. Is there any way to set a minimum and maximum size the user can set???

> Later...

--

Rob,

--

MAILTO:rob@satanicdreams.com - <http://www.satanicdreams.com/>

ICQ: 27181384 - FAX: 0870 0888470

PROJECT INFO: Minimum Safe Distance [55%] & SDSIRC [70%]

[THERE... ARE... FOUR.... LIGHTS!!!!!!]

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1.386 Re: OpenScreen_ Please

From: Curt Esser <camge@amigaonline.net>

Date: Thu, 27 Jan 2000 19:40:04 -0500

Subject: Re: OpenScreen_ Please

X-UIDL: ac03abe84a7597fac1422d664a3736ca

--BOUNDARY.1748809992.2

Hi Rob

On 27-Jan-00, Rob Hutchinson wrote:

>> Yes, works nicely here - except the size gads don't appear on the

>> requester, since you used the SREQB_ constant instead of the SREQF_

>>

>> The typos will get you every time ;)

>

> Funnily enough, I did that on purpose :).. Just remove it to put the

> size gads on. A lot of programs dont let you adjust the size because
> then you can specify any size and your program may not be compatable
> with that size screen. IYSWIM?.. Is there any way to set a minimum
> and maximum size the user can set???

Yes - see the attached example. This shows how to do it with the ASL
ScreenMode Requester. For ReqTools, you'd need to find out what the
equivalent constants and structures are. But generally, I don't bother,
since people who want to use ReqTools generally have the ReqTools patch
running and it will just conform to the ASL taglist anyway ;)

If you want to filter out undesirable screen MODES entirely, have a look at
David McMinn's HookFunction example on Aminet.

If you want to show all the "non-standard" type modes (like HAM,
Dual-playfield, and the rest) you will need to use the Property_Mask and
Property_Flags parameters - I have some code around somewhere for that too,
if you want it...

Later...

--

Yours electronically,

Curt Esser

camge@amigaonline.net

http://members.xoom.com/Curt_Esser/

--BOUNDARY.1748809992.2

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

Encoding: quoted-printable

;ASL Screenmode Requester and ScreenTags

;Curt Esser camge@ix.netcom.com

;use all or parts in any way you like

;last modified Jan 26, 2000

;NEEDS amigalibs.res, WB 2.xx or better

WBStartup

WBenchToFront_

NoCli

WbToScreen 1 ;we use WB for mode requester

*wbscreen.Screen =3D Peek.l(Addr Screen(1)) ;get a pointer to the WB scr=
een

;get info about the WB screen to use as defaults for our requester:

wbwide.w=3D*wbscreen\Width

wbhigh.w=3D*wbscreen\Height

wbdpth.b=3D*wbscreen\BitMap\Depth

```
wbmode.l=3DGetVPMODEID_ (*wbscreen\ViewPort) ;read the WB mode ID
tbar.b=3D*wbscreen\BarHeight ;title bar height
wbot.b=3D*wbscreen\WBorBottom
font$.s=3DPeek.s(*wbscreen\Font\ta_Name)
fontY.w=3D*wbscreen\Font\ta_YSize
LoadFont 0,font$,fontY
*fn=3DPeek.l(Addr IntuiFont(0))
sm$=3D"Select A Screen Mode:" ;title for mode requester
ok$=3D"Ready" ;text for the OK gadget
cancel$=3D"Abort" ;text for the CANCEL gadget
Dim SMRtags.TagItem(23) ;taglist for mode requester
;first we set the size and position of the requester's window:
SMRtags(0)\ti_Tag=3D#ASLSM_InitialLeftEdge,wbwide/2 -160
SMRtags(1)\ti_Tag=3D#ASLSM_InitialTopEdge,tbar+1
SMRtags(2)\ti_Tag=3D#ASLSM_InitialWidth,320
SMRtags(3)\ti_Tag=3D#ASLSM_InitialHeight,wbhigh/2
;these next are the default settings shown when the requester is opened
;NOTE if any of these are beyond the limits sets with the later tags,
;the settings of those tags will be used instead.
;for example, if your ASLSM_InitialDisplayDepth is 8,
;but you have set ASLSM_MaxDepth to 6, it will come up with a default of =
6
;here, I have used the WB settings as the defaults:
SMRtags(4)\ti_Tag=3D#ASLSM_InitialDisplayID,wbmode
SMRtags(5)\ti_Tag=3D#ASLSM_InitialDisplayDepth,wbdpth
SMRtags(6)\ti_Tag=3D#ASLSM_InitialDisplayWidth,wbwide
SMRtags(7)\ti_Tag=3D#ASLSM_InitialDisplayHeight,wbhigh
SMRtags(8)\ti_Tag=3D#ASLSM_InitialOverscanType,1
;now we set up the optional features we want to use:
SMRtags(9)\ti_Tag=3D#ASLSM_InitialInfoOpened,0 ;use no "properties" w=
indow
SMRtags(10)\ti_Tag=3D#ASLSM_DoDepth,1 ;use 0 for no depth se=
lector
SMRtags(11)\ti_Tag=3D#ASLSM_MinDepth,3 ;mimumum depth allowed=
;default is 1
SMRtags(12)\ti_Tag=3D#ASLSM_MaxDepth,8 ;maximum depth allowed=
;default is 24
SMRtags(13)\ti_Tag=3D#ASLSM_DoWidth,1 ;use 0 for no width ga=
dget
```

```

SMRtags(14)\ti_Tag=3D#ASLSM_MinWidth,320 ;minimum width allowed=
;default is 16
SMRtags(15)\ti_Tag=3D#ASLSM_MaxWidth,800 ;maximum width allowed=
;default is 16368
SMRtags(16)\ti_Tag=3D#ASLSM_DoHeight,1 ;use 0 for no height g=
adget
SMRtags(17)\ti_Tag=3D#ASLSM_MinHeight,200 ;minimum height allowe=
d
;default is 16
SMRtags(18)\ti_Tag=3D#ASLSM_MaxHeight,600 ;maximum height allowe=
d
;default is 16364
SMRtags(19)\ti_Tag=3D#ASLSM_DoOverscanType,1 ;0 for no OverScan sel=
ector
;if you use size gadgets=
;you should use this too=
;it simply lets the user=
select
;one of his preferred si=
zes without
;typing in the numbers
;finally, we specify our requester's text strings:
SMRtags(20)\ti_Tag=3D#ASLSM_PositiveText,&ok$ ;text for the OK gadge=
t
SMRtags(21)\ti_Tag=3D#ASLSM_NegativeText,&cancel$ ;text for the CANCEL g=
adget
SMRtags(22)\ti_Tag=3D#ASLSM_TitleText,&sm$ ;pointer to requester =
title$
SMRtags(23)\ti_Tag=3D#TAG_DONE
;
; AllocAslRequest_ returns the pointer to the ScreenModeRequester struct=
ure
;
DEFTYPE.ScreenModeRequester *sreq
*sreq=3DAllocAslRequest_(#ASL_ScreenModeRequest,&SMRtags(0))
If *sreq ;it is possible it could fail, although not very likely...
ok.b=3DAslRequest_(*sreq,&SMRtags(0)\ti_Tag)
If ok<>0 ;if ok=3D0, the user hit the "cancel" gadget
;or the requester failed to open (very low chip ram?)

```

```

;----- now we read the results into variables
;this part is not really necessary, but makes it possible to
;just make up the screen without using the requester every time
;the program is started
;these results could be saved into a "prefs" file
;and reloaded into your program before opening the screen
Display.l=3D*sreq\sm_DisplayID
Oscan.w=3D*sreq\sm_OverscanType
Dpth.w=3D*sreq\sm_DisplayDepth
Width.l=3D*sreq\sm_DisplayWidth
Heit.l=3D*sreq\sm_DisplayHeight
;----- now we make the "Program's" screen -----
; we will make it up in back and pop it to the front when it's ready
;useless here, but it makes your actual program look much better-
;the user won't see the screen and windows being drawn
Dim SCRtags.TagItem(11)
SCRtags(0)\ti_Tag=3D#SA_DisplayID,Display
SCRtags(1)\ti_Tag=3D#SA_Overscan,Oscan
SCRtags(2)\ti_Tag=3D#SA_Depth,Dpth
SCRtags(3)\ti_Tag=3D#SA_Width,Width
SCRtags(4)\ti_Tag=3D#SA_Height,Heit
SCRtags(5)\ti_Tag=3D#SA_Top,0
SCRtags(6)\ti_Tag=3D#SA_Left,0
SCRtags(7)\ti_Tag=3D#SA_AutoScroll,1 ;autoscroll is on!
SCRtags(8)\ti_Tag=3D#SA_Pens,?DriPens ;List of 13 Dripens
SCRtags(9)\ti_Tag=3D#SA_Behind,1 ;make screen in back of =
display
SCRtags(10)\ti_Tag=3D#SA_Font,*fn
SCRtags(11)\ti_Tag=3D#TAG_DONE
ScreenTags 0,"Test Screen",& SCRtags(0) ;open the test screen
;we'll center our window horizontally and vertically
;and make it just high enough for 4 lines of text:
winWid.w=3D300
winHi.w=3D(fontY+1)*4 +tbar +winbot +1
winX.w=3DWidth/2 - winWid/2
winY.w=3DHeit/2 - winHi/2
Window 0,winX,winY,winWid,winHi,$1000!$8,"<=3D QUIT",1,0 ;and a wind=
ow
NPrint " ScreenMode =3D $" +Hex$(Display)

```



```

NPrint " ScreenDepth =3D ",Dpth
NPrint " Screen Size =3D ",Width," x ",Heit
NPrint " Screen Font =3D ",font$," ",fontY
ShowScreen 0 ;now bring screen to the f=
ront
Repeat ;just wait until the windo=
w
ev.l=3DWaitEvent ;close gadget is pressed=
Until ev=3D$200
Else
Request "Oh, NO!","Screen Cancelled!","So What??"
EndIf
FreeAslRequest_(*sreq) ;we MUST free this ourselves
Else
Request "ERROR!","Couldn't allocate requester structure!","Hmmm"
EndIf
End
DriPens
Dc.w 0,1,1,2,1,3,1,0,2,1,2,1,-1
--BOUNDARY.1748809992.2
-----
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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
--BOUNDARY.1748809992.2--

```

1.387 parsing

From: "Neil Bullock" <tsoft@tsoft.screaming.net>

Subject: parsing

Date: Tue, 18 Jan 2000 13:12:28 -0000

Organization: Trogladite Software

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: 90b6c05a3fa6c6ca88cf0c45daf82d6e

Hi,

I'm having a bit of trouble seperating strings up. Basically, I've got a file with lots of lines of text in it. It's structured a bit like the Commodore

Installer format. A line could look like this

(word "Blah")

or

```
(word "Blah" "Blah" "Blah" "Blah")
```

Now, I need to get the 5 different sections of that into 5 separate variables, as shown:

```
(word "Blah" "Blah" "Blah" "Blah")
```

```
cmd$ w$(0) w$(1) w$(2) w$(3)
```

and I've tried loads of different ways of doing it, but none of them work. To complicate matters, there isn't always 4 quote-enclosed parts in each string, meaning that I need to also detect when ')' has been reached, so I can move on to the next line.

Any ideas how I could do it?

--

Neil Bullock

<http://www.trogsoft.co.uk> - tsoft@tsoft.screaming.net

--

All possibility of understanding is rooted in the ability to say no. - Susan Sontag

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1.388 Re: parsing

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Tue, 18 Jan 2000 14:43:41 -0000

encoding: Quoted-printable

Subject: Re: parsing

X-UIDL: ef00e3ffecf965e6769b5b52f266bdf0

<color><param>0100,0100,0100</param>Hi Neil

<italic><color><param>7F00,0000,7F00</param>> It's structured a bit like the Commodore Installer format.

</italic></color>ahahahahahahahahahahahahahaha - a bit???

<italic><color><param>7F00,0000,7F00</param>> Any ideas how I could do it?

</italic></color>I've just converted this from some old C++ source, so it may/may not

work striaght off.

```
nprint "enter a string"
```

```
installscript$=3Dedit$(80)
```

```

dim word$(100) ; or whatever
words.w =3D 0
startword.w=3D0
old_c=3D32
i=3D0
c.b=3DPeek.b(&installerscript$)
while c<<>0 and c<<>Asc("")
if((c<<>32) and (old_c=3D32))
startword=3Di
end if
if((c=3D32) and (old_c<<>32))
word$(words)=3Dmid$(installerscript$,startword+1,i-startword)
words=3Dwords+1
end if
i=3Di+1
old_c =3D c
c =3D Peek.b(&installerscript$+i)
wend
nprint "number of words: ",words
for i.w=3D0 to words-1
nprint word$(i)
next
--
) ^ V ] [ l] |M| =A9 |M| ][ |M| | dave@satanicdreams.com
http://members.xoom.com/David_McMinn | ICQ=3D16827694
I am Pentium of Borg, division is futile - you will be approximated

```

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1.389 Re: parsing

From: "Neil Bullock" <tsoft@tsoft.screaming.net>
Subject: Re: parsing
Date: Tue, 18 Jan 2000 14:58:14 -0000
Organization: Trogladite Software
charset="iso-8859-1"
Encoding: 7bit
X-UIDL: 6608371517c738dd6af5e2d500fc3cdf

> > It's structured a bit like the Commodore Installer format.
 > ahahahahahahhahahahahahahahaha - a bit????
 Ok, a lot :)
 > Any ideas how I could do it?
 > I've just converted this from some old C++ source, so it may/may not work
 striaght > off.
 It didn't, but it wasn't hard to make it work :) Thanks!

--

Neil Bullock

<http://www.trogsoft.co.uk> - tsoft@tsoft.screaming.net

--

Got arrested for going 14400 in a 2400 zone.

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1.390 Re: parsing

From: Emil OpeIn Bronikowski <opi@supersonic.plukwa.net>

Date: Tue, 18 Jan 2000 22:41:53 +0100

Organization: TrogSoft [www.trogsoft.co.uk]

Subject: Re: parsing

X-UIDL: 21e93ee32d5b20a422df5ae95c7e94cc

Yello Neil

w3333 18-Jan-00, Neil Bullock naklepal-h:

)-> Hi,

)-> I'm having a bit of trouble seperating strings up. Basically, I've got a

)-> file with lots of lines of text in it. It's structured a bit like the

)-> Commodore Installer format. A line could look like this

)-> (word "Blah")

)-> or

)-> (word "Blah" "Blah" "Blah" "Blah")

)-> Now, I need to get the 5 different sections of that into 5 seperate

)-> variables, as shown:

)-> (word "Blah" "Blah" "Blah" "Blah")

)-> cmd\$ w\$(0) w\$(1) w\$(2) w\$(3)

do something like this

read first char, next get everythig before space char, check is next char is "

store everything 'till next "...loop.. if " was opened and its not finished

and the) char was found do errorloop
 send me a exampel file, i can try to do something =]
 docent (ten w czapce)

--

Emil Oppeln Bronikowski aka opi\hybrid&palimytraFke
 magic, scene, ascii, ganja, anarchy, freedom, animal liberation

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1.391 RE: parsing

From: Tim Herbert <Tim.Herbert@RebusGroup.Com>

Subject: RE: parsing

Date: Wed, 19 Jan 2000 10:37:14 -0000

boundary="----_=_NextPart_001_01BF6269.267D0EA0"

X-UIDL: b1c4dc1d52508c65d7d562d9516e18a7

-----_=_NextPart_001_01BF6269.267D0EA0

charset="iso-8859-1"

)-> I'm having a bit of trouble seperating strings up. Basically, I've got a

)-> file with lots of lines of text in it. It's structured a bit like the

)-> Commodore Installer format. A line could look like this

I'd use something like (from memory):

```
i$="One Two Three Four Five"
```

```
p = InStr(i$, " ")
```

```
n = 0
```

```
While p <> 0
```

```
w$(n) = Left$(i$, p - 1)
```

```
i$ = Mid$(i$, p + 1)
```

```
p = Instr(i$, " ")
```

```
n = n + 1
```

```
Wend
```

```
w$(n) = i$
```

Make sure that i\$ is a copy of your string as this routine chops off single words at a time (putting them in a w\$() array) from your sentence until there's now't left.

- Tim

-----_=_NextPart_001_01BF6269.267D0EA0

charset="iso-8859-1"

Encoding: quoted-printable

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 3.2//EN">
<HTML>
<HEAD>
<META HTTP-EQUIV=3D"Content-Type" CONTENT=3D"text/html; =
charset=3Diso-8859-1">
<META NAME=3D"Generator" CONTENT=3D"MS Exchange Server version =
5.5.2448.0">
<TITLE>RE: parsing</TITLE>
</HEAD>
<BODY>
<BR>
<P><FONT SIZE=3D2>-&gt; I'm having a bit of trouble seperating strings =
up. Basically, I've got a</FONT>
<BR><FONT SIZE=3D2>-&gt; file with lots of lines of text in it. It's =
structured a bit like the</FONT>
<BR><FONT SIZE=3D2>-&gt; Commodore Installer format. A line could look =
like this</FONT>
</P>
<BR>
<P><FONT SIZE=3D2>I'd use something like (from memory):</FONT>
</P>
<P><FONT SIZE=3D2>i$=3D&quot;One Two Three Four Five&quot;</FONT>
<BR><FONT SIZE=3D2>p =3D InStr(i$, &quot; &quot;)</FONT>
<BR><FONT SIZE=3D2>n =3D 0</FONT>
<BR><FONT SIZE=3D2>While p &lt;&gt; 0</FONT>
<BR><FONT SIZE=3D2>&nbsp; w$(n) =3D Left$(i$, p - 1)</FONT>
<BR><FONT SIZE=3D2>&nbsp; i$ =3D Mid$(i$, p + 1)</FONT>
<BR><FONT SIZE=3D2>&nbsp; p =3D Instr(i$, &quot; &quot;)</FONT>
<BR><FONT SIZE=3D2>&nbsp; n =3D n + 1</FONT>
<BR><FONT SIZE=3D2>Wend</FONT>
<BR><FONT SIZE=3D2>w$(n) =3D i$</FONT>
</P>
<P><FONT SIZE=3D2>Make sure that i$ is a copy of your string as this =
routine chops off single words at a time (putting them in a w$() array) =
from your sentence until there's now't left.</FONT></P>
<P><FONT SIZE=3D2>- Tim</FONT>
</P>
</BODY>
</HTML>
-----=_NextPart_001_01BF6269.267D0EA0--
```

1.392 play animation from disk?

X-Originating-IP: [212.10.0.241]

From: "Jeppe Nielsen" <nielsen_jeppe@hotmail.com>

Subject: play animation from disk?

Date: Sat, 29 Jan 2000 18:10:27 PST

X-UIDL: 748ce795726158c439b3f1eeb4516442

Hi, all

Does anyone know what's the best way to play animations (ie. anim5) directly from disk, in blitz?

Thanks,

Jeppe Nielsen

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1.393 Re: play animation from disk?

Date: Mon, 31 Jan 2000 03:23:17 -0800 (PST)

From: "=?iso-8859-1?q?Francis=20G.=20Loch?=" <fgloch@yahoo.com>

Subject: Re: play animation from disk?

Encoding: 8bit

X-UIDL: 63def4bb0282f9dde3df9d3810960cbf

Hi Jeppe,

--- Jeppe Nielsen <nielsen_jeppe@hotmail.com> wrote:

>

> Does anyone know what's the best way to play

> animations (ie. anim5) directly

> from disk, in blitz?

>

I actually wrote a program a few years back in Blitz that done just that. If I still have the source I'll send you a copy.

With my program, though, I had the problem that the animation would sometimes judder, depending on what my Amiga was doing (accessing another file at the same time, for example). Also, it didn't work too well with

higher resolution and colours.

Regards,

Francis.

=====

e-mail:- fgloch@yahoo.com

web-site:- <http://www.geocities.com/fgloch>

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<http://im.yahoo.com>

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1.394 Re: play animation from disk?

X-Originating-IP: [212.10.0.241]

From: "Jeppe Nielsen" <nielsen_jeppe@hotmail.com>

Subject: Re: play animation from disk?

Date: Mon, 31 Jan 2000 07:14:32 PST

X-UIDL: 55a1a3d761593cb13b5f906ddba13869

Hi,

>I actually wrote a program a few years back in Blitz

>that done just that. If I still have the source I'll

>send you a copy.

Yes that would be great:

email:

nielsen_jeppe@hotmail.com

>

>With my program, though, I had the problem that the

>animation would sometimes judder, depending on what my

>Amiga was doing (accessing another file at the same

>time, for example). Also, it didn't work too well with

>higher resolution and colours.

thanks,

Jeppe nielsen

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1.395 Quick MUI Question

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

Date: Mon, 24 Jan 2000 11:49:51 +0000

Organization: Pagan Software

Subject: Quick MUI Question

X-UIDL: 3a879445df27464634a03d8427100be3

Has anyone used Toolbar.mcc? I'm trying to use it here but it causes a complete lockup as soon as it opens the MUI window...and frankly I'm baffled. Any ideas or examples? Anyone? Please? :)

--

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

<sb>Visit us at <http://www.pagan-games.com>

<sb>

<sb>SimpleFTP v1.93 - Now available!

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

<sb>

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

<sb>Team *AMIGA*

<sb>

<sb>I have a new philosophy. I'm only going to dread one day at a time.

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1.396 Reboot wishlist

Date: Thu, 20 Jan 2000 09:48:30 -0800 (PST)

From: "=?iso-8859-1?q?Francis=20G.=20Loch?=" <fgloch@yahoo.com>

Subject: Reboot wishlist

Encoding: 8bit

X-UIDL: 8f30a3468df2fc2120a14c49be6583cf

Hi there,

This is a request to ask everyone if they would like to see any features added in the updated version(s) of my Reboot utility (version 1.1 was on the cover CD of Amiga Format, February issue).

So far it will use Reaction (yep, AmigaOS 3.5 only!) for the GUI, will have options for AppMenuItem,

AppIcon, Commodity, Locale, etc., and will (hopefully) check that all disk activity has ceased before it reboots the machine.

I hoping to eventually make this the most advanced reboot utility in the world!

Cheers,

Francis.

P.S. Does anyone actually have a need for a souped-up system rebooter?

=====

e-mail:- fgloch@yahoo.com

web-site:- <http://www.geocities.com/fgloch>

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1.397 Reqtools

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

Date: Mon, 24 Jan 2000 18:27:44 +0000

Subject: Reqtools

X-UIDL: 063d15424187f06732ed66931bf90ad0

Hiya Guys,

As you all know I am trying to convert the Reqtools libs for use in Blitz.. I'm also using this to try and better understand Newtypes, Tags, Pointers and system stuff..

Well I modified an ASL requester Dave sent me a while ago for use with reqtools :) Well I run it and wallop -- Crash.. Could someone take a peek and point me in the right direction please.

The source is attached, to compile you'll need the reqtools constants & structures (Email me off-list)

T'ra

Bip

--

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

||

| Current Projects: |

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

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

||

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

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1.398 Re: Reqtools

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Mon, 24 Jan 2000 18:33:42 -0000

encoding: 7BIT

Subject: Re: Reqtools

X-UIDL: eb05e6deaac4210cbb433181b6f25889

Hi Bippy

> The source is attached, to compile you'll need the reqtools constants

> & structures (Email me off-list)

Seems not to be attached.

--

l) ^ V] [l) | M | c | M] [N | N | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

You're just jealous because the voices are talking to me and not you!

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1.399 Reqtools Conversion

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

Date: Sun, 23 Jan 2000 14:07:54 +0000

Subject: Reqtools Conversion

X-UIDL: e3b3d4655a8428232e1b95609bd052e2

--BOUNDARY.20687496.2

Hiya Guys,

Right as most of you know I'm messing around with various bits (Newtypes,

Tags etc.)

and thought I'd try and figure the Reqttools libs out.. Well I have attempted to convert the Reqttools.h C header for all the structures etc..

Attached is my converted file.. and when I try and compile it, it says

"*Duplicated Type*" when trying to *XInclude* the OSIncludes. Does anyone know why?

Also could some of you In The Know fella's have a look, and let me know if

I'm on the right track with this.. I have converted all BPTR stuff like :

BPTR SegList to **SegList* \am I on the right track here, I know very little about C.

I'm hoping to create a Reqttools.Res file, how do I do this, and am I on the correct track?

Anyway thanks for your time

T'ra

Bippy M

--

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

||

| Current Projects: |

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

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

||

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

--BOUNDARY.20687496.2

Content-Disposition: attachment; filename="Reqtools_h.lha"

Encoding: base64

Iw8tbGg1LTEUAACpTAAAKXA3KAAADVJlcXRvb2xzaC5hc2MFQg4ie7e1tyN67jvoB+3ugY06
 2saabet5gyAJpFNoYUitRLbzN0aEckvpM11ErSSm2tF6b/e///ySiUkk2k8zcbJLLJJtg3c
 tlEsEsugUWii2iiAXhXgXoOvEoF6Er2HdZHG2359bzk2tonx02myuM3y+YjbVp515or/leL9
 MDrrb83qJ8aNNYK2V18NLvTeCPE7Gn2nXPMSfxTZ09GOmMhAZwtiJcLdacagDXPx6bZozCUX
 cGJ5q91QEcnfHO3A/m+Ss1bdJTeZcvOtH15Jfg0vAOq4SVWbzmF8nM7fvPFcPq6DbZLAhJ8l
 gr5XuwtzW8+trVK1GIUsE2ORtqD6t7zUi9hW3cBXvKq1afuF7PLQvtXmWnLbeG4BB9jW1vUG
 yV56ShNgvcW35YMWAR821a3s+U20/B7MpBwD0c+W+zg6nXtGfEZO47/Pml7oCue/RtP9d11y
 DNorzdW5q2/5YAAebNwwNAS3F5YGbzUBb6M+wp8rCyyq9ahVUmvGy/0E2Mp8tjW+Jom6FLC9
 RasBTz+LWMAtv+HIJ4fRZVd4t0oHptlfy5Wna6RSHHGK9hSnZp1FVA50bje7FirVmE4s6HFr
 0FVGGD670E3ocdejYUUrVVqScqfDldCyvPVTj8OMsxzKWEiDghxq1iytTso1vDra1ZTpY9d
 dQk2wX6aRbrOFuB/WIRdr6izW9Pc/OAIICe301wQyb9uhVLdgWu3XywTe3Pod4NCw7g8dAjQ
 1WnFHIDJtagHVZ7vfoVHLhE9k7+UzuG1igK/KQ1gUZhQHFg0JCyO3SYI0F9mz2tQdTuGCySD
 qafJdaK3cIyArg6ikhVwma2sdE985UIfVOgmrtXnGW4fcUuV4GXoBGdxWW8Y1EGU22bz5gRG

bDGBz58x6foxxDAQI0C9lep8ygiC7I8bWuk2dwifF+B7DbgJk45MJUE35kpH5g8xJ/mAzdZQ
pryWQajL0w/WMam1PJjTiKrqky7HGaqT1KUSasdPLjZQEbkSAqLWqutYOLN5IAx4km+RkJ3
lZYFtWFqdgF6Y1sqebI2ZALjzZkQLVRzDfiAqCLLvwX4dxSU0OdVimgVcEJBZceUBR5kQIW
6eZRRUh2G6QLHiZAEfJh31P0qetc2n+RO8iwpd0bHi3FCtR9aBL6CcUO8kxsgAhy4QLVq8le
hYUrHNrxpAsuNKBYcuZ+Dk5VEE/yBBvfwcnZmT4hAyygCGs7cKDBMlhg7CC0PpgZuTbXzz/o
Hz2ly3lQgQRYhgZ1JX5+RWpRJTqKK0I04lZZhTzEXdvlJ2FeGF5fFkOLNKqy53Eoktu38AQ6
DweDkAQZBGSWsN4j7pGoCXiwPm4hF8Gmu4Xy3CWsRgMmGstBzt8loIR3tmkJQuHabvA1OFne
l3EgdHBYA1O9GJPFHRG1lBjA87abLfJslm3pogao5BhNEFiSSZNT2BgNXddbAatOXsnDL7le
JRa6HbkJ5tidwvCIAgxb5uH1BCfokEJg9tct3uNll/5tZSNg0nX4dMBZghBiQdruTgDLwOzn
G8RNkR8y32s4n5hOxltq4GOT0tW+8zhrem7uvCRnZnTZ6TWncaHhJAAAmVGMRAA/UJL+oIq
knb1FcI9hcEJACJhgRtcrNyVFPa5zwyxsBKGDip0UGFEIabZAgYV1CdNRVUIHmoVuUMmwTVJ
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 --BOUNDARY.20687496.2

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1.400 Re: Reqtools Conversion

From: David McMinn <dave@satanicdreams.com>

Date: Sun, 23 Jan 2000 19:19:52 +0000

Subject: Re: Reqtools Conversion

Encoding: 8bit

X-UIDL: bc9e4bd1bbd9df856de5e57ed7af38cc

Bippy M's head burst.

All we could scrape off the wall was Reqtools Conversion.

> and thought I'd try and figure the Reqtools libs out.. Well I have attempted

> to convert the Reqtools.h C header for all the structures etc..

I've converted that before, you want a copy?

> Attached is my converted file.. and when I try and compile it, it says

> `"Duplicated Type"` when trying to `*XInclude*` the `OSIncludes`. Does anyone

> know why?

Because it contains a newtype you have also defined.

> Also could some of you In The Know fella's have a look, and let me know if

> I'm on the right track with this.. I have converted all BPTR stuff like :

>

> `*BPTR SegList*` to `**SegList*` \am I on the right track here, I know very

> little about C.

Just convert BPTRs to `*SegList.b` or whatever.

> I'm hoping to create a Reqtools.Res file, how do I do this, and am I on the

> correct track?

Once you have the newtype written, compile and run the source and then use

Create Resident menu option. It will contain all of the other residents you

enter in the Residents box though.

Bye

--

() ^ V [] [] M © M [] [N N | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ = 16827694

There are very few personal problems that cannot be solved through a suitable application of high explosives.

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1.401 Re: Reqtools Conversion

From: James L Boyd <thesurfaces@rockers.co.uk>

Date: Sun, 23 Jan 2000 22:12:40 +0100

Subject: Re: Reqtools Conversion

X-UIDL: 36605a1cd5bb9fd9390f5a3eeb0a6565

Bippy M churned out **this** drivel:

> and thought I'd try and figure the Reqtools libs out.. Well I have

> attempted to convert the Reqtools.h C header for all the structures etc..

>

> Attached is my converted file.. and when I try and compile it, it says

> *"Duplicated Type"* when trying to **XInclude** the OSIncludes. Does anyone

> know why?

Hee hee...I've just remembered - you don't have to convert

the reqtools.h file, cos the constants are already defined in Blitz's own libraries (unless it's a 3rd party)!

The source I sent /should/ work with just blitzlibs:amigalibs.res in Compiler Options...does here anyway :)

See ya,

--

<tsb>

<sb>James L Boyd - thesurfaces@rockers.co.uk

<sb>Member of Team **AMIGA**, and **Dogbert's New Ruling Class.**

<sb>Connected from Dundee, Scotland.

<sb>(<http://www.thesurfaces.rockers.co.uk>)

<tsb>

But what is all this fear of and opposition to oblivion? What is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

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1.402 Re: Reset Handler nearly there...

Date: Wed, 19 Jan 2000 19:26:25 +1300

From: Julian Kinraid <jkinraid@clear.net.nz>

X-Accept-Language: en-GB,en

Subject: Re: Reset Handler nearly there...

Encoding: 7bit

X-UIDL: df651e0443aaf8048f63eb451f1e64a7

Hi James,

Just looking through some message in my Blitz List mail folder, and came across this. Did you get this to work? If you didn't, the immediate problem I can see is that your trying to call a couple of routines from inside TellEm. The TellEm routine is being called from a different context, the OS context to be exact.

So you give the OS the TellEm pointer, and when the reset occurs, the OS gosub's to the TellEm routine. The OS doesn't know about any special Blitz stuff, so if the TellEm routine was expecting a value to be in assembly register a5, which Blitz uses to store stuff, it won't work.

There are ways around that, such as the hook code I gave to Paul West and David McMinn (who made the hook stuff a bit more user friendly). The easiest way to see if the routine is called though, is do something which won't require any special Blitz or OS stuff. Such as poking the Amiga gfx chips (if you're not using a gfx card), so you would see the screen flash, and you would know it has worked properly. I don't know where you would have to poke though, I would have to look that up.

And the RunErrsXXX stuff might only make a difference when you have the debugger on. And I would assume that when Blitz compiles the program, when it comes across the RunErrs commands, it just doesn't put any error handling code in the compiled code, so it doesn't matter where the function is called from. It's not a command that Blitz would execute at run time, but at compile time (like macros).

>> So putting a label before the function bla{ }, gives you an address 6
>> bytes (the size of the jmp instruction) before the start of the
>> function. I don't know why RunErrsOff is needed, but it is. You'll
>> also need to make sure that the global variable base is set up (a5?) if
>> you want to use global variables, or anything other than a simple piece
>> of code.

>

> Well, this is what I've got...I've tried putting RunErrs all over the

> place, but it's always the same freeze-up. How do you put RunErrsXXX round
> the function when it's being called by another function and not by me (it's
> an interrupt that calls it)?

--

Julian Kinraid jkinraid@clear.net.nz ICQ:17257217

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1.403 Re: Reset Handler nearly there...

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Wed, 19 Jan 2000 23:35:12 +0100

Subject: Re: Reset Handler nearly there...

X-UIDL: f5e315591d7ea7eb85b5884dcc369803

Julian Kinraid churned out *this* drivel:

> Just looking through some message in my Blitz List mail folder, and came
> across this. Did you get this to work? If you didn't, the immediate
> problem I can see is that your trying to call a couple of routines from
> inside TelleM. The TelleM routine is being called from a different
> context, the OS context to be exact.

Wow, I'd forgotten all about this! Must be months old, but I'd still
like to get it working...

> So you give the OS the TelleM pointer, and when the reset occurs, the OS
> gosub's to the TelleM routine. The OS doesn't know about any special
> Blitz stuff, so if the TelleM routine was expecting a value to be in
> assembly register a5, which Blitz uses to store stuff, it won't work.
> There are ways around that, such as the hook code I gave to Paul West
Now, I can't remember /any/ of this, cos I gave it up for dead, but I'll
try and dig out the source I had again. Could you send me the hook stuff
you mention please?

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

But what is all this fear of and opposition to oblivion? What
is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

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1.404 Re: Reset Handler nearly there...

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Thu, 20 Jan 2000 18:42:26 +0300

Subject: Re: Reset Handler nearly there...

Encoding: 8bit

X-UIDL: dab651c806a15a294423e952c4138c36

On 19-Jan-00, Julian Kinraid wrote.

> which won't require any special Blitz or OS stuff. Such as poking the
> Amiga gfx chips (if you're not using a gfx card), so you would see the
> screen flash, and you would know it has worked properly. I don't know
> where you would have to poke though, I would have to look that up.

The addy is \$dff180 (colour 0) So poke.w \$dff180,\$fff will put color 0 as
white until the next VBI will set it back to it's original value.

This can be used to check the amount of time what functions take by poking
new colour at the begining of every function.

--

Sami Näätänen

EMail: sami.naatanen@dlc.fi

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1.405 Re: Reset Handler nearly there...

Date: Mon, 24 Jan 2000 11:16:48 +1300

From: Julian Kinraid <jkinraid@clear.net.nz>

X-Accept-Language: en-GB,en

Subject: Re: Reset Handler nearly there...

Encoding: 7bit

X-UIDL: 151cb4e8930af3c6d06904d7579ac73b

Hi James,

>> Just looking through some message in my Blitz List mail folder, and came
>> across this. Did you get this to work? If you didn't, the immediate
>> problem I can see is that your trying to call a couple of routines from
>> inside TellEm. The TellEm routine is being called from a different
>> context, the OS context to be exact.

>

> Wow, I'd forgotten all about this! Must be months old, but I'd still
> like to get it working...

>

>> So you give the OS the TellEm pointer, and when the reset occurs, the OS
>> gosub's to the TellEm routine. The OS doesn't know about any special
>> Blitz stuff, so if the TellEm routine was expecting a value to be in
>> assembly register a5, which Blitz uses to store stuff, it won't work.
>> There are ways around that, such as the hook code I gave to Paul West

>

> Now, I can't remember /any/ of this, cos I gave it up for dead, but I'll
> try and dig out the source I had again. Could you send me the hook stuff
> you mention please?

Well, I don't have the hook stuff on me, it's on aminet somewhere :)

Aminet/dev/basic/hook#?.lha

But the first test should just be for TellEm to do nothing. If the
machine resets or whatever should happen, then you know it's basically
working.

The next thing to try could be -

```
MOVE.w #$fff, $dff180 ; Thanks Sami
```

That should flash the screen (if you're not using a gfx card, and
assuming I can still remember the right syntax). If you notice the flash
(might need to put the move.w inside a loop) then you add the hook stuff
and start doing something useful.

--

Julian Kinraid jkinraid@clear.net.nz ICQ:17257217

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1.406 ri zones

From: Emil Oppeln Bronikowski <opi@supersonic.plukwa.net>

Date: Fri, 21 Jan 2000 11:32:50 +0100

Organization: TrogSoft [www.trogsoft.co.uk]

Subject: ri zones

X-UIDL: 5bc35fdb276716467b96cfc72e4a5959

--BOUNDARY.10059200.1

Yello,

could someone write me a exampl of working zones? pllleeease!

zdroofka!

--

Emil Oppeln Bronikowski aka opi\hybrid&palimytraFke

magic, scene, ascii, ganja, anarchy, freedom, animal liberation

--BOUNDARY.10059200.1

Content-Disposition: attachment; filename="zone.png"

Encoding: base64

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AAAAAEIFTkSuQmCC

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--BOUNDARY.10059200.1--

1.407 Re: ri zones

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Fri, 21 Jan 2000 19:20:38 +0100

X-SenderInfo: 1; homepage="http://www.satanicdreams.com/"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Re: ri zones

X-UIDL: b5d94624a209db5eda6d274b932daed9

Hello Emil

> Yello,

>

> could someone write me a exampel of working zones? plllleeeasse!

I wouldn't use zones if I were you.. They dont work very well on some CPUs (dunno why) and the library is full'o'bugs..

Why not use RectsHit() ?? Thats simple enough, and works really well.

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>

#PROJECT INFO:# Minimum Safe Distance [55%] <http://msd.satanicdreams.com/>

[This is only a test. Had this been an actual tagline...]

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1.408 Re: ri zones

From: Emil Oppeln Bronikowski <opi@supersonic.plukwa.net>

Date: Sat, 22 Jan 2000 11:28:40 +0100

Organization: TrogSoft [www.trogsoft.co.uk]

Subject: Re: ri zones

X-UIDL: c6a0d78c29ab3eec7a6ee70ee540531b

Yello Rob

w3333 21-Jan-00, Rob Hutchinson naklepal-h:

)-> They dont work very well on

)-> some CPUs (dunno why)

maybe its cache problem? like wblit ones?

)-> Why not use RectsHit() ?? Thats simple enough, and works really well.

hmmm, do you have one?

docent (ten w czapce)

--

Emil Oppeln Bronikowski aka opi@hybrid&palimytraFke

magic, scene, ascii, ganja, anarchy, freedom, animal liberation

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1.409 Rotate Replacement!?

From: "Mr.Vain of Secretly! (Th.Will)" <mr.vain@amigascne.org>

Subject: Rotate Replacement!?

Date: Sun, 2 Jan 2000 22:33:06 +0100

Encoding: 8bit

X-UIDL: 082aff4f7914db97cbea1e15ea27db16

Message to..: "blitz-list@netsoc.ucd.ie"

Message from: "mr.vain@amigascne.org"

Subject.....: "Rotate Replacement!"

o.0

```

.....`-'-----'
|>> S · E · C · R · E · T · L · Y · ! <<| |: |
_____ | | :|
.\ ___/.\ ___/.\ ___/.\ ___/.\ ___/.\ ___/.\ ___/.\ ___/
|: \___ -// ___ |: | |: | / ___/ ___/ |: | |: | // 1 · \ V · //
| ___/ ___ .| ___ .| ___ \ \ ___ .| |: | ___ ^ ___/ |: |
| ___j | ___j | ___jnOp!\___/ | ___j | ___ | ___j | ___ | ___ |
| | (___)
`-----[ if four registers are not enough... ]-----'

```

Hi everybody!

I found a very bad bug in the rotate command of shapetrixlib! I'm still coding on a special "bust'n move" version! I use pixeled arrows for the players to shoot up the balls. The arrow animation for all angles contains of 80 brushes! You may say i can include the animbrush that looks very smooth but i don't want include any animstuff in fact of executeable sizze!

I need a precalculated arrow animation! ;)

So i tried to code my own precalculated arrow animation (sourcebrush is 15x80x8 arrowhead looks above, midhandled) in use of the fucking (big, slow n buggy) rotate command! The result doesn't looks very nice because the precalculated anim is jumping every frame to left/right or up/down ;(! I need your help for a smooth precalculated animation! I'am searching for a 100% asm (030 code would be nice) FAST n SMALL rotate REPLACEMENT!!!

```

;-----
; Use of RotateCommand for ArrowAnimation, best result until now ;(
;-----

```

GetaShape 613,0,0,15,80 ; 8 Bitpanes, SourceBrush

For n=0 To 79 ; 80 brushes

CopyShape 613,n+10 ; FinalAnim = shape 10-89

wink.f=(80-n)*0.0055-0.22 ; 0.0055 = angle for any step

Rotate n+10,wink

MidHandle n+10

Blit n+10,45,64

GetaShape n+10,5,20,79,64:Handle n+10,39,43:Cls

Next n

Check this out and see what i mean - the result is jumping one pixel ;(

Please help me, because the game is nearly finished! Credits will be
ofcourse given!! ;)

signed off

"Mr.Vain of Secretly!`DarkSide" (Germany)

; >> Amiga Rulez! - Professionals don't use Micro\$aft Windows! <<

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1.410 RTAsyncRequest and ImageFX

From: Curt Esser <camge@amigaonline.net>

Date: Thu, 13 Jan 2000 05:47:58 -0500

Subject: RTAsyncRequest and ImageFX

X-UIDL: a394206b198ae55459a692c36f067ed6

Hi everybody,

I'm having a problem with RTAsyncRequest.

I have a program which runs on ImageFX's screen.

If ImageFX is not running, my program will attempt to run it first.

OK, this all is working fine. But, if ImageFX is not running, I would like
to put an async requester on the screen, letting the user know that I am
trying to load ImageFX, and let them cancel if they wish.

This works fine too - but the problem is this:

If the requester is NOT cancelled by the user (in other words, ImageFX does
successfully run and my program can begin), now my window opens on the WB
(or whatever the screen that had the asyncrequester) rather than on IFX's
screen.

I am using "FindScreen 0" after ImageFX starts to get the screen before
openingmy window.

And yes, I am sure ImageFX is the front screen - I use the Arexx command "ScreenToFront" to know if IFX is running...

Any ideas?

Also, if anyone has ImageFX and makes use of its "thumbnail" feature and you would like to test the program, let me know.

You'll need ImageFX (v2.06 or better), and ReqTools

It does these things which ImageFX's Arexx thumbnail script doesn't:

- * allows automatic thumbnail creation for an entire volume (like a CD, Zip disk, or HD partition) or for all directories below the selected starting point.

As well as just a single directory, like the original Arexx script

- * (optional) automatically creates subdirectories in your chosen target directory for "remote" thumbnails (those for non-writeable volumes, or removable media like Zip drives)

- * checks and loads only valid image files - you can set it to scan a whole CD, and it will find and thumbnail all the image files on it without a bunch of error requesters

- * checks for existing thumbnails, so no time is wasted re-creating ones that already exist (good for updating directories)

- * corrects a bug in the remote-thumbnail writing - if you have ever opened a directory of remote thumbnails in ImageFX, and had the thumbnail loader lock-up for no apparent reason, you will appreciate this!

Later...

--

You will be amazed how many people agree with you if you keep your mouth shut.

Yours electronically,

Curt Esser

camge@amigaonline.net

http://members.xoom.com/Curt_Esser/

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1.411 Re: RTAsyncRequest and ImageFX

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Thu, 13 Jan 2000 12:28:31 -0000

Subject: Re: RTAsyncRequest and ImageFX

Encoding: 8bit

X-UIDL: 1cc10973902fec8a504dd45c150aefdd

Hi Curt

Just tested something similar, using Voyager as the public screen.

Seems that FindScreen 0 does not actually find the frontmost screen, as when I had Voayger at the front (with windows active and everything), the window opened on the Ted screen. Which I think sets itself up as the default public screen. It works if you specify the name of the screen, i.e. FindScreen 0,"Voyager".

--

) ^ V] [] | M | © | M |] [| N | N | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

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1.412 Sv: RTAsyncRequest and ImageFX

From: =?iso-8859-1?Q?Mikkel_L=F8kke?= <flameduck@software.dk>

Subject: Sv: RTAsyncRequest and ImageFX

Date: Thu, 13 Jan 2000 16:53:05 +0100

charset="iso-8859-1"

Encoding: 8bit

X-UIDL: fdc0651f07bad59f4e33d6cf41e2ad92

> Just tested something similar, using Voyager as the public screen.

> Seems that FindScreen 0 does not actually find the frontmost screen,

> as when I had Voayger at the front (with windows active and

> everything), the window opened on the Ted screen. Which I think sets

> itself up as the default public screen. It works if you specify the

> name of the screen, i.e. FindScreen 0,"Voyager".

Here's a thought, what about Freds NCS ? Does that work ? Or ?

Greets,

/FlameDuck/

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1.413 Re: Sv: RTAsyncRequest and ImageFX

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Thu, 13 Jan 2000 16:33:14 -0000

Subject: Re: Sv: RTAsyncRequest and ImageFX

Encoding: 8bit

X-UIDL: 06a05e668252d6fde0520fede32b5464

Sorry for sending that mail to you Mikkell, was supposed to go to the list.

Aaaaanyway, if you're using the NCS then NFindScreen will do the same as FindScreen - finds the default public screen (if you don't supply a name) or tries to find the public screen with the name that you pass. NFindFrontScreen however, just returns the frontmost screen, public or otherwise.

--

) ^ V][() | M | @ | M |][| N | N | | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

I can please only one person per day. Today is not your day.

Tomorrow isn't looking good either.

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1.414 Re: RTAsyncRequest and ImageFX

From: Curt Esser <camge@amigaonline.net>

Date: Thu, 13 Jan 2000 16:38:54 -0500

Subject: Re: RTAsyncRequest and ImageFX

X-UIDL: b2a835f99e129c2ab8968ed670ddf3f3

Hi David

On 13-Jan-00, David McMinn wrote:

> Just tested something similar, using Voyager as the public screen.

> Seems that FindScreen 0 does not actually find the frontmost screen,

> as when I had Voayger at the front (with windows active and

> everything), the window opened on the Ted screen. Which I think sets

> itself up as the default public screen.

That is odd, as FindScreen 0 did work correctly here for me - as long as IFX was in front, my program's window and all requesters would open on it. It

was only when I tried putting up the async requester on the WB first that the trouble started.

> It works if you specify the

> name of the screen, i.e. FindScreen 0,"Voyager".

OK, I tried this, and it almost works... The async requester on the WB closes, and my program opens properly on the IFX screen.

BUT every time I open a filerequester or "button" requester, the WB briefly flashes to the front, then IFX comes to the front, and the requester opens on the IFX screen...

As if you had pressed the screen-to-back gadget on IFX, then immediately pressed the screen-to-back gadget on WB...

But I've realized it's pointless to put up the requester on WB anyway - if ImageFX is available on the users system, it starts loading immediately, and it's loading-window covers the requester, and if they don't have ImageFX, the program would be useless...

>

>

Later...

--

"Look at it this way: MSDOS is an overgrown program loader; the MacOS is an overgrown user interface. Neither is an operating system, but the second is better for running applications."

-- Paul Placeway

Yours electronically,

Curt Esser

camge@amigaonline.net

http://members.xoom.com/Curt_Esser/

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1.415 Re: RTAsyncRequest and ImageFX

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sat, 15 Jan 2000 22:33:57 +0100

Subject: Re: RTAsyncRequest and ImageFX

X-UIDL: 0f89c62d8c3408bee533aa2643a56b27

--BOUNDARY.1738795952.4

Curt Esser churned out *this* drivel:

> If the requester is NOT cancelled by the user (in other words, ImageFX
 > does successfully run and my program can begin), now my window opens on
 > the WB (or whatever the screen that had the asyncrequester) rather than on
 > IFX's screen.
 >
 > I am using "FindScreen 0" after ImageFX starts to get the screen before
 > openingmy window.
 >
 > And yes, I am sure ImageFX is the front screen - I use the Arexx comannnd
 > "ScreenToFront" to know if IFX is running...
 >
 > Any ideas?

Is MCP or the reqtools prefs making the requester appear on the default
 public screen?

See also this piece of code that finds a pointer to the frontmost screen...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

But what is all this fear of and opposition to oblivion? What
 is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

--BOUNDARY.1738795952.4

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

Content-Description: Frontmost screen

*ibase.IntuitionBase=OpenLibrary_("intuition.library",0)

If *ibase ; get IntuitionBase (I think!)

Print "Frontmost screen's title is "

;------

ib.l=LockIBase_(0) ; it seems to be locking, but returning 0!

;------

If ib ; have we got a lock? have we f***!

*firstscreen.Screen=*ibase\FirstScreen ; pointer to frontmost screen

UnlockIBase_ ib

; NPrint "Intuitionbase lock was ",ib

NPrint Peek\$(*firstscreen\Title) ; should print screen title

Else NPrint "not found" ; no lock

EndIf

CloseLibrary_ *ibase ; don't need anymore

EndIf

End

--BOUNDARY.1738795952.4

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--BOUNDARY.1738795952.4--

1.416 Screen's pens

From: Curt Esser <camge@amigaonline.net>

Date: Thu, 06 Jan 2000 06:24:21 -0500

Subject: Screen's pens

X-UIDL: e53248376e749fe78991552b995ae018

Hi everyone,

Is it possible (and if it is, how?) to change the screen's pens AFTER the screen has been opened?

I don't mean altering the screen's palette, but rather the pen assignments used for rendering window borders, gadgets, etc.

For example, when you load a picture into PPaint, somehow PPaint manages to present a usable set of colours for it's windows and gadgets, without altering the actual palette of the picture.

Any ideas?

Later...

--

As long as the answer is right, who cares if the question is wrong?

Yours electronically,

Curt Esser

camge@amigaonline.net

http://members.xoom.com/Curt_Esser/

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1.417 Re: Screen's pens

Date: Thu, 6 Jan 2000 07:47:08 -0800 (PST)

From: "?=iso-8859-1?q?Francis=20G.=20Loch?=" <fgloch@yahoo.com>

Subject: Re: Screen's pens

Encoding: 8bit

X-UIDL: 0c3e63f4251ea508a1a2dab75d6a0d4e

--- Curt Esser <camge@amigaonline.net> wrote:

> Hi everyone,

>

> Is it possible (and if it is, how?) to change the

> screen's pens AFTER the

> screen has been opened?

>

> I don't mean altering the screen's palette, but

> rather the pen assignments

> used for rendering window borders, gadgets, etc.

>

> For example, when you load a picture into PPaint,

> somehow PPaint manages to

> present a usable set of colours for it's windows and

> gadgets, without

> altering the actual palette of the picture.

>

> Any ideas?

>

> Later...

> --

> As long as the answer is right, who cares if the

> question is wrong?

>

> Yours

> electronically,

> Curt Esser

>

> camge@amigaonline.net

>

> http://members.xoom.com/Curt_Esser/

>

Hi Curt,

Yes, I think that it is possible to change the pens used to render the window borders. Off hand I can't remember what the command is, but it is in the Blitz manual (possibly under Screens or Palette). I think it was something like "ScreenPens a,b,c,d,e,f,g,h" where the letters relate to the shine, shadow, half-shine, etc..

I hope that helps.

Regards,

Francis.

=====

e-mail:- fgloch@yahoo.com

web-site:- <http://www.geocities.com/fgloch>

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1.418 Re: Screen's pens

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Wed, 02 Sep 1992 13:09:55 +0500

Subject: Re: Screen's pens

X-UIDL: b64cdeb2006c9a1a477fedb0e56a7bd9

On 06-Jan-00, Curt Esser wrote:

>Is it possible (and if it is, how?) to change the screen's pens AFTER the
>screen has been opened?

Well, you could use `GetScreenDrawInfo_()` to get the `DrawInfo` structure. This has an offset to the screen's pen array...

As you know, I'm kind of limited in what I can do at the moment, so I haven't looked into it any further than that...

>I don't mean altering the screen's palette, but rather the pen assignments
>used for rendering window borders, gadgets, etc.

There are two pens in the actual `.Screen` structure, `DPen` and `BPen`...?

See ya,

--

James.

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1.419 Re: Screen's pens

Sender: tdc98@doc.ic.ac.uk

Date: Fri, 14 Jan 2000 11:37:19 +0000

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

X-Accept-Language: en

Subject: Re: Screen's pens

Encoding: 7bit

X-UIDL: edcb4c3b65598c0f7575cdb384654e50

Curt Esser wrote:

> Is it possible (and if it is, how?) to change the screen's pens AFTER the
> screen has been opened?

>

> For example, when you load a picture into PPaint, somehow PPaint manages to
> present a usable set of colours for it's windows and gadgets, without
> altering the actual palette of the picture.

It says in the docs of PPaint that the programmers coded their own window routines (only for window borders I guess) to allow dynamic remapping.

Thomas Cobb

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1.420 Shapes and ILBMInfo

From: Lorenzo Tanganelli <tangalor@campo.comune.siena.it>

Date: Sun, 09 Jan 2000 13:36:32 +0200

Subject: Shapes and ILBMInfo

X-UIDL: bd4673cfc8c5a4b3364a35498efeffb

Hello,

I've done as someone told me: I've got dev/basic/gtshape.lha. this archive contains gtshape_fix.bb2 and gtshape_fix.asc. If I prove to compile and run the first file the blita basic compiler tell me that a type is not known. I

think that I have to put something in the compiler options at the voice resident.... but what? I have proved to put as resident bb2objtypes.res, but it wasn't ok. In the same program that I'm writing I need know how resolution a person use. For exaples 640X256 and I do it in this way.

```
FindScreen 0 ;WB Screen
```

```
SaveScreen 0,"ram:WBscreen.iff"
```

```
ILBMInfo "ram:WBscreen.iff"
```

```
x=ILBMWidth
```

```
y=ILBMHeight
```

The y returns the right value (in my case 256), the x returns 3200 (???)...

Why?

Kind Regards

--

I have made this letter longer than usual because I lack the time to make it shorter.

-- Blaise Pascal

```
\_ _ _ _ \ \
```

```
\ \ \ \
```

```
\ \ \ \_ _
```

```
\_ \anganelli \_ _ _ _ \orenzo
```

<http://www.juve-mailing-list.freeweb.it>

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1.421 Re: Shapes and ILBMInfo

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Sun, 9 Jan 2000 14:51:35 -0000

Subject: Re: Shapes and ILBMInfo

Encoding: 8bit

X-UIDL: cd0fa1e8f37405864c6eef489cd565a7

Hi Lorenzo

> type is not known. I think that I have to put something in the
> compiler options at the voice resident.... but what? I have proved to
> put as resident bb2objtypes.res, but it wasn't ok. In the same program
You'll need bb2objtypes.res and amigalibs.res. If you still get

errors, you will either need to add or remove (can't remember which version I wrote it for) the underscores before some OS type names.

For example, if there is an error on a line like

"*scr.Screen=Peek.l(Addr Screen(0))" then it should be changed to

"*scr._Screen=Peek.l(Addr Screen(0))".

> that I'm writing I need know how resolution a person use. For exaples

> 640X256 and I do it in this way.

> The y returns the right value (in my case 256), the x returns 3200

> (???)... Why?

There is a bug in the SaveScreen command, which only occurs when the screen's bitmap is interleaved (the WB screen is like this on OS3+).

A better way would be to use ScreenWidth and ScreenHeight to get the sizes of the screen.

--

l) ^ V][l) Ml © Ml][N N l dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

Alec Guinness. Anagram: Genuine Class

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1.422 Re: Shapes and ILBMInfo

From: "C. Dimitrakakis" <olethros@geocities.com>

Date: Sun, 09 Jan 2000 17:08:36 +0200

Subject: Re: Shapes and ILBMInfo

Encoding: 8bit

X-UIDL: 332580bcfcee016baf1ccede43fabe938

On 09-Jan-00, David McMinn wrote:

Just press RAmiga and '-' (or whas it '\') to get a list of all Newtypes. Bleurgh

Regards

--

Christos Dimitrakakis

olethros@geocities.com

<http://members.xoom.com/cdimita>

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1.423 Re: Shapes and ILBMInfo

From: Lorenzo Tanganelli <tangalor@campo.comune.siena.it>

Date: Sun, 09 Jan 2000 21:57:53 +0200

Subject: Re: Shapes and ILBMInfo

X-UIDL: 9cbbd5a385a6fd84f725e35ccc6f7dcb

Ciao C.,

Il 09-Jan-00, C. Dimitrakakis ha scritto:

> On 09-Jan-00, David McMinn wrote: Just press RAmiga and '-' (or whas it

> '\') to get a list of all Newtypes. Bleurgh

thank you for this information!

Regards

--

The only thing that stops God from sending another flood is that
the first one was useless.

-- Chamfort

\\ \\ \\

\\ \\ \\

\\ \langanelli \\ \lorenzo

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1.424 Re: Shapes and ILBMInfo

Date: Mon, 10 Jan 2000 03:23:55 -0800 (PST)

From: "=?iso-8859-1?q?Francis=20G.=20Loch?=" <fgloch@yahoo.com>

Subject: Re: Shapes and ILBMInfo

Encoding: 8bit

X-UIDL: f49ae6747c592e3e6ad51ba90587626f

--- Lorenzo Tanganelli

<tangalor@campo.comune.siena.it> wrote:

> Hello,

> I've done as someone told me: I've got

> dev/basic/gtshape.lha. this archive

> contains gtshape_fix.bb2 and gtshape_fix.asc. If I

> prove to compile and run
> the first file the blita basic compiler tell me that
> a type is not known.
I can't say for sure (I haven't downloaded that particular archive), but you might need to run your MakeDefLibs program before these will work.

Regards,
Francis.

=====

e-mail:- fgloch@yahoo.com
web-site:- <http://www.geocities.com/fgloch>

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1.425 Re: Shapes and ILBMInfo

From: Emil Oppeln Bronikowski <opi@supersonic.plukwa.net>

Date: Sun, 16 Jan 2000 14:35:33 +0100

Organization: TrogSoft [www.trogsoft.co.uk]

Subject: Re: Shapes and ILBMInfo

X-UIDL: b14374c1e8785ba7d240bebcad050bac

Yello C.

w3333 09-Jan-00, C. Dimitrakakis naklepal-h:

)-> On 09-Jan-00, David McMinn wrote: Just press RAmiga and '-' (or whas it

)-> '\') to get a list of all Newtypes. Bleurgh

it is -, and WOW! i never noticed it before! :)

docent (ten w czapce)

--

Emil Oppeln Bronikowski aka opi@hybrid&palimytraFke

magic, scene, ascii, ganja, anarchy, freedom, animal liberation

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1.426 shared with arrays

Date: Sun, 9 Jan 2000 02:15:17 +0100

From: Martin Konrad <mkon@gmx.de>

Subject: shared with arrays

Encoding: 7bit

X-UIDL: b6a16ca08e119edf48e780a51b1c3204

Arghl.

Why does Blitz not know that blarblar is an array in blarblar2?

```
dim blarblar.w(50)
```

```
statement blarblar2{bla.w}
```

```
shared blarblar
```

```
...
```

```
end statement
```

And how can I save big arrays to files?

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1.427 Re: shared with arrays

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Mon, 10 Jan 2000 16:50:32 -0000

Subject: Re: shared with arrays

Encoding: 8bit

X-UIDL: 8020e4e13a18e03328137a15c5cf0518

Hi Martin

> Why does Blitz not know that blarblar is an array in blarblar2?

you need to use "shared blarblar()"

> And how can I save big arrays to files?

Same way as you would save small arrays.

```
If WriteFile(0,"ram:blah")
```

```
WriteMem 0,&blarblar(0),Sizeof.w*50
```

```
CloseFile 0
```

```
End If
```

make sure the sizeof.w*50 actually matches what type and size your array is.

NB: you can't save arrays of strings like this.

--

l) ^ V][l) M @ M][N N | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

Could you drive any better if I shoved that cell phone up your ASS?

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1.428 Re: shared with arrays

From: "Vic E Babes" <zalda@home4968.freemove.co.uk>

Subject: Re: shared with arrays

Date: Mon, 10 Jan 2000 07:16:59 -0000

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: 71daef2d0ed81b4b61f806f921a9ccf4

> And how can I save big arrays to files?

Another way, which I haven't used much myself, is using records, and
get/put.

VIC E BABES

www.home4968.freemove.co.uk

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

1.429 Re: shared with arrays

From: Toby Zuidveld <hotcakes@a1bbs.net.au>

Date: Tue, 11 Jan 2000 19:36:47 +1000

X-SenderInfo: 1;

picture="http://www.geocities.com/SunsetStrip/Disco/6065/a1people/tobyzuij.gif"

Organization: Crash'n'Burn Incinerated, Satanic Dreams Software

Subject: Re: shared with arrays

Encoding: 8bit

X-UIDL: cf9db4f1bb152e53d229125b6ccc39bb

Hello Martin

On 09-Jan-00, you wrote:

MK> Why does Blitz not know that blarblar is an array in blarblar2?

```
MK> dim blarblar.w(50)
MK> statement blarblar2{bla.w}
MK> shared blarblar
MK> ...
MK> end statement
Try SHARED blarblar()
MK> And how can I save big arrays to files?
If WriteFile(0,name$)
WriteMem 0,&blarblar(),100
; File#, address of blarblar(0),50 words (a word = 2 bytes) = 100
CloseFile 0
EndIf
Regards
```

--

Toby Zuijdveld --- If it hasn't happened to you
yet, it isn't going to have happened to you
<http://a1bbs.net.au/hotcakes> - Last updated 26-Sep-99 -
<mailto:hotcakes@a1bbs.net.au>

icq:222222555777111555111555

Helpful Tips To Make Life Simpler

No time for a bath?

Wrap yourself in masking tape and remove the dirt by simply peeling it
off.

--

According to <http://www.thespark.com>, I'm 55% pure, 47% untelligent
and will die at the age of 64 after having sex only 7 times! <sob>

--

If you're an Australian resident <http://www.emailcash.com.au>

If you join please consider using the referral ID B31031

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1.430 Slightly Off-Topic.. But hey!!!

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

FluffyNet <fluffynet@egroups.com>, Make CD <ml-makecd@unix-ag.org>

Date: Tue, 18 Jan 2000 19:17:18 +0000

Subject: Slightly Off-Topic.. But hey!!!

X-UIDL: 1299b3c567e0795da8228ff1923d33cf

Hiya Guys,

Does anybody know the names of the phone companies that decide how numbers are allocated within different countries.. for example in the UK it is OFTEL and in australia it's AUSTEL.. I need the names for as many different countries as possible.. US, France, Germany, Canada, India, Japan etc...

T'ra

Bippy

--

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

||

| Current Projects: |

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

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

||

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

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1.431 Re: Slightly Off-Topic.. But hey!!!

From: "Vic E Babes" <zalda@home4968.freemove.co.uk>

Subject: Re: Slightly Off-Topic.. But hey!!!

Date: Tue, 18 Jan 2000 07:29:16 -0000

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: 5847e2e5c88eb5186127c6e3a4417015

> for example in the UK it is

> OFTEL and in australia it's AUSTEL.. I need the names for as many different

> countries as possible.. US, France, Germany, Canada, India, Japan etc...

No - but are you sure that OFTEL are responsible for this in the UK - I thought they were simply the government-appointed industry watchdog - designed to ensure that BT charge fairly after privatization - but I could be wrong.

VIC E BABES

<http://www.home4968.freemove.co.uk>

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

1.432 Re: Slightly Off-Topic.. But hey!!!

From: amorel <amorel@xs4all.nl>

Date: Tue, 18 Jan 2000 20:29:23 GMT+5DST

Subject: Re: Slightly Off-Topic.. But hey!!!

X-UIDL: ea5a22c329547f6a0417fd1243027d73

On 18-Jan-00, Bippy M wrote:

C=Hiya Guys,

C=Does anybody know the names of the phone companies that decide how numbers

C=are allocated within different countries.. for example in the UK it is

C=OFTEL and in australia it's AUSTEL.. I need the names for as many different

C=countries as possible.. US, France, Germany, Canada, India, Japan etc...

FRANCTELL, USTELL, GERMTELL, CANTELL, INTELL(!), JATELL etc. ;-D

--

-*AMOREL*- musician/programmer \\ Amiga 1200T/PPC/040/32/6g more shit

<http://www.xs4all.nl/~amorel> \\ Good old C=64 and an attitude!

Will program/compose for food \\ /Half a decent studio

Himmel Arsch und Zwirn! \\ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \\ /productions,demos,programs...

-*Stocks are low, hurry! Amoralplayer1.4, a no fuss audioplayer*-

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1.433 Re: Slightly Off-Topic.. But hey!!!

From: amorel <amorel@xs4all.nl>

Date: Tue, 18 Jan 2000 20:30:47 GMT+5DST

Subject: Re: Slightly Off-Topic.. But hey!!!

X-UIDL: 027b87f6a301bccbb1c6d42d4ac32ff6

On 18-Jan-00, Bippy M wrote:

C=Does anybody know the names of the phone companies that decide how numbers

C=are allocated within different countries.. for example in the UK it is

C=OFTEL and in australia it's AUSTEL.. I need the names for as many different

C=countries as possible.. US, France, Germany, Canada, India, Japan etc...

USTELL, FRANCTELL, GERMTELL, CANTELL, INTELL(!), JATELL etc. ;-D

--

-*AMOREL*- musician/programmer \\ Amiga 1200T/PPC/040/32/6g more shit

<http://www.xs4all.nl/~amorel> \\ Good old C=64 and an attitude!

Will program/compose for food \\ /Half a decent studio
 Himmel Arsch und Zwirn! \\ /Contact me for bookings,
<http://www.xs4all.nl/~amorel/wendy.html> \\ /productions,demos,programs...
 -*Stocks are low, hurry! Amoralplayer1.4, a no fuss audioplayer*-

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1.434 [MakeCD] Slightly Off-Topic.. But hey!!!

From: Bippy M <BippyM@stingent.freemove.co.uk>
 FluffyNet <fluffynet@egroups.com>, Make CD <ml-makecd@unix-ag.org>
 Date: Tue, 18 Jan 2000 19:17:18 +0000
 Subject: [MakeCD] Slightly Off-Topic.. But hey!!!
 Sender: ml-makecd-owner@unix-ag.org
 Precedence: list

Hiya Guys,

Does anybody know the names of the phone companies that decide how numbers
 are allocated within different countries.. for example in the UK it is
 OFTEL and in australia it's AUSTEL.. I need the names for as many different
 countries as possible.. US, France, Germany, Canada, India, Japan etc...

T'ra

Bippy

--

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

||

| Current Projects: |

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

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

||

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

 ML-MAKECD mailinglist

(un)subscribe requests to ml-makecd-request@unix-ag.org

(send 'help' to listserv@unix-ag.org in case of problems)

1.435 Re: Slightly Off-Topic.. But hey!!!

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

Date: Tue, 18 Jan 2000 21:05:34 +0000

Subject: Re: Slightly Off-Topic.. But hey!!!

X-UIDL: 3739029ba7188e6be407cbfa49bcf955

Howdy Vic

On 18-Jan-00, Vic E Babes wrote:

VB>> for example in the UK it is

VB>> OFTEL and in australia it's AUSTEL.. I need the names for as many

VB> different

VB>> countries as possible.. US, France, Germany, Canada, India, Japan

VB>> etc...

VB> No - but are you sure that OFTEL are responsible for this in the UK - I

VB> thought they were simply the government-appointed industry watchdog -

VB> designed to ensure that BT charge fairly after privatization - but I

VB> could be wrong.

They do, but someone has to governNumbers otherwise all the different

companies would use the same numbers etc.. It might not be OFTEL but my

codes are correct :) Want to look?

Regards

--

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

||

| Current Projects: |

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

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

||

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

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1.436 Strings and things

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 7 Jan 2000 16:38:00 +1000

Subject: Strings and things

Encoding: 7bit

X-UIDL: 9caf6fd90444134ea1991c013afc0e60

Consider, please, the following bit of code:

```
#MaxLength = 15
```

```
NewType .thing
```

```
a.l
```

```
b.l
```

```
c.b[#MaxLen+1]
```

```
End NewType
```

```
String$ = "Up to 15 chars"
```

Question. What is the best way to load the array c with the contents of the string (and Vice Versa)?

My only thoughts are:

```
For i = 0 to Len(String$)
```

```
c[i] = asc(mid$(String$,i,1))
```

```
Next
```

```
c[i] = 0
```

```
and
```

```
String$ = ""
```

```
For i = 0 to #MaxLen + 1
```

```
if c[i]
```

```
String$ + Chr$(c[i])
```

```
else
```

```
i = #MaxLen + 1
```

```
endif
```

```
Next
```

But these seem awfully inefficient

What I'm really trying to achieve is a string inside a newtype

(actually in it, not just the pointer to it) so I can write the

NewType to a file with PutData (Or whatever the command is - I've not got the manual to hand).

Any thoughts would be appreciated

--

Tony Rolfe

Amiga 2000, 68030/25, 1+8Mb

www.shoalhaven.net.au/edgewater

ICQ #51271965

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1.437 Re: Strings and things

From: Rob Hutchinson <rob@satanicdreams.com>
Date: Fri, 07 Jan 2000 07:47:10 +0100
X-SenderInfo: 1; homepage="http://www.satanicdreams.com/"; dob=19071981
Organization: Satanic Dreams Software.
Subject: Re: Strings and things
X-UIDL: d86dab88811d73089bde879d99dc2d7e
--BOUNDARY.274185056.1

Hello Tony

> What I'm really trying to achieve is a string inside a newtype
> (actually in it, not just the pointer to it) so I can write the
> NewType to a file with PutData (Or whatever the command is - I've not
> got the manual to hand).

>

> Any thoughts would be appreciated

Attached is probably the fastest/best way to do it...

Anyone got another way?

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470
#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>
#PROJECT INFO:# Minimum Safe Distance [55%] <http://msd.satanicdreams.com/>
[Lost - One Tagline - old, but very cuddly.]

--BOUNDARY.274185056.1

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

#MaxLength = 15

NEWTYPED .thing

a.l ; 4

b.l ; 4

c.b[#MaxLength+1] ;

End NEWTYPE

DEFTYPE.thing a

Stringy\$ = "Testing"

Poke.s &a+8,Stringy\$

NPrint Peek.s(&a+8)

; or... Uncomment this...

; NewStringy\$ = ""

```

; For i = 0 To #MaxLength ; No +1 here, save that for the NULL chr.
; Byte.w=a\c[i]
; If Byte.w
; NewStringy$ + Chr$(Byte.w)
; EndIf
; Next
;
; NPrint NewStringy$
--BOUNDARY.274185056.1

```

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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
--BOUNDARY.274185056.1--

1.438 Re: Strings and things

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Fri, 07 Jan 2000 12:11:46 +0300

Subject: Re: Strings and things

Encoding: 8bit

X-UIDL: d6dcf5863c9d51c679487175e205db58

On 07-Jan-00, Rob Hutchinson wrote.

> Hello Tony

>

>> What I'm really trying to achieve is a string inside a newtype

>> (actually in it, not just the pointer to it) so I can write the

>> NewType to a file with PutData (Or whatever the command is - I've not

>> got the manual to hand).

>>

>> Any thoughts would be appreciated

>

> Attached is probably the fastest/best way to do it...

> Anyone got another way?

>

or my versions

```
statement setstringy{array.l,string.l}
```

```
move.l d0,a0
```

```
move.l d1,a1
```

```
moveq #MAXLEN,d0 ; loop for MAXLEN chars
```

```

cmp.l -4(a1),d0 ; or is string shorter
ble ok
move.l -4(a1),d0 ; yes it is so we use string length
ok subq.w #1,d0 ; and we sub one for dbra looping
lop move.b (a1)+,(a0)+ ; copy string to array
dbra lop
move.b #0,(a0) ; and add termination null
asmexit ; and exit
end statement
function.s getstringy{array.l}
function return peekto$(array,0) ; or comment this in and
; function return npeeks(array) ; this out to use NCS
end function

```

And these are used like this:

```

#MAXLEN = 15
NEWTTYPE .thing
a.l
b.l
c.b[#MAXLEN+1]
End NEWTYPE
DEFTYPE.thing a
Stringy$ = "Testing"
setstringy{&a%c[0],&Stringy$}
nprint getstringy{&a%c[0]}
--

```

Sami Näätänen
 EMail: sami.naatanen@dlc.fi

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

1.439 Re: Strings and things

From: Rob Hutchinson <rob@satanicdreams.com>
 Date: Fri, 07 Jan 2000 18:02:46 +0100
 X-SenderInfo: 1; homepage="http://www.satanicdreams.com/"; dob=19071981
 Organization: Satanic Dreams Software.
 Subject: Re: Strings and things
 X-UIDL: 620f56f6bd78b388975d2970ecfc5ce9

Hello Sami

> And these are used like this:

>

> #MAXLEN = 15

>

> NEWTYPE .thing

> a.l

> b.l

> c.b[#MAXLEN+1]

> End NEWTYPE

>

> DEFTYPE.thing a

>

> Stringy\$ = "Testing"

>

> setstringy{&a%c[0],&Stringy\$}

> nprint getstringy{&a%c[0]}

OooooooooOOoooOoooo... It's much easier my way!

And if my last test with functions is anything to go by,
it may be faster (no joke)..

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>

#PROJECT INFO:# Minimum Safe Distance [55%] <http://msd.satanicdreams.com/>

[Keith, you forgot the bloomin' TAGLINE.]

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1.440 Re: Strings and things

From: Curt Esser <camge@amigaonline.net>

Date: Fri, 07 Jan 2000 15:23:02 -0500

Subject: Re: Strings and things

X-UIDL: adaaa36d55a67176cbd8cc719517ef75

--BOUNDARY.1748511544.1

Hi Tony

On 07-Jan-00, Tony Rolfe wrote:

> Consider, please, the following bit of code:

>

> #MaxLength = 15

>

> NewType .thing

> a.l

> b.l

> c.b[#MaxLen+1]

> End NewType

>

> String\$ = "Up to 15 chars"

>

>

> Question. What is the best way to load the array c with the

> contents of the string (and Vice Versa)?

> What I'm really trying to achieve is a string inside a newtype

> (actually in it, not just the pointer to it) so I can write the

> NewType to a file with PutData (Or whatever the command is - I've not

> got the manual to hand).

>

> Any thoughts would be appreciated

OK, here's mine ;)

I have taken the direct approach, simply copying the block of memory containing the string directly into the NewType.

Later...

--

Yours electronically,

Curt Esser

camage@amigaonline.net

http://members.xoom.com/Curt_Esser/

--BOUNDARY.1748511544.1

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

#MxLen = 15

NEWTYPE .thing

a.l

b.l

c.b[#MxLen+1]

End NEWTYPE

```
Dim testdata.thing(25)
;-----
;IMPORTANT! I am assuming that you are sure before calling
;this function that the string is 15 characters or less!
;If it is longer, there will be problems!
Statement storestring{strng$,arrayindex.w}
SHARED testdata()
CopyMem_ &strng$,&testdata(arrayindex)+8,16
;Yes, it ALWAYS copys 16 bytes - if the string is shorter, some bytes
;of garbage will be copied after the string - but so what? It won't
;hurt anything and avoids the overhead of checking the string's length
End Statement
;-----
Function.s pullstring{arrayindex.w}
SHARED testdata()
Function Return Peek$(&testdata(arrayindex)+8)
End Function
;-----
work$ = "Up to 15 chars"
storestring{work$,1} ;we'll store this one in two array elements
storestring{work$,2}
work$ = "We can have"
storestring{work$,1} ;now we over-write the first element, just to
;make sure it works...
NPrint "The strings were stored"
NPrint " "
NPrint "1: ",pullstring{1}
NPrint "2: ",pullstring{2}
MouseWait
End
--BOUNDARY.1748511544.1
-----
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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
--BOUNDARY.1748511544.1--
```

1.441 Re: Strings and things

From: amorel <amorel@xs4all.nl>

Date: Fri, 07 Jan 2000 22:37:48 GMT+5DST

Subject: Re: Strings and things

X-UIDL: 3e846f5dabb2be117e365f694f851b7b

On 07-Jan-00, Curt Esser wrote:

C=OK, here's mine ;)

C=I have taken the direct approach, simply copying the block of memory

C=containing the string directly into the NewType.

Hm, I somehow find this dangerous programming => Or am I wrong?

--

-*AMOREL*- musician/programmer \ \ Amiga 1200T/PPC/040/32/6g more shit

<http://www.xs4all.nl/~amorel> \ \ Good old C=64 and an attitude!

Will program/compose for food \ \ /Half a decent studio

Himmel Arsch und Zwirn! \ \ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \ \ /productions,demos,programs...

-*Stocks are low, hurry! Amoralplayer1.4, a no fuss audioplayer*-

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1.442 Re: Strings and things

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Wed, 02 Sep 1992 12:45:32 +0500

Subject: Re: Strings and things

X-UIDL: 6ea63373a231f7326cf084cf83494ce7

On 08-Jan-00, Curt Esser wrote:

>I have taken the direct approach, simply copying the block of memory

>containing the string directly into the NewType.

OK, I have to confess to not following 100%, but reading 16 bytes every time and getting "some extra crap" suggests you're reading outside of memory you're "allowed in"? Don't you get an Enforcer hit there?

See ya,

--

James.

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

1.443 Re: Strings and things

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>
Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia
Date: 8 Jan 2000 15:36:55 +1000
Subject: Re: Strings and things
Encoding: 8bit
X-UIDL: 05a6fa1b7ed284583df076eb32cb5094
On Fri, 07 Jan 2000 12:11:46 +0300 Sami Näätänen said:
<<Snipped some real neat assembler >>
Thanks Sami (& Rob, too) I just knew that there was a more efficient
way. That's just what I needed
Thanks again
--
Tony Rolfe
Amiga 2000, 68030/25, 1+8Mb
www.shoalhaven.net.au/edgewater
ICQ #51271965

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

1.444 Re: Strings and things

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>
Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia
Date: 8 Jan 2000 15:42:55 +1000
Subject: Re: Strings and things
Encoding: 7bit
X-UIDL: 7885139478370bf6a3b1604c5d379524
On Fri, 07 Jan 2000 15:23:02 -0500 Curt Esser said:
> Hi Tony
Hi, Curt
I always said that if you gave 10 programmers the same problem, you'd
get 11 solutions!
Thanks Curt (and Sami & Rob)
I'll have to do some testing when I get time and give the definitive
answer as to which is quickest.
I'm a bit worried about the fixed-length move in Curt's solution.

What happens if you are at the end of a newtype which has been AllocMem'ed? Could you get an enforcer hit? I'll have to test it.

Thanks again all

--

Tony Rolfe

Amiga 2000, 68030/25, 1+8Mb

www.shoalhaven.net.au/edgewater

ICQ #51271965

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1.445 Re: Strings and things

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Sat, 08 Jan 2000 07:45:07 +0100

X-SenderInfo: 1; homepage="<http://www.satanicdreams.com/>"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Re: Strings and things

X-UIDL: 01647a007eac2d8e709bc32cf33e42fa

--BOUNDARY.273762136.2

>> Any thoughts would be appreciated

>

> OK, here's mine ;)

>

> I have taken the direct approach, simply copying the block of memory

> containing the string directly into the NewType.

Jeezus!.. BASIC functions/statements are SLOOOOOOOOOOOOOOOW.....

Check out the attached test.

He asked for an efficient way to do it :)))))) hehe

> Later...

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>

#PROJECT INFO:# Minimum Safe Distance [55%] <http://msd.satanicdreams.com/>

["Bother" said POOH, releasing the hounds.]

--BOUNDARY.273762136.2

```
Content-Disposition: attachment; filename="FuncJumpTest.ASC"
#NUM_Loops = 10000
Dim Strings$(#NUM_Loops+1)
Statement TestOne{StringAdd$,Entry.w}
SHARED Strings$()
Strings$(Entry)=StringAdd$
End Statement
Forbid_
ResetTimer
For a.l=0 To #NUM_Loops
TestOne{"Test",a}
Next
a1.l=Ticks
ResetTimer
For a.l=0 To #NUM_Loops
StringAdd$ = "Test"
Entry.w = a
JSR TestTwo
Next
a2.l=Ticks
Permit_
NPrint #NUM_Loops," loops with statement took: ",a1.l," ticks."
NPrint #NUM_Loops," loops with jsr took: ",a2.l," ticks."
MouseWait
End
TestTwo:
Strings$(Entry)=StringAdd$
RTS
--BOUNDARY.273762136.2
```

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--BOUNDARY.273762136.2--

1.446 Re: Strings and things

From: Rob Hutchinson <rob@satanicdreams.com>
Date: Sat, 08 Jan 2000 08:33:22 +0100
X-SenderInfo: 1; homepage="<http://www.satanicdreams.com/>"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Re: Strings and things

X-UIDL: 45fda0cd28871b3d1c69d983ba5a780c

--BOUNDARY.271794688.2

Hello Tony

> I always said that if you gave 10 programmers the same problem, you'd
> get 11 solutions!

> Thanks Curt (and Sami & Rob)

No problems.

> I'll have to do some testing when I get time and give the definitive
> answer as to which is quickest.

Well,... Not to be too biased :)))... Sami`s would have undoubtably been
the fastest, had it worked.. Which it didn`t.. :(Curt`s, was a little faster
before I added the Len() to fix the problems it had.. But only
a few ticks, nothing much.. Curt`s routine`s fatal-flaw is it uses stats and
funcs, which really suck when it comes to speed. Though it is definately
the easiest to use.

See attached speed test for results.

> I'm a bit worried about the fixed-length move in Curt's solution.

Well, thats gone. Now pokes the length of the string plus 1 for
the null character..

> Thanks again all

No probs.

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>

#PROJECT INFO:# Minimum Safe Distance [55%] <http://msd.satanicdreams.com/>

[Steers don't grow up to be cow boys.]

--BOUNDARY.271794688.2

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

;

; Test.

; Fixed Curt's example functions and now using array.

;

;

; Startup stuff

;


```
#MaxLength = 15
#NUM_Loops = 10000
NEWTTYPE .thing
a.l ; 4 bytes
b.l ; 4 bytes
c.b[#MaxLength+1] ;
End NEWTYPE
Dim testdata.thing(25)
;
; Curts functions FIXED! :)
;
Statement storestring{strng$,arrayindex.w}
SHARED testdata()
CopyMem_ &strng$,&testdata(arrayindex)+8,Len(strng$)+1
End Statement
Function.s pullstring{arrayindex.w}
SHARED testdata()
Function Return Peek$(&testdata(arrayindex)+8)
End Function
Work1$ = "Up to 15 chars"
Work2$ = "Yup, upto 15 c"
Forbid_
TimerReset
For a.l=0 To #NUM_Loops
storestring{Work1$,1}
c$=pullstring{1}
Next
a1.l=Ticks
TimerReset
For a.l=0 To #NUM_Loops
arrayindex.w=1
Poke.s &testdata(arrayindex)+8,Work2$
r$=Peek.s(&testdata(arrayindex)+8)
Next
a2.l=Ticks
Permit_
NPrint #NUM_Loops," took ",a1.l," ticks with Curt's routine."
NPrint #NUM_Loops," took ",a2.l," ticks with Rob's routine."
NPrint "Work1$="+Chr$(34),c$,Chr$(34)
```

NPrint "Work2\$="+Chr\$(34),r\$,Chr\$(34)

MouseWait

End

--BOUNDARY.271794688.2

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--BOUNDARY.271794688.2--

1.447 Re: Strings and things

From: Curt Esser <camge@amigaonline.net>

Date: Sat, 08 Jan 2000 07:15:32 -0500

Subject: Re: Strings and things

X-UIDL: 7116a12c84d8114692cd629c62754ee1

Hi James

On 02-Sep-92, James L Boyd wrote:

> On 08-Jan-00, Curt Esser wrote:

>

>> I have taken the direct approach, simply copying the block of memory
>> containing the string directly into the NewType.

>

> OK, I have to confess to not following 100%, but reading 16 bytes every
> time and getting "some extra crap" suggests you're reading outside of
> memory you're "allowed in"? Don't you get an Enforcer hit there?

Well, it doesn't here - although I meant to Maxlen the string first, and
forgot to...

Maybe it is because I am not actually reading the memory - just copying it
into my newtype...

Later...

--

Yours electronically,

Curt Esser

camge@amigaonline.net

http://members.xoom.com/Curt_Esser/

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1.448 Re: Strings and things

From: Curt Esser <camge@amigaonline.net>

Date: Sat, 08 Jan 2000 08:09:44 -0500

Subject: Re: Strings and things

X-UIDL: 3e2737cbbca2a1655dd88e285f6d6e47

--BOUNDARY.1749913920.1

Hi Rob

On 08-Jan-00, Rob Hutchinson wrote:

>

>> I'll have to do some testing when I get time and give the definitive

>> answer as to which is quickest.

>

> Well,... Not to be too biased :)))... Sami`s would have undoubtedly been

> the fastest, had it worked.. Which it didn`t..

It wouldn't compile here either...

> :(Curt's, was a little

> faster before I added the Len() to fix the problems it had..

err, what problem? I did forget to Maxlen the work string, but still

copying the extra memory didn't cause any problems here...

Rob is right, though. It's probably not a good idea to do it without

MaxLen'ing the string.

Anyway, I've fixed it the right way in the attachment, by Maxlen'ing the

work string so you can be sure you aren't copying any memory that you don't

own.

> But only a

> few ticks, nothing much.. Curt's routine's fatal-flaw is it uses stats and

> funcs, which really suck when it comes to speed. Though it is definately

> the easiest to use.

Yeah, this is correct. I only did it that way for ease of use. I'd

actually do it differently in my own program.

>

> See attached speed test for results.

See the attached fair test ;) - I've used inline code for both routines.

I think you'll find mine is faster if you leave it as written ;)

If you are still worried about copying the extra bytes, consider this:

} The string is now Maxlen'd, so you always own those 16 bytes

} The NewType always contains 16 bytes for the string, so no memory is

wasted

} The string is read back only up to the "end-of-string" character, so it makes no difference what the rest of the bytes are - they are ignored.

If you are still worried about it, use the line in my code that I commented out, which does only copy the actual string length.

And comment out the line with the length fixed at 16.

You'll then find that both run at the same speed, since they are now doing the same exact thing...

>> I'm a bit worried about the fixed-length move in Curt's solution.

See above...

Later...

--

Yours electronically,

Curt Esser

camge@amigaonline.net

http://members.xoom.com/Curt_Esser/

--BOUNDARY.1749913920.1

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

;

; Test.

;

; Startup stuff

;

#MaxLength = 15

#NUM_Loops = 10000

NEWTYPED .thing

a.1 ; 4 bytes

b.1 ; 4 bytes

c.b[#MaxLength+1] ;

End NEWTYPE

Dim testdata.thing(25)

MaxLen Work1\$=#MaxLength

MaxLen Work2\$=#MaxLength

Work1\$ = "Up to 15 chars"

Work2\$ = "Yup, upto 15 c"

arrayindex.w=1

Forbid_

TimerReset

For a.1=0 To #NUM_Loops

CopyMem_ &Work1\$,&testdata(arrayindex)+8,16

```
;CopyMem_ &Work1$,&testdata(arrayindex)+8,Len(Work1$)+1
c$=Peek$(&testdata(arrayindex)+8)
Next
a1.l=Ticks
TimerReset
For a.l=0 To #NUM_Loops
Poke.s &testdata(arrayindex)+8,Work2$
r$=Peek.s(&testdata(arrayindex)+8)
Next
a2.l=Ticks
Permit_
NPrint #NUM_Loops," took ",a1.l," ticks with Curt's routine."
NPrint #NUM_Loops," took ",a2.l," ticks with Rob's routine."
NPrint "Work1$="+Chr$(34),c$,Chr$(34)
NPrint "Work2$="+Chr$(34),r$,Chr$(34)
MouseWait
End
--BOUNDARY.1749913920.1
```

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--BOUNDARY.1749913920.1--

1.449 Re: Strings and things

From: Curt Esser <camge@amigaonline.net>
Date: Sat, 08 Jan 2000 08:22:50 -0500
Subject: Re: Strings and things
X-UIDL: 016d91c2010f34035bbcd024741a0996

Hi amorel

On 07-Jan-00, amorel wrote:

> On 07-Jan-00, Curt Esser wrote:

>

> C=OK, here's mine ;)

>

> C=I have taken the direct approach, simply copying the block of memory

> C=containing the string directly into the NewType.

>

> Hm, I somehow find this dangerous programming =) Or am I wrong?

Yes, you are wrong. This is a perfectly valid OS function, not a hack.

And copying memory into the NewType is exactly the same thing that is done when you have something like:

```
datastuff\variable=22
```

Just because something uses pointers, or peeks and pokes, does not mean that it is bad programming.

Don't you know that the normal Blitz commands are peeking and poking all over the place?

>

Later...

--

Yours electronically,

Curt Esser

camge@amigaonline.net

http://members.xoom.com/Curt_Esser/

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1.450 Re: Strings and things

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Wed, 02 Sep 1992 14:40:46 +0500

Subject: Re: Strings and things

X-UIDL: 07d0f5dfdde7f07944553a7d233bb346

On 08-Jan-00, Curt Esser wrote:

I just thought, but I'm not sure if it's relevant here - the length of a string is held in a long at (the string's address - 4) - maybe this is of use in the copymem thing? So the length would be

Peek.l (&a\$-4) - can't remember what type it was though...

See ya,

--

James.

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1.451 Re: Strings and things

From: "C. Dimitrakakis" <olethros@geocities.com>

Date: Sat, 08 Jan 2000 21:04:30 +0200

Subject: Re: Strings and things

X-UIDL: 7b20127a04517e7ba9a61f1d5fd1bc16

James

On 02-Sep-92, James L Boyd wrote:

> On 08-Jan-00, Curt Esser wrote:

>

> I just thought, but I'm not sure if it's relevant here - the length of a

> string is held in a long at (the string's address - 4) - maybe this is of

> use in the copymem thing? So the length would be Peek.l (&a\$-4) - can't

> remember what type it was though...

I think that this is there for backward compatibility with BCPL(or whatever it was called) strings as used in /some/ C= libs.

Regards

--

Christos Dimitrakakis

olethros@geocities.com

<http://members.xoom.com/cdimita>

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1.452 Re: Strings and things

From: "C. Dimitrakakis" <olethros@geocities.com>

Date: Sat, 08 Jan 2000 21:06:37 +0200

Subject: Re: Strings and things

X-UIDL: a27c3341fdf599da9447f81d8c51ddc4

Oh, and strings , as used in stdxxx C libraries and most amiga shared libraries, are null-terminated and have no length indication.

(perhaps the date format should be a null-terminated string, so we could have unlimited year number storage:))

--

Christos Dimitrakakis

olethros@geocities.com

<http://members.xoom.com/cdimita>

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1.453 Re: Strings and things

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sun, 10 Dec 2000 14:11:56 +0500

Subject: Re: Strings and things

X-UIDL: 6fcb297ac9d9665e300870ad30cee245

--BOUNDARY.8379.2812.614632.2

On 09-Jan-00, C. Dimitrakakis wrote:

>> I just thought, but I'm not sure if it's relevant here - the length of a
>> string is held in a long at (the string's address - 4) - maybe this is of
>> use in the copymem thing? So the length would be Peek.l (&a\$-4) - can't
>> remember what type it was though...

>I think that this is there for backward compatibility with BCPL(or whatever
>it was called) strings as used in /some/ C= libs.

Possibly; or are you confusing this with the BCPL pointer conversion process?

>From the Guru Book (see attached) :

See ya,

--

James.

--BOUNDARY.8379.2812.614632.2

Content-Description: BCPL to C and Back

In order to convert a BCPL pointer to a C pointer, the former must be multiplied by 4 or shifted by two bit positions to the left.

To convert a C pointer to a BCPL pointer, the former must be divided by 4 or shifted by two bit positions to the right.

Not every C pointer can be represented by a corresponding BCPL pointer

--BOUNDARY.8379.2812.614632.2

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--BOUNDARY.8379.2812.614632.2--

1.454 Re: Strings and things

From: "C. Dimitrakakis" <olethros@geocities.com>

Date: Sun, 09 Jan 2000 12:43:02 +0200

Subject: Re: Strings and things

X-UIDL: 3a258d9622e3e0c7822f0a92fcf753f7

On 10-Dec-00, James L Boyd wrote:

> On 09-Jan-00, C. Dimitrakakis wrote:

>

> Possibly; or are you confusing this with the BCPL pointer conversion

> process?

No, I am talking about BCPL strings:) they have a byte (not a long) that describes their length. Still, a long is backwards compatible as long as the data stored to it is ≥ 255 :)

Regards

--

Christos Dimitrakakis

olethros@geocities.com

<http://members.xoom.com/cdimita>

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1.455 Re: Strings and things

From: amorel <amorel@xs4all.nl>

Date: Sat, 08 Jan 2000 12:49:10 GMT+5DST

Subject: Re: Strings and things

X-UIDL: 4ce7d8fba710f086fa0f785816696886

On 08-Jan-00, Rob Hutchinson wrote:

C=a few ticks, nothing much.. Curt's routine's fatal-flaw is it uses stats and C=funcs, which really suck when it comes to speed. Though it is definately C=the easiest to use.

Statements and functions are slow? Then how is it that people on this very list advice when optimising to get a loop as small as possible and put everything in statement, functions and subroutines?

Should I just add everything in the main loop?

--

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<http://www.xs4all.nl/~amorel> \ \ Good old C=64 and an attitude!

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<http://www.xs4all.nl/~amorel/wendy.html> \ \ /productions,demos,programs...

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1.456 Re: Strings and things

From: "C. Dimitrakakis" <olethros@geocities.com>

Date: Sun, 09 Jan 2000 15:19:53 +0200

Subject: Re: Strings and things

X-UIDL: 12273832051f9bcf0c9313f7b3eb3259

On 08-Jan-00, amorel wrote:

> On 08-Jan-00, Rob Hutchinson wrote:

> Statements and functions are slow? Then how is it that people on this very

> list advice when optimising to get a loop as small as possible and put

> everything in statement, functions and subroutines?

>

Statements and functions push/pop registers to/from the stack, thus->speed loss.

IT also means extra stack usage.

Thus, when doing a routine, try NOT to use a recursive algorithm! Do it some other way - it can be MANY times faster!

Small functions suck. Best to implement these using MACROS! (called inline functions in C[++]

What is a small function? Hm, a function whose calling overhead is more than 1% of the actual function overhead :) (looping included)

In order to use small functions so as to reduce memory usage, you are advised to use gosubs. However, you have to know how to program using gosubs properly!

Regards

--

Christos Dimitrakakis

olethros@geocities.com

<http://members.xoom.com/cdimita>

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1.457 Re: Strings and things

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Sun, 09 Jan 2000 15:39:58 +0100

X-SenderInfo: 1; homepage="http://www.satanicdreams.com/"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Re: Strings and things

X-UIDL: db0310ae8040d3d4ac069a8f57cfc601

Hello amorel

> On 08-Jan-00, Rob Hutchinson wrote:

>

> C=a few ticks, nothing much.. Curt's routine's fatal-flaw is it uses stats

> and C=funcs, which really suck when it comes to speed. Though it is

> definately C=the easiest to use.

>

> Statements and functions are slow? Then how is it that people on this very

Yes. Statements and Functions are SLOW...

However, this is only in comparison to a Gosub/Return..

Did you not see the example I sent to the list,..

> list advice when optimising to get a loop as small as possible and put

> everything in statement, functions and subroutines?

Ahh.. Subroutines, Statements and Functions are completely different things.

Also, a small loop is not necessarily a fast loop :), At least not in

BASIC..

A function/statement is about 5 or 6 TIMES slower than a Subroutine.

(By that I mean, the calling of..)

Which is actually do to with the local variables (as I read in one of Marks

examples somewhere).. The main slowdown is caused by zeroing-out

local variables.

> Should I just add everything in the main loop?

Depends what your writing...

If it`s a game, stay well away from Functions and Statements, and use

Gosubs instead.. If it`s a util, and its not some huge, nasty algorithm,

its not going to make a hell of a lot of difference.

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>

#PROJECT INFO:# Minimum Safe Distance [55%] <http://msd.satanicdreams.com/>

[Oxymoron: Proprietary standard.]

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1.458 Re: Strings and things

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sat, 09 Dec 2000 19:02:34 +0500

Subject: Re: Strings and things

X-UIDL: 053269aebfeb3046107c9350fa59b786

On 09-Jan-00, C. Dimitrakakis wrote:

>> Possibly; or are you confusing this with the BCPL pointer conversion

>> process?

>No, I am talking about BCPL strings:) they have a byte (not a long) that

>describes their length. Still, a long is backwards compatible as long as the

>data stored to it is >=255 :)

I guess I shouldn't argue with heavy math geniuses ;)

See ya,

--

James.

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1.459 Re: Strings and things

From: Curt Esser <camge@amigaonline.net>

Date: Mon, 10 Jan 2000 03:43:11 -0500

Subject: Re: Strings and things

X-UIDL: 6d2e5182cacfce880012f5d79a9081f2

Hi amorel

On 08-Jan-00, amorel wrote:

> Statements and functions are slow? Then how is it that people on this very

> list advice when optimising to get a loop as small as possible and put

> everything in statement, functions and subroutines?

>

> Should I just add everything in the main loop?

For greatest speed:

Avoid multiplies and divides as much as possible, especially in loops!

If a routine is only executed once, putting it right in the main loop is the fastest.

If the routine is used more than once, in different places in the main loop, make it a GOSUB - this is a little slower, but not very much.

And yes, functions and statements are much slower.

But they are much easier to use to transfer routines to another program, because you don't need to worry about conflicts with variable names.

That is why you see routines posted on the list as functions so often.

And in many cases where speed is not critical, you will never notice any difference.

But by all means try to avoid calling a function from inside a loop!

(I don't mean the main loop, rather one of those "For i = 0 to 100" kind)

Later...

--

Yours electronically,

Curt Esser

camge@amigaonline.net

http://members.xoom.com/Curt_Esser/

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1.460 Re: Strings and things

From: amorel <amorel@xs4all.nl>

Date: Mon, 10 Jan 2000 05:44:49 GMT+5DST

Subject: Re: Strings and things

X-UIDL: bd74556f88ce7c888d71d7fe250caee

On 09-Jan-00, C. Dimitrakakis wrote:

C=IT also means extra stack usage.

C=Thus, when doing a routine, try NOT to use a recursive algorithm! Do it some

C=other way - it can be MANY times faster!

But as I said, I guess for apps like that player of mine speed's not that much of an issue.

C=Small functions suck. Best to implement these using MACROS! (called inline

C=functions in C[++])

Somehow I hate macros, something to do when I was forced to learn quattropro at uni.

C=In order to use small functions so as to reduce memory usage, you are

C=advised to use gosubs. However, you have to know how to program using gosubs

C=properly!

ofcourse I know how to program. But well, statements and functions make the code much more readable. I'd get lost soon without them. But I'm not afraid of

gotos and gosubs, often they r way easier(and faster I guess) to implement then a whole shit load of while/repeat and/or if stuff. I guess cases are also slower, but they also add a lot to readabillity(sp?)

Regards

--

-*AMOREL*- musician/programmer \ \ Amiga 1200T/PPC/040/32/6g more shit

<http://www.xs4all.nl/~amorel> \ \ Good old C=64 and an attitude!

Will program/compose for food \ \ /Half a decent studio

Himmel Arsch und Zwirn! \ \ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html>\ \ /productions,demos,programs...

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1.461 Re: Strings and things

From: amorel <amorel@xs4all.nl>

Date: Mon, 10 Jan 2000 05:38:10 GMT+5DST

Subject: Re: Strings and things

X-UIDL: 5020b3ed3bd767b255810364e857a415

On 09-Jan-00, Rob Hutchinson wrote:

C=Yes. Statements and Functions are SLOW...

C=However, this is only in comparison to a Gosub/Return..

I see.

C=A function/statement is about 5 or 6 TIMES slower than a Subroutine.

C=(By that I mean, the calling of..)

C=Which is actually do to with the local variables (as I read in one of Marks

C=examples somewhere).. The main slowdown is caused by zeroing-out

C=local variables.

Funny thing is I hardly use global variables, I'm too lazy for that ;-)

C=Depends what your writing...

C=If it`s a game, stay well away from Functions and Statements, and use

C=Gosubs instead.. If it`s a util, and its not some huge, nasty algorithm,

C=its not going to make a hell of a lot of difference.

Good to know, so I can put all the statements into subroutines, before it`s

too late. That`s for the game I attempt. My player has loads of statements and

some subroutines too. But speed`s not an issue there. Reason i used

subroutines too though, is that they work nicer with (list)arrays etc.

Regards

--

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1.462 Re: Strings and things

From: amorel <amorel@xs4all.nl>

Date: Mon, 10 Jan 2000 06:08:40 GMT+5DST

Subject: Re: Strings and things

X-UIDL: e4caeba43e6d5efb53a3a2db711f1177

On 08-Jan-00, Curt Esser wrote:

C=And copying memory into the NewType is exactly the same thing that is done

C=when you have something like:

C=datastuff\variable=22

Ack, too complicated for me ;-)

C=Just because something uses pointers, or peeks and pokes, does not mean that

C=it is bad programming.

I wouldn't say that, but I have not yet been convinced about the necessity of pointers and why they are better in cases. Just the same thing as the OO debate.

C=Don't you know that the normal Blitz commands are peeking and poking all

C=over the place?

Yuck, I don't wanna know ;-D

Regards

--

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1.463 Re: Strings and things

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Mon, 10 Jan 2000 21:02:53 +0300

Subject: Re: Strings and things

Encoding: 8bit

X-UIDL: 4e4b2d0a4dd6bfa79ff8d6563c6a2778

On 10-Jan-00, Curt Esser wrote.

> Hi amorel

>

> On 08-Jan-00, amorel wrote:

>

>> Statements and functions are slow? Then how is it that people on this

>> very list advice when optimising to get a loop as small as possible and

>> put everything in statement, functions and subroutines?

>>

>> Should I just add everything in the main loop?

>

> For greatest speed:

>

> Avoid multiplies and divides as much as possible, especially in loops!

>

> If a routine is only executed once, putting it right in the main loop is

> the fastest.

>

> If the routine is used more than once, in different places in the main

> loop, make it a GOSUB - this is a little slower, but not very much.

>

> And yes, functions and statements are much slower.

> But they are much easier to use to transfer routines to another program,

> because you don't need to worry about conflicts with variable names.

> That is why you see routines posted on the list as functions so often.

>

> And in many cases where speed is not critical, you will never notice any

> difference.

>

> But by all means try to avoid calling a function from inside a loop!

>

> (I don't mean the main loop, rather one of those "For i = 0 to 100" kind)

Except if the function/statement is in asm (only registers are saved and thus is faster than using those getreg etc)

--

Sami Näätänen

E-Mail: sami.naatanen@dlc.fi

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

1.464 Re: Strings and things

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Mon, 10 Jan 2000 21:12:16 +0300

Subject: Re: Strings and things

Encoding: 8bit

X-UIDL: 63fa6e73a3ee0aec2ffd0274610a0be2

On 08-Jan-00, amorel wrote.

> Statements and functions are slow? Then how is it that people on this very

> list advice when optimising to get a loop as small as possible and put

> everything in statement, functions and subroutines?

>

> Should I just add everything in the main loop?

>

well if you would really want to make fastest code you woudn't loop at all!

;)

But in general there are two kind of code optimizations size and speed

and these can not exist in same optimization after certain point.

So making copy of 10000 longwords would be fastest if no looping would have used. (in reality it's just pure waste of memory)

so instead of this:

```
lea addy1,a0
```

```
lea addy2,a1
```

```
move.w #10000,d0
```

```
loop: move.l (a0)+,(a1)+
```

```
subq.w d0
```

```
cmp.w #0,d0
```

```
bne loop
```

you can use this optimized:

```
lea addy1,a0
```

```
lea addy2,a1
move.w #9999,d0
loop: move.l (a0)+,(a1)+
dbra d0,loop
```

as you can see it's even sorter and much faster

BUT IF YOU USE THIS:

IT WILL BE A LOT FASTER. (will take about one tenth of the above code)

```
lea addy1,a0
lea addy2,a1
move.w #999,d0
loop: move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
dbra d0,loop
```

And the reason is very clear this optimization will remove 9000 TOTALLY UNNECESSARY jump instructions! So real speed improve will almost allways add the sizeof the required code.

But this kind of optimization will lead most people to false leads!

Because the most likely improvment comes from the used alcorhythm.

After alcoryhtm is nearly perfect for the job you want it to do,

you should consider the need of codelevel optimizations.

So first use functions and find the best alcorythm, and after program is working you can start to make those codelevel optimizations like inlining those functions etc.

--

Sami Näätänen

E-Mail: sami.naatanen@dlc.fi

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1.465 Re: Strings and things

From: amorel <amorel@xs4all.nl>

Date: Mon, 10 Jan 2000 13:11:28 GMT+5DST

Subject: Re: Strings and things

X-UIDL: 13d60190bed16e6c831facd4cf839e4c

On 10-Jan-00, Curt Esser wrote:

C=Avoid multiplies and divides as much as possible, especially in loops!

I do that often anyway, I don't really like the commas coming often out of divides and the unnamable but one of the worst errors in programming ;-) Price for the first who guesses what I mean. Multiplies can be sort of easily changed into additions. But I wonder why a multiply is so slow then.

C=If a routine is only executed once, putting it right in the main loop is the C=fastest.

Hm, but then it'll be executed everytime u arrive at it, or u gotta put it in an IF statement. But if its only once than what's the point, or do you mesan once evry cycle?

C=If the routine is used more than once, in different places in the main loop, C=make it a GOSUB - this is a little slower, but not very much.

I guess you meant once every cycle then.

C=But by all means try to avoid calling a function from inside a loop!

C=(I don't mean the main loop, rather one of those "For i = 0 to 100" kind)

I see

Regards

--

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1.466 Re: Strings and things

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>
Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia
Date: 11 Jan 2000 15:29:33 +1000
Subject: Re: Strings and things
Encoding: 7bit
X-UIDL: fae8fb3f303d6c51a260df0bfe68dfc8

I've been off line for a couple of days and have just got up to date with all these e-mails. Boy, did I start a thread!

Thanks to all for the advice. More questions though.

You all mentioned MAXLEN for a string. It doesn't seem to do anything useful.

```
String1$ = "Something"
```

```
MaxLen String1$=5
```

```
NPrint String1$ ; This prints a null string
```

```
MaxLen String1$=5
```

```
String1$ = "More than 5 Characters"
```

```
Nprint String1$ ; This prints the whole thing ("More than 5 Characters")
```

So I'm not sure what the MaxLen is supposed to achieve here.

I've tried changing Rob's routine to use

```
Poke.s &testdata%c[0],Left$(Work1$,#MaxLength)
```

(I changed the DIM testdata to a deftype)

and it only added 3 ticks to 10000 loops so I guess that's the way

I'll go.

Thanks to everyone for their help and advice.

BTW, Sami. I got the dreaded garbage at end of line on

```
ok SUBQ.w #1,d0
```

I tried removing the .w and changing it to SUBI but neither worked.

Cheers

--

Tony Rolfe

Amiga 2000, 68030/25, 1+8Mb

www.shoalhaven.net.au/edgewater

ICQ #51271965

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1.467 Re: Strings and things

From: Curt Esser <camge@amigaonline.net>

Date: Tue, 11 Jan 2000 06:55:58 -0500

Subject: Re: Strings and things

X-UIDL: 0901c8cd69e249cb8f755dbf83549b03

Hi Tony

On 11-Jan-00, Tony Rolfe wrote:

> I've been off line for a couple of days and have just got up to date

> with all these e-mails. Boy, did I start a thread!

>

> Thanks to all for the advice. More questions though.

>

> You all mentioned MAXLEN for a string. It doesn't seem to do

> anything useful.

>

> So I'm not sure what the MaxLen is supposed to achieve here.

Well, it is SUPPOSED to fix the string length at MAXLEN characters - but

you're right, it doesn't seem to work. That's what I get for reading the

manual - I should have known better...

> BTW, Sami. I got the dreaded garbage at end of line on

>

> ok SUBQ.w #1,d0

>

> I tried removing the .w and changing it to SUBI but neither worked.

Same thing happened here.

Later...

--

Yours electronically,

Curt Esser

camge@amigaonline.net

http://members.xoom.com/Curt_Esser/

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1.468 Re: Strings and things

From: Curt Esser <camge@amigaonline.net>

Date: Tue, 11 Jan 2000 07:12:04 -0500

Subject: Re: Strings and things

X-UIDL: 7c9ad4fe89e40c1725e67584384b991b

Hi amorel

On 10-Jan-00, amorel wrote:

> On 09-Jan-00, C. Dimitrakakis wrote:

>

> C=In order to use small functions so as to reduce memory usage, you are
> C=advised to use gosubs. However, you have to know how to program using
> gosubs C=properly!

>

> ofcourse I know how to program. But well, statements and functions make
> the code much more readable. I'd get lost soon without them. But I'm not
> afraid of gotos and gosubs, often they r way easier(and faster I guess) to
> implement then a whole shit load of while/repeat and/or if stuff. I guess
> cases are also slower, but they also add a lot to readabillity(sp?)

Yes, it's always a trade-off. What is most important to you, and exactly
what is the program doing?

You can't get ultimate readability, speed, program size, memory usage,
flexibility, etc, all at once.

And for something like your mod player, which spends most of it's time
simply waiting for the user's input, the speed issue is meaningless.

But it's a different story if the program is trying to sort through 10,000
strings or something like that...

Later...

--

Yours electronically,

Curt Esser

camge@amigaonline.net

http://members.xoom.com/Curt_Esser/

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1.469 Re: Strings and things

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Tue, 11 Jan 2000 13:51:08 -0000

Subject: Re: Strings and things

Encoding: 8bit

X-UIDL: 7ec72df91ce4625e26e24fd4f94210ef

Hi Curt

> Well, it is SUPPOSED to fix the string length at MAXLEN characters -
> but you're right, it doesn't seem to work. That's what I get for
> reading the manual - I should have known better...

What it does is allocate some memory to store the string into before
it gets used. Obviously what happens is that Blitz strings are
allocated no space initially, and if you use certain commands which
store a string straight into the string you need to have the memory
allocated first. It says in the online help that you only need to use
it for FileRequest\$.

Another thing people do to achieve the same effect is

```
a$=String$(20,"-")
```

which could be used to create 20 characters storage space in the
string.

>> BTW, Sami. I got the dreaded garbage at end of line on

>>

>> ok SUBQ.w #1,d0

>>

>> I tried removing the .w and changing it to SUBI but neither worked.

>

> Same thing happened here.

Probably need to do this:

```
ok: SUBQ.w #1,d0
```

--

) ^ V] [] |) | © | |] [| | | | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

This is your father's lightsaber. When you absolutely, positively, have to
kill every motherfuckin' stormtrooper in the room... accept no substitutes.

- Samuel L. Jackson, Jedi

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1.470 Re: Strings and things

Sender: y0014694@rzcomm4.rz.tu-bs.de
Date: Tue, 11 Jan 2000 15:49:31 +0100
From: Roger Light <rogerlight@mindless.com>
Subject: Re: Strings and things
Encoding: 7bit
X-UIDL: 7b8331973f6fe801097f4e75ff30583d

Evan Tuer wrote:

> Hi Dave, you appear to know an unfeasible amount about blitz
> memory handling, so I have a question for you.

Dave knows unfeasibly lots about Blitz in general I think!

Roger

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1.471 Re: Strings and things

From: "Evan Tuer" <et@enterprise.net>
Date: Tue, 11 Jan 2000 16:41:24 +0200
encoding: 7BIT
Subject: Re: Strings and things
X-UIDL: 3957828b260b97e6aef60e3c69e7011d

On 11 Jan 00, at 13:51, David McMinn wrote:

> Hi Curt

>

>> Well, it is SUPPOSED to fix the string length at MAXLEN characters -

>> but you're right, it doesn't seem to work. That's what I get for

>> reading the manual - I should have known better...

>

> What it does is allocate some memory to store the string into before

> it gets used. Obviously what happens is that Blitz strings are

> allocated no space initially, and if you use certain commands which

> store a string straight into the string you need to have the memory

> allocated first. It says in the online help that you only need to use

> it for FileRequest\$.

Hi Dave, you appear to know an unfeasible amount about blitz
memory handling, so I have a question for you.

My invoice had a massive big NewType with other newtypes, strings and arrays inside, to store all the data. No big problem, but it takes a lot of code to read in and write out the data to the file, and it's all in ascii as well. Is there some way to divine the amount of memory a newtype takes, and write it out in one go? Come to think of it, the bits of data are probably all in different places, so it would need a function to follow the pointers back and reclaim them all, has anyone done that already? It would be a really cool function.

Cheers. By the way, how are the 'borgs?

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1.472 Re: Strings and things

From: "Evan Tuer" <et@enterprise.net>

Date: Tue, 11 Jan 2000 17:11:26 +0200

encoding: 7BIT

Subject: Re: Strings and things

X-UIDL: 9f6bc9565efb6f25013dbe55c68fa42b

On 11 Jan 00, at 15:49, Roger Light wrote:

> Evan Tuer wrote:

>

>> Hi Dave, you appear to know an unfeasible amount about blitz

>> memory handling, so I have a question for you.

>

> Dave knows unfeasibly lots about Blitz in general I think!

Well he is a PHD of Blitz (I'm only a Beng flukey git of Blitz), what do you expect.

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1.473 Re: Strings and things

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Tue, 11 Jan 2000 15:51:57 -0000

Subject: Re: Strings and things

Encoding: 8bit

X-UIDL: 58669dfbadc7a889488e2646cf1d4ff3

Hi Evan

> Hi Dave, you appear to know an unfeasible amount about blitz
> memory handling, so I have a question for you.

Nah, got that from the online help :)

> My invoice had a massive big NewType with other newtypes,
> strings and arrays inside, to store all the data. No big problem, but
> it takes a lot of code to read in and write out the data to the file,
> and it's all in ascii as well. Is there some way to divine the amount
> of memory a newtype takes, and write it out in one go? Come to think

Well, you can use `sizeof.newtype` to get the size of the newtype, and that will include everything inside except for the strings and any pointers (well, it will include them, but not the data they point to, and `WriteMem`'ing a newtype won't save as ASCII).....

> of it, the bits of data are probably all in different places, so it
> would need a function to follow the pointers back and reclaim them
> all, has anyone done that already? It would be a really cool
> function.

...and so you have a similar problem to Tony. Trouble is, there is no way of telling, for example, a long from a pointer. So you'd have to use a routine for loading and saving that was tailored to that specific newtype. Someone else will probably have a better answer than that.

> Cheers. By the way, how are the 'borgs?

Good, there's now a hacky 4 legged version of your robot all I need is the brain for it.

--

l) ^ V][l) |V | © |V |[|N |N | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

Some people are only alive because it is illegal to shoot them.

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1.474 Re: Strings and things

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Tue, 11 Jan 2000 23:00:15 +0300

Subject: Re: Strings and things

Encoding: 8bit

X-UIDL: 32160f946115e96b1443264a9d4cad27

On 11-Jan-00, Tony Rolfe wrote.

> BTW, Sami. I got the dreaded garbage at end of line on

>

> ok SUBQ.w #1,d0

>

> I tried removing the .w and changing it to SUBI but neither worked.

Well perfectly valid 68000 command, so have to be blitz error.

(Worked in my blitz though) but you can use next one instead.

dc.w \$5340 ; subq.w #1,d0

--

Sami Näätänen

EMail: sami.naatanen@dlc.fi

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1.475 Re: Strings and things

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 12 Jan 2000 16:59:56 +1000

Subject: Re: Strings and things

Encoding: 7bit

X-UIDL: b8ecd2218a4fe6fb758750b8cbf06a45

On Tue, 11 Jan 2000 16:41:24 +0200 Evan Tuer said:

>

> My invoice had a massive big NewType with other newtypes,
> strings and arrays inside, to store all the data. No big problem, but
> it takes a lot of code to read in and write out the data to the file,
> and it's all in ascii as well. Is there some way to divine the amount
> of memory a newtype takes, and write it out in one go? Come to
> think of it, the bits of data are probably all in different places, so it

> would need a function to follow the pointers back and reclaim them
> all, has anyone done that already? It would be a really cool
> function.

That's pretty well what I'm working on. What you have to do is
define all your strings (in the newtypes) as `String1.b` followed
immediately by `Pad1.b[n]` where 'n' is the maximum length of the
string. then you can use

```
poke.s &thing\String1,Left$(AString$,n)
```

to copy a string into the newtype and

```
AnotherString$ = peek$(&thing\String)
```

to extract it back to a string. You need one more byte than the
string length to hold the terminating \$00 byte.

You can compare a real string with a newtype string (or two newtype
strings) using (Guess who...) David's `AsmStrCmp` routines.

Give me a yell offline if you need more help.

Cheers

--

Tony Rolfe

Amiga 2000, 68030/25, 1+8Mb

www.shoalhaven.net.au/edgewater

ICQ #51271965

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1.476 Re: Strings and things

From: amorel <amorel@xs4all.nl>

Date: Wed, 12 Jan 2000 04:57:55 GMT+5DST

Subject: Re: Strings and things

X-UIDL: ea4de368b80a32608acc012922ca37b0

On 11-Jan-00, David McMinn wrote:

C=Well, you can use `sizeof.newtype` to get the size of the newtype, and
C=that will include everything inside except for the strings and any
C=pointers (well, it will include them, but not the data they point to,
C=...and so you have a similar problem to Tony. Trouble is, there is no
C=way of telling, for example, a long from a pointer. So you'd have to
Ain't this an example of why pointers suck? Imho it is.

Regards

--

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<http://www.xs4all.nl/~amorel/wendy.html> \\ /productions,demos,programs...

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1.477 Re: Strings and things

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Wed, 12 Jan 2000 14:32:26 -0000

Subject: Re: Strings and things

Encoding: 8bit

X-UIDL: 1a02582d540104adbb40409937e8a9e8

Hi amorel

> C=...and so you have a similar problem to Tony. Trouble is, there is
> no C=way of telling, for example, a long from a pointer. So you'd have
> to

>

> Ain't this an exmample of why pointers suck? Imho it is.

No, its an example of not being able to tell the difference between
two different types of variables that have the same size and can be
used interchangeably.

You can't tell the difference between a word and a long using a piece
of code (well, OK, you can use sizeof in this case). It would need to
be hooked into the compiler, like sizeof is. Perhaps something like a
"Typeof" command returns what type of variable it is.

Normally you wouldn't need something like this, as you define your
variables, and so you know what they are. The problem was that Evan
was asking about a generic routine that would go through a newtype
and print all the stuff that was in it. If the routine was to be
truely generic, then it would have to have some way of finding out
how many fields were in the newtype (another thing you can't do) and
what the type of each of these were, as strings are not stored

directly in a newtype - they have a pointer to the actual string.

I'll admit that the way they are implemented in Blitz is worse than in C, but only for a couple of reasons. They still function perfectly well as pointers.

If you think pointers suck so badly why don't you go and design a computer system which doesn't rely on them?

--

l) ^ V][l) Ml © Ml][N N l dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

The more you complain, the longer God makes you live.

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1.478 Re: Strings and things

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 14 Jan 2000 06:41:10 +1000

Subject: Re: Strings and things

Encoding: 7bit

X-UIDL: b403b19e000f8154b075cae02e6704c8

On Wed, 12 Jan 2000 14:32:26 -0000 David McMinn said:

> Hi amorel

>

>> C=...and so you have a similar problem to Tony. Trouble is, there is

>> no C=way of telling, for example, a long from a pointer. So you'd have

>> to

>>

>> Ain't this an exmaple of why pointers suck? Imho it is.

>

> No, its an example of not being able to tell the difference between

> two different types of variables that have the same size and can be

> used interchangeably.

>

> You can't tell the difference between a word and a long using a piece

> of code (well, OK, you can use sizeof in this case). It would need to

> be hooked into the compiler, like sizeof is. Perhaps something like a

> "Typeof" command returns what type of variable it is.

>
> Normally you wouldn't need something like this, as you define your
> variables, and so you know what they are. The problem was that Evan
> was asking about a generic routine that would go through a newtype
> and print all the stuff that was in it. If the routine was to be
> truly generic, then it would have to have some way of finding out
> how many fields were in the newtype (another thing you can't do) and
> what the type of each of these were, as strings are not stored
> directly in a newtype - they have a pointer to the actual string.

>
Actually, David Newton's DLL routines have a way of doing this.
He creates a dummy version of the newtype, initialises all strings to
"" and all numerics to -1 and then the core routine can store the
string addresses for later clean-up.

I appear to have taken over support of DLL (since I'm the only user -
as far as Dave or I know), so if you want more info....

Cheers

--

Tony Rolfe

Amiga 2000, 68030/25, 1+8Mb

www.shoalhaven.net.au/edgewater

ICQ #51271965

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1.479 Re: Strings and things

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Fri, 14 Jan 2000 09:51:27 -0000

Subject: Re: Strings and things

Encoding: 8bit

X-UIDL: 7c7641d941d985508c96f167e7a02467

Hi Tony

> Actually, David Newton's DLL routines have a way of doing this.
>
> He creates a dummy version of the newtype, initialises all strings to
> "" and all numerics to -1 and then the core routine can store the

> string addresses for later clean-up.

Any restrictions to that?

If not, you'd still struggle (or wouldn't) be able to do the generic print routine, because you'd be required to know the positions and sizes of the numerics as well.

Suppose you could extend it and fill in each type of variable with a different number and then track them all.

--

l) ^ V] [l) M © M] [N N l dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

'Feel the Force, motherfucker' - Samuel L. Jackson, Jedi

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1.480 Re: Strings and things

From: "Vic E Babes" <zalda@home4968.freeserve.co.uk>

Subject: Re: Strings and things

Date: Fri, 14 Jan 2000 07:49:58 -0000

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: a8c75aaeb830f42079f5a276af9dae87

> I appear to have taken over support of DLL (since I'm the only user -
> as far as Dave or I know), so if you want more info....

>

That's because I simply haven't had time to mess with them, but I do consider that they will be invaluable - I still have an archive of them on my drive - I just haven't had time to look at them.

VIC E BABES

www.home4968.freeserve.co.uk

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1.481 Re: Strings and things

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

Date: Fri, 14 Jan 2000 19:33:39 +0000

Organization: Pagan Software

Subject: Re: Strings and things

X-UIDL: 65605b7acb45c14fbbc7dba478b50baf

I watched as Tony Rolfe hammered "Re: Strings and things" out on their keyboard...

> On Wed, 12 Jan 2000 14:32:26 -0000 David McMinn said:

>> Hi amorel

>>

>>> C=...and so you have a similar problem to Tony. Trouble is, there is

>>> no C=way of telling, for example, a long from a pointer. So you'd have

>>> to

>>>

>>> Ain't this an exmaple of why pointers suck? Imho it is.

>>

>> No, its an example of not being able to tell the difference between

>> two different types of variables that have the same size and can be

>> used interchangeably.

>>

>> You can't tell the difference between a word and a long using a piece

>> of code (well, OK, you can use sizeof in this case). It would need to

>> be hooked into the compiler, like sizeof is. Perhaps something like a

>> "Typeof" command returns what type of variable it is.

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>> Normally you wouldn't need something like this, as you define your

>> variables, and so you know what they are. The problem was that Evan

>> was asking about a generic routine that would go through a newtype

>> and print all the stuff that was in it. If the routine was to be

>> truly generic, then it would have to have some way of finding out

>> how many fields were in the newtype (another thing you can't do) and

>> what the type of each of these were, as strings are not stored

>> directly in a newtype - they have a pointer to the actual string.

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> Actually, David Newton's DLL routines have a way of doing this.

> He creates a dummy version of the newtype, initialises all strings to

> "" and all numerics to -1 and then the core routine can store the

> string addresses for later clean-up.

> I appear to have taken over support of DLL (since I'm the only user -

> as far as Dave or I know), so if you want more info....

Actually, I'm using it in a program...and very good it is too! But I didn't realise anyone had continued development of it...

--

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

<sb>Visit us at <http://www.pagan-games.com>

<sb>

<sb>SimpleFTP v1.85 - Now available!

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

<sb>

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

<sb>Team *AMIGA*

<sb>

<sb>Just because you're paranoid doesn't mean that they AREN'T after you.

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1.482 Re: Strings and things

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 15 Jan 2000 15:19:57 +1000

Subject: Re: Strings and things

Encoding: 7bit

X-UIDL: fce87eaba142c3fd8efb4de29b551cdd

On Fri, 14 Jan 2000 09:51:27 -0000 David McMinn said:

> Hi Tony

>

>> Actually, David Newton's DLL routines have a way of doing this.

>>

>> He creates a dummy version of the newtype, initialises all strings to

>> "" and all numerics to -1 and then the core routine can store the

>> string addresses for later clean-up.

>

> Any restrictions to that?

>

> If not, you'd still struggle (or wouldn't) be able to do the generic
> print routine, because you'd be required to know the positions and
> sizes of the numerics as well.

>

> Suppose you could extend it and fill in each type of variable with a
> different number and then track them all.

>

Yeah. All David needed to know was the string locations so he could
free the string's memory when he deleted a List element.

If you need to know the types then a different bit pattern for each
would work fine.

Cheers

--

Tony Rolfe

Amiga 2000, 68030/25, 1+8Mb

www.shoalhaven.net.au/edgewater

ICQ #51271965

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1.483 Re: Strings and things

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 15 Jan 2000 15:22:43 +1000

Subject: Re: Strings and things

Encoding: 7bit

X-UIDL: 32a8ec7862b24a830249b5250dde6263

On Fri, 14 Jan 2000 19:33:39 +0000 Rick Hodger said:

> I watched as Tony Rolfe hammered "Re: Strings and things" out on their
> keyboard...

> >>

> > Actually, David Newton's DLL routines have a way of doing this.

>

> > He creates a dummy version of the newtype, initialises all strings to

> > "" and all numerics to -1 and then the core routine can store the

> > string addresses for later clean-up.

>

>> I appear to have taken over support of DLL (since I'm the only user -
>> as far as Dave or I know), so if you want more info....

>

> Actually, I'm using it in a program...and very good it is too! But I didn't
> realise anyone had continued development of it...

I've made a few changes (Added a couple of routines and changed some
functions to statements - under conditional compile control).

I've not had any time to document the changes though. One day...

--

Tony Rolfe

Amiga 2000, 68030/25, 1+8Mb

www.shoalhaven.net.au/edgewater

ICQ #51271965

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1.484 syntaxerror in bb2mui?

From: Emil Oppeln Bronikowski <opi@supersonic.plukwa.net>

Date: Mon, 17 Jan 2000 06:49:21 +0100

Organization: TrogSoft [www.trogsoft.co.uk]

Subject: syntaxerror in bb2mui?

X-UIDL: 5abced9a188012f3c34971a5a5d1d354

Yello,

I just downloaded BB2MUI1.10, and when i try to compile example i get funny
error

```
MUINotifyApp #MUI_Window1,#MUIA_Window_CloseRequest,1,1
```

```
MUINotifyApp #MUI_BetterString,#MUIA_String_Acknowledge,#MUIV_EveryTime,2
```

```
MUIOpenWindow #MUI_Window1 <- this cause error!
```

and i won't compile! i have mui2.res resident... Rob?

zdroofka!

--

Emil Oppeln Bronikowski aka opi@hybrid&palimytraFke

magic, scene, ascii, ganja, anarchy, freedom, animal liberation

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1.485 Re: syntaxerror in bb2mui?

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

Date: Mon, 17 Jan 2000 09:46:15 +0000

Organization: Pagan Software

Subject: Re: syntaxerror in bb2mui?

X-UIDL: 78ca75f54a0332c21d7b584ee537fcf6

I watched as Emil OpeIn Bronikowski hammered "syntaxerror in bb2mui?" out on their keyboard...

> Yello,

> I just downloaded BB2MUI1.10, and when i try to compile example i get

> funny error

> MUINotifyApp #MUI_Window1,#MUIA_Window_CloseRequest,1,1

> MUINotifyApp

> #MUI_BetterString,#MUIA_String_Acknowledge,#MUIV_EveryTime,2

> MUIOpenWindow #MUI_Window1 <- this cause error!

> and i won't compile! i have mui2.res resident... Rob?

Rob changed some of the commands to more, um...what's the word? safer? stuff. MUIOpenWindow was changed to a function, and should return true or false as to whether it opened the window or now.

--

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

<sb>Visit us at <http://www.pagan-games.com>

<sb>

<sb>SimpleFTP v1.89 - Now available!

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

<sb>

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

<sb>Team *AMIGA*

<sb>

<sb>I cleaned up my act once, but I decided it was more fun when it was dirty.

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1.486 Re: syntaxerror in bb2mui?

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Mon, 17 Jan 2000 11:24:20 +0100

X-SenderInfo: 1; homepage="http://www.satanicdreams.com/"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Re: syntaxerror in bb2mui?

X-UIDL: 049116c3eebe911a0fd93725809d50d6

Hello Emil

> Yello,

>

> I just downloaded BB2MUI1.10, and when i try to compile example i get

> funny error

>

> MUINotifyApp #MUI_Window1,#MUIA_Window_CloseRequest,1,1

> MUINotifyApp

> #MUI_BetterString,#MUIA_String_Acknowledge,#MUIV_EveryTime,2

> MUIOpenWindow #MUI_Window1 <- this cause error!

Thats because I have forced MUIOpenWindow into a function. (sorry if this is a real problem)..

The reason for this, is because the old library did no checks to see if the window had actually opened or not.. Now it checks the window status after the #MUI_Window_Open request to see if it did get opened and returns false or the window's address (I think)..

Note that this is extremely important because if your window didn't get opened due to low memory situations, your task is dead.

Anyway, you should use something like this:

```
If MUIOpenWindow(#MUI_Window1)=False
```

```
BeepScreen 0
```

```
!StackClose
```

```
;
```

```
; Close the program down, free all resources etc, etc
```

```
;
```

```
End
```

```
EndIf
```

Sorry about the confusion, I'll write better docs for the whole thing one day :)

Chow!

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470
#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>
#PROJECT INFO:# Minimum Safe Distance [55%] <http://msd.satanicdreams.com/>
[Oxymoron: Unborn child.]

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1.487 Re: syntaxerror in bb2mui?

From: Emil Oppeln Bronikowski <opi@supersonic.plukwa.net>
Date: Mon, 17 Jan 2000 23:28:19 +0100
Organization: TrogSoft [www.trogsoft.co.uk]
Subject: Re: syntaxerror in bb2mui?
X-UIDL: 27abe790e51af011f770845eff0dac68

Yello Rob

w3333 17-Jan-00, Rob Hutchinson naklepal-h:

)-> Thats because I have forced MUIOpenWindow into a function. (sorry
)-> if this is a real problem)...

OK, thanks Rob and Rick :)

)-> If MUIOpenWindow(#MUI_Window1)=False

doh! In example is no MUIOpenWindow #Mui_Window
withtout ()

)-> Sorry about the confusion, I'll write better docs for the whole thing

)-> one day :)

im waitin' :D

docent (ten w czapce)

--

Emil Oppeln Bronikowski aka opi@hybrid&palimytraFke
magic, scene, ascii, ganja, anarchy, freedom, animal liberation

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1.488 Tags

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

Date: Sat, 22 Jan 2000 21:44:02 +0000

Subject: Tags

X-UIDL: 2881dec6f339e6ac6168fc18173fe49c

Hiya Guys,

I'm trying to figure out how to pass tags to an external library.. I'm using Reqtools.lib and it requires a taglist to be passed, question is how do I do this..

I know how to create a taglist, but I'm not sure how to pass tags that aren't present in Amigalibs.res.. All Amigalibs Tags start with a # so are constants.. How do I find out what values the reqtools tags represent?

Any help would be useful

T'ra

Bippy M

--

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

||

| Current Projects: |

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

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

||

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

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1.489 Re: Tags

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sat, 22 Jan 2000 22:33:42 +0100

Subject: Re: Tags

X-UIDL: a4973a199b8404494af54f483497ed0b

--BOUNDARY.1739751904.2

Bippy M churned out *this* drivel:

> I'm trying to figure out how to pass tags to an external library.. I'm
> using Reqtools.lib and it requires a taglist to be passed, question is how
> do I do this..

>

> I know how to create a taglist, but I'm not sure how to pass tags that
> aren't present in Amigalibs.res.. All Amigalibs Tags start with a # so are
> constants.. How do I find out what values the reqtools tags represent?

>

> Any help would be useful

See attached, a /work-in-progress/ reqtools function set. There's an example
or two of using the tags needed (tags are in the reqtools.doc which
is in the reqtools developer archive - you need to convert the
reqtools.h file for the tag values - shout if you need help)...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

But what is all this fear of and opposition to oblivion? What
is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

--BOUNDARY.1739751904.2

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

Encoding: quoted-printable

Content-Description: example of reqtools tags, etc

; End

=2EInfo

=2E

; \$VER: RTBlitz 0.5 (17.4.1999) James L Boyd

; RTBlitz - reqtools functions for Blitz Basic by

; James L Boyd - jamesboyd@all-hail.freemove.co.uk

; This is a set of functions which use the reqtools.library

; directly.

; I decided to do this because of a few bugs in 3rd party

; reqtools libraries for Blitz, and just cos I was bored ;)

; There are a few useful extras not available in the 3rd

; party libraries though, eg. you can have invisible text

; entry requesters (handy for passwords :) , "bare" look

; requesters, and more that I can't remember right now...

; By default, all of these calls lock the window you call
 ; them from. You can change this finding references to :
 ; #RT_LockWindow, -1
 ; and changing the -1 to 0. Don't know why anyone would want
 ; to do this though ;)
 ; Oh, wait, just discovered that if you use the Workbench
 ; window as the calling window, it locks out the Workbench
 ; while the requester's open ;)

=2EALTERNATIVE

=2E

; Most of these reqtools calls use a pointer to the currently
 ; used window, which is how the functions are set up.
 ; If you don't want to have a window open however, I've
 ; provided alternative lines after any sections which
 ; refer to the currently used window.
 ; Just comment out the "current window" line and uncomment
 ; the line below. These lines are marked "!ALTERNATIVE", so
 ; you can just do a search to get to them :)
 ; NOTE - the user's settings can alter the way requesters
 ; open .eg. always on the Workbench Screen or currently
 ; active screen, etc...
 ; To get the requesters to open on the screen your window's
 ; open on, call CatchDosErrs after opening your window.

NoCli

=2ERTWB

; Function : RTWB { }
 ; Author : James L Boyd - jamesboyd@all-hail.freemove.co.uk
 ; Returns a memory pointer to the Workbench window.
 ; You can basically ignore this one, because it's called from
 ; other functions. If you're interested though :
 ; This is a modified version (well, the name's different ;)
 ; of the WBWinAddr { } function in StatsFuncs.lha, which is
 ; on Aminet in dev/basic.
 ; It returns a pointer to the Workbench window.
 ; Click on the ALTERNATIVE label for more info.

Function.l RTWB { }

wb\$=3D"Workbench"

*scr.Screen=3DLockPubScreen_(&wb\$)

If *scr

```
*win.Window =3D *scr\FirstWindow
While *win
If *win\Flags & #WFLG_WBENCHWINDOW
If *win\Title=3D0
Goto poppit
EndIf
EndIf
*win =3D *win\NextWindow
Wend
Function Return 0 ; didn't get it!
poppit
Function Return *win
Else Function Return 0
EndIf
End Function
; demo :
;; NOTE - this demo isn't much use!
;*win.Window=3DWBWinAddr { }
; NPrint *win
; MouseWait:End
=2ERTCheck
; Function : RTCheck { }
; Author : James L Boyd - jamesboyd@all-hail.freemove.co.uk
; Checks for the presence of the latest (read : last ;)
; version of reqtools.library on the user's system.
; You should quit your program (or use other requesters)
; when this returns 0 (call it at the start of your program).
Function.b RTCheck { }
lib$=3D"reqtools.library"
libv.b=3D38
*lib.Library=3DOpenLibrary_(&lib$,libv)
If *lib
CloseLibrary_ *lib
Function Return -1
Else Function Return 0
EndIf
End Function
=2ERTGetString
; Function : RTGetString { title, body text, default , max input length, =
```

```

use Workbench }
; Author : James L Boyd - jamesboyd@all-hail.freemove.co.uk
; Puts up the reqtools RTGetString requester, asking the user to
; enter a string into a requester. You can supply a default
; string to be in the gadget already (or just "" otherwise).
; I've tried to give some interesting variations, but
; they're more limited than I'd like, because Blitz only
; allows 6 variables to be passed to a function.
; This one has a (relatively) big demo, just to show off :)
; Anyway, you supply these items :
; title - the text to appear in the title bar
; body text - the text to appear in the middle of the requester
; eg. "Hello, enter a string"
; default - the default text (supply "" if none) to go in
; the box, eg. "Edit this text"
; max input length - the maximum number of characters your user
; can enter. Note that if your default string
; is longer than this number, the number is
; increased to the length of your string.
; Anyone who want to do more with it, get the reqtools developer
; archive from Aminet, and just keep the autodoc, which lists
; all the different flags you can supply. NOTE the constant
; #mx though, if you add more tags!
Function$ RTGetString {title$,body$,deftext$,maxchars.l,wb.b}
body$=3DReplace$(body$,"l",Chr$(10))
gadget$=3D"OK|Cancel"
#mx=3D9
Dim ReqTags.TagItem(#mx)
If wb
ReqTags(0)\ti_Tag =3D #RT_Window, RTWB{ }
Else ReqTags(0)\ti_Tag =3D #RT_Window, Peek.l(Addr Window(Used W=
indow))
EndIf
ReqTags(1)\ti_Tag =3D #RTGS_GadFmt, &gadget$
ReqTags(2)\ti_Tag =3D #RTGS_TextFmt, &body$
ReqTags(3)\ti_Tag =3D #RT_ReqPos, #REQPOS_POINTER
ReqTags(4)\ti_Tag =3D #RT_LockWindow, -1
ReqTags(5)\ti_Tag =3D #RTGS_BackFill, -1
ReqTags(6)\ti_Tag =3D #RTGS_Invisible, 0

```

```

ReqTags(7)\ti_Tag =3D #RTGS_Flags, #GSREQF_CENTERTEXT
; #mx : ^ should be this number +2 !!
ReqTags(#mx)\ti_Tag =3D #TAG_DONE
DEFTYPE.rtReqInfo *reqinfo
If Peek.l(&deftext$-4) > maxchars Then maxchars=3DPeek.l(&deftext$-4)=
res.l=3Dmaxchars/4
While Frac(res)<>0
maxchars+1
res=3Dmaxchars/4
Wend
*mem=3DAllocMem_(maxchars,#MEMF_PUBLICI#MEMF_CLEAR)
If *mem
Poke$ *mem,deftext$
result.l=3DrtGetStringA_ (*mem,maxchars,&title$, *reqinfo,&ReqTags(0)=
ti_Tag)
ret$=3DPeek$ (*mem)
FreeMem_ *mem,maxchars
If result
Function Return ret$
Else Function Return ""
EndIf
EndIf
End Function
=2ERTGetLong
Function.l RTGetLong { title$,body$,long.l,wb.b}
body$=3DReplace$(body$,"l",Chr$(10))
gadget$=3D"OKICancel"
#mx=3D9
Dim ReqTags.TagItem(#mx)
If wb
ReqTags(0)\ti_Tag =3D #RT_Window, RTWB{ }
Else ReqTags(0)\ti_Tag =3D #RT_Window, Peek.l(Addr Window(Used Window=
))
EndIf
ReqTags(1)\ti_Tag =3D #RTGL_GadFmt, &gadget$
ReqTags(2)\ti_Tag =3D #RTGL_TextFmt, &body$
ReqTags(3)\ti_Tag =3D #RT_ReqPos, #REQPOS_CENTERSCR
ReqTags(4)\ti_Tag =3D #RT_LockWindow, -1
ReqTags(5)\ti_Tag =3D #RTGL_BackFill, -1

```

```

ReqTags(6)\ti_Tag =3D #RTGL_Invisible, 0
ReqTags(7)\ti_Tag =3D #RTGL_Flags, #GSREQF_CENTERTEXT
; #mx : ^ should be this number +2 !!
ReqTags(#mx)\ti_Tag =3D #TAG_DONE
DEFTYPE.rtReqInfo *reqinfo
res.l=3DrtGetLongA_(&long,&title$,*reqinfo,&ReqTags(0)\ti_Tag)
If res=3D1
Function Return long
Else Function Return res
EndIf
End Function
=2ERTLockWB
; Function : RTLockWB { delay in ticks}
; Author : James L Boyd - jamesboyd@all-hail.freemove.co.uk
; A bit of a gimmick, but might be useful (not very friendly
; though ;)
; Locks the Workbench window for as long as you want :)
Function.b RTLockWB {del.l}
If del<1 Then del=3D1
*scr.Screen=3DLockPubScreen_ ("Workbench")
If *scr
ScreenToFront_ *scr
*win.Window=3DRTWB{ }
If *win
lock.l=3DrtLockWindow_ (*win)
If lock
Delay_ del
rtUnlockWindow_ *win,lock
EndIf
Else Function Return 0
EndIf
UnlockPubScreen_ "Workbench",*scr
Else Function Return 0
EndIf
Function Return -1
End Function
=2E
=2EDEMO
; NOTE - the i,c and b under each RTGetString { } call stand

```

```

; for invisible, centered, bare (see the function descriptions).
If RTCheck {}=3D0
Request "","You need reqtools.library v38+","ABORT":End
EndIf
;Request "","Gonna lock the Workbench!Screen for three seconds!","Close m=
e & click on the Workbench!"
;
;If RTLockWB {150}
; Request "","Hey, stop clicking!","OK"
;EndIf
a$=3DRTGetString {"Test Requester","Enter some text(Max 25 chars) :","Ed=
it me",25,-1}
If a$
Request "","You entered : "+a$,"OK"
Else Request "","Cancelled/Nothing entered","OK"
EndIf
result.l=3DRTGetLong {"Test Requester","Enter a numeric value (default 99=
9) :","999,-1}
If result
Request "","You entered a value of "+Str$(result)+".","OK"
Else Request "","You cancelled!","OK"
EndIf
End
--BOUNDARY.1739751904.2
-----
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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
--BOUNDARY.1739751904.2--

```

1.490 Re: Tags

From: Nick Lamburn <oruk-amigan@free4all.co.uk>

Date: Sun, 23 Jan 2000 14:37:53 +0100

Subject: Re: Tags

Encoding: 8bit

X-UIDL: 0d4c9e20bd3f6095e38d38910ffb2c02

Hello Bippy

> Hiya Guys,

>

> I'm trying to figure out how to pass tags to an external library.. I'm
 > using Reqtools.lib and it requires a taglist to be passed, question is how
 > do I do this..

>

> I know how to create a taglist, but I'm not sure how to pass tags that
 > aren't present in Amigalibs.res.. All Amigalibs Tags start with a # so are
 > constants.. How do I find out what values the reqtools tags represent?

>

> Any help would be useful

Okay, now breathe in, and read:- =)

1.) In the compiler options settings for the file (in the compiler menu of TED), add
 the line BlitzLibs:AmigaLibss.res to the residents thingy

2.) Now, depending on how many tags you want, place that amount where x is
 below:

```
Dim reqtools_tags.TagItem(X)
```

e.g:

```
Dim reqtools_tags.TagItem(3)
```

3.) Okay, to specify a tag in the array cell 0, use:-

```
reqtools_tags(0)\ti_Tag=#bla_bla
```

where #bla_bla is the tag e.g.:

```
reqtools_tags(0)\ti_Tag=#WA_CloseGadget ; n.b: not a reqtools tag!
```

4.) To specify true or false or any other value use:-

```
reqtools_tags(0)\ti_Data=[the data]
```

e.g:

```
reqtools_tags(0)\ti_Data=1
```

Hope that this also helps! =)

Regards

Nick

--

Experience is directly proportional to the value of equipment destroyed.

-- Carolyn Scheppner

```
+-----+
```

```
| Omega Research UK - Amiga® Software |
```

```
+-----+
```

```
| email: oruk-amigan@free4all.co.uk |
```

```
| www: http://www.omegaresearchuk.co.uk |
```

```
+-----+
```

```
-----
```

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1.491 TAO

From: SALLIN Nicolas <Henes.TSK@iName.com>

Date: Sat, 08 Jan 2000 16:07:11 +0200

Organization: Taskers

Subject: TAO

X-UIDL: ab46a30c5cb19b9cc985f4b885e8f055

Hello,

I want to signal that you can find some infos about the new Amiga Kernel at:

<http://www.tao-group.com>

Ciao

--

Nicolas SALLIN, aka Henes/Taskers

Roketz developer

ICQ: 48048980

Henes.TSK@iName.com

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

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

1.492 Re: TAO

From: "Evan Tuer" <et@enterprise.net>

Date: Sun, 9 Jan 2000 16:27:28 +0200

encoding: 7BIT

Subject: Re: TAO

X-UIDL: 72b420cea4bc1d2c0898575b5fa0353a

On 8 Jan 00, at 16:07, SALLIN Nicolas wrote:

> Hello,

>

> I want to signal that you can find some infos about the new Amiga

> Kernel at:

>

> <http://www.tao-group.com>

Who told you that was the new Amiga kernel? I suspect someone's putting too much trust in search engines.

I found this on TAO's news page (to summarise, this is a completely different Amino, nothing to do with Amiga#? company - still, looks like it might be a good OS.. for set top boxes..) :

Cambridge, England, June 23rd, 1999 - Amino Communications, the modular technology network appliance company, announced today that it is shipping samples of its hand-held graphical Internet appliance with the world's most compact and fastest embedded environment for running PersonalJava™ applications. With customer orders already signalling strong demand, the Internet appliance boasts leading edge performance and flexibility with competitive pricing.

The terminal uses the world-beating ElateRTM networked realtime operating system and run time engine from Tao Group, coupled with their own compliant virtual machine for running PersonalJava™ applications. The combination, say the companies, has produced an outstanding compact Internet appliance with unrivalled cost, speed and performance.

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1.493 Re: TAO

From: Sandy Brownlee <sandy@brownlee99.freerve.co.uk>

Date: Sun, 09 Jan 2000 15:51:30 +0100

Subject: Re: TAO

X-UIDL: a9c8f02b34181e4abdae11360059ddf5

Hello Evan

On 09-Jan-00, you wrote:

> Who told you that was the new Amiga kernel? I suspect someone's putting

> too much trust in search engines.

Try looking at Amiga's site- in the news section.

Regards

Sandy Brownlee

--

Sandy Brownlee

Email: sandy@brownlee99.freerve.co.uk

Website: <http://www.brownlee99.freerve.co.uk>

Sent using YAM 2.0

Who reads taglines anyway?

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1.494 Re: TAO

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Sun, 09 Jan 2000 12:25:18 +0500

Subject: Re: TAO

X-UIDL: 8a165b066ecdae5b4680cbd996024e2c

On 09-Jan-00, Evan Tuer flashed:

>On 8 Jan 00, at 16:07, SALLIN Nicolas wrote:

>> Hello,

>>

>> I want to signal that you can find some infos about the new Amiga

>> Kernel at:

>>

>> <http://www.tao-group.com>

>Who told you that was the new Amiga kernel? I suspect someone's putting
>too much trust in search engines.

>I found this on TAO's news page (to summarise, this is a completely
>different Amino, nothing to do with Amiga#? company - still, looks like it
>might be a good OS.. for set top boxes..) :

>Cambridge, England, June 23rd, 1999 - Amino Communications, the
>modular technology network appliance company, announced today that
>it is shipping samples of its hand-held graphical Internet appliance with
>the world's most compact and fastest embedded environment for running
>PersonalJava™ applications. With customer orders already signalling
>strong demand, the Internet appliance boasts leading edge performance
>and flexibility with competitive pricing.

>The terminal uses the world-beating ElateRTM networked realtime
>operating system and run time engine from Tao Group, coupled with
>their own compliant virtual machine for running PersonalJava™
>applications. The combination, say the companies, has produced an
>outstanding compact Internet appliance with unrivalled cost, speed and
>performance.

Well, your both right! ;)

Actually, it's now official. The TAO Group are Amiga Inc.'s new O.S.
partner. The two Aminos aren't quite as unrelated as it seemed.

But your right, this is not the new Amiga O.S. Rather, it is the basis
for parts of the new Amiga O.S. Bill McEwen has publically stated that
they plan to continue development of the present Amiga O.S. and work
on maintaining backward compatability even in the NG Amiga OS.

The plan is not much different generally than what Amiga/Gateway had planned when Collis, McEwen, Moss et al were in charge. The OS basis has changed, but the basic goals haven't. At least as far as these guys go. That is why Gateway fired them, because their goals weren't the same as Gateways goals. So, what it boils down to is that we have our good team mostly back, only this time they are their own bosses and they have the intention of building a real dream-team (our dreams, not those of some big corporation). The ICOA, Team Amiga, the original Amiga team, Amiga developers, and Amiga lovers of all types suddenly find that maybe all their dreams and hard work may not have gone to waste after all! Suddenly, a shining path has appeared where only bleakness existed only a short time before!

Now, personally, when confronted by dismal, stinking swamps full of briars on all sides, and a beautiful well-lit pathway leading off into bright shining country comes into view, I am always going to go for the bright pathway over sinking into the filth. ;) :)

There may be no wizard in Oz, but there are certainly possibilities set before us. And for the bold adventurer, possibilities are all it takes!

Possibilities become realities for those who dare!

"For the race be not to the swift, nor the battle to the strong, but to those who persevere to the end." The Good Book
cacha later,

Donovan Reeve (bubby.lnk@ispi.net)

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1.495 Re: TAO

From: "Evan Tuer" <et@enterprise.net>

Date: Mon, 10 Jan 2000 09:49:15 +0200

encoding: 7BIT

Subject: Re: TAO

X-UIDL: 9e8390a882de24bf89580a4bd1568119

On 9 Jan 00, at 15:51, Sandy Brownlee wrote:

> Hello Evan

>

> On 09-Jan-00, you wrote:

>

>> Who told you that was the new Amiga kernel? I suspect someone's
>> putting too much trust in search engines.

>

> Try looking at Amiga's site- in the news section.

Oh! Never thought to look there more than once a year.. :)

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1.496 Re: TAO

From: Curt Esser <camge@amigaonline.net>

Date: Mon, 10 Jan 2000 03:20:06 -0500

Subject: Re: TAO

X-UIDL: 9456c91d1385c5ba83b07f616c93faa0

Hi Donovan

On 09-Jan-00, Donovan Reeve wrote:

> There may be no wizard in Oz, but there are certainly possibilities set
> before us. And for the bold adventurer, possibilities are all it takes!
> Possibilities become realities for those who dare!

>

> "For the race be not to the swift, nor the battle to the strong, but to
> those who persevere to the end." The Good Book

Keep it up Donovan! This is the attitude we need!

And don't worry about it being "off-topic" - I don't think anyone objects.

Anyway, the whole thread is really "off-topic" anyway ;)

Later...

--

Yours electronically,

Curt Esser

camge@amigaonline.net

http://members.xoom.com/Curt_Esser/

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1.497 tile scrolling

Date: Sun, 2 Jan 2000 13:34:28 +0100

From: Martin Konrad <mkon@gmx.de>

Subject: tile scrolling

Encoding: 7bit

X-UIDL: be54c892e470e9d455ab601900393122

Hallo.

What is the best way for tile scrolling?

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1.498 Re: tile scrolling

From: "Vic E Babes" <zalda@home4968.freemove.co.uk>

Subject: Re: tile scrolling

Date: Sun, 2 Jan 2000 05:01:15 -0000

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: 1a9a2452d4b19b6449f416b232c07a10

> What is the best way for tile scrolling?

Horizontal, or vertical, 2-way, 4-way, or 8-way?

There are a number of ways, but the way that I used for George 2, was to use an array of strings - one string equal to one row of tiles, then used peek and poke to read/alter the values. Then, if, for example, you are using 16x16 tiles on a 320x256 display, that means that you can fit 16 tiles down the screen - so prepare the first column of the right of the screen (for scrolling left to right), then for each pixel that the player scrolls the screen, block the next tile in the next column, appropriate to the pixel number (0-15). If you want a more detailed explanation, I can give you one, but I need more information on what you want to do.

I have a Super Mario World clone (preview) on my website - but it requires a CD32 joystick - scrolls at 4 pixels per second when character is `running` on a basic A1200, without skipping a frame.

VIC

zalda@home4968.freemove.co.uk

www.home4968.freemove.co.uk

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1.499 Re: tile scrolling

From: Anton Reinauer <ants@paradise.net.nz>

Date: Mon, 03 Jan 2000 17:33:50 +1300

Subject: Re: tile scrolling

X-UIDL: bef5269bbb3a07173d07f891039209f6

On 03-Jan-00, Martin Konrad wrote:

> Hallo.

> What is the best way for tile scrolling?

Check out the Blitz Map map editor (on Aminet dev/basic)- it has some tile scrolling examples in the archive, as well as being a nice map editor.

--

Anton Reinauer <ants@paradise.net.nz>

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.6)

<http://homepages.paradise.net.nz/ants>

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1.500 Re: tile scrolling

From: amorel <amorel@xs4all.nl>

Date: Mon, 03 Jan 2000 16:36:02 GMT+5DST

Subject: Re: tile scrolling

X-UIDL: a839d00501b39c75239b40f217dee995

On 03-Jan-00, Anton Reinauer wrote:

C= Check out the Blitz Map map editor (on Aminet dev/basic)- it has some C=tile scrolling examples in the archive, as well as being a nice map C=editor.

Nice?? Compared to other map editors I guess, cause there aren't (hardly)any more ;-)

Regards

--

-*AMOREL*- musician/programmer \ \ Amiga 1200T/PPC/040/32/6g more shit

<http://www.xs4all.nl/~amorel> \ \ Good old C=64 and an attitude!

Will program/compose for food \ \ /Half a decent studio

Himmel Arsch und Zwirn! \ \ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html/V/productions,demos,programs...>

-*Stocks are low, hurry! Amoralplayer1.4b, a no fuss audioplayer*-

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1.501 Re: tile scrolling

From: Anton Reinauer <ants@paradise.net.nz>

Date: Wed, 05 Jan 2000 20:06:55 +1300

Subject: Re: tile scrolling

X-UIDL: ba23aace6b4b4fd723e2bc4b910ad1b6

On 04-Jan-00, amorel wrote:

> On 03-Jan-00, Anton Reinauer wrote:

>

> C= Check out the Blitz Map map editor (on Aminet dev/basic)- it has

> some C=tile scrolling examples in the archive, as well as being a nice

> map C=editor.

>

> Nice?? Compared to other map editors I guess, cause there aren't

> (hardly)any more ;-)

It's the best I've used- I know of about 5 or 6, including an Acid one that never came to the market.

--

Anton Reinauer <ants@paradise.net.nz>

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.6)

<http://homepages.paradise.net.nz/ants>

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1.502 Re: tile scrolling

Date: Wed, 5 Jan 2000 08:52:34 +0100

<000e01bf54de\$68d7a8a0\$e254883e@default>

From: Martin Konrad <mkon@gmx.de>

Subject: Re: tile scrolling

Encoding: 7bit

X-UIDL: 2d288b49c692e372dba230085f0a80d1

>> What is the best way for tile scrolling?

>

>Horizontal, or vertical, 2-way, 4-way, or 8-way?

Mainly 8-way.

>There are a number of ways, but the way that I used for George 2,

>was to use

>an array of strings - one string equal to one row of tiles, then

>used peek

>and poke to read/alter the values. Then, if, for example, you are

>using

>16x16 tiles on a 320x256 display, that means that you can fit 16

>tiles down

>the screen - so prepare the first column of the right of the screen

>(for

>scrolling left to right), then for each pixel that the player

>scrolls the

>screen, block the next tile in the next column, appropriate to the

>pixel

>number (0-15). If you want a more detailed explanation, I can give

>you one,

OK, please.

>but I need more information on what you want to do.

I want to make a game. Partially 2-way but mainly 8-way.

I know another solution which costs more mem.

It should work but I haven't had time to test it yet.

I have already tried using something like a 320+16 bitmap but

it costed to much time to update the bitmap after scrolling 16 pixels.

Perhaps I'll use both ways according to how much mem is needed.

>I have a Super Mario World clone (preview) on my website

It's nice.

>- but it

>requires a CD32 joypad

No problem. I have one.

>- scrolls at 4 pixels per second when character is

>`running` on

>a basic A1200, without skipping a frame.

Should be fast enough.

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

1.503 Re: tile scrolling

From: "Vic E Babes" <zalda@home4968.freemove.co.uk>

Subject: Re: tile scrolling

Date: Thu, 6 Jan 2000 07:17:00 -0000

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: 6e370c095c75403d571c7dae46af4ab7

Hello, Martin

> >but I need more information on what you want to do.

>

> I want to make a game. Partially 2-way but mainly 8-way.

> I know another solution which costs more mem.

> It should work but I haven't had time to test it yet.

> I have already tried using something like a 320+16 bitmap but

> it costed to much time to update the bitmap after scrolling 16 pixels.

> Perhaps I'll use both ways according to how much mem is needed.

I take it that the way that uses more mem is by using very large bitmaps?

I'll type something out for you tonight - as I've used a few different methods in different games.

Glad you liked George 2 - should be even better when the enemies have intelligence.

VIC

zalda@home4968.freemove.co.uk

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1.504 UDP Chat V2.7

From: Anton Reinauer <ants@paradise.net.nz>

Date: Mon, 17 Jan 2000 12:50:28 +1300

Subject: UDP Chat V2.7

X-UIDL: 87a9f8bd552260fa5e2ed1d2cf8ebe09

Right, here's the update from V2.6- it should be on Aminet in a couple of days: dev/basic/UDP_Chat.lha

Version 2.7 16/01/2000

UDPHeader is V1.4, UDPFuncs are V1.6- Net protocol header is now in

with UDPHeader.

- This is an optimised version of V2.6, where nearly all the string work is replaced by buffers and pointers (all Unreliable packet work is done entirely with buffers now).
- Fixed the bug introduced in V2.6, where a Client would be disconnected after a few seconds, after a second (or more) login(s).
- Data from Reliable and UnReliable Packets is now returned as a pointer to a buffer with new a Function `Get_Game_Data{ }`, so no more using `Security_Warning{ }`. :)

This is what was updated from V2.64

- It has Rodger Light's assembler `bsdsocket` access put in, instead of the Blitz lib, so you can now start the program without Miami needing to be running first. -*Many thanks* Rodger!!! :-)
- The documentation changed to HTML, to make things easier.

What I'll put in next is the Client-Server routines for game data- shouldn't take long.

Then I'll remove all the string work, so `Security_Warning{ }` and `Comms_Debug{ }` both will give back a pointer to a constant (which I'll provide the defines for)- the reason I'll have a pointer, is that I'll provide more info (a couple more longs, and a print-out function), for the message, so you can still print out which player the message pertains to etc. The number of extra longs will depend on the actual message itself. Then I'll change the storing of messages to a buffer instead of strings.

This will set it up so I can make these functions into an Amiga shared lib! This will speed the routines up a lot, and allow C/E programmers to use them as well. I will do it in assembler, as each program using it will have to have it's own memory area (like Mildred does), and it would horrible doing it in C (and a waste of time). Any other suggestions for other ways of doing it- is there a way in C to change the pointer to the variables?

Is there anything else, anyone wants desperately first- if not I'll do the above after the Client-Server stuff.

After that I'll have a look at packet gathering if it's needed by then, or maybe do a small game using them :)

Seeya- Anton

--

Anton Reinauer <ants@paradise.net.nz>

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed

for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.6)
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1.505 Re: UDP Chat V2.7

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Mon, 17 Jan 2000 10:18:28 -0000

Subject: Re: UDP Chat V2.7

Encoding: 8bit

X-UIDL: 3e5d731a3ade2903dcddf2637dafb7de

Hi Anton

> This will set it up so I can make these functions into an Amiga

> shared

> lib! This will speed the routines up a lot, and allow C/E programmers

> to use them as well. I will do it in assembler, as each program using

> it will have to have it's own memory area (like Mildred does), and it

> would horrible doing it in C (and a waste of time). Any other

I don't think you can write shared libs in C. And if you can, its

probably a real pig.

> suggestions for other ways of doing it- is there a way in C to change

> the pointer to the variables?

What do you mean? (Sorry I haven't looked at the UDP funcs.)

If you mean for the variables that each program using your lib

requires, then you'd create a struct with all the variables in it

that need to be stored for each program, and then have a routine

which allocates memory for it.i.e. `pointer=AllocASLRequest(...)`.

You'd then require that pointer to be one of the parameters to each

of your function calls.

--

) ^ V][l) Ml © Ml][N N l dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

Am I getting smart with you? How would you know?

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1.506 Re: UDP Chat V2.7

From: Emil Oppeln Bronikowski <opi@supersonic.plukwa.net>

Date: Mon, 17 Jan 2000 07:04:24 +0100

Organization: TrogSoft [www.trogsoft.co.uk]

Subject: Re: UDP Chat V2.7

X-UIDL: 54c9c352176d26c53a9821062b8b0993

Yello Anton

w3333 17-Jan-00, Anton Reinauer naklepal-h:

)-> Right, here's the update from V2.6- it should be on Aminet in a couple

)-> of days: dev/basic/UDP_Chat.lha

maybe i can figure it NOW :)

docent (ten w czapce)

--

Emil Oppeln Bronikowski aka opi\hybrid&palimytraFke

magic, scene, ascii, ganja, anarchy, freedom, animal liberation

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1.507 Re: UDP Chat V2.7

From: Emil Oppeln Bronikowski <opi@supersonic.plukwa.net>

Date: Mon, 17 Jan 2000 23:28:36 +0100

Organization: TrogSoft [www.trogsoft.co.uk]

Subject: Re: UDP Chat V2.7

X-UIDL: ec2488055f7ede73b5625355e26d0728

Yello David

w3333 17-Jan-00, David McMinn naklepal-h:

)-> I don't think you can write shared libs in C. And if you can, its

)-> probably a real pig.

why? using sas its quite easy, i can post my library written in c for example

its also easy in amigae

docent (ten w czapce)

--

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1.508 Re: UDP Chat V2.7

From: Anton Reinauer <ants@paradise.net.nz>

Date: Tue, 18 Jan 2000 12:43:00 +1300

Subject: Re: UDP Chat V2.7

X-UIDL: 0950b689c69850d288c38270ddf5419d

On 17-Jan-00, Emil Oppeln Bronikowski wrote:

> Yello Anton

>

> w3333 17-Jan-00, Anton Reinauer naklepal-h:

>

>)-> Right, here's the update from V2.6- it should be on Aminet in a

> couple)-> of days: dev/basic/UDP_Chat.lha

>

> maybe i can figure it NOW :)

Are you having a problem with it? :-)

--

Anton Reinauer <ants@paradise.net.nz>

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- Aminet: dev/basic/UDP_Chat.lha (V2.7)

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1.509 Re: UDP Chat V2.7

From: Emil Oppeln Bronikowski <opi@supersonic.plukwa.net>

Date: Tue, 18 Jan 2000 07:04:24 +0100

Organization: TrogSoft [www.trogsoft.co.uk]

Subject: Re: UDP Chat V2.7

X-UIDL: eb3bdb372ae022f193668414bbb4d701

Yello Anton

w3333 18-Jan-00, Anton Reinauer naklepal-h:

)-> Are you having a problem with it? :-)

no, it was just to complex for my simple brain ;-)

docent (ten w czapce)

--

Emil Oppeln Bronikowski aka opi\hybrid&palimytraFke
magic, scene, ascii, ganja, anarchy, freedom, animal liberation

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1.510 Re: UDP Chat V2.7

From: Anton Reinauer <ants@paradise.net.nz>

Date: Wed, 19 Jan 2000 11:06:24 +1300

Subject: Re: UDP Chat V2.7

X-UIDL: 5a84405dfc8d0e18df53c5b20c169018

On 18-Jan-00, Emil Oppeln Bronikowski wrote:

>)-> I don't think you can write shared libs in C. And if you can, its
>)-> probably a real pig.

>

> why? using sas its quite easy, i can post my library written in c for
> example its also easy in amigae

Yes please that would be interesting- I'll be having separate memory
areas for the variables for each program that accesses it- aka Mildred-
so you'll have to give the address of that memory area as a parameter
for the Functions- would that still be possible in C (well assuming it
wouldn't be a pain of course).

Cya- Anton

--

Anton Reinauer <ants@paradise.net.nz>

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1.511 Re: UDP Chat V2.7

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Wed, 19 Jan 2000 09:27:56 -0000

Subject: Re: UDP Chat V2.7

Encoding: 8bit

X-UIDL: 9aaae0999929f029d0a79847bcfc7f3b

Hi Anton

> Yes please that would be interesting- I'll be having separate memory
> areas for the variables for each program that accesses it- aka
> Mildred- so you'll have to give the address of that memory area as a
> parameter for the Functions- would that still be possible in C (well
> assuming it wouldn't be a pain of course).

Yes, thats how the OS libs work. e.g. ASL lib:

```
*asl_fr.FileRequest=AllocASLRequest_(...)
```

```
if *asl
```

```
if AslRequest_(*asl_fr,...)
```

```
; do whatever
```

```
End If
```

```
FreeAslRequest_ *asl_fr
```

```
end if
```

And at the risk of starting a riot:

```
struct UDPvars {
```

```
int dunno;
```

```
int address;
```

```
int etc;
```

```
}
```

```
struct UDPvars *allocudp(void) /* maybe have some tags? */
```

```
{
```

```
return((struct UDPvars *)AllocMem(sizeof(struct UDPvars),  
MEMF_CLEAR|MEMF_ANY));
```

```
}
```

```
void freeudp(struct UDPvars *udp)
```

```
{
```

```
if(udp) FreeMem(udp, sizeof(struct UDPvars));
```

```
}
```

```
int connectudp(struct UDPvars *udp, int address)
```

```
{
```

```
if(udp)
```

```
{
```

```
udp->address = address;
```

```
/* do whatever else here, will affect only the copy  
that the program has passed to your shared lib */
```


}

}

--

) ^ V] [] M @ M] [N N | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

Evangelist. Anagram: Evil's Agent

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1.512 Re: UDP Chat V2.7

From: Emil Oppeln Bronikowski <opi@supersonic.plukwa.net>

Date: Wed, 19 Jan 2000 11:50:29 +0100

Organization: TrogSoft [www.trogsoft.co.uk]

Subject: Re: UDP Chat V2.7

X-UIDL: bcae2a10aa1e2903bbbded48b1519249

--BOUNDARY.9181064.2

Yello Anton

w3333 18-Jan-00, Anton Reinauer naklepal-h:

)-> Yes please that would be interesting

ok, let me clean the source =]

here is an litte amigae ;)

docent (ten w czapce)

--

Emil Oppeln Bronikowski aka opi\hybrid&palimytraFke

magic, scene, ascii, ganja, anarchy, freedom, animal liberation

--BOUNDARY.9181064.2

Content-Disposition: attachment; filename="sharedlib.lzx"

Encoding: base64

TFpYAAAACgAAAACa6gEAAAAAAAAAKAgEAAAOAAJh0vCzsTS2Fh2dC6hhibGI0emxpc3QtZXht
cC9hbmFyY2h5LmUPAC8AAABqQAACgIBAAAKAACYdLw2Q4XQvbpWcBEYYmxpdHpsaXN0LWV4
bXAvYW5hcmNoeS5tEAIQyAAAgAAhEYAD6DJjAQPcynwDh3YqII5APUTYE1eZwQE0gPbVcYeZ
tXWw7v/1//8FigAAgAAAEAAQa11H0A0oq56IQ7QaJc7g81Cu5B6EQ0Q/tH7/UCHfZXFGJAT
uDHIWSh8LOJ4hSHCbM TSSgGiCkzLOKSYiUCAKCBxCxEpyOG9ZucTPA3EVokISDnYQBWJIIcZ
dQgtO+mngJw4Sr1JsVFx89ipNcA2rDx/RmhSta3dDNTQw4rBCFiSdpDQK0M5jccbMRMqZo50
+IH2PkhPVeXglEqAyC8iXUIox32APjCI6a516EzkkIJw2ZCIM9U/H6ev5aLQuA8XdvmcsX5v
4Gq00oEO8LMZnj31oTsrXC7PY2NWTr1OUkx9TZB1rfWKhuev/o5Z33/NCwVDqeB/wMCuhmvd
dj9vmfu30u6vVGlwpBoZJE8xbfxLWS0/92/bIzZUL5SHhE0q39/MVKq1XtRKTQAXAAAPAFgE

AAAWAwAACgIAAAKAACYdLw2r+KIC4MCH1IeYmxpdHpsaXN0LWV4bXAvYW5hcmNoeS5saWJy
 YXJ55RMFWcAgAAoAAJmaA7oDALf4qX1pt8mX1FV+oZl9Xurlt/TIVQO27TUK+0s21hO55cfW
 +uusvrvPbde6hKRBPCEEESEXBCxI+ITJDRPIQQkAUMVHFdQLuNEXc1dz8uwAEYADqRgAM6GDA
 vqeP9fE1GVxD4JDX++5HgSBxLLSBkDTOMSdoiGQKKwM9om+Q1+/7Gr+igGDvAKM/tpn9fq/G
 Q+K80tUzUkmuAwXkKSd1VdI/TKZuxO3jobQTVAGOY1MJDEBIOwMQoX8tYGVf3nrKeGsUsEB
 4+ubcDFZ8tx3bx2Ae1En+ymvOYe00QEoSUYCuABMg9O28UB8SRvGmg9fj3tov4iyn+bPgZQ2
 V4z1NjeesENK1wbHm2jONV4I+HiZ6EU9u6QaG1+nJVbqQncCgFF2o4bs2aEqqx1ILUZlhOVZ
 ihbeiwIENwgoQIDOP4ZBCo4di0xs1ksyUS0wHZyXzFKH2CGtMxUDjzY8dTWHzMVGWigsDGOu
 hdUi1PVFzPN3IUo9b3qiXYAyX/n1AtbWmdV5XSxBtdzqczrHOMg0O+N9j6pEetZrPCblZCj
 xycHkOHJXH8ntRxxOqMqjsSTDqTz22yRCIvY3B1IyUOv/RIhUQ/aOGKIpjEx3hKMFnIK2Lfw
 +XsnzD9XV5jm87uI64fvUizwnhDGQZmmIvbKfr/7sYYb48Jcfc+Z8M00lv/i1N2+Q5sJBb
 lhJ+QsKztP+7P10012qjgO5A/f2tjiOs43DoIehPkAOWGFKjubCRE9jVOSPbzAKDV+M6/srh
 QQY/fnhtn+yKklAJugv0xrCH1KIFBi4/tn4r41SaxNxnvgzxr9cT+CS9EbnfrCyhpdC2NbmB
 j0MpDSYKvcj/VxyvLmjUXb5lqapb37OIH9e+ZPMKQALEViivt2IRbbMvnhusEySqv+bZuLgW
 7o+5+n+ZHzyFxuNhtale/j5dd2eDVVzABR0pet1hab1DmmQ6e0dqEG/G95YaCa0H/d+6QvIF
 1+T8+QR8IN/yQxZ0moS1VSVD5JeyIexSRkv8dNTeT2+IAAEAAA==
 --BOUNDARY.9181064.2

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--BOUNDARY.9181064.2--

1.513 Re: UDP Chat V2.7

From: Anton Reinauer <ants@paradise.net.nz>

Date: Thu, 20 Jan 2000 11:44:35 +1300

Subject: Re: UDP Chat V2.7

X-UIDL: b03be7d92b6b539cd473353334da372a

On 19-Jan-00, David McMinn wrote:

> Hi Anton

>

>> Yes please that would be interesting- I'll be having separate

>> memory areas for the variables for each program that accesses it- aka

>> Mildred- so you'll have to give the address of that memory area as a

>> parameter for the Functions- would that still be possible in C (well

>> assuming it wouldn't be a pain of course).

>

> Yes, thats how the OS libs work. e.g. ASL lib:

Oh, sorry I was talking about writing the libs in C :)

--

Anton Reinauer <ants@paradise.net.nz>

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1.514 Re: UDP Chat V2.7

From: Anton Reinauer <ants@paradise.net.nz>

Date: Thu, 20 Jan 2000 11:47:22 +1300

Subject: Re: UDP Chat V2.7

X-UIDL: 6ed3b0cdffb1c3f1f1d0e0d90d70fded

On 19-Jan-00, Emil Oppeln Bronikowski wrote:

> Yello Anton

>

> w3333 18-Jan-00, Anton Reinauer naklepal-h:

>

>)-> Yes please that would be interesting

>

> ok, let me clean the source =]

> here is an litte amigae ;)

Thanks for that :) - but it still doesn't solve my problem- that I'll need separate memory areas for each program that accesses the lib, so as far as I can see, it'll be easier to do in assembler, rather than have lots of pointers in C or E.

--

Anton Reinauer <ants@paradise.net.nz>

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1.515 Re: UDP Chat V2.7

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Thu, 20 Jan 2000 09:41:50 -0000

Subject: Re: UDP Chat V2.7

Encoding: 8bit

X-UIDL: b2311efb7956c2f95daff09576750264

Hi Anton

> Oh, sorry I was talking about writing the libs in C :)

Yes, and thats what the bit of C code at the bottom of that mail was trying to show you. Gues I didn't explain it too well (read: at all).

If the program calls your alloc routine, you allocate some memory which the program uses in all references to your UDP functions. This would be the separate memory area for each program. Because as a library, I don't think you could keep track of what programs are using what memory, you'd need to rely on them telling you which area of memory you previously gave them (using the alloc routine). See. Clear as mud :)

--

l) ^ V][[l) Ml © Ml][M N l dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

Dr. Evil: You know, I have one simple request, and that is to have sharks with frickin' laser beams attached to their heads!

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1.516 Re: UDP Chat V2.7

From: Anton Reinauer <ants@paradise.net.nz>

Date: Sun, 23 Jan 2000 22:51:00 +1300

Subject: Re: UDP Chat V2.7

X-UIDL: c644b122b124e62e3e02f2119c375888

On 20-Jan-00, David McMinn wrote:

> Hi Anton

>

>> Oh, sorry I was talking about writing the libs in C :)

>

> Yes, and thats what the bit of C code at the bottom of that mail was
> trying to show you. Gues I didn't explain it too well (read: at all).
>
> If the program calls your alloc routine, you allocate some memory
> which the program uses in all references to your UDP functions. This
> would be the separate memory area for each program. Because as a
> library, I don't think you could keep track of what programs are
> using what memory, you'd need to rely on them telling you which area
> of memory you previously gave them (using the alloc routine). See.
> Clear as mud :)

Oh, yes, I understood that :) What I want to know is how do I access
the variables in those memory areas from C (in the lib itself)

- initialise pointers to the shared variables at the beginning of each
Function using the passed pointer to that variable area?

--

Anton Reinauer <ants@paradise.net.nz>

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1.517 Re: UDP Chat V2.7

From: David McMinn <evil-homer@free4all.co.uk>

Date: Sun, 23 Jan 2000 19:26:19 +0000

Subject: Re: UDP Chat V2.7

X-UIDL: 3525102f7367181747b0d76b191f5d47

Hello Anton

> Oh, yes, I understood that :) What I want to know is how do I access
> the variables in those memory areas from C (in the lib itself)
> - initialise pointers to the shared variables at the beginning of each
> Function using the passed pointer to that variable area?

Well, you get the pointer to the memory location passed to your function, so
you just use it as you would a normal pointer in C.

```
void OneOfAntonsFunctionsInYourLib(int stuff, struct udp *udp)
{
```

```
/* user passes the pointer udp, which is allocated by the alloc function
** of your lib and returned to the user by that alloc function
*/
udp->blah = stuff; /* This would alter blah in the shared memory area
*/
}
```

Regards

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1.518 Re: UDP Chat V2.7

From: Anton Reinauer <ants@paradise.net.nz>

Date: Mon, 24 Jan 2000 11:54:24 +1300

Subject: Re: UDP Chat V2.7

X-UIDL: 01e7dafad3b8a90dc7407fde7d4e4c64

On 24-Jan-00, David McMinn wrote:

> Well, you get the pointer to the memory location passed to your
> function, so you just use it as you would a normal pointer in C.

>

>

> void OneOfAntonsFunctionsInYourLib(int stuff, struct udp *udp)

> {

> /* user passes the pointer udp, which is allocated by the alloc
> function

> ** of your lib and returned to the user by that alloc function

> */

> udp->blah = stuff; /* This would alter blah in the shared memory
> area */

> }

Ahh cool, that means it is possible in C- I'll give it a go, before
resorting to assem. Thanks for that- and to Sami as well for providing
me with this answer at the same time! :)

--

Anton Reinauer <ants@paradise.net.nz>

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1.519 Using .fd converted libs

From: George Davis <geo@2-cool.co.uk>

Date: Tue, 25 Jan 2000 16:50:27 +0000

Subject: Using .fd converted libs

X-UIDL: d7a41f63c6d0514da4658b4dd2ecb6e6

--BOUNDARY.1477422048.3

Hello,Guys.

I must've been inspired by James' controlpad stuff,cause I've had a bash at converting and using a lib (cdplayer.library via Newfdconvert).

But as you may have guessed,it's gone a bit wrong..

The new commands tokenise OK,but I can't get them to work.

I assume it's because I don't know what I'm doing :)

This is my first attempt at anything remotely OS-ish,and my head is filled with Pointers and Message ports (which restrict rational thought :)).

I've attached my code.Could someone look at it and tell me if it's alright in principle? Have I got everything in the right order etc.? And if so why doesn't it work?

Thanks in advance.

--

<sb>Geo

--BOUNDARY.1477422048.3

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

; amigalibs.res is resident

INCLUDE "cdplayer.h.bb2" ;contains some structures,changed to blitz format

DEFTYPE .Library *CDPlayerBase

DEFTYPE .IOStdReq *CD_Request

DEFTYPE .MsgPort *CD_Port

*CDPlayerBase=OpenLibrary_("cdplayer.library",0)

If *CDPlayerBase : NPrint "lib ok" : VWait 5

Else : NPrint "open lib failed" : VWait 50 : End :EndIf

*CD_Port.MsgPort=CreateMsgPort_

If *CD_Port

*CD_Request.IOStdReq=CreateIORequest>(*CD_Port,(SizeOf .IOStdReq))

NPrint "port ok" : VWait 5

If *CD_Request

NPrint "IO request ok" : VWait 5

err.l=OpenDevice_("atapi.device",2,*CD_Request,0)

If err : Print "ERROR" : VWait 50 : End : EndIf

```
;command from the converted cdplayer.library .fd file
; V V
CDEject_ *CD_Request ;GURU! Line 1111 emulator ,or
;GURU! Address error. :(
MouseWait
err=CloseDevice_(*CD_Request)
EndIf
err>DeleteIORequest_(*CD_Request)
EndIf
err>DeleteMsgPort_(*CD_Port)
CloseLibrary_ *CDPlayerBase
--BOUNDARY.1477422048.3
```

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--BOUNDARY.1477422048.3--

1.520 Re: Using .fd converted libs

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Tue, 25 Jan 2000 18:34:31 -0000

encoding: 7BIT

Subject: Re: Using .fd converted libs

X-UIDL: 76dac053539431f95d7311f48204b0f9

Hi George

I've cleaned up your code a bit, I think some of the commands for freeing things were in the wrong place. They should only be called if you are successful in getting them, apart from CloseDevice which according to the autodocs should always be done to match with opendevic. Hmm, don't know if thats right though. Apart from that it all looks fine. Don't have the docs to check the way you've used the library though.

The real problem is probably in the IOStdReq newtype. I'm sure there are unions in it that hasn't been converted properly in the latest version of amigalibs.res, so the size will be wrong. James Boyd has a fixed version, or its in one of his archives on Aminet (for playing around setting the mouse position).

; amigalibs.res is resident


```
INCLUDE "cdplayer.h.bb2" ;contains some structures,changed to blitz
format
DEFTYPE .Library *CDPlayerBase
DEFTYPE .IOStdReq *CD_Request
DEFTYPE .MsgPort *CD_Port
*CDPlayerBase=OpenLibrary_("cdplayer.library",0)
If *CDPlayerBase
NPrint "lib ok" : VWait 5
*CD_Port.MsgPort=CreateMsgPort_
If *CD_Port
*CD_Request.IOStdReq=CreateIORequest_(*CD_Port,(SizeOf .IOStdReq))
NPrint "port ok" : VWait 5
If *CD_Request
NPrint "IO request ok" : VWait 5
err.l=OpenDevice_("atapi.device",2,*CD_Request,0)
If err=0
;command from the converted cdplayer.library .fd file
; V V
CDEject_ *CD_Request ;GURU! Line 1111 emulator ,or
;GURU! Address error. :(
MouseWait
EndIf
CloseDevice_ *CD_Request
DeleteIORequest_ *CD_Request
EndIf
DeleteMsgPort_ *CD_Port
EndIf
CloseLibrary_ *CDPlayerBase
EndIf
```

--

l) ^ V][l) |M c |M][N N | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

This is your father's lightsaber. When you absolutely, positively, have to
kill every motherfuckin' stormtrooper in the room... accept no substitutes.

- Samuel L. Jackson, Jedi

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1.521 Re: Using .fd converted libs

From: George Davis <geo@2-cool.co.uk>

Date: Tue, 25 Jan 2000 21:27:08 +0000

Subject: Re: Using .fd converted libs

X-UIDL: 150a586ac4cee3c2931cc56e25b1a726

Hello David,

On 25-Jan-00, you wrote this:

DM> I've cleaned up your code a bit, I think some of the commands for

DM> freeing things were in the wrong place. They should only be called if

DM> you are successful in getting them, apart from CloseDevice which

Right.Thanks.So basically it's OK.(shock!)

DM> The real problem is probably in the IOStdReq newtype. I'm sure there

DM> are unions in it that hasn't been converted properly in the latest

DM> version of amigalibs.res, so the size will be wrong. James Boyd has a

DM> fixed version, or its in one of his archives on Aminet (for playing

DM> around setting the mouse position).

Aaha.Which archive would that be in then? Or can someone send me it?

Thanks.

--

<sb>Geo

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1.522 Visual Basic WAS: Re: GATEWAY SELLS AMIGA! :)

From: Daniel Allsopp <daniel@thesnakepit.demon.co.uk>

Date: Sun, 02 Jan 2000 17:28:21 +0100

Subject: Visual Basic WAS: Re: GATEWAY SELLS AMIGA! :)

X-UIDL: d9eea3aa7f38287a52bd5bd051cae116

Hi Nick,

> handling stemming from Exec is superb. You try controlling Visual BASIC

> (sorry!) by trying to do a simple Repeat..Until (it's not called that, i

> think it's do loop...until) to watch a GUI's status, it throws a PIII

> (yess PIII-500) into a spasm (Windows '98), and the computer dies a

> horrible crash. The AmigaOS is Exec, and everything else on top is also a

You don't need a Repeat.....Until loop in VB to watch the GUI status.....at

least you don't need to create one yourself. Tell me where in your VB code

do you find a Repeat.....Until loop that checks for your GUI code?

I've created loads of apps in VisualBasic 4 through to 6 all on various PC's and NONE of them have ever thrown the computer into a spasm. Must be your coding!

I not one to usually stick up for anything Microsoft but something like this is horseshit ;)

--

Daniel

<tsb>

<tsb>E-Mail: daniel@thesnakepit.demon.co.uk

<tsb>URL: <http://www.thesnakepit.demon.co.uk/>

<tsb>ICQ Number : 20783863

<tsb>

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1.523 Re: Visual Basic WAS: Re: GATEWAY SELLS AMIGA! :)

From: Nick Lamburn <oruk-amigan@free4all.co.uk>

Date: Sun, 02 Jan 2000 17:45:50 +0100

Subject: Re: Visual Basic WAS: Re: GATEWAY SELLS AMIGA! :)

Encoding: 8bit

X-UIDL: da47772f276dce470efbf5b223cd612e

Hello Daniel

> You don't need a Repeat.....Until loop in VB to watch the GUI
> status.....at least you don't need to create one yourself. Tell me where
> in your VB code do you find a Repeat.....Until loop that checks for your
> GUI code?

Not in most circumstances you don't, since VB is OOP, and I won't claim to being an expert in VB either, so obviously my coding won't be that brilliant, but the main occasion when this happens is thus:

* When a loop gets out of control (easily done!) the PC starts ok, until you realise the loop is looping 4ever.

* When you are inside a function and you need to see if another button or gadget has been hit to continue, I cause a loop to see if a button's been hit, but that makes it ballistic as well.

> I've created loads of apps in VisualBasic 4 through to 6 all on various
> PC's and NONE of them have ever thrown the computer into a spasm. Must be

> your coding!

Well, like I say, I'm by no means a VB expert, and as you say it's very likely my methods of coding. Just one point though, I have had to do some Windows coding in the past with C++. Let me just say this:

If you ever program an Amiga with C, you'll soon realise which has the nice kernel, but this is my opinion. Windows is even more long winded to program initially, though BOOPSI and Gadtools can be an arse on the Amiga sometimes, but I'm sticking by my opinion, AmigaOS is much nicer to program.

> I not one to usually stick up for anything Microsoft but something like

> this is horseshit ;)

The codes on a college PC if you want to see this 'HorseShit', I mean I don't normally stick up for Microsoft, but they do make a good word processor! :) (The Amiga is capable of running it (as I do on Mac emulation!) but M\$ doesn't produce it! I'm sure you'll probably correct me in the VB code what I should do instead, but I was pointing out which OS is nicer... :)

All The Best

Nick.

--

Experience is directly proportional to the value of equipment destroyed.

-- Carolyn Scheppner

+-----+

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+-----+

| email: oruk-amigan@free4all.co.uk |

|www: <http://www.omegaresearchuk.co.uk>|

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1.524 Re: Visual Basic WAS: Re: GATEWAY SELLS AMIGA! :)

From: Rob Hutchinson <rob@satanicdreams.com>

Date: Sun, 02 Jan 2000 18:34:54 +0100

X-SenderInfo: 1; homepage="<http://www.satanicdreams.com/>"; dob=19071981

Organization: Satanic Dreams Software.

Subject: Re: Visual Basic WAS: Re: GATEWAY SELLS AMIGA! :)

X-UIDL: aecc75182d24a0a3caa3e1c5ff03afd8

> I not one to usually stick up for anything Microsoft but something like
> this is horseshit ;)

Trouble with visual basic is that... to me, it`s not coding.. it`s just
clicking and typing.. VB sucks!

Microsoft just like to lamer`fy everything..

BASTARDS!

--

Rob,

--

MAILTO:rob@satanicdreams.com | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.com/>

#PROJECT INFO:# Minimum Safe Distance [55%] <http://msd.satanicdreams.com/>

["He`s dead, Jim. You get his tricorder, I`ll take his wallet."]

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1.525 Re: Visual Basic WAS: Re: GATEWAY SELLS AMIGA! :)

From: Nick Lamburn <oruk-amigan@free4all.co.uk>

Date: Sun, 02 Jan 2000 19:32:53 +0100

Subject: Re: Visual Basic WAS: Re: GATEWAY SELLS AMIGA! :)

Encoding: 8bit

X-UIDL: 07d09eb4ad9e69d86d032d5dfc4bbe53

Hello Rob

>> I not one to usually stick up for anything Microsoft but something like
>> this is horseshit ;)

>

> Trouble with visual basic is that... to me, it`s not coding.. it`s just
> clicking and typing.. VB sucks!

I agree VB sucks, but I have to use it at college, I find it far too
restrictive, ok, so it`s a Windows environment, but none-the-less, VB is
very very restrictive, Blitz maybe a little quirky in places by VB is simply
Quirky. Even if it was on the Amiga I would still be largely un-impressed,
VB is decendent of AmigaBASIC and that says it all really! :(Though it
does make good use of OOP, something that would be nice in Blitz, in fact we
sort of have that with structures...

> Microsoft just like to lamer`fy everything..

> BASTARDS!

>

> :/

Well, nuff said me thinks... =)

Regards

Nick

--

I have made this letter longer than usual because I lack the time to make it shorter.

-- Blaise Pascal

+-----+

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+-----+

| email: oruk-amigan@free4all.co.uk |

|www: <http://www.omegaresearchuk.co.uk>|

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1.526 Re: Visual Basic WAS: Re: GATEWAY SELLS AMIGA! :)

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Sun, 02 Jan 2000 22:03:10 +0300

Subject: Re: Visual Basic WAS: Re: GATEWAY SELLS AMIGA! :)

Encoding: 8bit

X-UIDL: 3298b87b021e41e5dc28ba3acdcc9bc6

On 02-Jan-00, Nick Lamburn wrote.

> Hello Rob

>

>>> I not one to usually stick up for anything Microsoft but something like

>>> this is horseshit ;)

>>

>> Trouble with visual basic is that... to me, it`s not coding.. it`s just

>> clicking and typing.. VB sucks!

>

> I agree VB sucks, but I have to use it at college, I find it far too

> restrictive, ok, so it`s a Windows environment, but none-the-less, VB is

> very very restrictive, Blitz maybe a little quirky in places by VB is

> simply Quirky. Even if it was on the Amiga I would still be largely

> un-impressed, VB is decendent of AmigaBASIC and that says it all really!
> :(Though it does make good use of OOP, something that would be nice in
> Blitz, in fact we sort of have that with structures...

Thank God I'm in uni. (where Java is the main language, which in fact is
good and only thing why I have my PC)

--

Sami Näätänen

E-Mail: sami.naatanen@dlc.fi

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1.527 Wanted: Someone willing to crash their miggy :)

From: "Neil Bullock" <tsoft@tsoft.screaming.net>

Subject: Wanted: Someone willing to crash their miggy :)

Date: Wed, 5 Jan 2000 18:02:11 -0000

Organization: Trogladite Software

boundary="-----=_NextPart_000_015B_01BF57A6.FD296780"

X-UIDL: aaeff840b44bc86bba485062139fec8a

-----=_NextPart_000_015B_01BF57A6.FD296780

charset="iso-8859-1"

Encoding: 7bit

Hi,

Ok, I was half asleep when I did it (which is my excuse :) but I rather
foolishly went and formatted a partition which had some source I needed
on it :(

I DiskSalv'd the partition, and the attached file is the result.

Unfortunately, Blitz doesn't want to load it in, but will load other source
files. So can someone (at the risk of crashing their Amiga) please load the
source file in to Blitz, and save it as ASCII and send it to me privately?

Of course, it may not work at all.

Neil -

<http://www.trogsoft.co.uk> - tsoft@tsoft.screaming.net

--

==Generic tagline, good for everyday usage.

-----=_NextPart_000_015B_01BF57A6.FD296780

name="guim_main_2.bb2"

Encoding: base64

AA
AAAAAAAAAAAAAAAAAAP/gAAAAAAAAIUAAAAAAAA//wAAAAAD6qqAAAAAAAA//AAAAAAAA/VVUAAA
AAf//8AAAAAB/qqqgAAAAAH/////8AAA/VVVVVVQAAB////8Aw4AAH6qqqgC+gAAP////gBwAA
A9VVVUAFAAAB/////4eAAAGqqqqgoAAAD/////gAAANVVXVVUAAAAD/8A7/8AAAAKqgG6qgAAA
AAAAAYf8AAAAAABfVQAAAAAAAAA+AAAAAAAAACoAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
AA
AA
AA
AA
AA
AA
AAAAAAAAAAAAAAAA//8AAAAAD1VVQAAAAD/////wAAAAAPqqqgAAAAD/////AAAAAPIVVVUAAA
B/////gAAAAH6qrqgAAAAAf////wAAAAB9VVVVAIAAAAAA////4LgAAAGqqqqh6AAAAB//9eAHwAAA
FVVXQBIAAAAAA/+AX4AAAAAD6oA6gAAAAAX/4BwAAAAAD1VAH4AAAAACf/58AAAAAOqqigAAAA
AAC//+AAAAAAAFVdQAAAAAAAAAC/8AAAAAAAOqgAAAAAAAAAG8AAAAAAAVQAAAAAAAAAAAAAAAA
AA
AA
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AA
AA
AAAAAAAAAAAAAf/+AAAAAABVVQAAAAAAD/////wAAAAAaqqqgAAAAAAH//8AAAAAVVVVQAAAAA
AD////4AAAAAAKqqqgAAAAAAAf//gAAAAAABVVUAAAAAAAD+AAAAAAAAAaoAAAAAABHcAAAAAAA
APXQAAAAAAD/gsAAAAAAA6qDgAAAAAAP+A4AAAAADVQPAAAAAAAf4FwAAAAAAGqgKAAAAAAA
AEPgTgAAAAAA/UD0AAAAAAAf/+AAAAAAAqqoAA
AA
AA
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AA
AA
AAAAAAAAAAAAA//4AAAAAADVVAAAAAAAD/////gAAAAAKqqqgAAAAAAH//wAAAAAVVVVAAAAAA
B//wAAAAACqqqgAAAAAAAf//gAAAAAABVVUAAAAAABgP/8AAAAAGAqqgAAAAAXdwAAAAAAB
1dAAAAAAA/+DgAAAAAGqoOAAAAAAD/4HAAAAAAdVA0AAAAAAv/AMAAAAADqoDgAAAAAAD
/YB4AAAAAFXANAAAAAAH//oAAAAAAKqr8AAAAAAAcAAAAAABQAAAAAAAAAAAAAAAAAAAAA
AA
AA
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AA
AA
AAAAAAAH/gAAAAAAAVUAAAAAA//+AAAAAADqqgAAAAAA//vAAAAAABVVUAAAAAA
//gAAAAACqqqgAAAAAAAf//gAAAAAABVVUAAAAAeA//AAAAABoCqqoAAAAAHh3Af8AAAAAUf

1.528 Re: Wanted: Someone willing to crash their miggy :)

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 7 Jan 2000 15:58:43 +1000

Subject: Re: Wanted: Someone willing to crash their miggy :)

Encoding: 7bit

X-UIDL: 638d6a0d9a8f33340406aee8d45ebee6

On Wed, 5 Jan 2000 18:02:11 -0000 Neil Bullock said:

> Hi,

>

> Ok, I was half asleep when I did it (which is my excuse :) but I rather

> foolishly went and formatted a partition which had some source I needed

> on it :(

We have all done that sometime or another :-(

>

> I DiskSalv'd the partition, and the attached file is the result.

> Unfortunately, Blitz doesn't want to load it in,

It doesn't look like a blitz2 source file to me. My Blitz loads it in, but it's full of ????'s.

Doing a hex dump shows a lot of hex 00's at the front and some UUCP ascii.

Dunno what it is though.

Sorry

--

Tony Rolfe

Amiga 2000, 68030/25, 1+8Mb

www.shoalhaven.net.au/edgewater

ICQ #51271965

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1.529 Window & Screen Structures

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

Date: Tue, 25 Jan 2000 20:43:36 +0000

Subject: Window & Screen Structures

X-UIDL: feee1cb7f36471b70d2f2eeb473eaa56

Hiya Guys,

How do I access the Window and Screen structures (Or any other structure that shares its name with a Blitz command)?

T'ra

Bippy M

--

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

||

| Current Projects: |

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

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

||

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

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1.530 Re: Window & Screen Structures

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Tue, 25 Jan 2000 21:04:09 -0000

encoding: 7BIT

Subject: Re: Window & Screen Structures

X-UIDL: da4cb9bd5283dfa0b84930202a80cefe

Hi Bippy

> Hiya Guys,

>

> How do I access the Window and Screen structures (Or any other
> structure that shares its name with a Blitz command)?

If its the ones that you control with the Blitz commands, then mainly they are *win.Window=Peek.l(Addr Window(x)) and *scr.Screen=Peek.l(Addr Screen(x)) and so on. Load the bb2objtypes.res file into Blitz and have a browse through the structures. They nearly always have a pointer to some OS structure, or are the same as one, although it can be tricky to find out from the names.

If you think you mean for tokenisation problems, then don't worry, it won't happen.

--

) ^ V] [] M c M] [N N I dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

I'd explain it to you, but your brain would explode.

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1.531 Re: Window & Screen Structures

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

Date: Tue, 25 Jan 2000 22:30:23 +0000

Subject: Re: Window & Screen Structures

X-UIDL: d008db89fc3f0b32eca867f738f8b691

Howdy David

On 25-Jan-00, David McMinn wrote:

DM> Hi Bippy

DM>> Hiya Guys,

DM>>

DM>> How do I access the Window and Screen structures (Or any other

DM>> structure that shares its name with a Blitz command)?

DM> If its the ones that you control with the Blitz commands, then mainly

DM> they are *win.Window=Peek.l(Addr Window(x)) and

DM> *scr.Screen=Peek.l(Addr Screen(x)) and so on. Load the

DM> bb2objtypes.res file into Blitz and have a browse through the

DM> structures. They nearly always have a pointer to some OS structure,

DM> or are the same as one, although it can be tricky to find out from

DM> the names.

I Will cheers..

DM> If you think you mean for tokenisation problems, then don't worry, it

DM> won't happen.

Well I'm trying to convert some simple C code to blitz, in helping me

understand OS stuff.. and I have the following line :-

```
handle_window_events (struct Window *)
```

and also the following :-

```
struct Screen *my_screen;
```

How would I convert these?

Regards

Bippy M

```
--
x-----| BippyM@Stingent.freemove.co.uk |-----x
||
| Current Projects: |
| Overflow (Pipemania Clone) [..^.....] 30% |
| Packer2Packer Suite [.^.....] 20% |
||
x-----| BippyM@Stingent.freemove.co.uk |-----x
```

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1.532 Re: Window & Screen Structures

From: Curt Esser <camge@amigaonline.net>

Date: Tue, 25 Jan 2000 18:10:22 -0500

Subject: Re: Window & Screen Structures

X-UIDL: e22581d02b74b9d1f01e8b56a8146833

Hi Bippy

On 25-Jan-00, Bippy M wrote:

> Hiya Guys,

>

> How do I access the Window and Screen structures (Or any other structure

> that shares its name with a Blitz command)?

It doesn't cause a problem - only variable names can not be the same as command names.

So, *scr.Screen is OK. *scr is the variable name, and .Screen is the type, just as if you had:

a.w , where a is the variable name, and .w is the type.

Later...

--

He who laughs, lasts.

Yours electronically,

Curt Esser

camge@amigaonline.net

http://members.xoom.com/Curt_Esser/

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1.533 Re: Window & Screen Structures

From: "David McMinn" <dave@satanicdreams.com>

Organization: Satanic Dreams Software

Date: Wed, 26 Jan 2000 09:58:26 -0000

encoding: 7BIT

Subject: Re: Window & Screen Structures

X-UIDL: 8c36853d2d4366d095f72837614acda8

Hi Bippy

> Well I'm trying to convert some simple C code to blitz, in helping me

> understand OS stuff.. and I have the following line :-

>

> handle_window_events (struct Window *)

Well, thats a function prototype, so it is just declaring the function. You'll find the actual function somewhere later on like:

```
void handle_window_events (struct Window *win)
```

```
{
```

```
...
```

```
}
```

Thats the only bit you need to convert (the actual function, not the prototype). It would end up like this:

```
Statement handle_window_events{*win.Window }
```

```
...
```

```
End Statement
```

> and also the following :-

>

> struct Screen *my_screen;

>

> How would I convert these?

```
DEFTYPE.Screen *my_screen
```

```
--
```

) ^ V] [] | M | c | M] [] N | | dave@satanicdreams.com

http://members.xoom.com/David_McMinn | ICQ=16827694

The Borg - 'assimilate and conquer'

Microsoft - 'embrace and enhance'

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1.534 Window opening and closing

Date: Thu, 6 Jan 2000 18:45:37 +0100
 From: Martin Konrad <mkon@gmx.de>
 Subject: Window opening and closing
 Encoding: 7bit
 X-UIDL: 439c3ab1deb7eb40b9d2c0e51dd0fa97

Hallo.

I'm currently working on my leveleditor.

The problem is now, that when I open a
 further window for some levelprefs,
 close it, open it, close it and then
 again open it, the whole program ends.

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1.535 WinFonts

From: Bippy M <BippyM@stingent.freemove.co.uk>
 Date: Thu, 20 Jan 2000 19:08:04 +0000
 Subject: WinFonts
 X-UIDL: 9eaec078a6af468e25093b619906ac24

Hiya Guys,

How do you find out the name of the SYSTEM DEFAULT FONT? or force a NLIBS
 Window to use the Screen Font?

T'ra

Bippy M

--

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

||

| Current Projects: |

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

||

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

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1.536 Re: WinFonts

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Fri, 21 Jan 2000 02:13:44 +0100

Subject: Re: WinFonts

X-UIDL: 558c63ecd33ae82c4b201d479549aa92

--BOUNDARY.1742887584.2

Bippy M churned out *this* drivel:

> How do you find out the name of the SYSTEM DEFAULT FONT?

See attached :)

> or force a NLIBS

> Window to use the Screen Font?

Dunno, I don't use 'em...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

But what is all this fear of and opposition to oblivion? What

is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

--BOUNDARY.1742887584.2

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

Content-Description: System default font info

; get system default font :

; NOTE : This method of getting the data ONLY applies to

; the system default font!!!

*gfxlib.GfxBase=OpenLibrary_ ("graphics.library",0)

If *gfxlib

; this is the weird way we seem to have to get the

; system default font :

*dfm.Message=*gfxlib\DefaultFont\tf_Message ; TextFont message (!)

*dfn.Node=*dfm\mn_Node ; TF message node

df\$=Peek\$(*dfn\ln_Name) ; font name (from TF node)

dfheight.w = *gfxlib\DefaultFont\tf_YSize ; font height

dfwidth.w = *gfxlib\DefaultFont\tf_XSize ; font width

```

dfstyle.b = *gfxlib\DefaultFont\tf_Style ; font style
NPrint "System default font : ",df$
NPrint " Height : ",dfheight
NPrint " Width : ",dfwidth
NPrint " Style flags : $",Hex$(dfstyle)
CloseLibrary_ *gfxlib
EndIf
MouseWait:End
; .TextFont stuff, from includes, just for reference :
; tf_Message.Message; /* reply message for font removal */
; /* font name in LN \ used in this */
; tf_YSize.w /* font height | order to best */
; tf_Style.b /* font style | match a font */
; tf_Flags.b /* preferences and flags / request. */
; tf_XSize.w /* nominal font width */
; tf_Baseline.w /* distance from the top of char to baseline */
; tf_BoldSmear.w /* smear to affect a bold enhancement */
--BOUNDARY.1742887584.2
-----
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--BOUNDARY.1742887584.2--

```

1.537 xxxMouse replacement : was Re: BRexx

```

From: James L Boyd <jamesboyd@all-hail.freereserve.co.uk>
Date: Mon, 17 Jan 2000 19:48:57 +0100
Subject: xxxMouse replacement : was Re: BRexx
X-UIDL: 9bbd73b41dbc6c02ab536d209ceeff1f
--BOUNDARY.1740426560.4

```

Kai Gunter Brandt churned out **this** drivel:

```

>> Well, I've got some code here that David McMinn helped me out with, that
>> replaces ABSMouse and RelMouse (and works properly), and it also has a
>> parameter to choose which screen it clicks on...it would be difficult to
>> figure out the positioning on another screen if they have different
>> resolutions, but if you want it, let me know...

```

Sorry for the delay - it's attached...

```

> But my main problem is to simulate the "shiFt" key in combination with
> some thing else,like ramiga.

```

If you go through this source, you should be able to replace the mouse codes with the appropriate keyboard codes, as long as you have the RKRMs/hardware/whatever it was in ;) OK, there will be a little more to it, but it should help, cos this is how you fake an input event...note that it uses David's custom newtype (if I remember correctly) to replace the C "unions" that Blitz doesn't support (and if someone can go through and fix all those in the Blitz libraries, that would be cool ;) Just looked at it - it's huge, but a lot of it is blank lines and explanations...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freeserve.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

But what is all this fear of and opposition to oblivion? What is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

--BOUNDARY.1740426560.4

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

Encoding: quoted-printable

Content-Description: OS legal mouse faking

; Function : SetMouse { x, y, button, absolute/relative }

; Author : James L Boyd - jamesboyd@all-hail.freeserve.co.uk

; Only possible by the work of David McMinn though!

; Adapted from SetMouse.c by K Hunn

; This is a full, 100% system-friendly replacement for ABSMouse,

; RelMouse AND MouseButton! ABSMouse DOES NOT work on ALL systems

; properly! It may look OK on your screen, but it'll be in the wrong

; place on someone else's!

; This version also makes for a smaller executable size,

; especially if you're using MouseButton for fake clicks too -

; they're "built-in" to this function :)

; NOTE that you MUST have a screen in use!

; For the "button" parameter, use :

; 0 - no button click

```

; 1 - left button click
; 2 - middle button click
; 3 - right button click
; If you just want a "MouseButton"-style click, call it with :
; dummy.b=3DSetMouse {0,0,1,1}
; The first "1" above is the left button click (see above for
; others), the second is the "relative" switch, so this is
; clicking 0,0 pixels away from the current mouse position!
; The "absolute/relative" parameter is so you can specify
; whether the x and y values are taken from the SCREEN's
; top-left corner (absolute) or from the current MOUSE
; position (relative). Use 0 for absolute, any other value
; (like, er -1!) for relative.
; Yep, all if this code makes for a smaller executable
; than just using ABSMouse/RelMouse/MouseButton :)
Function.b SetMouse { x.w, y.w, button.w, absrel.b }
NEWTTYPE.InputEvent2 ; the excellent work
*ie_NextEvent.InputEvent2 ; of David McMinn :)
ie_Class.b ; l
ie_SubClass.b ; l
ie_Code.w ; l
ie_Qualifier.w ; l
ie_addr.l[0] ; l
ie_EventAddress.l[0] ; l
ie_xy.l[0] ; l
ie_x.w[0] ; l
ie_X.w[0] ; l
ie_prev1DownCode.b ; l
ie_prev1DownQual.b ; l
ie_y.w[0] ; l
ie_Y.w[0] ; l
ie_prev2DownCode.b ; l
ie_prev2DownQual.b ; l
ie_TimeStamp.timeval ; V
End NEWTYPE ;-----
*sc.Screen=3DPeek.l(Addr Screen(Used Screen))
If *sc
If absrel
x+*sc_MouseX ; make relative

```

```
y+*sc\_MouseY ; to mouse
; if you get an "offset not found" error, try removing the underscores!
EndIf
DEFTYPE.IOSdReq *InputIO
DEFTYPE.MsgPort *InputMP
DEFTYPE.InputEvent2 *FakeEvent
DEFTYPE.IEPointerPixel *NeoPix
*InputMP=3DCreateMsgPort_()
If *InputMP
*FakeEvent=3DAllocVec_(SizeOf.InputEvent2, #MEMF_PUBLIC)
If *FakeEvent
*NeoPix=3DAllocVec_(SizeOf.IEPointerPixel, #MEMF_PUBLIC)
If *NeoPix
*InputIO=3DCreateIORequest_(*InputMP, SizeOf.IOSdReq)
If *InputIO
id$=3D"input.device"
If OpenDevice_ (&id$, 0, *InputIO, 0)=3D0
*NeoPix\iepp_Screen =3D*sc
*NeoPix\iepp_Position\X =3Dx
*NeoPix\iepp_Position\Y =3Dy
*FakeEvent\ie_addr =3D*NeoPix
*FakeEvent\ie_NextEvent =3D0
*FakeEvent\ie_Class =3D#IECLASS_NEWPOINTERPOS
*FakeEvent\ie_SubClass =3D#IESUBCLASS_PIXEL
*FakeEvent\ie_Code =3D0
*FakeEvent\ie_Qualifier =3D0
*InputIO\io_Data =3D*FakeEvent
*InputIO\io_Length =3DSizeOf.InputEvent2
*InputIO\io_Command =3D#IND_WRITEEVENT
DoIO_ *InputIO
Select button
Case 1
button=3D#IECODE_LBUTTON
Case 2
button=3D#IECODE_MBUTTON
Case 3
button=3D#IECODE_RBUTTON
Case 0
button=3D#IECODE_NOBUTTON
```

```
Default
button=3D#IECODE_NOBUTTON
End Select
If button<>#IECODE_NOBUTTON
*FakeEvent\ie_addr =3D0
*FakeEvent\ie_Class =3D#IECLASS_RAWMOUSE
*FakeEvent\ie_Code =3Dbutton
DoIO_ *InputIO
*FakeEvent\ie_Code =3Dbutton|#IECODE_UP_PREFIX
DoIO_ *InputIO
EndIf
CloseDevice_ *InputIO
Else Function Return 0
EndIf
DeleteIORequest_ *InputIO
Else Function Return 0
EndIf
FreeVec_ *NeoPix
Else Function Return 0
EndIf
FreeVec_ *FakeEvent
Else Function Return 0
EndIf
DeleteMsgPort_ *InputMP
Else Function Return 0
EndIf
Else Function Return 0
EndIf
Function Return -1
End Function
; demo :
; WBStartup
; FindScreen 0,"Workbench Screen" ; MUST have a screen!
; WBenchToFront_
; If SetMouse {320,128,0,0}=3D0 ; check for failure (just use " dummy=
=2Eb=3DSetMouse {x,y,button,absrel} " if you don't care)
;; ^^^^
;; ||||
;; ||||
```

```
::| | | |
::| | | | 0=3D absolute, ie from screen's top-left
::| | |
::| | | 0 =3D no mouse click
::| |
::| | y position =3D 128
::|
::| x position =3D 320
; Request "", "SetMouse failed!", "This shouldn't happen!"
; EndIf
; End=
--BOUNDARY.1740426560.4
```

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For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
--BOUNDARY.1740426560.4--

1.538 Re: xxxMouse replacement : was Re: BRexx

Date: Wed, 19 Jan 2000 09:26:22 +0100

From: Kai Gunter Brandt <kai.brandt@cih.uib.no>

Subject: Re: xxxMouse replacement : was Re: BRexx

X-UIDL: e5aef004256da5fda5374d502e4878b1

At 19:48 17.01.00 +0100, you wrote:

>Kai Gunter Brandt churned out *this* drivel:

>

> >> figure out the positioning on another screen if they have different

> >> resolutions, but if you want it, let me know...

>

>Sorry for the delay - it's attached...

>

This was not an delay. :o)

I think i have some time this weekend, then i can give you some response on
how my project is going :o)

thanks

BTW: what was the URL for the "RKRMs/hardware/" docs?

Kai

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

1.539 Re: xxxMouse replacement : was Re: BRexx

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Wed, 19 Jan 2000 19:55:35 +0100

Subject: Re: xxxMouse replacement : was Re: BRexx

X-UIDL: 055c8d491c96107140ceb46f47b98bb0

Kai Gunter Brandt churned out *this* drivel:

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> thanks

>

> BTW: what was the URL for the "RKRMs/hardware/" docs?

Should be here (I think there's a line saying "Amiga essentials"
or something that you click on...:

<http://www.redrobe.demon.co.uk/amiga/index.html>

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

But what is all this fear of and opposition to oblivion? What
is the matter with the soft darkness, the dreamless sleep?

-- James Thurber

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