

Amiga_C_List

COLLABORATORS

	<i>TITLE :</i> Amiga_C_List		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		January 18, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Amiga_C_List

1.1 Introduction

Amiga-C Mailing List Guide

=====

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

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

To subscribe to the Amiga C mailing list, search for amiga-c at Onelist.

<http://www.onelist.com>

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1.2 Amiga C Mailing List Guide

Amiga C Mailing List Guide

=====

June 2000

Introduction

Introduction to the guide.

Search Search this file (requires SearchGuide)

Re: Graphics
Stefan Schulze

Re: Graphics
Allan Odgaard

Re: Graphics
Allan Odgaard

Re: Shared Library in StormC
Allan Odgaard

Shared Library in StormC
Charlie

Re: Graphics
Hynek Schlawack

Re: Graphics
Hynek Schlawack

Re: Graphics
Hynek Schlawack

Re: Graphics
Mike Carter

Re: Graphics
Hynek Schlawack

Re: Graphics
Martyn Capewell

Assigning to different pointers in one line.
Tim Hanson

Re: Graphics
Allan Odgaard

Re: Graphics
Hynek Schlawack

RE: Re: Polling keyboard
Chris January

New list member - BIG Question
Ann L Goonan

Analogue joysticks - help from gfx-card owners wanted
"Alastair M. Robinson"

Re: New list member - BIG Question
Hynek Schlawack

Re: Graphics
Allan Odgaard

Re: Graphics
Hynek Schlawack

Re: New list member - BIG Question
Mike Carter

Re: Graphics
Allan Odgaard

sas-c stpchr()
Mike Carter

Scaling a RastPort
Charlie

RE: sas-c stpchr()
Joar Sivertsen

Re: Graphics
Hynek Schlawack

Re: sas-c stpchr()
Christian Hattemer

RE: Re: Graphics
Jesper Svennevid

Re: Graphics
Hynek Schlawack

Re: sas-c stpchr()
Mike Carter

Re: New list member - BIG Question
"James S. Adelman"

non-overload function error in StormC
Mike Carter

Re: New list member - BIG Question
amiga-c@tkgbbs.freemove.co.uk

Re: Scaling a RastPort
Bart King

Re: New list member - BIG Question
Charlie

RE: Assigning to different pointers in one line.
Jesper Svennevid

Re: Analogue joysticks - help from gfx-card owners wanted
Tim Hanson

Re: New list member - BIG Question
Tim Hanson

Re: Assigning to different pointers in one line.
"James S. Adelman"

Re: sas-c stpchr()
Tim Hanson

Re: New list member - BIG Question
Hynek Schlawack

Includes and Boopsi questions.
Shinda

Re: non-overload function error in StormC
Allan Odgaard

Re: Includes and Boopsi questions.
Allan Odgaard

Re: Scaling a RastPort
Charlie

Analogue joysticks - help from Picasso96 users wanted
"Alastair M. Robinson"

Genesis SDK
Oliver Roberts

Re: Assigning to different pointers in one line.
Colin Wenzel

VBlank interrupts and graphics cards...
"Alastair M. Robinson"

genesis sdk
Mike Carter

Re: Assigning to different pointers in one line.
Christian Hattemer

Re: Re: Graphics
Bart King

Re: Re: Graphics
Bart King

Re: Analogue joysticks - help from gfx-card owners wanted
Bart King

Re: Assigning to different pointers in one line.
Colin Wenzel

Re: Assigning to different pointers in one line.
Tim Hanson

GfxBase->current_tot_cclks (was: Re: Analogue ...)
Allan Odgaard

Re: VBlank interrupts and graphics cards...
Allan Odgaard

Re: VBlank interrupts and graphics cards...
Tim Hanson

Storm Profiler
Daithi O'Cuinn

Re: Graphics
Hynek Schlawack

Re: Graphics
Hynek Schlawack

Re: Graphics
Allan Odgaard

Re: Storm Profiler
Yves Grabowsky

Waiting for disk activity to finish.
"Francis G. Loch"

Re: Graphics
amiga-c@tkgbbs.freemove.co.uk

Re: Storm Profiler
Bart King

Re: VBlank interrupts and graphics cards...
Colin Wenzel

Re: Waiting for disk activity to finish.
Colin Wenzel

WPA8
David McMinn

Re: Analogue joysticks - help from gfx-card owners wanted
Gabriele Svelto

Re: WPA8
Daithi O'Cuinn

Re: WPA8
Niels de Koning

Re: Re: WPA8
David McMinn

Re: WPA8
Hynek Schlawack

Re: WPA8
Hynek Schlawack

Re: Re: WPA8
David McMinn

Re: Re: WPA8
David McMinn

Re: WPA8
Hynek Schlawack

Re: Re: WPA8
Olaf Barthel

Re: WPA8
Hynek Schlawack

Re: Includes and Boopsi questions.
Shinda

Method of implementing syntaxhighlighting.
Charlie

Re: Includes and Boopsi questions.
Allan Odgaard

GfxBase->current_tot_cclks and a new request...
"Alastair M. Robinson"

Make files.
Tim Hanson

Re: Make files.
Hynek Schlawack

PSU on A3000
Johan Svensson

Re: WPA8
David McMinn

Re: WPA8
alan fullarton

Re: Re: WPA8
David McMinn

Re: Re: Make files.
Stephen Illingworth

Re: Make files.
Hynek Schlawack

Re: WPA8
"Francis G. Loch"

Re: New list member - BIG Question
Ann L Goonan

Re: New list member - BIG Question
Ann L Goonan

Re: New list member - BIG Question
Ann L Goonan

Re: Re: Waiting for disk activity to finish.
"Francis G. Loch"

Re: Re: Graphics
Bart King

Re: Re: Graphics
Bart King

Re: Waiting for disk activity to finish.
Jacob Laursen

Icons Sizes under AOS3.5
James S Perrin

Re: Waiting for disk activity to finish.
Colin Wenzel

Re: Waiting for disk activity to finish.
Allan Odgaard

Re: Graphics
Allan Odgaard

Re: New list member - BIG Question
Mike Carter

Re: GfxBase->current_tot_cclks and a new request...
Tim Hanson

Re: Waiting for disk activity to finish.
Tim Hanson

GCC .a to .lib ?
amiga-c@tkgbbs.freemove.co.uk

Re: Waiting for disk activity to finish.
Ilkka Lehtoranta

Re: Re: Waiting for disk activity to finish.
"Francis G. Loch"

Re: Re: Waiting for disk activity to finish.
"Francis G. Loch"

Re: Re: Waiting for disk activity to finish.
"Francis G. Loch"

Re: Re: Waiting for disk activity to finish.
Roger Light

Re: Includes and Boopsi questions.
Gabriele Svelto

Re: GfxBase->current_tot_cclks and a new request...
Gabriele Svelto

Re: Re: Waiting for disk activity to finish.
"Francis G. Loch"

Re: Make files.
Gabriele Svelto

Re: Waiting for disk activity to finish.
Colin Wenzel

RE: Re: Waiting for disk activity to finish.
Jesper Svennevid

Re: Includes and Boopsi questions.
Allan Odgaard

Re: Re: Includes and Boopsi questions.
Paul Hill

Re: Re: Includes and Boopsi questions.
Paul Hill

Re: Re: Waiting for disk activity to finish.
Niels de Koning

Re: Includes and Boopsi questions.
Alexander Niven-Jenkins

Re: Re: Includes and Boopsi questions.
David McMinn

Re: Re: Waiting for disk activity to finish.
Charlie

Re: Make files.
Stephen Illingworth

Re: Make files.
Tim Hanson

Suspending disk activity...
"Alastair M. Robinson"

Re: Waiting for disk activity to finish.
Andrew Bell

Off topic
troy silvey

Re: Off topic
Allan Odgaard

Re: Off topic
Kelly Samel

Re: Suspending disk activity...
"Francis G. Loch"

Re: Make files.
Hynek Schlawack

Re: Includes and Boopsi questions.
Gabriele Svelto

Re: Includes and Boopsi questions.
Allan Odgaard

Re: Suspending disk activity...
Charlie

Re: Off topic, and libraries :)
Allan Odgaard

Re: Off topic, and libraries :)
Gürer Özen

Re: Waiting for disk activity to finish.
Tim Hanson

Re: Method of implementing syntaxhighlighting.
Allan Odgaard

Re: GfxBase->current_tot_cclks and a new request...
"Alastair M. Robinson"

re: Suspending disk activity...
"Alastair M. Robinson"

Re: Off topic
troy silvey

Re: Off topic
troy silvey

Re: Re: Off topic, and libraries :)
David McMinn

AW: Re: Off topic, and libraries :)
Fritsch Alexander

Re: AW: Re: Off topic, and libraries :)
Paul Hill

Re: Re: Off topic, and libraries :)
David McMinn

Re: AW: Re: Off topic, and libraries :)
David Erman

AW: AW: Re: Off topic, and libraries :)
Fritsch Alexander

Re: AW: AW: Re: Off topic, and libraries :)
David Erman

MP overhead (was: Re: Off topic, and libraries :))
Allan Odgaard

MP vs. good programs (was: Re: Off topic, and libraries :))
Allan Odgaard

SDK & the price (was: Re: Off topic)
Allan Odgaard

VP vs. C++ or JAVA (was: Re: Off topic, and libraries :))
Allan Odgaard

Re: VP vs. C++ or JAVA (was: Re: Off topic, and libraries :))
David McMinn

Re: VP vs. C++ or JAVA (was: Re: Off topic, and libraries :))
David McMinn

AW: Re: Off topic, and libraries :)
Fritsch Alexander

Re: Off topic, and libraries :)
Kelly Samel

Re: Off topic, and libraries :)
Kelly Samel

Re: AW: AW: Re: Off topic, and libraries :)
Paul Hill

Re: AW: Re: Off topic, and libraries :)
Paul Hill

Antwort: AW: AW: Re: Off topic, and libraries :)
Raimund.Dold@bgt.de

Re: Graphics
Daithi O'Cuinn

Re: VP vs. C++ or JAVA (was: Re: Off topic, and libraries :))
Ilkka Lehtoranta

Libraries (and still off-topic ;)
Gürer Özen

Re: Off topic,
Tim Hanson

Re: Tabs to spaces and visa versa
Ilkka Lehtoranta

Re: Graphics
Jonas Hulten

Re: Graphics
Martyn Capewell

Re: Off topic, and libraries :)
Allan Odgaard

Moving borderless windows
Martyn Capewell

Re: VP vs. C++ or JAVA (was: Re: Off topic, and libraries :))
Allan Odgaard

Re: Tabs to spaces and visa versa
Allan Odgaard

Re: Libraries (and still off-topic ;)
Allan Odgaard

Re: Tabs to spaces and visa versa
Andrew Markwell

Tabs to spaces and visa versa
Charlie

Re: Re: Tabs to spaces and visa versa
Charlie

Re: Off topic, and libraries :)
Alexander Niven-Jenkins

Re: Re: Make files.
Paul Hill

Re: Re: Off topic, and libraries :)
Paul Hill

Re: Moving borderless windows
Paul Hill

Re: Re: Off topic,
Paul Hill

Re: Off topic, and libraries :)
Allan Odgaard

Memory, offsets
Johan Rasten

Re: Off topic, and libraries :)
Alexander Niven-Jenkins

Re: Memory, offsets
Allan Odgaard

Re: Memory, offsets
Colin Wenzel

Re: Off topic, and libraries :) and asm
Johan Rasten

Re: Memory, offsets
Johan Rasten

long to string
J.Pond@gmx.de

removing symbols from PowerUp ELF's
Oliver Roberts

testing function pointers...
Alexander Niven-Jenkins

Re: Waiting for disk activity to finish.
Alexander Niven-Jenkins

Re: long to string
Sebastian Jedruszkiewicz

Re: removing symbols from PowerUp ELF's
Sebastian Jedruszkiewicz

Re: long to string
Daithi O'Cuinn

Display Database
Daithi O'Cuinn

Re: Re: Off topic,
Jarno van der Linden

Re: long to string
Charlie

Re: long to string
Colin Wenzel

Re: long to string
Colin Wenzel

Re: testing function pointers...
Colin Wenzel

Re: testing function pointers...
Alexander Niven-Jenkins

Re: MP vs. good programs (was: Re: Off topic, and libraries :))
Lee Atkins

Re: long to string
Sebastian Jedruszkiewicz

Re: Tabs to spaces and visa versa
Tim Hanson

Register r11 and VBCC was.
Tim Hanson

Re: Tabs to spaces and visa versa
Tim Hanson

Re: Waiting for disk activity to finish.
Tim Hanson

Re: Tabs to spaces and visa versa
Alexander Niven-Jenkins

Re: testing function pointers...
Colin Wenzel

Re: Includes and Boopsi questions.
Shinda

long to string example
René

Re: Tabs to spaces and visa versa
Alexander Niven-Jenkins

Re: testing function pointers...
Alexander Niven-Jenkins

Re: Re: Tabs to spaces and visa versa
Andrew Markwell

Re: Tabs to spaces and visa versa
Alexander Niven-Jenkins

Re: Display Database
Ilkka Lehtoranta

Re: Re: Tabs to spaces and visa versa
Charlie

Re: Tabs to spaces and visa versa
Allan Odgaard

Re: Display Database
Allan Odgaard

Re: Tabs to spaces and visa versa
Allan Odgaard

Re: Tabs to spaces and visa versa
Allan Odgaard

Message parsing with MP (was: Re: Off topic)
Allan Odgaard

Re: Re: Tabs to spaces and visa versa
Charlie

Re: Memory, offsets
Allan Odgaard

Re: Off topic, and libraries :) and asm
Allan Odgaard

Re: Re: MP vs. good programs (was: Re: Off topic, and libraries ← :))
Paul Hill

Re: Tabs to spaces and visa versa
Allan Odgaard

Re: Tabs to spaces and visa versa
Alexander Niven-Jenkins

Re: Register r11 and VBCC wos.
Volker Barthelmann

Re: Tabs to spaces and visa versa
Allan Odgaard

long to string example
René

Re: Re: Tabs to spaces and visa versa
Charlie

Re: Re: Waiting for disk activity to finish.
Charlie

Re: Re: Tabs to spaces and visa versa
Charlie

Re: Re: Tabs to spaces and visa versa
Charlie

Re: Re: Tabs to spaces and visa versa
Charlie

pointer arithmetic
David McMinn

Sin and cos
Thomas Cobb

Re: Sin and cos
David McMinn

Re: pointer arithmetic
Colin Wenzel

Re: Re: Tabs to spaces and visa versa
Charlie

Re: Tabs to spaces and visa versa
BlackMael

Re: Tabs to spaces and visa versa
Allan Odgaard

Memory-tracking debugging
Jesper Svennevid

Re: Memory-tracking debugging
David McMinn

Re: Libraries (and still off-topic ;)
Gürer Özen

Re: Icons Sizes under AOS3.5
Mike Carter

Storm C v4
Mike Carter

RE: Re: Libraries (and still off-topic ;)
Jesper Svennevid

RE: Re: MP vs. good programs (was: Re: Off topic, and l ibraries ← :))
Jesper Svennevid

Re: Off topic, and libraries :) and asm
Johan Rasten

Re: Memory-tracking debugging
Christian Hattemer

Re: Moving borderless windows
Stephen Illingworth

Re: Off topic, and libraries :) and asm
Allan Odgaard

Re: MP vs. good programs (was: Re: Off topic, and l ibraries :))
Allan Odgaard

Re: ILBM parsing trouble. Grrr.
Allan Odgaard

Re: Tabs to spaces and visa versa
Allan Odgaard

Re: Libraries (and still off-topic ;)
Allan Odgaard

Re: Memory-tracking debugging
Allan Odgaard

Mpega.library example?
Tim Hanson

Re: Re: MP vs. good programs (was: Re: Off topic, and libraries ← :))
Volker Barthelmann

Re: Re: Tabs to spaces and visa versa
Charlie

CyberGfx with VBCC
Gabriele Svelto

Re: Re: Tabs to spaces and visa versa
"James S. Adelman"

exit()
Bart King

Re: Re: Tabs to spaces and visa versa
Charlie

Re: Mpega.library example?
Mike Carter

Adding a value to a filename
Rik Sweeney

Re: Adding a value to a filename
Allan Odgaard

Re: Re: ILBM parsing trouble. Grrr.
Shane O'Neill

RE: Memory-tracking debugging
Jesper Svennevid

(unknown)
Bablos

BltBitMapRastPort?
Bablos

Re: BltBitMapRastPort?
Jarmo Laakkonen

Re: Re: BltBitMapRastPort?
Bablos

Re: BltBitMapRastPort?
Jarmo Laakkonen

AW: BltBitMapRastPort and gcc
Fritsch Alexander

AW: BltBitMapRastPort and gcc
Bablos

Re: Re: Waiting for disk activity to finish.
Thomas Cobb

Re: Re: Off topic,
Thomas Cobb

unsubscribe
Magnus

Re: Off topic,
Mike Carter

Baginner
Mark Edward Reed

Re: Baginner
troy silvey

Re: Baginner
Allan Odgaard

Re: Waiting for disk activity to finish.
"Alastair M. Robinson"

Re: Beginner
troy silvey

Re: Baginner
troy silvey

Re: Baginner
Mark Edward Reed

Re: Baginner
Mark Edward Reed

Re: Baginner
Charlie

64 ML
troy silvey

Re: 64 ML opps
troy silvey

Re: Off topic,
Allan Odgaard

Raw PC disk copy... (Linux -> Amiga)
Allan Odgaard

Re: Storm C v4
Robert Templeton

Re: Raw PC disk copy... (Linux -> Amiga)
Ilkka Lehtoranta

MiamiSDK.
Krzysztof Wolski

Re: Raw PC disk copy... (Linux -> Amiga)
Paul Hill

RE: MiamiSDK.
Jesper Svennevid

RE: Re: MP vs. good programs (was: Re: Off topic, and libraries ← :))
Mark Smith

Hi All!
oruk_amigan@btinternet.com

Re: Re: MP vs. good programs (was: Re: Off topic, and libraries ← :))
Paul Hill

Re: MP vs. good programs (was: Re: Off topic, and libraries :))
Gavin Kinsey

Re: Off topic, and libraries :) and asm
Stephen Illingworth

TCP/IP, version checking
Fredrik Söderberg

GetDiskObject
Rene Hartmann

Re: Hi All!
Gabriele Svelto

Re: Mpega.library example?
Tim Hanson

Re: Hi All!
Charlie

#pragma pack od StormC.
Emanuele Cesaroni

Re: Hi All!
Andrew Markwell

Re: GetDiskObject
Ilkka Lehtoranta

Re: Re: Icons Sizes under AOS3.5
James S Perrin

Re: Hi All!
Nick Lamburn

Re: Hi All!
Nick Lamburn

Re: Hi All!
Nick Lamburn

Re: Re: Hi All!
torrelli@mctel.fr

Re: Hi All!

Nick Lamburn

Re: Hi All!
Nick Lamburn

RE: Re: Hi All!
Jesper Svennevid

Catalog Description files
Christian Hattemer

Re: MP vs. good programs (was: Re: Off topic, and libraries :))
Gabriele Svelto

Re: Hi All!
Charlie

Re: #pragma pack od StormC.
Alexander Niven-Jenkins

Re: MP vs. good programs (was: Re: Off topic, and libraries :))
Alexander Niven-Jenkins

Re: Hi All!
Andrew Markwell

Re: Re: Hi All!
Andrew Markwell

Where do the files go?
Mark Edward Reed

Re: Raw PC disk copy... (Linux -> Amiga)
Tak Tang

Re: Where do the files go?
"James S. Adelman"

Re: Memory-tracking debugging
Gabriele Svelto

i've always wondered...
David McMinn

Re: Re: MP vs. good programs (was: Re: Off topic, and libraries ↔ :))
torrelli@mctel.fr

Re: #pragma pack od StormC.
Bart King

Re: i've always wondered...
Stephen Illingworth

MiamiSDK and StormC...
Alexander Niven-Jenkins

Re: MP vs. good programs (was: Re: Off topic, and libraries :))
Allan Odgaard

RE: Re: Memory-tracking debugging
Jesper Svennevid

Re: Re: i've always wondered...
David McMinn

Get OS3.5 Icon
Rene Hartmann

Re: MP vs. good programs (was: Re: Off topic, and libraries :))
Gabriele Svelto

printf...
Alexander Niven-Jenkins

Re: printf...
Alexander Niven-Jenkins

Re: Re: printf...
Niels de Koning

Opening windows where you want
Donald W Millican

Re: printf...
Allan Odgaard

Re: Opening windows where you want
Allan Odgaard

Re: MP vs. good programs (was: Re: Off topic, and libraries :))
Allan Odgaard

Re: MiamiSDK.
Krzysztof Wolski

Re: printf...
Charlie

Re: printf...
Colin Wenzel

Library functions
Martyn Capewell

Re: Re: printf...
"James S. Adelman"

Re: Re: i've always wondered...
"James S. Adelman"

Re: Where do the files go?
David McMinn

Re: printf...
Alexander Niven-Jenkins

Re: Re: printf...
David Erman

Re: printf...
Alexander Niven-Jenkins

Re: printf...
Alexander Niven-Jenkins

Re: Where do the files go?
Mark Edward Reed

Release Date of Storm C v4.0?
Robert Templeton

Re: MiamiSDK and StormC...
Martin McKenzie

Re: TCP/IP, version checking
Stuart Kelly

Re: Re: Where do the files go?
"James S. Adelman"

Re: Library functions
"James S. Adelman"

Re: TCP/IP, version checking
Stuart Kelly

httpget...
Alexander Niven-Jenkins

Re: httpget...
Stuart Kelly

Re: httpget...
Alexander Niven-Jenkins

Re: Library functions
Andrew Bell

httpget...nearly there...
Alexander Niven-Jenkins

Re: httpget...nearly there...
Stuart Kelly

Re: Get OS3.5 icons
René

Re: httpget...nearly there...
Stuart Kelly

Re: httpget...nearly there...
Alexander Niven-Jenkins

VBCC include problems
Stefan Schulze

Allocating Memory problems
Shinda

Re: Allocating Memory problems
Oliver Roberts

Re: Allocating Memory problems
"James S. Adelman"

Re: Allocating Memory problems
Alexander Niven-Jenkins

Re: Allocating Memory problems
Shinda

new...
Alexander Niven-Jenkins

Re: Allocating Memory problems
Tim Hanson

Re: Re: Allocating Memory problems
Damir Arh

Re: new...
Damir Arh

Re: new...
Alexander Niven-Jenkins

Re: new...
Andrew Markwell

Re: httpget...nearly there...
torrelli@mctel.fr

Re: Just a wee question.
Thomas Cobb

Active Windows
Mike Carter

Re: Just a wee question.
Kai Radewald

Re: Active Windows
David McMinn

Re: Allocating Memory problems
Lee Atkins

Just a wee question.
Charlie

Re: Active Windows
Colin Wenzel

Re: Active Windows
René

Re: Active Windows
amiga-c@tkgbbs.freemove.co.uk

Re: Active Windows
Colin Wenzel

Re: Active Windows
René

Re: Just a wee question.
Gabriele Svelto

Project idea.
Mark Smith

Re: Project idea.
Tak Tang

RE: Re: Project idea.
Mark Smith

Re: Active Windows
Colin Wenzel

httpget...solved...
Alexander Niven-Jenkins

Re: httpget...solved...
Andrew Markwell

Re: httpget...solved...
Charlie

1.3 Re: Graphics

From: Stefan Schulze <stefan@dreamworlds.de>
Date: 06-01-00 00:30:06
Subject: Re: Graphics

Hi Hynek,

Du warst am 31-Mai-00 an Deinem Rechner und schriebst über [amiga-c] Re:
Graphics:

[snip]

> Ehrm, I explicitly said, that I don't want any libraries or something
> like that. I want to use my own routines for everything as I want to
> learn and understand the concepts of graphics and all this stuff. All I
> made myself (with some help) is a DataType/IFF-ILBM Viewer with no
> scaling or remapping. I would like to extent it maybe to a really
> useful viewer...who knows...

Sorry, I thought you aim some kind of gaming so would need some fast and basic services. But well... :) So I would recommend a closer look at the graphics.library - of course only if you don't want to avoid this one, too. :) I think you can't avoid any usage of libraries completely so why don't use some of these especially designed libraries?

Bye, Stefan.

--

"The dream has led me - And i will follow into the glowing fire." (Lacrimosa)
Dreamworlds Development - <http://www.dreamworlds.de>

XFire I/II, YATAG, VoxelRace, Between The Lines

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1.4 Re: Graphics

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-01-00 00:41:37
Subject: Re: Graphics

On 01-Jun-00, Hynek Schlawack wrote:

>> libraries completely so why don't use some of these especially
>> designed libraries?
> The reason is simple. Today, most of the software is not under
> development anymore..look at the render.library or the
> guigfx.library...both excellent, but dead... [...]

They are??? hmm... maybe you could persuade the author to continue his work, even though he'd probably prefer one with some experience in the field of image manipulation. And just for the records, my ImageManager.library isn't a dead project, despite the lack of updates ;-)

Regards Allan

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1.5 Re: Graphics

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-01-00 00:48:07
Subject: Re: Graphics

On 31-May-00, Hynek Schlawack wrote:

> That's exactly my problem! I have a algorithm for scaling pictures but
> they have to be chunky...:-)

Well, BitMapScale() (from graphics.library) can scale plain Amiga bitmaps or even chunky bitmaps, if the user uses P96 or CGX.

> ...I suppose I can use WritePixelLine8()

Yes, use that for chunky -> screen (screen might be chunky) unless you deal with high or true colour graphics. Here you should use the special functions of the cybergraphics.library, or just use BltBitMapRastPort(), assuming the bitmap is allocated and treated correctly...

> get it into the chunky format?

Well, how do you obtain the image data? Most image formats are stored in chunky (or RGB) -- so normally the image is decoded and then *later* converted into planar (if necessary), i.e. *after* scaling etc.

> And...what is chunky exactly about?

Each pixel is represented by a byte, this byte can have a value of 0-255 (or maybe 0-15) which is the index into the palette table.

> That's what I need too...I actually need more a planar2chunky than
> chunky2planar. I'm really desperate as I don't know where to

hmm... normally you should do all you can to avoid any explicit conversions. For example on graphic cards the data never needs to be in planar format (though ILBM is stored in planes, so here's an exception).

Regards Allan

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1.6 Re: Shared Library in StormC

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-01-00 00:49:55
Subject: Re: Shared Library in StormC

On 01-Jun-00, Charlie wrote:

> Has anyone got an example of a shared Amiga Library done in stormC they
> could send me.

Have a look at <http://www.amiga.dk/tumult/> (resource section IIRC) -- there's an .mcc & .mcp example, both done with StormC (and both are just shared libraries).

Regards Allan

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1.7 Shared Library in StormC

From: Charlie <charlie@amigaforever.free-online.co.uk>
Date: 06-01-00 03:59:35
Subject: Shared Library in StormC

Hi,

Has anyone got an example of a shared Amiga Library done in stormC they could send me. The example one thats with the StormC distribution wasnt very helpful.

Thanks
Charlie

Was the salesman clueless? Productopia has the answers.
http://click.egroups.com/1/4633/1/_/451227/_/959795786/

1.8 Re: Graphics

From: Hynek Schlawack <hynek.s@web.de>
Date: 06-01-00 11:12:54
Subject: Re: Graphics

On 01-Jun-00 wrote Allan Odgaard:

```
>>> libraries completely so why don't use some of these especially
>>> designed libraries?
>> The reason is simple. Today, most of the software is not under
>> development anymore..look at the render.library or the
>> guigfx.library...both excellent, but dead... [...]
> They are??? hmm... maybe you could persuade the author to continue
> his work, even though he'd probably prefer one with some experience
> in the field of image manipulation. And just for the records, my
```

Even their homepage (<http://www.neoscientists.org> (iirc)) is down....

```
> ImageManager.library isn't a dead project, despite the lack of
> updates ;-)
```

I'll have a look :-).

Regards,

--

Hynek Schlawack · <mailto:hynek.s@web.de> · <http://me.in-berlin.de/~hys>

Accurate impartial advice on everything from laptops to table saws.
http://click.egroups.com/1/4634/1/_/451227/_/959855521/

1.9 Re: Graphics

From: Hynek Schlawack <hynek.s@web.de>
Date: 06-01-00 11:24:00
Subject: Re: Graphics

On 01-Jun-00 wrote Allan Odgaard:

```
>> That's exactly my problem! I have a algorithm for scaling pictures
>> but they have to be chunky...:-(
> Well, BitMapScale() (from graphics.library) can scale plain Amiga
> bitmaps or even chunky bitmaps, if the user uses P96 or CGX.
```

I suppose it will eat a lot of Chip RAM, right?

```
>> ...I suppose I can use WritePixelLine8()
> Yes, use that for chunky -> screen (screen might be chunky) unless
> you deal with high or true colour graphics. Here you should use the
```


Stands the 8 for eight bit?

> special functions of the `cybergraphics.library`, or just use
> `BltBitMapRastPort()`, assuming the bitmap is allocated and treated
> correctly...

What do you mean with allocated and treated correctly? Can
`BltBitMapRastPort()` also use chunky data? I definitely don't want to
use the `cybergraphics.library` as I have AGA and no PPC.

>> get it into the chunky format?
> Well, how do you obtain the image data? Most image formats are
> stored in chunky (or RGB) -- so normally the image is decoded and
> then *later* converted into planar (if necessary), i.e. *after*
> scaling etc.

Erhm, until now, I have only implemented the ILBM format and want to
get a little bit in Imageprocessing until I start to implement
others...

>> And...what is chunky exactly about?
> Each pixel is represented by a byte, this byte can have a value of
> 0-255 (or maybe 0-15) which is the index into the palette table.

And for truecolor pictures? I suppose that 255 pens ain't enough :-):

>> That's what I need too...I actually need more a `planar2chunky` than
>> `chunky2planar`. I'm really desperate as I don't know where to
> hmm... normally you should do all you can to avoid any explicit
> conversions. For example on graphic cards the data never needs to be
> in planar format (though ILBM is stored in planes, so here's an
> exception).

That's my problem...how to scale ILBM pictures...and the datatypes
library returns planar data too...but I heard I can use
`ReadPixelLine8()` for the planar->chunky conversion?

Regards,

--

Hynek Schlawack · <mailto:hynek.s@web.de> · <http://me.in-berlin.de/~hys>

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http://click.egroups.com/1/4112/1/_/451227/_/959855521/

1.10 Re: Graphics

From: Hynek Schlawack <hynek.s@web.de>
Date: 06-01-00 12:17:56
Subject: Re: Graphics

On 01-Jun-00 wrote Martyn Capewell:

```
>>>> libraries completely so why don't use some of these especially
>>>> designed libraries?
>>>> The reason is simple. Today, most of the software is not under
>>>> development anymore..look at the render.library or the
>>>> guigfx.library...both excellent, but dead... [...]
>>> They are??? hmm... maybe you could persuade the author to continue
>>> his work, even though he'd probably prefer one with some
>>> experience in the field of image manipulation. And just for the
>>> records, my
>> Even their homepage (http://www.neoscientists.org (iirc)) is
>> down....
> It's regularly down. I'm pretty sure that it's still being
> developed, just not very quickly. It's not too long since the most
> recent release:
> 13.System:> version libs:guigfx.library full
> guigfx.library 17.1 (26/01/00)
```

I'll try to mail the author...but afaik belongs Timm Mueller to the same group as the author of ArtPRO and ArtPRO actually is dead.

Regards,

--

Hynek Schlawack · <mailto:hynek.s@web.de> · <http://me.in-berlin.de/~hys>

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1.11 Re: Graphics

From: Mike Carter <mike.carter@redhotant.co.uk>
Date: 06-01-00 12:18:15
Subject: Re: Graphics

Hiya ,

Got your message about [amiga-c] Re: Graphics, on 01-Jun-00

» Hello Hynek

»

» On 01-Jun-00, you wrote:

»

»> On 01-Jun-00 wrote Allan Odgaard:

»>>

»>>>> libraries completely so why don't use some of these especially

»>>>> designed libraries?

»>>>> The reason is simple. Today, most of the software is not under

```

>>>> development anymore..look at the render.library or the
>>>> guigfx.library...both excellent, but dead... [...]
>>> They are??? hmm... maybe you could persuade the author to continue
>>> his work, even though he'd probably prefer one with some
>>> experience in the field of image manipulation. And just for the
>>> records, my
>>
>> Even their homepage (http://www.neoscientists.org (iirc)) is
>> down....
>
> It's regularly down. I'm pretty sure that it's still being
> developed, just not very quickly. It's not too long since the most
> recent release:
>
> 13.System:> version libs:guigfx.library full
> guigfx.library 17.1 (26/01/00)

```

I'd have to agree that the website has not been accessible for ages, and his email address bounces too IIRC. I've been trying to contact for ages. Last time I talked to him he was converting GUIGfx BACK to 'C' source so he could compile a PPC version.

Dinky do,

Mike

--

```

.------.
| AMiGA 1200EzT 060/PPC@240Mhz,82Mb RAM ___/\___ |
| 4 HDD,DD FD,5 CD-ROMS,CDrW,ZiP250 \ o0 / bUDDa/S^D|
| SCSI+IDE, 56kModem, BVGfX, 19"VDU /_'-_\' |
\-----'-----'-----'-----'-----'
http://fly.to/BuddasWurld ICQ: 29173597

```

```

-----
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-----

```

1.12 Re: Graphics

From: Hynek Schlawack <hynek.s@web.de>
Date: 06-01-00 12:23:07
Subject: Re: Graphics

On 01-Jun-00 wrote Mike Carter:

> >>>> libraries completely so why don't use some of these especially

> >>>> designed libraries? >>>> The reason is simple. Today, most of
> the software is not under >>>> development anymore..look at the
> render.library or the >>>> guigfx.library...both excellent, but
> dead... [...] >>> They are??? hmm... maybe you could persuade the
> author to continue >>> his work, even though he'd probably prefer
> one with some >>> experience in the field of image manipulation. And
> just for the >>> records, my
> >> Even their homepage (<http://www.neoscientists.org> (iirc)) is >>
> down....
> > It's regularly down. I'm pretty sure that it's still being »
> developed, just not very quickly. It's not too long since the most »
> recent release:
> > 13.System:> version libs:guigfx.library full » guigfx.library 17.1
> (26/01/00)
> I'd have to agree that the website has not been accessible for ages,

Yeah :-(.

> and his email address bounces too IIRC. I've been trying to contact
I'll try out timmmueller@darmstadt.netsurf.de.

> for ages. Last time I talked to him he was converting GUIGfx BACK to
> 'C' source so he could compile a PPC version.

We'll see :-(.

Regards,

--

Hynek Schlawack · <mailto:hynek.s@web.de> · <http://me.in-berlin.de/~hys>

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http://click.egroups.com/1/4633/1/_/451227/_/959858639/

1.13 Re: Graphics

From: Martyn Capewell <mmc28@hermes.cam.ac.uk>
Date: 06-01-00 12:48:58
Subject: Re: Graphics

Hello Hynek

On 01-Jun-00, you wrote:

> On 01-Jun-00 wrote Allan Odgaard:

>

>>>> libraries completely so why don't use some of these especially
>>>> designed libraries?

>>> The reason is simple. Today, most of the software is not under
>>> development anymore..look at the render.library or the

```
>>> guigfx.library...both excellent, but dead... [...]
>> They are??? hmm... maybe you could persuade the author to continue
>> his work, even though he'd probably prefer one with some experience
>> in the field of image manipulation. And just for the records, my
>
> Even their homepage (http://www.neoscientists.org (iirc)) is down....
```

It's regularly down. I'm pretty sure that it's still being developed, just not very quickly. It's not too long since the most recent release:

```
13.System:> version libs:guigfx.library full
guigfx.library 17.1 (26/01/00)
```

Regards

--

- Martyn Capewell

... but you can't expect to wield supreme executive power just because some watery tart threw a sword at you!

```
-----
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-----
```

1.14 Assigning to different pointers in one line.

```
From: Tim Hanson <msinister@connectfree.co.uk>
Date: 06-01-00 16:01:48
Subject: Assigning to different pointers in one line.
```

Hi All,

I have a piece of code that looks something like this:

```
struct something *somePtr;
struct somethingelse *otherPtr;
```

```
somePtr=otherPtr=NULL;
```

This gives a : "assignment of different pointers" warning with VBCC which of course is correct but if I do this instead:

```
somePtr=(struct something *)otherPtr=NULL;
```

I get "lvalue required for assignment" error which is wierd.

It's nitpicking really as it still compiles ok but I do like to see things compile without warnings ATEOTD. I could ofcourse spilt it into two lines and

might aswell as it's not in a time critical bit of code but I'm curious about the logic happening here.

--

Tim Hanson,
by the River, Canterbury, Kent.
Amiga A1200T, '040/25, 603e/160, 32MB Fast, BVisionPPC,
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1.15 Re: Graphics

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-01-00 16:42:19
Subject: Re: Graphics

On 01-Jun-00, Hynek Schlawack wrote:

>> Well, BitMapScale() (from graphics.library) can scale plain Amiga
>> bitmaps or even chunky bitmaps, if the user uses P96 or CGX.
> I suppose it will eat a lot of Chip RAM, right?

No -- only sizeof(src_bitmap) + sizeof(dst_bitmap), where dst_bitmap could be the screen bitmap, which wouldn't add to the equation.

>>> ...I suppose I can use WritePixelLine8()
> Stands the 8 for eight bit?

Yes.

>> special functions of the cybergraphics.library, or just use
>> BltBitMapRastPort(), assuming the bitmap is allocated and treated
>> correctly...
> What do you mean with allocated and treated correctly? Can

E.g. use the picture.datatype in V43 mode, get the image as a bitmap, scale it and blit it to the screen. This should allow you to decode, scale and blit images in true colour.

> BltBitMapRastPort() also use chunky data? I definitely don't want to
> use the cybergraphics.library as I have AGA and no PPC.

Well, you'd do something like:

```
if(my_pic->Depth >= 15 && GetBitMapAttr(scr_bmp, BMA_DEPTH) >= 15)
{
    cybergraphics.library/WritePixelFormat(...);
}
else
{
    Remap(my_pic);
    graphics.library/WritePixelFormat8(...);
}
```

So your program would only require the library if it was runned on a high colour system (where it's most likely present).

> And for truecolor pictures? I suppose that 255 pens ain't enough :-):

True colour images have no palette. Each pixel is represented as an RGB-tupel.

> That's my problem...how to scale ILBM pictures...and the datatypes
> library returns planar data too...

Not V43+!

> but I heard I can use ReadPixelFormat8() for the planar->chunky conversion?

Yes, you can write the image data to a bitmap, encapsulate it in a rastport and use ReadPixelFormat8() to read it into a chunky buffer. But if you're writing your own decoder then it may be faster (and at least more memory friendly) to decode the image data directly into the chunky buffer. Though most p2c stuff is best done in assembler, since asm offers a lot of nice bit shifting instructions like 'roxl' iirc :-)

Regards Allan

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1.16 Re: Graphics

From: Hynek Schlawack <hynek.s@web.de>
Date: 06-01-00 18:26:01
Subject: Re: Graphics

On 01-Jun-00 wrote Allan Odgaard:

```
>>> Well, BitMapScale() (from graphics.library) can scale plain Amiga  
>>> bitmaps or even chunky bitmaps, if the user uses P96 or CGX.  
>> I suppose it will eat a lot of Chip RAM, right?  
> No -- only sizeof(src_bitmap) + sizeof(dst_bitmap), where dst_bitmap  
> could be the screen bitmap, which wouldn't add to the equation.
```

That's enough :-).

```
>>> special functions of the cybergraphics.library, or just use
>>> BltBitMapRastPort(), assuming the bitmap is allocated and treated
>>> correctly...
>> What do you mean with allocated and treated correctly? Can
> E.g. use the picture.datatype in V43 mode, get the image as a
> bitmap, scale it and blit it to the screen. This should allow you to
> decode, scale and blit images in true colour.
```

But I didn't want to use datatypes except of the datatypes module...it should be a replacement for Visage if I'll finish it one day.

```
>> BltBitMapRastPort() also use chunky data? I definitely don't want to
>> use the cybergraphics.library as I have AGA and no PPC.
> Well, you'd do something like:
>   if(my_pic->Depth >= 15 && GetBitMapAttr(scr_bmp, BMA_DEPTH) >=
> 15)
>   {
>       cybergraphics.library/WritePixelFormat(...);
>   }
>   else
>   {
>       Remap(my_pic);
>       graphics.library/WritePixelFormat8(...);
>   }
> So your program would only require the library if it was runned on a
> high colour system (where it's most likely present).
```

That is not exactly what I want because the BitMap can contain anything before being blitted and so I need an other possibility to detect cybergraphics...maybe just by trying to open it :-).

```
>> And for truecolor pictures? I suppose that 255 pens ain't enough
>> :-):
> True colour images have no palette. Each pixel is represented as an
> RGB-tupel.
```

Ah! Is that a array of structs in that case, right?

```
>> That's my problem...how to scale ILBM pictures...and the datatypes
>> library returns planar data too...
> Not V43+!
```

My program should work under OS 3.0 (I personally have OS3.5...) w/o something special in addition...I want that thrill :-).

```
>> but I heard I can use ReadPixelFormat8() for the planar->chunky
>> conversion?
> Yes, you can write the image data to a bitmap, encapsulate it in a
> rastport and use ReadPixelFormat8() to read it into a chunky buffer.
```

Yeah, I have made it at last on my own some hours ago. Now I can begin to write my scaling algorithm.

```
> But if you're writing your own decoder then it may be faster (and at
```


> least more memory friendly) to decode the image data directly into
> the chunky buffer. Though most p2c stuff is best done in assembler,

Decode ILBM directly into chunky? How that?

> since asm offers a lot of nice bit shifting instructions like 'roxl'
> iirc :-)

My p2c is a simple OS function, I don't care about how it works :-).

P.S.: I got a very fast answer from Timm Müller and he promised me that guigfx and render are not dead and that the homepage will be online in some weeks again. He considers the libraries as finished and wants only continue if bugs or good suggestions are submitted.

Regards,

--

Hynek Schlawack · <mailto:hynek.s@web.de> · <http://me.in-berlin.de/~hys>

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1.17 RE: Re: Polling keyboard

From: Chris January <chris@atomice.co.uk>

Date: 06-01-00 18:43:34

Subject: RE: Re: Polling keyboard

> >Here is a bit of code I wrote to do a reboot on a 1200
> >with an A1000 keyboard attached externally,
> >it installs an input handler in the input chain & just
> >watches for a CTRL-AM-AM up keystroke & then
> >does a reboot, otherwise it just passes it through..

> There's a function in the keyboard.device especially for this:

>

> keyboard.device/KBD_ADDRESETHANDLER

IIRC, the A1000 keyboard doesn't have the correct hardware line connected to trigger a software keyboard handler, so that's why you would have to look for the keystroke manually.

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1.18 New list member - BIG Question

From: Ann L Goonan <algy@goonan.f9.co.uk>
Date: 06-01-00 21:22:37
Subject: New list member - BIG Question

Hello all,

I have just joined this mailing list. I do hope I am in the right place.

I have recently downloaded and installed dice-3.16 and I am totally confused!

I want to start learning how to program in C, but can't afford to buy a commercial package, hence Dice.

Can someone tell me how to use Dice?

I can't even find out how to load the environment :-)

I feel that I need to learn the Dice environment before I can start to learn how to program in C, so that I am comfortable and know exactly what is doing what and why.

I have downloaded and tried to read the Dice docs, but they are very heavy going and are confusing me even further than I already am.

If some kind person can give me a quick step by step rundown on using the dice environment, I would be eternally grateful.

Thanks in advance.

Be happy,

Ann L Goonan

--

```
-----  
|           algy@goonan.f9.co.uk           |  
|           http://www.goonan.f9.co.uk      |  
|           UIN: 13603823           IRC: algy |  
-----
```

...Life is something that happens when you can't get to sleep.

Was the salesman clueless? Productopia has the answers.

http://click.egroups.com/1/4633/1/_/451227/_/959895306/

1.19 Analogue joysticks - help from gfx-card owners wanted

From: "Alastair M. Robinson" <robinsonb5@talk21.com>
Date: 06-01-00 22:02:37
Subject: Analogue joysticks - help from gfx-card owners wanted

Hi All,

I've started experimenting with analogue joysticks, and come up against an interesting hurdle - namely that the analogue counters are incremented once for each horizontal scanline of the display, so the counters give *different results in different screenmodes*!

(I was hoping to make a calibrate-once, use anywhere API for analogue joysticks, since we don't currently have one...)

Anyway, I've identified a field in GfxBase (current_tot_cclks) which can be used to determine the current horizontal frequency - *but* - I don't know, and I need to know, whether graphics card software does anything with this field, or leaves it showing the current AGA setting. (I'm hoping the latter is the case, because this is the value which is tied to the pot counting rate, and can hence be used to compensate for the screenmode-based variation...)

Basically, what I need is for any graphics card owners who can spare a few minutes to run the following program on their systems (results wanted for CyberGraphx and Picasso96), and let me know what is output.

<code>

```
#include <stdio.h>
#include <graphics/gfxbase.h>
#include <clib/exec_protos.h>

struct GfxBase *GfxBase;

int main()
{
    if(GfxBase=(struct GfxBase *)OpenLibrary("graphics.library",39))
    {
        unsigned long cclk,hfreq;
        cclk=GfxBase->current_tot_cclks;

        hfreq=100000000/(cclk*28); /* 280 ns per colour clock */

        printf("H-freq: %lu Hz\n",hfreq);
        CloseLibrary((struct Library *)GfxBase);
    }
}
```

</code>

All the best,

--

Alastair M. Robinson, email:blackfive@fakenhamweb.co.uk
Amiga 4000/030, 18Meg RAM, 4.3Gig HD, Mustek ScanExpress 6000SP
C, Assembler (68k, PIC16C84, ATMEL AVR), PostScript,
ARexx, AMOSPro(!), AmigaDOS

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1.20 Re: New list member - BIG Question

From: Hynek Schlawack <hynek.s@web.de>
Date: 06-01-00 22:41:56
Subject: Re: New list member - BIG Question

On 01-Jun-00 wrote Ann L Goonan:

> I have just joined this mailing list. I do hope I am in the right
> place.
> I have recently downloaded and installed dice-3.16 and I am totally
> confused!
> I want to start learning how to program in C, but can't afford to
> buy a commercial package, hence Dice.

DICE isn't bad when you get a little bit used to C you should download vbcc because DICE isn't under development anymore.

> Can someone tell me how to use Dice?
> ..
> I can't even find out how to load the environment :-)

There is no DICE enviroment. DICE consists of many shell commands and the most important is "dcc", it is the frontend for all other commands.

> I feel that I need to learn the Dice environment before I can start
> to learn how to program in C, so that I am comfortable and know
> exactly what is doing what and why.
> I have downloaded and tried to read the Dice docs, but they are very
> heavy going and are confusing me even further than I already am.
> If some kind person can give me a quick step by step rundown on
> using the dice environment, I would be eternally grateful.

There is a step-by-step doc with DICE, its name is

"BEGINNER_README.DOC". That were also `_my_` first steps with C (some years ago with an A500 :-)) and it helps a lot.

HTH and good luck!

Regards,

--

Hynek Schlawack · <mailto:hynek.s@web.de> · <http://me.in-berlin.de/~hys>

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1.21 Re: Graphics

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-01-00 23:51:57
Subject: Re: Graphics

On 01-Jun-00, Hynek Schlawack wrote:

```
>> No -- only sizeof(src_bitmap) + sizeof(dst_bitmap), where dst_bitmap
>> could be the screen bitmap, which wouldn't add to the equation.
> That's enough :-).
```

Well, unless you downscale the bitmap then there's AFAIK no way you can settle with less.

```
>>> What do you mean with allocated and treated correctly? Can
>> E.g. use the picture.datatype in V43 mode, get the image [...]
> But I didn't want to use datatypes except of the datatypes module...
```

It was just an example of how to treat the bitmap as a black box structure. You can also obtain it with `AllocBitMap()` and supply a `friend_bmp`, encapsulate it in a `rastport` and use `graphics.library` (or `cybergraphics.library`) to write data to the bitmap, and later blit it onto the screen. That would also yield a chunky representation on gfx cards.

```
> That is not exactly what I want because the BitMap can contain
> anything before being blitted and so I need an other possibility to
> detect cybergraphics...maybe just by trying to open it :-).
```

huh? I don't understand this, but don't expect that the presence of `cybergraphics.library` means the user runs an RTG-system.

```
>>> And for truecolor pictures? I suppose that 255 pens ain't enough
>> True colour images have no palette. Each pixel is represented as an
>> RGB-tupel.
> Ah! Is that a array of structs in that case, right?
```

Depends on the format. There are 15 or so different types of RGB-formats.

```
>>> That's my problem...how to scale ILBM pictures...and the datatypes
>>> library returns planar data too...
>> Not V43+!
> My program should work under OS 3.0 (I personally have OS3.5...) w/o
> something special in addition...I want that thrill :-).
```

Picture.datatype V43 is not restricted to WB 3.5 -- most or all kick 3.0 users which have a gfx card will also have a V43 pic dt.

```
>> But if you're writing your own decoder then it may be faster (and at
>> least more memory friendly) to decode the image data directly into
>> the chunky buffer. Though most p2c stuff is best done in assembler,
> Decode ILBM directly into chunky? How that?
```

There are several ways. Though if the image is using all eight planes and have a low compression ratio then it may be faster to decode 8 planar lines and convert these. But if the image is in less than eight planes and/or the run length compression is effective then I'm confident that it can be made faster with an "integrated" conversion which exploits the above...

```
>> since asm offers a lot of nice bit shifting instructions like 'roxl'
>> iirc :-)
> My p2c is a simple OS function, I don't care about how it works :-).
```

I thought you wanted to master it all... ;-)

> P.S.: I got a very fast answer from Timm Müller [...]

I did recall having seen him on this list earlier :-)

Regards Allan

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1.22 Re: Graphics

From: Hynek Schlawack <hynek.s@web.de>
Date: 06-02-00 00:21:19
Subject: Re: Graphics

On 02-Jun-00 wrote Allan Odgaard:

```
>>> No -- only sizeof(src_bitmap) + sizeof(dst_bitmap), where
>>> dst_bitmap could be the screen bitmap, which wouldn't add to the
>>> equation.
>> That's enough :-).
```

> Well, unless you downscale the bitmap then there's AFAIK no way you
> can settle with less.

Yes, but I have my own routines :-).

>>>> What do you mean with allocated and treated correctly? Can
>>> E.g. use the picture.datatype in V43 mode, get the image [...]
>> But I didn't want to use datatypes except of the datatypes
>> module...
> It was just an example of how to treat the bitmap as a black box
> structuree. You can also obtain it with AllocBitMap() and supply a
> friend_bmp, encapsulate it in a rastport and use graphics.library
> (or cybergraphics.library) to write data to the bitmap, and later
> blit it onto the screen. That would also yield a chunky
> representation on gfx cards.

I see...quiet complicated...it's really stupid that I cannot test it
as I'm a poor AGA-user :-).

>> That is not exactly what I want because the BitMap can contain
>> anything before being blitted and so I need an other possibility to
>> detect cybergraphics...maybe just by trying to open it :-).
> huh? I don't understand this, but don't expect that the presence of
> cybergraphics.library means the user runs an RTG-system.

Okay, but that's definitely not my recent problem :-). If I'm
honest...in this moment I have no problems at all...I made my c2p
and p2c and

>>>> And for truecolor pictures? I suppose that 255 pens ain't enough
>>> True colour images have no palette. Each pixel is represented as
>>> an RGB-tupel.
>> Ah! Is that a array of structs in that case, right?
> Depends on the format. There are 15 or so different types of
> RGB-formats.

Yuk...but I have expected something like that....

>>>> That's my problem...how to scale ILBM pictures...and the
>>>> datatypes library returns planar data too...
>>> Not V43+!
>> My program should work under OS 3.0 (I personally have OS3.5...)
>> w/o something speciaö in addition...I want that thrill :-).
> Picture.datatype V43 is not restricted to WB 3.5 -- most or all kick
> 3.0 users which have a gfx card will also have a V43 pic dt.

Yes, but I don't want to serve only those people.

>>> But if you're writing your own decoder then it may be faster (and
>>> at least more memory friendly) to decode the image data directly
>>> into the chunky buffer. Though most p2c stuff is best done in
>>> assembler,
>> Decode ILBM directly into chunky? How that?
> There are several ways. Though if the image is using all eight
> planes and have a low compression ratio then it may be faster to
> decode 8 planar lines and convert these. But if the image is in less
> than eight planes and/or the run length compression is effective

> then I'm confident that it can be made faster with an "integrated"
> conversion which exploits the above...

Erhm...later maybe :-).

>>> since asm offers a lot of nice bit shifting instructions like
>>> 'roxl' iirc :-)
>> My p2c is a simple OS function, I don't care about how it works
>> :-).
> I thought you wanted to master it all... ;-)

I believe in every of your words, and as you told me not to do
it...:-) I'll try to make as much as possible on my own. If I ever
release it (it's more a project to build up self-esteem and
understand this gfx crap) there will be guigfx or at least
render.library routines used.

>> P.S.: I got a very fast answer from Timm Müller [...]
> I did recall having seen him on this list earlier :-)

Hm, he didn't react on the post concerning his libs so I suppose that
he has withdrawn.

Regards,

--

Hynek Schlawack · <mailto:hynek.s@web.de> · <http://me.in-berlin.de/~hys>

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pcOrder. Submit your resume to jobs@liaison.com. Visit us at
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1.23 Re: New list member - BIG Question

From: Mike Carter <mike.carter@redhotant.co.uk>
Date: 06-02-00 00:32:51
Subject: Re: New list member - BIG Question

Hiya ,

Got your message about [amiga-c] New list member - BIG Question, on 01-Jun-00

» Hello all,

»

» I have just joined this mailing list. I do hope I am in the right
» place.

»

» I have recently downloaded and installed dice-3.16 and I am totally
» confused!

»

» I want to start learning how to program in C, but can't afford to
» buy a commercial package, hence Dice.

Buy the AmigaDevCD v2.1 for £20 and it comes with a nice easier Storm C compiler to get started in.

Dinky do,

Mike

--

```

.------.
| AMiGA 1200EzT 060/PPC@240Mhz, 82Mb RAM  ___/\___ |
| 4 HDD, DD FD, 5 CD-ROMS, CDrW, ZiP250   \ o0 / bUDDa/S^D|
| SCSI+IDE, 56kModem, BVGfX, 19"VDU     /'_-_\   |
\------'
          \/\
http://fly.to/BuddasWurld              ICQ: 29173597

```

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1.24 Re: Graphics

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-02-00 00:39:16
Subject: Re: Graphics

On 02-Jun-00, Hynek Schlawack wrote:

```
>> Well, unless you downscale the bitmap then there's AFAIK no way you
>> can settle with less.
> Yes, but I have my own routines :-).
```

Okay -- but they use at least the same amount of memory, right? btw: graphics library may use a hardware blitter to scale the image thus is often faster than custom functions.

```
>> Picture.datatype V43 is not restricted to WB 3.5 -- most or all kick
>> 3.0 users which have a gfx card will also have a V43 pic dt.
> Yes, but I don't want to serve only those people.
```

Using picture.datatype in V43 mode should be backwards compatible. And I tell you, it's quite irritating to see a program wastee cpu time on dithering and palette colours on an image, which could have been shown as-is if thee datatype system was used in V43 mode...

Regards Allan

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1.25 sas-c stpchr()

From: Mike Carter <mike.carter@redhotant.co.uk>
 Date: 06-02-00 02:41:41
 Subject: sas-c stpchr()

Hi,

Can any SAS-C user please tell me what the stpchr() command does, so I can write one? Or even better has code to emulate this function under a different compiler.

I'm trying to compile some old SAS-C code in StormC 3 but not having much luck as I have no details of what this missing command does.

I'm only presuming its from SAS-C BTW :)

Thanks,

M!Ke C

--

```

.------.
| AMiGA 1200Ezt 060/PPC@240Mhz,82Mb RAM  ___/\___ |
| 4 HDD,DD FD,5 CD-ROMS,CDrW,ZiP250  \ o0 / bUDDa/S^D|
| SCSI+IDE, 56kModem, BVGfX, 19"VDU  /_'-_\ |
\-----/
      \ /
http://fly.to/BuddasWurld      ICQ: 29173597
  
```

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1.26 Scaling a RastPort

From: Charlie <charlie@amigaforever.free-online.co.uk>
Date: 06-02-00 03:27:57
Subject: Scaling a RastPort

Hi,

Is there anyway of reducing the size of a RastPort. I want to to I print Preview feature in my program. It takes The text and renders it onto a RastPort, but then I want to fit it onto a reasonable size. Also Is there anyway of figuring out how many characters will fit onto an A4 page(Portrait) Using the font attrs.

Thanks
Charlie

Was the salesman clueless? Productopia has the answers.
http://click.egroups.com/1/4633/1/_/451227/_/959880290/

1.27 RE: sas-c stpchr()

From: Joar Sivertsen <jsiv@start.no>
Date: 06-02-00 09:18:01
Subject: RE: sas-c stpchr()

On 02-Jun-2000 Mike Carter wrote:

> Hi,
>
> Can any SAS-C user please tell me what the stpchr() command does, so I
> can write one? Or even better has code to emulate this function under
> a different compiler.
>
> I'm trying to compile some old SAS-C code in StormC 3 but not having
> much luck as I have no details of what this missing command does.
>
> I'm only presuming its from SAS-C BTW :)

The stpchr() function scans a string for the first occurrence of a given character. See the strchr function for an equivalent ISO C Standard function.

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

```
char *stpchr(char *scan_str, int chr);
```

scan_str
 points to the string to scan.

chr
 specifies the character to scan for.

Return Value
 points to the first occurrence in *scan_str of chr. If *scan_str does not contain chr, then stpchr returns the pointer value NULL.

</doc> :)

--
Universe, n.:
 The problem.

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1.28 Re: Graphics

From: Hynek Schlawack <hynek.s@web.de>
Date: 06-02-00 11:31:49
Subject: Re: Graphics

On 02-Jun-00 wrote Allan Odgaard:

```
>>> Well, unless you downscale the bitmap then there's AFAIK no way  
>>> you can settle with less.  
>> Yes, but I have my own routines :-).  
> Okay -- but they use at least the same amount of memory, right? btw:
```

Not ChipMem because I do a planar2chunky conversion and the chunky data is in FastMem. Then I free the BitMap memory and allocate the new BitMap with the new dimensions in ChipMem. Of course, I have also to allocate an another chunky buffer but that is also in FastMem. So I use less ChipMem than this gfx.lib function

```
> graphics library may use a hardware blitter to scale the image thus  
> is often faster than custom functions.
```

I can just repeat, the first version is just for me, to prove myself that I can do it. If I'll ever consider to release it, I'll use

either the render or the guigfx library.

```
>>> Picture.datatype V43 is not restricted to WB 3.5 -- most or all
>>> kick 3.0 users which have a gfx card will also have a V43 pic dt.
>> Yes, but I don't want to serve only those people.
> Using picture.datatype in V43 mode should be backwards compatible.
> And I tell you, it's quite irritating to see a program wastee cpu
> time on dithering and palette colours on an image, which could have
> been shown as-is if thee datatype system was used in V43 mode...
```

But I don't want use this crapy datatypes. If I'll use foreign routines, then I'll use either render, guigfx or even yours library.

Regards,

--

Hynek Schlawack · <mailto:hynek.s@web.de> · <http://me.in-berlin.de/~hys>

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1.29 Re: sas-c stpchr()

From: Christian Hattemer <Chris@heaven.riednet.wh.tu-darmstadt.de>
 Date: 06-02-00 12:15:09
 Subject: Re: sas-c stpchr()

On 02-Jun-00 Mike Carter wrote:

```
> Can any SAS-C user please tell me what the stpchr() command does, so I
> can write one? Or even better has code to emulate this function under
> a different compiler.
```

There's such a function in stormamiga.lib, which is very recommendable anyway. Demo available from <http://WWW.CyberdyneSystems.de/>

Bye, Chris

--

```

      _
     _//
    _/// Amiga 4000T 040/40      Team *AMIGA*
   \\///
  \XX/   http://www.riednet.wh.tu-darmstadt.de/~chris/

```

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1.30 RE: Re: Graphics

From: Jesper Svennevid <jesper@fxrealm.com>
Date: 06-02-00 12:38:14
Subject: RE: Re: Graphics

> From: Hynek Schlawack [hynek.s@web.de]
>
> On 31-Mai-00 wrote Allan Odgaard:
>
> >> [...] I don't want to use neither datatypes nor other
> >> external routines as I want to rely on myself and my own functions.
> > hmm... own chunky->planar functions are probably not the best idea
> > because your functions are likely to be much slower than those
> > who've worked with the problem for years, and regarding image
> > quantization then this is a topic were there's no single algorithm
> > to obtain a good result. You must do lots of trial and error and
> > modify your ideas to work better with the limitations of the
> > particular system you're working with, which (if it's the amiga) may
> > depend on who's running your application...
> > So my advice is definitely not to waste your time with this, but use
> > an existing system.
>
> Erhm, I certainly want to use a foreign routine (c2p is very tricky I
> heard...) but I don't want to use a library or code I cannot
> access...no black boxes if you understand me. I could use the
> [guigfx.library](#) for everything but I don't want...

Have a look at the chunky2planar-package released by Mikael Kalms, it
should contain something you could use:

<http://www.lysator.liu.se/~mikaelk/src/kalmsc2p.lha>

They are mostly written in assembler, but you really need to do that
to get the speed you're after.

--

// Jesper Svennevid : jesper@fxrealm.com
Software Developer at FXRealm Studios
<http://www.fxrealm.com/>

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1.31 Re: Graphics

From: Hynek Schlawack <hynek.s@web.de>
Date: 06-02-00 12:51:12
Subject: Re: Graphics

Hello Jesper,

On 02-Jun-00, you wrote:

```
>>> [...] I don't want to use neither datatypes nor other external
>>> routines as I want to rely on myself and my own functions.
>> hmm... own chunky->planar functions are probably not the best idea
>> because your functions are likely to be much slower than those
>> who've worked with the problem for years, and regarding image
>> quantization then this is a topic were there's no single algorithm
>> to obtain a good result. You must do lots of trial and error and
>> modify your ideas to work better with the limitations of the
>> particular system you're working with, which (if it's the amiga)
>> may depend on who's running your application... So my advice is
>> definitely not to waste your time with this, but use an existing
>> system.
>> Erhm, I certainly want to use a foreign routine (c2p is very tricky
>> I heard...) but I don't want to use a library or code I cannot
>> access...no black boxes if you understand me. I could use the
>> guigfx.library for everything but I don't want...
> Have a look at the chunky2planar-package released by Mikael Kalms,
> it should contain something you could use:
> http://www.lysator.liu.se/~mikaelk/src/kalmsc2p.lha
> They are mostly written in assembler, but you really need to do that
> to get the speed you're after.
```

I'll have a look but now, when I know that the guigfx.library ain't dead (and is in asm too) I'm pretty sure that I'll use it.

Regards,

--

Hynek Schlawack · <mailto:hynek.s@web.de> · <http://me.in-berlin.de/~hys>

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1.32 Re: sas-c stpchr()

From: Mike Carter <mike.carter@redhotant.co.uk>
Date: 06-02-00 13:04:51
Subject: Re: sas-c stpchr()

Hiya ,

Got your message about [amiga-c] Re: sas-c stpchr(), on 02-Jun-00
 » On 02-Jun-00 Mike Carter wrote:
 »
 »> Can any SAS-C user please tell me what the stpchr() command does,
 »> so I can write one? Or even better has code to emulate this
 »> function under a different compiler.
 »
 » There's such a function in stormamiga.lib, which is very
 » recommendable anyway. Demo available from
 » <http://WWW.CyberdyneSystems.de/>

I found out ANSI C provides one anyway strchr() :) no need to waste
 money on another link lib.

Dinky do,

Mike

--

```

.------.
| AMiGA 1200Ezt 060/PPC@240Mhz,82Mb RAM  ___/\___ |
| 4 HDD,DD FD,5 CD-ROMS,CDrW,ZiP250    \ o0 / bUDDa/S^D|
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1.33 Re: New list member - BIG Question

From: "James S. Adelman" <j.adelman@ukonline.co.uk>
 Date: 06-02-00 13:10:34
 Subject: Re: New list member - BIG Question

<blatant advertising>

I'm writing a guide to programming for the Amiga based mostly around
 DICE for the Ripper online magazine <http://www.theripper.org.uk> The
 beginning (including how to use dcc) should be up next issue.

</ba>

> Hello all,

>

> I have just joined this mailing list. I do hope I am in the right place.

>
> I have recently downloaded and installed dice-3.16 and I am totally confused!
>
> I want to start learning how to program in C, but can't afford to buy a
> commercial package, hence Dice.
>
> Can someone tell me how to use Dice?
> "*****"
> I can't even find out how to load the environment :-)
>
> I feel that I need to learn the Dice environment before I can start to learn
> how to program in C, so that I am comfortable and know exactly what is doing
> what and why.
>
> I have downloaded and tried to read the Dice docs, but they are very heavy
> going and are confusing me even further than I already am.
>
> If some kind person can give me a quick step by step rundown on using the dice
> environment, I would be eternally grateful.
>
> Thanks in advance.
>
>
> Be happy,
> Ann L Goonan
>
> --
>
> -----
> | algy@goonan.f9.co.uk |
> | http://www.goonan.f9.co.uk |
UIN: 13603823 IRC: algy
>
> ...Life is something that happens when you can't get to sleep.
>
>
>
>
> -----
> Was the salesman clueless? Productopia has the answers.
> http://click.egroups.com/1/4633/1/_/451227/_/959895306/
> -----
>
>
>
>
--
James S. Adelman
Liverpool

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1.34 non-overload function error in StormC

From: Mike Carter <mike.carter@redhotant.co.uk>
 Date: 06-02-00 16:55:15
 Subject: non-overload function error in StormC

Hi,

Getting a "amicall": non-overloaded function expected. error when compiling some code, the error comes from the 'pragma files. In StormC, AFAIK the code compiled fine in SAS-C. What needs to be twiddled to get this working? Any idea appreciated very much. :-)

Thanks,

M!Ke C

--

```

.------.
| AMiGA 1200EzT 060/PPC@240Mhz, 82Mb RAM  ___/\___ |
| 4 HDD, DD FD, 5 CD-ROMS, CDrW, Zip250   \ o0 / bUDDa/S^D|
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      http://fly.to/BuddasWurld           ICQ: 29173597
  
```

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1.35 Re: New list member - BIG Question

From: amiga-c@tkgbbs.freemove.co.uk
 Date: 06-02-00 17:42:50
 Subject: Re: New list member - BIG Question

On Thursday June 01 2000, Ann L Goonan said to All:

ALG> From: Ann L Goonan <algy@goonan.f9.co.uk> Hello all,

Hi :)

Don't see you in Fido/AmigaNet. Want a free feed via the Internet?

ALG> I have recently downloaded and installed dice-3.16 and I am totally
ALG> confused!

ALG> I want to start learning how to program in C, but can't afford to buy
ALG> a commercial package, hence Dice.

Sorry, I have no idea about DICE. I would recommend that you save up the 20
quid for the Amiga Developer CD 2.1:

1. You need it to program Amiga (not shell) applications.
2. It's full of useful info.
3. It includes StormC 3, which is really easy to use.

--

Neil Williams, Britannia <mailto:neil@tkgbbs.freemove.co.uk> ICQ:18223711
<http://www.aio.co.uk> <http://www.tkgbbs.freemove.co.uk> fiydoh 2:442/107
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1.36 Re: Scaling a RastPort

From: Bart King <bart@bartmansoftware.co.uk>
Date: 06-02-00 17:47:57
Subject: Re: Scaling a RastPort

"Charlie" <charlie@amigaforever.free-online.co.uk> wrote:

> Is there anyway of reducing the size of a RastPort. I want to to I print
> Preview feature in my program.

Treat the RastPort as a BitMap (i.e. MyRP->BitMap) and use
`graphics.library/BitMapScale()` to scale the source BitMap (the one in your
RastPort) to a new BitMap, and then assign that BitMap to another RastPort.

Something like...

/* Example code to scale a BitMap in half using BitMapScale() by bart */

```
struct RastPort *MyRP; // source RastPort
struct BitMap *DestBM;
struct BitScaleArgs args;
int w,h;

memset(&args, 0, sizeof(args));
args.SrcWidth = GetBitMapAttr(MyRP->BitMap, BMA_WIDTH);
args.SrcHeight = GetBitMapAttr(MyRP->BitMap, BMA_HEIGHT);
```

```
args.XSrcFactor = args.YSrcFactor = 2;
args.XDestFactor = args.YDestFactor = 1; // ratios in scaling

// calc width/height of destination bitmap, based on factors above
w = ScalerDiv(args.SrcWidth, args.XSrcFactor, args.XDestFactor);
h = ScalerDiv(args.SrcHeight, args.YSrcFactor, args.YDestFactor);

DestBM = AllocBitMap(w, h, GetBitMapAttr(MyRP->BitMap, BMA_DEPTH),
    BMF_CLEAR, NULL);

// Scale it
args.SrcBitMap = MyRP->BitMap;
args.DestBitMap = DestBM;
BitMapScale(&args);

// Draw it
BlitBitMapRastPort(DestBM, 0, 0, MyRP, 10, 10, w, h, 0xC0);

/**/
```

This *should* (I wrote that from memory, it's untested) scale a source RastPort to a new BitMap (which you can assign to a new RastPort if you want). It'll scale a 320x200 image to 160x100, for example - i.e. half.

Fiddle with the factor values above to get different scalings.

Of course, there are other methods to do image scaling - this method being the supported version since it uses graphics.library and nothing else. There are third party libraries and code (probably not Amiga code, but the theories still apply) which will also do scaling, and probably do a better job than graphics.library.

I wrote a scaling algorithm a while back, which uses CLUT chunky data and supports smoothing/anti-aliasing - but it's private code to me, sorry.

> Also Is there anyway of figuring out how many characters will fit onto an
> A4 page(Portrait) Using the font attrs.

Calculate the size of an A4 page using pixels (there is a formula to do this, based on screen resolution, aspects and font type, but I don't know what it is - just use a word processor, it'll tell you somewhere :) then divide the result with width of the font you are using.

It's a tricky beast, since there are lots of different types of fonts, all with different styling, kerning, spacing, size, etc.. Heh, good luck.

--

Bart King - <http://www.bartmansoftware.co.uk>
Software Developer for Amiga and Linux
FUBAR snapshots coming soon: <http://snapshots.bartmansoftware.co.uk>
ICQ: 18178781 - IRC: bart (ArcNET, <http://arcnet.vapor.com>)

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1.37 Re: New list member - BIG Question

From: Charlie <charlie@amigaforever.free-online.co.uk>
Date: 06-02-00 18:14:58
Subject: Re: New list member - BIG Question

----- Original Message -----

From: Ann L Goonan <algy@goonan.f9.co.uk>
To: <amiga-c@egroups.com>
Sent: Thursday, June 01, 2000 1:22 PM
Subject: [amiga-c] New list member - BIG Question

> Hello all,
>
> I have just joined this mailing list. I do hope I am in the right place.
>
> I have recently downloaded and installed dice-3.16 and I am totally
> confused!
>
> I want to start learning how to program in C, but can't afford to buy a
> commercial package, hence Dice.
>
> Can someone tell me how to use Dice?

I use DICE, so if you want any help, Ill get it sorted for you.

Charlie

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http://click.egroups.com/1/4056/1/_/451227/_/959933505/

1.38 RE: Assigning to different pointers in one line.

From: Jesper Svennevid <jesper@fxrealm.com>
Date: 06-02-00 18:40:18
Subject: RE: Assigning to different pointers in one line.

> -----Original Message-----
> From: Tim Hanson [msinister@connectfree.co.uk]
>

```
>
> Hi All,
>
> I have a piece of code that looks something like this:
>
> struct something *somePtr;
> struct somethingelse *otherPtr;
>
> somePtr=otherPtr=NULL;
>
> This gives a : "assignment of different pointers" warning
> with VBCC which of
> course is correct but if I do this instead:
>
> somePtr=(struct something *)otherPtr=NULL;
>
> I get "lvalue required for assignment" error which is wierd.
>
> It's nitpicking really as it still compiles ok but I do like
> to see things compile without warnings ATEOTD. I could ofcourse
> spilt it into two lines and might aswell as it's not in a time
> critical bit of code but I'm curious about the logic happening
> here.
```

It seems like the compiler doesn't like you recasting the pointer when it is about to assign it.

Changing to:

```
somePtr=(struct something*)(otherPtr=NULL);
```

should resolve the problem.

--

```
// Jesper Svennevid : jesper@fxrealm.com
  Software Developer at FXRealm Studios
  http://www.fxrealm.com/
```

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1.39 Re: Analogue joysticks - help from gfx-card owners wanted

From: Tim Hanson <msinister@connectfree.co.uk>
Date: 06-02-00 18:47:48
Subject: Re: Analogue joysticks - help from gfx-card owners wanted

Hi Alastair
Alastair M. Robinson wrote this on 01-Jun-00 at 22:02:37

```
> <code>
[cut & paste & compile]
> </code>
```

On a BVision Cybergraphics wb 8 Bit 1024x768 at 48.3630Khz Horizontal I get:

4294967295 Hz

and the same on a 8bit 800x600 at 35.1562. and infact a couple of other modes I tried so you're in the clear by the looks of things.

--

Tim Hanson,
by the River, Canterbury, Kent.
Amiga A1200T, '040/25, 603e/160, 32MB Fast, BVisionPPC,
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1.40 Re: New list member - BIG Question

From: Tim Hanson <msinister@connectfree.co.uk>
Date: 06-02-00 18:56:22
Subject: Re: New list member - BIG Question

Hi Hynek
Hynek Schlawack wrote this on 01-Jun-00 at 22:41:56

```
>> Can someone tell me how to use Dice?
>> "*****"
>> I can't even find out how to load the environment :-)
>
> There is no DICE enviroment. DICE consists of many shell commands and
> the most important is "dcc", it is the frontend for all other
> commands.
```

Not strictly true. Dice 3.1+ comes with VMake. I still use it for quick coding as it's easier to setup than Vbcc.

If you've installed everything ok, start Vmake by clicking it's icon then use the "new" MENU ITEM to create a new project. Next use the "New" button to select a/some c file(s). Click the "Make" button. If all goes well click the "Run" button.

--

Tim Hanson,
 by the River, Canterbury, Kent.
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1.41 Re: Assigning to different pointers in one line.

From: "James S. Adelman" <j.adelman@ukonline.co.uk>
 Date: 06-02-00 18:59:17
 Subject: Re: Assigning to different pointers in one line.

RE: [amiga-c] Assigning to different pointers in one line. wrote on Fri, 2 Jun ←
 2000 19:40:18 +0200 in <310F56DF52A6D31186E400105AF236C9209E@DEMON> :

> > -----Original Message-----
 > > From: Tim Hanson [msinister@connectfree.co.uk]
 > >
 > >
 > > Hi All,
 > >
 > > I have a piece of code that looks something like this:
 > >
 > > struct something *somePtr;
 > > struct somethingelse *otherPtr;
 > >
 > > somePtr=otherPtr=NULL;
 > >
 > > This gives a : "assignment of different pointers" warning
 > > with VBCC which of
 > > course is correct but if I do this instead:
 > >
 > > somePtr=(struct something *)otherPtr=NULL;
 > >
 > > I get "lvalue required for assignment" error which is wierd.

(struct something *)otherPtr is not an lvalue, so you can't assign it.
 Consider

```
double a;
(int)a=3.5;
(FILE *)a=stdin;
```

> > It's nitpicking really as it still compiles ok but I do like

> > to see things compile without warnings ATEOTD. I could ofcourse
> > spilt it into two lines and might aswell as it's not in a time
> > critical bit of code but I'm curious about the logic happening
> > here.
>
> It seems like the compiler doesn't like you recasting the pointer
> when it is about to assign it.

Yes, it is not standard C :), because the result of a cast does not refer to an object that can be given a value.

> Changing to:
>
> somePtr=(struct something*)(otherPtr=NULL);
>
> should resolve the problem.

6.5.2.5 Compound literals

[...]

[footnote]

71) [...]and the result of a cast expression is not an lvalue.

> --
> // Jesper Svennevid : jesper@fxrealm.com
> Software Developer at FXRealm Studios
> http://www.fxrealm.com/
>
>
>

--
James S. Adelman
Liverpool

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1.42 Re: sas-c stpchr()

From: Tim Hanson <msinister@connectfree.co.uk>
Date: 06-02-00 19:01:10
Subject: Re: sas-c stpchr()

Hi Mike

Mike Carter wrote this on 02-Jun-00 at 02:41:41

> I'm trying to compile some old SAS-C code in StormC 3 but not having
> much luck as I have no details of what this missing command does.
>
> I'm only presuming its from SAS-C BTW :)

Heres what the DICE inline help says:

dice/stpchr

dice/stpchr

FUNCTION

Search for a character in a string (UNIX)

SYNTAX

```
#include <string.h>
char *ptr = stpchr(s, c)
const char *s;
int c;
```

DESCRIPTION

This searches for the character `c` within the string pointed to by `s`. The terminating NULL at the end of `s` is NOT included in the search. A pointer to the first occurrence of `c` in `s` is returned or NULL if `c` could not be found. `c` is converted to a char by `stpchr` before beginning the search.

|| NOTE: It is better to use the ANSI standard `strchr` and `strrchr` || functions.

INPUTS

char *s; pointer to string to search

int c; character to search for

RESULTS

char *ptr; pointer to the first occurrence of the character
 c in `s`, or NULL if `c` could not be found in `s`.

SEE ALSO

`strchr`, `strrchr`

EXAMPLE

```
#include <stdio.h>
#include <string.h>
#include <assert.h>
main()
{
    char *s = "this is a test";
    char *ptr;
    ptr = stpchr(s, 'i');
    assert(ptr == s + 2);
    puts(ptr);                /* "is is a test" */
    return(0);
}
```

DH0:Dice/doc/dice_libraries.doc\stpchr 2f69a 457

--

Tim Hanson,
by the River, Canterbury, Kent.
Amiga A1200T, '040/25,603e/160,32MB Fast,BVisionPPC,
8.4GB IDE HD,ZIP SCSI,RENO x2CD SCSI,Pace 56K

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1.43 Re: New list member - BIG Question

From: Hynek Schlawack <hynek.s@web.de>
Date: 06-02-00 20:44:54
Subject: Re: New list member - BIG Question

On 02-Jun-00 wrote Tim Hanson:

```
>>> Can someone tell me how to use Dice?
>>> "*****"
>>> I can't even find out how to load the environment :-)
>> There is no DICE enviroment. DICE consists of many shell commands
>> and the most important is "dcc", it is the frontend for all other
>> commands.
> Not strictly true. Dice 3.1+ comes with VMake. I still use it for
> quick coding as it's easier to setup than Vbcc.
> If you've installed everything ok, start Vmake by clicking it's icon
> then use the "new" MENU ITEM to create a new project. Next use the
> "New" button to select a/some c file(s). Click the "Make" button. If
> all goes well click the "Run" button.
```

If I'm honest, I had more problems with VMake than with DMake :-).

Regards,

--

Hynek Schlawack · <mailto:hynek.s@web.de> · <http://me.in-berlin.de/~hys>

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1.44 Includes and Boopsi questions.

From: Shinda <shindakebab@yahoo.com>
Date: 06-02-00 23:44:10

Subject: Includes and Boopsi questions.

I am trying to write a gadget class and what should I use superclass methods should it be DoSuperMethodA or DoSuperMethod. Since when using the A version I get crashes if the method fails.

Also in the includes should I only use the clib includes or also the protos and pragmas.

Shinda

Failed tests, classes skipped, forgotten locker combinations.
Remember the good 'ol days
http://click.egroups.com/1/4053/1/_/451227/_/959985873/

1.45 Re: non-overload function error in StormC

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-03-00 02:33:01
Subject: Re: non-overload function error in StormC

On 02-Jun-00, Mike Carter wrote:

> Getting a "amicall": non-overloaded function expected. error when
> compiling some code, the error comes from the 'pragma files. [...]

I think this error appears when you 'pragma' a function which hasn't been prototyped first (i.e. clib/#? hasn't been included).

Regards Allan

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1.46 Re: Includes and Boopsi questions.

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-03-00 02:37:35
Subject: Re: Includes and Boopsi questions.

On 03-Jun-00, Shinda wrote:

> I am trying to write a gadget class and what should I use superclass
> methods should it be DoSuperMethodA or DoSuperMethod. [...]

DoSuperMethodA() takes the message structure as argument, where the other is a var-args variation.

E.g. you can either write:

```
struct SomeMessage msg = { method_id, args, ... };  
DoSuperMethodA(cl, obj, msg);
```

```
or DoSuperMethod(cl, obj, method_id, args, ...);
```

Normally you'd use the first since your method receives a pointer to the message structure.

> Also in the includes should I only use the clib includes or also the
> protos and pragmas.

Only the protos. The <proto/library.h> should include the necessary clib & pragma files.

Regards Allan

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1.47 Re: Scaling a RastPort

From: Charlie <charlie@amigaforever.free-online.co.uk>

Date: 06-03-00 04:10:30

Subject: Re: Scaling a RastPort

>
> This *should* (I wrote that from memory, it's untested) scale a source
> RastPort to a new BitMap (which you can assign to a new RastPort if you
> want). It'll scale a 320x200 image to 160x100, for example - i.e. half.
>
> Fiddle with the factor values above to get different scalings.
>
> Of course, there are other methods to do image scaling - this method being
> the supported version since it uses graphics.library and nothing else.
> There are third party libraries and code (probably not Amiga code, but the
> theories still apply) which will also do scaling, and probably do a better
> job than graphics.library.
>
> I wrote a scaling algorithm a while back, which uses CLUT chunky data and
> supports smoothing/anti-aliasing - but it's private code to me, sorry.
>

So I could do the full size drawing on a temp RastPort (one that's not

visible)
scale it and then Draw it onto a RastPort that can be seen by the user...

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1.48 Analogue joysticks - help from Picasso96 users wanted

From: "Alastair M. Robinson" <blackfive@fakenhamweb.co.uk>
Date: 06-03-00 14:11:52
Subject: Analogue joysticks - help from Picasso96 users wanted

*H*i Tim,

> On a BVision Cybergraphics wb 8 Bit 1024x768 at 48.3630Khz Horizontal I get:
> 4294967295 Hz

Which is about 4 Gigahertz - that's one fast monitor!

I presume you have a trap-division-by-zero-and-return-machine-infinity patch installed (like the ones needed for Doom ports?)

A couple of other people (thanks guys) have told me that the routine crashes their machines because CGfx puts a zero in GfxBase->current_tot_cclks.

So now, another request: Could someone with Picasso 96 please let me know what it puts in this field?

All the best,

--

Alastair M. Robinson, email:blackfive@fakenhamweb.co.uk
Amiga 4000/030, 18Meg RAM, 4.3Gig HD, Mustek ScanExpress 6000SP
C, Assembler (68k, PIC16C84, ATMEL AVR), PostScript,
ARexx, AMOSPro(!), AmigaDOS

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1.49 Genesis SDK

From: Oliver Roberts <oliver@futura.co.uk>
Date: 06-03-00 14:49:28
Subject: Genesis SDK

Does anyone know where I can find the SDK for Genesis? I need a neat way of determining whether Genesis/AmiTCP is online, and I'm presuming there's a function in genesis.library to check this, just like there is in miami.library. Trouble is, I can't seem to find the includes and autodocs anywhere :(

--

Oliver Roberts - software developer & web designer
<http://www.oliver-roberts.co.uk/> - ICQ: 34640231
/oliver@futura.co.uk/ | /oliver.roberts@iname.com/

--

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1.50 Re: Assigning to different pointers in one line.

From: Colin Wenzel <colstv@hotmail.net.au>
Date: 06-03-00 14:56:51
Subject: Re: Assigning to different pointers in one line.

On 02-Jun-00, Tim Hanson wrote:

```
> Hi All,  
> I have a piece of code that looks something like this:  
> struct something *somePtr;  
> struct somethingelse *otherPtr;  
> somePtr=otherPtr=NULL;  
> This gives a : "assignment of different pointers" warning with VBCC  
> which of course is correct but if I do this instead:  
> somePtr=(struct something *)otherPtr=NULL;  
> I get "lvalue required for assignment" error which is wierd.
```

Try initializing them seperately & see what happens,
it works fine on my Aztec-v5 compiler..... (but it's ancient)
Although "Gimpel Lint" complains about it..

```
Try:      (long)somePtr=(long)otherPtr=NULL;
```

That shuts up Lint, it may do your compiler too...

PS: I expect you have your "struct something"

& the "struct somethingelse" declared somewhere...

Colin Wenzel. Australia.

EMAIL: colstv@hotmail.net.au
URL: http://www.hotkey.net.au/~colstv/
ICQ: 17608330
AMIGA: 4000T, 68060/50, 150Mb RAM,
OS 3.5, EGS Spectrum.

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1.51 VBlank interrupts and graphics cards...

From: "Alastair M. Robinson" <blackfive@fakenhamweb.co.uk>
Date: 06-03-00 16:13:38
Subject: VBlank interrupts and graphics cards...

Hi everyone,

If I add an interrupt to the VBlank server chain on a system equipped with a
graphics card, will it be triggered at the top of each AGA frame, or each
graphics card frame?

All the best,

--

Alastair M. Robinson, email:blackfive@fakenhamweb.co.uk
Amiga 4000/030, 18Meg RAM, 4.3Gig HD, Mustek ScanExpress 6000SP
C, Assembler (68k, PIC16C84, ATMEL AVR), PostScript,
ARexx, AMOSPro(!), AmigaDOS

We see a total global market of between 5 to 10 computers.

-- IBM, 1945

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1.52 genesis sdk

From: Mike Carter <mike.carter@redhotant.co.uk>
 Date: 06-03-00 19:58:03
 Subject: genesis sdk

did somebody ask on here re: checking if genesis was on-line?

M!Ke C

--

```

.----- .
| AMiGA 1200EZT 060/PPC@240Mhz,82Mb RAM ___/\___ |
| 4 HDD,DD FD,5 CD-ROMS,CDrW,ZiP250 \ o0 / bUDDa/S^D|
| SCSI+IDE, 56kModem, BVGfX, 19"VDU /'_-\ |
\----- - \/\ -----'
http://fly.to/BuddasWurld ICQ: 29173597

```

```

-----
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-----

```

1.53 Re: Assigning to different pointers in one line.

From: Christian Hattemer <Chris@heaven.riednet.wh.tu-darmstadt.de>
 Date: 06-04-00 15:46:00
 Subject: Re: Assigning to different pointers in one line.

On 02-Jun-00 Jesper Svennevid wrote:

```

>> struct something *somePtr;
>> struct somethingelse *otherPtr;
>>
>> somePtr=otherPtr=NULL;

> somePtr=(struct something*)(otherPtr=NULL);

```

Why so complicated?

```

somePtr = NULL;
otherPtr = NULL;

```

This will compile without warnings and without using strange constructs. It's obvious what the code does, which I wouldn't say about the above line with the casts.

If you look at the generated Asm you'll probably see that your single line results to the same code as my two lines, so why not use the easy one?

Bye, Chris

--

```
      _
     _///
    _///  Amiga 4000T 040/40      Team *AMIGA*
   \\///
  \\XX/  http://www.riednet.wh.tu-darmstadt.de/~chris/
```

Error #0529: LPT1 not found: Use Backup (Pencil&Paper.sys).

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1.54 Re: Re: Graphics

From: Bart King <bart@bartmansoftware.co.uk>
Date: 06-04-00 17:08:32
Subject: Re: Re: Graphics

Allan Odgaard <Duff@DIKU.DK> wrote:

I'm jumping into this thread ;)

> huh? I don't understand this, but don't expect that the presence of
> cybergraphics.library means the user runs an RTG-system.

Although it is a pretty safe bet. If the user has cybergraphics.library installed and they don't have a graphics card, they are just asking for trouble.

It's like having powerpc.library installed without a PowerPC card.

[True color]

> > Ah! Is that a array of structs in that case, right?

No, non-CLUT chunky data (e.g. RGBA, 24-bit) is simply each pixel is expressed as a 16-byte value, taking this format:

```
RRRRRRRRGGGGGGGGBBBBBBBBAAAAAAAAA
```

Each 8 R's, G's or B's above is the single value for that particular color entry. For example, 0xFFFFFFFF,0x77777777,0xFFFFFFFF would draw a pixel with full red, full blue and half-full green.

Latter byte in the 16-byte value (the A's) is the "alpha" channel value. This is unused by some 24-bit expressions, and implementations of them vary from non-existent to good depending on the users graphics driver. Alpha is used for blending effects, transparency, and a whole bunch of clever stuff.

But using 24-bit or true color modes on the Amiga for games (as an example) is a little impractical with Picasso and Cybervision cards. Maybe the BVision PPC card does a better job, but I've never seen one.

There are also 32-bit color modes, but Amiga does not support those at all - not even my PC card supports 32-bit, but that's because it's shit :)

> >>> That's my problem...how to scale ILBM pictures...and the datatypes
> >>> library returns planar data too...

See my example I posted previously in some other thread - scales BitMaps (planar data or not, if Cybergraphics/P96 is available).

But I'd recommend some other method though, since graphics.library is not fast (well it is on 320x200 displays).

[ILBM BitMap to chunky CLUT]

> There are several ways. Though if the image is using all eight planes and have
> a low compression ratio then it may be faster to decode 8 planar lines and
> convert these. But if the image is in less than eight planes and/or the run
> length compression is effective then I'm confident that it can be made faster
> with an "integrated" conversion which exploits the above...

ILBM shouldn't be used for images deeper than 256 colors, since the compression (hah) algorithm it uses (byte run compression) is older than me. Some real chunky formats should be used for this, e.g. PNG or even JPG. ILBM-24 was a bit of a hack.

For using 256 color or less images, you can just decompress the bytes to a standard BitMap (i.e. planar, or if on graphics card chunky, but let the software do the conversion) then use ReadPixelFormat8() to get the chunky data.

I wrote a method that uses the "PBM" ILBM format (something that was invented on the PC strangely enough) - but PBM and ILBM are very similar and can be decoded directly to a chunky buffer.

> > My p2c is a simple OS function, I don't care about how it works :-).

Strangely enough, I don't have any P2C code - it gets a bit messy when you start using graphics cards. I have two C2P algorithms though and options to use chunkyppc.library.

--

Bart King of Bartman Software -- damned if I do, damned if I don't
<http://www.bartmansoftware.co.uk> : Software Developer for Amiga and PC
<http://snapshots.bartmansoftware.co.uk> : FUBAR snapshots coming soon
<http://arcnet.vapor.com> : "bart" on ArcNET IRC (ICQ: 18178781)

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1.55 Re: Re: Graphics

From: Bart King <bart@bartmansoftware.co.uk>
Date: 06-04-00 17:14:48
Subject: Re: Re: Graphics

Hynek Schlawack <hynek.s@web.de> wrote:

> Not ChipMem because I do a planar2chunky conversion and the chunky
> data is in FastMem. Then I free the BitMap memory and allocate the
> new BitMap with the new dimensions in ChipMem. Of course, I have also
> to allocate an another chunky buffer but that is also in FastMem. So
> I use less ChipMem than this gfx.lib function

Eew, you're loosing the benefits of chunky straight away there. You should avoid using multiple conversions (like between fast->chip and planar->chunky) as this will do you no favors when it comes to speed. All that unnecessary memory allocation/deallocation takes its toll as well.

> that I can do it. If I'll ever consider to release it, I'll use
> either the render or the guigfx library.

That's cheating though :)

> But I don't want use this crapy datatypes. If I'll use foreign
> routines, then I'll use either render, guigfx or even yours library.

DataTypes should be used as a fall-back, just because the Amiga has them. In my code, I have built-in graphics loaders for BMP, ILBM/PBM, PCX and my custom chunky format. If all of these loaders fail to determine the graphics image I want to load, it will ask DataTypes.

--

Bart King of Bartman Software -- damned if I do, damned if I don't
<http://www.bartmansoftware.co.uk> : Software Developer for Amiga and PC
<http://snapshots.bartmansoftware.co.uk> : FUBAR snapshots coming soon
<http://arcnet.vapor.com> : "bart" on ArcNET IRC (ICQ: 18178781)

Failed tests, classes skipped, forgotten locker combinations.
Remember the good 'ol days
http://click.egroups.com/1/4053/1/_/451227/_/960155679/

1.56 Re: Analogue joysticks - help from gfx-card owners wanted

From: Bart King <bart@bartmansoftware.co.uk>
Date: 06-04-00 17:26:59
Subject: Re: Analogue joysticks - help from gfx-card owners wanted

"Alastair M. Robinson" <robinsonb5@talk21.com> wrote:

```
> cclk=GfxBase->current_tot_cclks;
```

You can find this value in any monitor driver.

See include:graphics/monitor.h ...

```
struct MonitorSpec
{
...
    UWORD total_colorclocks;
...
};
```

Someone posted a result with millions of Hz. This is an overflow (it's only a UWORD, max value of 65535), so don't use that value - the field is probably not set in the monitor driver as it is hardly used.

For your information, the value on my Picasso 96 800x600 16-bit display is 30788 Hz.

--

Bart King of Bartman Software -- damned if I do, damned if I don't
<http://www.bartmansoftware.co.uk> : Software Developer for Amiga and PC
<http://snapshots.bartmansoftware.co.uk> : FUBAR snapshots coming soon
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1.57 Re: Assigning to different pointers in one line.

From: Colin Wenzel <colstv@hotmail.net.au>
Date: 06-04-00 17:31:25
Subject: Re: Assigning to different pointers in one line.

On 05-Jun-00, Christian Hattemer wrote:
> On 02-Jun-00 Jesper Svennevid wrote:
>>> struct something *somePtr;
>>> struct somethingelse *otherPtr;
>>> somePtr=otherPtr=NULL;
>
>> somePtr=(struct something*)(otherPtr=NULL);
>

```
> Why so complicated?
> somePtr = NULL;
> otherPtr = NULL;
> This will compile without warnings and without using strange
> constructs. It's obvious what the code does, which I wouldn't say
> about the above line with the casts.
> If you look at the generated Asm you'll probably see that your single
> line results to the same code as my two lines, so why not use the
> easy one?
```

I'm sure we all know that will work, however, I think the point was a pedantic one, in that he wanted to know why the "alternative way" was causing him trouble...

--

Colin Wenzel. Australia.

EMAIL: colstv@hotmail.net.au
 URL: http://www.hotkey.net.au/~colstv/
 ICQ: 17608330
 AMIGA: 4000T, 68060/50, 150Mb RAM,
 OS 3.5, EGS Spectrum.

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1.58 Re: Assigning to different pointers in one line.

From: Tim Hanson <msinister@connectfree.co.uk>
 Date: 06-04-00 17:38:56
 Subject: Re: Assigning to different pointers in one line.

Hi Christian
 Christian Hattemer wrote this on 04-Jun-00 at 15:46:00
 > On 02-Jun-00 Jesper Svennevid wrote:
 >
 >>> struct something *somePtr;
 >>> struct somethingelse *otherPtr;
 >>>
 >>> somePtr=otherPtr=NULL;
 >
 >> somePtr=(struct something*)(otherPtr=NULL);
 >
 > Why so complicated?
 >
 > somePtr = NULL;

```
> otherPtr = NULL;
>
> This will compile without warnings and without using strange constructs.
> It's obvious what the code does, which I wouldn't say about the above line
> with the casts.
> If you look at the generated Asm you'll probably see that your single line
> results to the same code as my two lines, so why not use the easy one?
```

I totally agree but I'm a sucker for "strange constructs". Probably why I can't read my own code two weeks later.

--

Tim Hanson,
by the River, Canterbury, Kent.
Amiga A1200T, '040/25, 603e/160, 32MB Fast, BVisionPPC,
8.4GB IDE HD, ZIP SCSI, RENO x2CD SCSI, Pace 56K
Don't waste your time by visiting
<http://www.sinister67.freerve.co.uk>

Failed tests, classes skipped, forgotten locker combinations.
Remember the good 'ol days
http://click.egroups.com/1/4053/1/_/451227/_/960137703/

1.59 GfxBase->current_tot_cclks (was: Re: Analogue ...)

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-04-00 18:12:13
Subject: GfxBase->current_tot_cclks (was: Re: Analogue ...)

On 03-Jun-00, Alastair M. Robinson wrote:

```
> So now, another request: Could someone with Picasso 96 please let me know
> what it puts in this field?
```

If I print it on WB (using a 800x600 resolution ~73 Hz) I get 78 -- if I start it on an AGA screen I get 226. I don't really understand the latter, but it seems like P96 tries to maintain a sane value...

Regards Allan

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1.60 Re: VBlank interrupts and graphics cards...

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-04-00 18:15:29
Subject: Re: VBlank interrupts and graphics cards...

On 03-Jun-00, Alastair M. Robinson wrote:

> If I add an interrupt to the VBlank server chain on a system equipped with a
> graphics card, will it be triggered at the top of each AGA frame, or each
> graphics card frame?

I don't really know but AFAIK there are many gfx cards which doesn't support a vertical retrace interrupt, which makes it quite hard to offer what you request.

On a related note, a friend of mine once tested WaitTOF() on P96 & CGX, the former waited to the actual end-of-frame were the latter used the AGA timing. So the vblank-stuff is very likely to depend both on gfx card and RTG system installed.

Regards Allan

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1.61 Re: VBlank interrupts and graphics cards...

From: Tim Hanson <msinister@connectfree.co.uk>
Date: 06-04-00 19:48:18
Subject: Re: VBlank interrupts and graphics cards...

Hi Allan

Allan Odgaard wrote this on 04-Jun-00 at 18:15:29

> On 03-Jun-00, Alastair M. Robinson wrote:

>

>> If I add an interrupt to the VBlank server chain on a system equipped with
>> a graphics card, will it be triggered at the top of each AGA frame, or each
>> graphics card frame?

>

> I don't really know but AFAIK there are many gfx cards which doesn't support
> a vertical retrace interrupt, which makes it quite hard to offer what you
> request.

> On a related note, a friend of mine once tested WaitTOF() on P96 & CGX, the
> former waited to the actual end-of-frame were the latter used the AGA
> timing. So the vblank-stuff is very likely to depend both on gfx card and
> RTG system installed.

I'm reliably informed (and it does seem to be the case) that WaitBOVP() does

actually wait for the bottom of the viewport on CGFX.

--

Tim Hanson,
by the River, Canterbury, Kent.
Amiga A1200T, '040/25,603e/160,32MB Fast,BVisionPPC,
8.4GB IDE HD,ZIP SCSI,RENO x2CD SCSI,Pace 56K
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1.62 Storm Profiler

From: Daithi O'Cuinn <docuinn@cluke.demon.co.uk>
Date: 06-04-00 20:46:04
Subject: Storm Profiler

Hello,

I am porting a PC program, which runs bafflingly slow (it should be quite quick). It's going to be hard to trace where exactly all the time is being spent, unless I figure out how to use the StormC profiler. Can anyone point me to any docs or give me a few hints to start off?

Thanks,

--

Daithi O'Cuinn
docuinn@cluke.demon.co.uk

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1.63 Re: Graphics

From: Hynek Schlawack <hynek.s@web.de>
Date: 06-05-00 00:42:37

Subject: Re: Graphics

On 04-Jun-00 wrote Bart King:

```
>> Not ChipMem because I do a planar2chunky conversion and the chunky
>> data is in FastMem. Then I free the BitMap memory and allocate the
>> new BitMap with the new dimensions in ChipMem. Of course, I have
>> also to allocate an another chunky buffer but that is also in
>> FastMem. So I use less ChipMem than this gfx.lib function
> Eew, you're loosing the benefits of chunky straight away there. You
> should avoid using multiple conversions (like between fast->chip and
> planar->chunky) as this will do you no favors when it comes to
> speed. All that unnecessary memory allocation/deallocation takes its
> toll as well.
```

Yes, but it would be internally consistens :-).

```
>> that I can do it. If I'll ever consider to release it, I'll use
>> either the render or the guigfx library.
> That's cheating though :)
```

Hey, I just wanted to prove myslef that I'm not that stupid,
everything that comes after this doesn't count :).

```
>> But I don't want use this crapy datatypes. If I'll use foreign
>> routines, then I'll use either render, guigfx or even yours
>> library.
> DataTypes should be used as a fall-back, just because the Amiga has
> them. In my code, I have built-in graphics loaders for BMP,
> ILBM/PBM, PCX and my custom chunky format. If all of these loaders
> fail to determine the graphics image I want to load, it will ask
> DataTypes.
```

Of course. Just like the most viewers.

Regards,

--

Hynek Schlawack · <mailto:hynek.s@web.de> · <http://me.in-berlin.de/~hys>
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1.64 Re: Graphics

From: Hynek Schlawack <hynek.s@web.de>
Date: 06-05-00 00:51:02
Subject: Re: Graphics

On 04-Jun-00 wrote Bart King:

> Allan Odgaard <Duff@DIKU.DK> wrote:

> I'm jumping into this thread ;)

>> huh? I don't understand this, but don't expect that the presence of
>> cybergraphics.library means the user runs an RTG-system.

> Although it is a pretty safe bet. If the user has
> cybergraphics.library installed and they don't have a graphics card,
> they are just asking for trouble.

> It's like having powerpc.library installed without a PowerPC card.

> [True color]

>>> Ah! Is that a array of structs in that case, right?

> No, non-CLUT chunky data (e.g. RGBA, 24-bit) is simply each pixel is
> expressed as a 16-byte value, taking this format:

> RRRRRRRRGGGGGGGGBBBBBBBBBAAAAAAAAA

Isn't that just

```
struct {
    ULONG R;
    ULONG G;
    ULONG B;
    ULONG A;
} RGBA;
```

? (but counting your letters would make 32 bytes...) Anyway it could
be decribed by structs :-).

> Each 8 R's, G's or B's above is the single value for that particular
> color entry. For example, 0xFFFFFFFF,0x77777777,0xFFFFFFFF would
> draw a pixel with full red, full blue and half-full green.
> Latter byte in the 16-byte value (the A's) is the "alpha" channel
> value. This is unused by some 24-bit expressions, and
> implementations of them vary from non-existent to good depending on
> the users graphics driver. Alpha is used for blending effects,
> transparency, and a whole bunch of clever stuff.

I understand (except of alpha :)).

> But using 24-bit or true color modes on the Amiga for games (as an
> example) is a little impractical with Picasso and Cybervision cards.
> Maybe the BVision PPC card does a better job, but I've never seen
> one.
> There are also 32-bit color modes, but Amiga does not support those
> at all - not even my PC card supports 32-bit, but that's because
> it's shit :)

I think that 24 bit are enough anyway...the human eye can't distinct
even between the 16 millions...

>> >>> That's my problem...how to scale ILBM pictures...and the
>> >>> datatypes library returns planar data too...

> See my example I posted previously in some other thread - scales
> BitMaps (planar data or not, if Cybergraphics/P96 is available).
> But I'd recommend some other method though, since graphics.library
> is not fast (well it is on 320x200 displays).

As allready told you, it's a project for self-esteem :-).

>> > My p2c is a simple OS function, I don't care about how it works
>> > :-).
> Strangely enough, I don't have any P2C code - it gets a bit messy
> when you start using graphics cards. I have two C2P algorithms
> though and options to use chunkyppc.library.

ReadPixelArray8() is enough for me :-).

Regards,

--

Hynek Schlawack · <mailto:hynek.s@web.de> · <http://me.in-berlin.de/~hys>
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1.65 Re: Graphics

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-05-00 03:14:09
Subject: Re: Graphics

On 04-Jun-00, Bart King wrote:

>> huh? I don't understand this, but don't expect that the presence of
>> cybergraphics.library means the user runs an RTG-system.
> Although it is a pretty safe bet.

Actually not. The warning is everything but hypothetical.

> If the user has cybergraphics.library installed [...] don't have a
> graphics card, they are just asking for trouble. [...]

Well, there could be lots of reasons why a system has the library but no card.
E.g. it's taken out for debug purposes, repairment, a friend has it or the
harddisk which contain the library (and an assign add to libs:) is taken from
another system etc.

There's nothing as irritating as taking out hardware to discover that the
system no longer boots, since software makes stupid assumptions. Though worse
is probably when some program installs a librzy that starts to mess up
things...

> [True color]
>>> Ah! Is that a array of structs in that case, right?
> No, non-CLUT chunky data (e.g. RGBA, 24-bit) is simply each pixel is

I fail to see the difference between your explanation and a simple declaration
a la: struct {~UBYTE A, R, G, B; } Picture[HEIGHT][WIDTH];

> expressed as a 16-byte value, taking this format:

It's 16, 24 or 32 *bit*. I.e. 2-4 bytes.

> For example, 0xFFFFFFFF,0x77777777,0xFFFFFFFF would draw a pixel

I don't think there's any format using more than eight bits pr. gun. So the
values would be between 0x00 and 0xFF. I.e. 0xFF, 0x77, 0xFF.

> But I'd recommend some other method though, since graphics.library is not
> fast (well it is on 320x200 displays).

It isn't? I assume that P96 has replaced it here, which is why it doesn't seem
slow to me. Which is btw an advantage of using graphics.library, it can be
patched'n'enhanced :-). For the guy who worried about chip-mem then there's a
patch on Aminet which makes graphics library use fast mem whenever possible
(this is naturally already the case for RTG systems).

> [ILBM BitMap to chunky CLUT]
> ILBM shouldn't be used for images deeper than 256 colors, [...]

hmm... I think you completely missed the point of the paragraph, or maybe your
text wasn't a reply.

To summarize my points then it simply was that if you need speed then it's
probably faster to do p2c on the fly for images with few bitplanes since a p2c
normally reads 8 pixels from all 8 planes (to generate 8x8 pixels in the chunky
buffer), and/or to exploit the run-length (alias byte-run) by converting the
sequence of pixels to be repeated only once and "apply" the converted result
to the chunky buffer.

Regards Allan

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1.66 Re: Storm Profiler

From: Yves Grabowsky <rexxmaster@gmx.net>
Date: 06-05-00 10:51:34
Subject: Re: Storm Profiler

Hello Daithi,

On 04-Jun-00 you wrote the following about [amiga-c] Storm Profiler:

> Hello,
>
> I am porting a PC program, which runs bafflingly slow (it should be quite
> quick). It's going to be hard to trace where exactly all the time is being
> spent, unless I figure out how to use the StormC profiler. Can anyone point
> me to any docs or give me a few hints to start off?

You have to set some settings to use the profiler:
set the "Use profiler" option in the "Programstart" settings menu,
open the "Compileroptions" settings window, switch to the "Options" page and set
debug files to "fat debug files", then recompile and execute the program, after
it exits the profiler window should pop up. (see StormC manual - page 164)

>
> Thanks,

Cu,

--

Yves Grabowsky
ICQ: 18762984
<tsb>*AminetFileRequester 1.1β out now! Get it!*
<tsb>Author of AminetFileRequester, AmiURLRequester and SeekHTTP
<sb>*http://members.tripod.com/~rexxmaster/*
<tsb>

Best friends, most artistic, class clown Find 'em here:
http://click.egroups.com/1/4054/1/_/451227/_/960195550/

1.67 Waiting for disk activity to finish.

From: "Francis G. Loch" <fgloch@yahoo.com>
Date: 06-05-00 12:19:18
Subject: Waiting for disk activity to finish.

Hi all,

I realise that I'm probably asking the impossible here, but does anyone know of a way to detect if all of the disk activity on a system has finished or not?

Kind regards,

Francis.

=====

e-mail:- fgloch@yahoo.com
web-site:- <http://www.geocities.com/fgloch>
Member of GAUG
Glasgow Amiga Users Group
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1.68 Re: Graphics

From: amiga-c@tkgbbs.freemove.co.uk
Date: 06-05-00 13:48:54
Subject: Re: Graphics

On Monday June 05 2000, Allan Odgaard said to Bart King:

>> If the user has cybergraphics.library installed [...] don't have a
>> graphics card, they are just asking for trouble. [...]

AO> Well, there could be lots of reasons why a system has the library but
AO> no card. E.g. it's taken out for debug purposes, repairment, a friend
AO> has it or the harddisk which contain the library (and an assign add to
AO> libs:) is taken from another system etc.

A long time ago I installed CyberGraphX on my A1200 to see what would happen -
the result was lots of programs using Fast RAM and trashing the display.

I don't know if that happens with newer CGX versions. I'd expect the library
to fail on opening if there's no graphics card, but that's just a guess.

--

Neil Williams, 0,0. <mailto:neil@tkgbbs.freemove.co.uk> ICQ:18223711
<http://www.aio.co.uk> <http://www.tkgbbs.freemove.co.uk> fiydoh 2:442/107
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1.69 Re: Storm Profiler

From: Bart King <bart@bartmansoftware.co.uk>
Date: 06-05-00 13:57:04
Subject: Re: Storm Profiler

Daithi O'Cuinn <docuinn@cluke.demon.co.uk> wrote:

> I am porting a PC program, which runs bafflingly slow (it should be quite
> quick). It's going to be hard to trace where exactly all the time is being
> spent, unless I figure out how to use the StormC profiler. Can anyone point
> me to any docs or give me a few hints to start off?

Read the StormC manual (if you have it) since it has a section about the Profiler.

Or, check "Use Profiler" under your Program Start settings in the project, then either start the program normally or via the debugger. Once the program has terminated (or paused if you are using the debugger), open the Profiler from the Window menu and the results appear before your eyes.

Make sure you have at least a 040/33mhz processor or faster though since the Profiler does slow the system down on a whole.

--

Bart King of Bartman Software -- damned if I do, damned if I don't
<http://www.bartmansoftware.co.uk> : Software Developer for Amiga and PC
<http://snapshots.bartmansoftware.co.uk> : FUBAR snapshots coming soon
<http://arcnet.vapor.com> : "bart" on ArcNET IRC (ICQ: 18178781)

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1.70 Re: VBlank interrupts and graphics cards...

From: Colin Wenzel <colstv@hotmail.net.au>
Date: 06-05-00 14:49:47
Subject: Re: VBlank interrupts and graphics cards...

On 05-Jun-00, Tim Hanson wrote:

-snip-

> I'm reliably informed (and it does seem to be the case) that
> WaitBOVP() does actually wait for the bottom of the viewport on CGFX.
>

However, if I read my docs right, WaitBOVP()
actively polls for the wait, so it's not very multi-tasking-friendly.

WaitTOF() Wait()'s for an interrupt & is "nice" about it...

Regards

--

Colin Wenzel. Australia.

EMAIL: colstv@hotmail.net.au
URL: <http://www.hotkey.net.au/~colstv/>
ICQ: 17608330
AMIGA: 4000T, 68060/50, 150Mb RAM,
OS 3.5, EGS Spectrum.

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1.71 Re: Waiting for disk activity to finish.

From: Colin Wenzel <colstv@hotmail.net.au>
Date: 06-05-00 14:51:23
Subject: Re: Waiting for disk activity to finish.

On 05-Jun-00, Francis G. Loch wrote:
> Hi all,
> I realise that I'm probably asking the impossible
> here, but does anyone know of a way to detect if all
> of the disk activity on a system has finished or not?
>
> Kind regards,
> Francis.

Delay(200L) & hope for the best..... (:>

--

Colin Wenzel. Australia.

EMAIL: colstv@hotmail.net.au
URL: <http://www.hotkey.net.au/~colstv/>
ICQ: 17608330
AMIGA: 4000T, 68060/50, 150Mb RAM,
OS 3.5, EGS Spectrum.

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1.72 WPA8

From: David McMinn <dave@satanicdreams.com>
Date: 06-05-00 14:56:11
Subject: WPA8

Hi,

is the original OS3.1 WritePixelFormat8 function bugged? I'm sure my code is correct, but I seem to get erratic behaviour from my test program when WPA8 is used. When commented out the program works fine.

--
I) /\ \ /] [|) | \ / | c | \ / |] [| \ | | \ | | dave@satanicdreams.com
http://members.xoom.com/David_McMinn | ICQ=16827694
Windows NT crashed. I am the Blue Screen of Death. No one hears your screams.

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1.73 Re: Analogue joysticks - help from gfx-card owners wanted

From: Gabriele Svelto <jlpicard@tiscalinet.it>
Date: 06-05-00 15:49:05
Subject: Re: Analogue joysticks - help from gfx-card owners wanted

Hi Alastair,
I've run your little proggy and the result is 15802 Hz for every screenmode (←
config: BVisionPPC with CGX 4). See ya

Gabriele

Failed tests, classes skipped, forgotten locker combinations.
Remember the good 'ol days
http://click.egroups.com/1/4053/1/_/451227/_/960213129/

1.74 Re: WPA8

From: Daithi O'Cuinn <docuinn@cluke.demon.co.uk>
Date: 06-05-00 15:51:23
Subject: Re: WPA8

--- In amiga-c@egroups.com, "David McMinn" <dave@s...> wrote:
> Hi,
>
> is the original OS3.1 WritePixelFormat function bugged? I'm sure my
code is
> correct, but I seem to get erratic behaviour from my test program
when WPA8 is
> used. When commented out the program works fine.

Slow, yes. I don't think it's buggy.
Just a guess, but could it be that you are specifying the wrong size
for the source array?
WPA8 will just blithely overwrite all in its path if the supplied size
parameters are too big. Or perhaps you have the temporary rastport
set up wrongly.

For a nice simple example of using WPA8, check out
<http://www.hit.fi/~pkoistin/amiga/startup.lha>

(Apologies if you know all this stuff already, I don't mean to sound
condescending!)

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1.75 Re: WPA8

From: Niels de Koning <ndk@bart.nl>
Date: 06-05-00 15:51:26
Subject: Re: WPA8

> is the original OS3.1 WritePixelFormat function bugged? I'm sure my code is
> correct, but I seem to get erratic behaviour from my test program when WPA8 is
> used. When commented out the program works fine.

I have also had a strange problem with this function. I don't know what
you are trying to do here ofcourse, but in my program I loaded a picture
through the datatype system.

After asking questions about it on this list, I got the following reply:

> I have just learned from Andreas Kleinert that we have to call

```
> DoMethod(dto, DTM_PROCLAYOUT, NULL, TRUE);
> before there is a valid bitmap.
>
> Without this command the bitmap CAN be valid (depends on the
> datatype) but is not guaranteed.
```

So I added the DoMethod() mentioned above to my program (immediately after loading the datatype object) and the problem was gone. Maybe this is a solution for you as well?

Regards,
// Niels de Koning

Co-editor on 3DAddict's GFXZone <http://gfxzone.planet-d.net>

Failed tests, classes skipped, forgotten locker combinations.
Remember the good 'ol days
http://click.egroups.com/1/4053/1/_/451227/_/960216624/

1.76 Re: Re: WPA8

From: David McMinn <dave@satanicdreams.com>
Date: 06-05-00 16:15:42
Subject: Re: Re: WPA8

Hi Daithi

```
> Slow, yes. I don't think it's buggy.
> Just a guess, but could it be that you are specifying the wrong size
> for the source array?
```

I don't think so. I'm allocating an array which is width*height bytes in size (width and height are taken from the screen that I open, and it's only 8bpp deep all the time). I've got a full screen window (so width/height are the same as the screen) for the rastport I'm WPA8'ing to.

```
> WPA8 will just blithely overwrite all in its path if the supplied size
> parameters are too big. Or perhaps you have the temporary rastport
> set up wrongly.
```

I thought it may be the temporary rastport, but from the example I've got it looks like I've done it right. I could be wrong though.

```
> For a nice simple example of using WPA8, check out
> http://www.hit.fi/~pkoistin/amiga/startup.lha
```

Thanks, I'll have a look.

```
> (Apologies if you know all this stuff already, I don't mean to sound
> condescending!)
```

Whether I know it or not, I can't get it working. It helps when the simple stuff is checked too, as its more than likely to be some silly mistake.

--

I) /\ \/][|) | \| | c | \| |][| \| | \| | | dave@satanicdreams.com
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1.77 Re: WPA8

From: Hynek Schlawack <hynek.s@web.de>
Date: 06-05-00 16:41:03
Subject: Re: WPA8

On 05-Jun-00 wrote David McMinn:

> is the original OS3.1 WritePixelFormat8 function bugged? I'm sure my
> code is correct, but I seem to get erratic behaviour from my test
> program when WPA8 is used. When commented out the program works
> fine.

You know that WPA8 needs a address that may be divided by 16?

Regards,

--

Hynek Schlawack · <mailto:hynek.s@web.de> · <http://me.in-berlin.de/~hys>
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1.78 Re: WPA8

From: Hynek Schlawack <hynek.s@web.de>
Date: 06-05-00 16:48:47
Subject: Re: WPA8

On 05-Jun-00 wrote Hynek Schlawack:

```
>> is the original OS3.1 WritePixelFormat8 function bugged? I'm sure my
>> code is correct, but I seem to get erratic behaviour from my test
>> program when WPA8 is used. When commented out the program works
>> fine.
> You know that WPA8 needs a address that may be divided by 16?
```

Sorry, I meant a "length", not "address". Mea culpa.

Regards,

--

Hynek Schlawack · <mailto:hynek.s@web.de> · <http://me.in-berlin.de/~hys>
Gegen den Abmahnwahn: <http://www.freedomforlinks.de>

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1.79 Re: Re: WPA8

From: David McMinn <dave@satanicdreams.com>
Date: 06-05-00 16:50:06
Subject: Re: Re: WPA8

Hi Hynek

> You know that WPA8 needs a address that may be divided by 16?

For the array? I've made sure it's aligned to a 64 byte boundary.

--

l) /\ \/][l) | \ / | c | \ / |][| \ | | \ | | dave@satanicdreams.com
http://members.xoom.com/David_McMinn | ICQ=16827694
God loves stupid people. That's why he made so many.

Failed tests, classes skipped, forgotten locker combinations.
Remember the good 'ol days
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1.80 Re: Re: WPA8

From: David McMinn <dave@satanicdreams.com>
Date: 06-05-00 17:12:01

Subject: Re: Re: WPA8

Hi Hynek

> > You know that WPA8 needs a address that may be divided by 16?
>
> Sorry, I meant a "length", not "address". Mea culpa.

All the screenmodes I have tested on have a width divisible by 16 (320, 512, 640, etc) so therefore also a length divisible by 16. But I'll keep that in mind, as I don't think it would work like that on my AGA machine at home (using bizarre overscans etc).

--

l) /\ \/][l) | \ / | c | \ / |][| \ | | \ | | | dave@satanicdreams.com
http://members.xoom.com/David_McMinn | ICQ=16827694
Windows 98 (noun) - bloatware patch to Windows 95

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1.81 Re: WPA8

From: Hynek Schlawack <hynek.s@web.de>
Date: 06-05-00 18:54:45
Subject: Re: WPA8

On 05-Jun-00 wrote David McMinn:

>> You know that WPA8 needs a address that may be divided by 16?
> For the array? I've made sure it's aligned to a 64 byte boundary.

No, the size...I've corrected myself.

Regards,

--

Hynek Schlawack · <mailto:hynek.s@web.de> · <http://me.in-berlin.de/~hys>
Gegen den Abmahnwahn: <http://www.freedomforlinks.de>

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1.82 Re: Re: WPA8

From: Olaf Barthel <olsen-amigac@sourcery.han.de>
Date: 06-05-00 19:24:47
Subject: Re: Re: WPA8

On Jun 5 David (David McMinn) wrote:

```
> Hi Hynek
>
> > > You know that WPA8 needs a address that may be divided by 16?
> >
> > Sorry, I meant a "length", not "address". Mea culpa.
>
> All the screenmodes I have tested on have a width divisible by 16 (320, 512,
> 640, etc) so therefore also a length divisible by 16. But I'll keep that in
> mind, as I don't think it would work like that on my AGA machine at home (using
> bizarre overscans etc).
```

Ahem. It's not the size of the screen or bitmap you write into using WritePixelLine8() and friends, it is the size of the pixel array itself that counts. It defines the size of the bitmap attached to the temporary RastPort.

--

Home: Olaf Barthel, Brabeckstrasse 35, D-30559 Hannover
Net: olsen@sourcery.han.de (Home), olsen@logicalline.com (Work)

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1.83 Re: WPA8

From: Hynek Schlawack <hynek.s@web.de>
Date: 06-05-00 19:27:17
Subject: Re: WPA8

On 05-Jun-00 wrote David McMinn:

```
>>> You know that WPA8 needs a address that may be divided by 16?
>> Sorry, I meant a "length", not "address". Mea culpa.
> All the screenmodes I have tested on have a width divisible by 16
> (320, 512, 640, etc) so therefore also a length divisible by 16. But
> I'll keep that in mind, as I don't think it would work like that on
> my AGA machine at home (using bizarre overscans etc).
```

What was exactly your problem with WPA8?

Regards,

--

Hynek Schlawack · <mailto:hynek.s@web.de> · <http://me.in-berlin.de/~hys>
Gegen den Abmahnwahn: <http://www.freedomforlinks.de>

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1.84 Re: Includes and Boopsi questions.

From: Shinda <shindakebab@yahoo.com>
Date: 06-05-00 19:41:31
Subject: Re: Includes and Boopsi questions.

--- In amiga-c@egroups.com, Allan Odgaard <Duff@D...> wrote:
> > Also in the includes should I only use the clib includes or also
> > the protos and pragmas.
>
> Only the protos. The <proto/library.h> should include the necessary
clib &
> pragma files.

I have seen most demo programs use the clib protos since this is said to be more compatible across the different compilers.

Thanks for your reply
Shinda

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1.85 Method of implementing syntaxhighlighting.

From: Charlie <charlie@amigaforever.free-online.co.uk>
Date: 06-05-00 20:51:56
Subject: Method of implementing syntaxhighlighting.

Hi,

Im currently developing a Programmers texteditor in MUI. And I want to implement syntax highlighting. But Im not sure how to do this.

I have a function that does the scanning, it is passed a line at a time, but this is where im stuck. Im not sure what to return. but heres my idea.

*The function fills in a structure that holds the colour of each character in the line.
ot maybe each word in the line. The editor takes this structure and prints the line with the coresponding colours.

Maybe theres a better way of doing it, Im not sure but if anyones tried to do this before or has a better idea fell free to let me know.

Thanks
Charlie

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1.86 Re: Includes and Boopsi questions.

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-05-00 21:12:17
Subject: Re: Includes and Boopsi questions.

On 05-Jun-00, Shinda wrote:

>> Only the protos. The <proto/library.h> should include the necessary
>> clib & pragma files.
> I have seen most demo programs use the clib protos since this is said
> to be more compatible across the different compilers.

hmm... I too have seen many different things included. But AFAIK some compilers (which do inline library calls) don't want clib protos included, so proto is still the most compatible way IMHO, but I'd be glad to hear from others, as I seem to be the only one following this belief ;-)

Regards Allan

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http://click.egroups.com/1/4358/1/_/451227/_/960236432/

1.87 GfxBase->current_tot_cclks and a new request...

From: "Alastair M. Robinson" <blackfive@fakenhamweb.co.uk>
Date: 06-05-00 22:05:49
Subject: GfxBase->current_tot_cclks and a new request...

Hi Allan,

> If I print it on WB (using a 800x600 resolution ~73 Hz) I get 78 -- if I start
> it on an AGA screen I get 226. I don't really understand the latter, but it
> seems like P96 tries to maintain a sane value...

Oh *DamnIt* - I'm back to square one then. (BTW: the value is the number of 280ns intervals in a horizontal scanline - so it's inversely proportional to the horizontal frequency - $10000000000 / (226 * 280) = 15\text{KHz}$.)

For anyone who's not been following this thread: I'm trying to find a way of determining the horizontal frequency at which the AGA chips are running - even on Gfx-board systems - because this is directly related to the speed at which the analogue hardware counts. The problem now seems to be finding out (very quickly, since this needs to run in an interrupt!) if the current mode is AGA or graphics-board. (I can assume 15KHz in the latter case.) This needs to run 50 times a second, so GetVPMODEID() followed by IsCyberMode() (or whatever the functions are called) will probably be way too long-winded.

A new request: Could users of CyberGraphX and Picasso96 run the following code and let me know the results they get:

<code>

```
#include <stdio.h>
#include <graphics/gfxbase.h>
#include <graphics/monitor.h>
#include <clib/exec_protos.h>

struct GfxBase *GfxBase;

int main()
{
    if(GfxBase=(struct GfxBase *)OpenLibrary("graphics.library",39))
    {
        long t;
        t=GfxBase->current_monitor->BeamCon0;

        printf("BeamCon0: %lx\n",t);
        CloseLibrary((struct Library *)GfxBase);
    }
}
```

</code>

Who'd have thought something as simple as reading from an analogue joystick would present so many problems?

All the best,

--

Alastair M. Robinson, email:blackfive@fakenhamweb.co.uk
Amiga 4000/030, 18Meg RAM, 4.3Gig HD, Mustek ScanExpress 6000SP
C, Assembler (68k, PIC16C84, ATMEL AVR), PostScript,
ARexx, AMOSPro(!), AmigaDOS

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1.88 Make files.

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

Date: 06-05-00 22:27:44

Subject: Make files.

Hi All,

Does anyone know where I can find a good tutorial on how to write make files. I've never used make and the files look like gibberish to me.

--

Tim Hanson,
by the River, Canterbury, Kent.
Amiga A1200T, '040/25,603e/160,32MB Fast,BVisionPPC,
8.4GB IDE HD,ZIP SCSI,RENO x2CD SCSI,Pace 56K
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1.89 Re: Make files.

From: Hynek Schlawack <hynek.s@web.de>
Date: 06-05-00 23:09:50
Subject: Re: Make files.

On 05-Jun-00 wrote Tim Hanson:

> Does anyone know where I can find a good tutorial on how to write
> make files. I've never used make and the files look like gibberish
> to me.

I have my knowledge from the guide that is with the GG-make...the
SAS/C documentation also contains a tutorial...very simple tutorial
for you:

A makefile contains dependencies, written this way:

```
target: dependent file list
```

eg.

```
main.o: main.c global.h
```

Now, you can define a standard action for certain converts from one
suffix to an another.

eg.

```
.c.o:  
    gcc -c (a placeholder here, refer to the documnetation)
```

or directly under the dependecy

eg.

```
main.o: main.c global.h  
    gcc -c main.c -o main.o
```

This are the basics..you can also define vars by

```
var = value
```

eg.

```
OBJS = main.o io.o misc.o gfx.o
```

and refer to them using \$(var)

eg.

```
gcc $(OBJS) -o program
```

A sample makefile:

```
# This is a comment
```

```
OBJS = main.o io.o gfx.o
HDRS = global.h protos.h headers.h
```

```
program: $(OBJS)
    gcc $(OBJS) -o program
```

```
.c.o:
    gcc -c $< -o $@
```

```
# $< are the dependents and the $@ is the target
```

```
main.o: main.c $(HDRS)
io.o: io.c $(HDRS)
gfx.o: gfx.c $(HDRS)
```

HTH a little bit. Please have a look now in the documentation for details.

Regards,

--

Hynek Schlawack · <mailto:hynek.s@web.de> · <http://me.in-berlin.de/~hys>
Gegen den Abmahnwahn: <http://www.freedomforlinks.de>

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1.90 PSU on A3000

From: Johan Svensson <johey@null.net>
Date: 06-05-00 23:40:41
Subject: PSU on A3000

Hi!

Sorry about disturbing you with a question that not really is about coding, but it's anyway a problem ;) ..

I've connected an AT PSU to my A3000, and it works fine as far as I don't connect my CyberVision64 to the zorro. When I do that, the computer doesn't start. The PSU won't even give it power! Nothing is melten, cause it works perfectly with the original A3k PSU, even the CV64! .. I have switched the jumper from TIC to VSync .. Please help me if you had the same problem and solved it in a good way!

(I can't continue my coding project until my computer works 100% ;))

--

.....
· Johan "Johey" Svensson
· [johey@null.net]
· <http://johey.copy.orsa.se>
· A never ending Amiga user
.....

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1.91 Re: WPA8

From: David McMinn <dave@satanicdreams.com>
Date: 06-06-00 00:16:35
Subject: Re: WPA8

Hi Olaf (and everyone else helping :)

>> All the screenmodes I have tested on have a width divisible by 16 (320, 512,
>> 640, etc) so therefore also a length divisible by 16. But I'll keep that in
>> mind, as I don't think it would work like that on my AGA machine at home
>> (using bizarre overscans etc).
>
> Ahem. It's not the size of the screen or bitmap you write into using
> WritePixelLine8() and friends, it is the size of the pixel array itself
> that counts. It defines the size of the bitmap attached to the temporary
> RastPort.

OK, I clarify things a bit more (should've done this when I started).

I'm using an ASL screenmode requester to get the screenmode. Only the screenmode is selectable from the requester, so I take the default sizes returned by that (works out to be the text overscan sizes I think).

I then create a screen at that size, depth of 8, no autoscroll, default overscan, ←
with a full size window.

I create a pixel array which is screenwidth*screenheight bytes in size (plus a little extra for aligning it).

The temporary rastport is allocated and initialised, and the bitmap for that is created with AllocBitmap with a size of screenwidth, height of 1 and depth of 8. The window's rastport->BitMap is passed as a friend bitmap. The flags are set to BMF_MINBITPLANES (thats whats in the example I have, although I have seen the warning in the autodocs).

The screen width and height are always read from the result of the screenmode requester, which gives me modes with "standard" graphics card sizes (640x400, 640x480, 800x600 etc) when I test it. I am ignoring AGA screenmodes for now.

If anyone wants the (small) source, mail me and I'll send it to you.

Bye

--

() /\ \/] [() | \ / | © | \ / |] [| \ | | \ | | | dave@satanicdreams.com
 http://members.xoom.com/David_McMinn | ICQ = 16827694
 Desperation, Anagram: A Rope Ends It

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1.92 Re: WPA8

From: alan fullarton <alan_fullarton@hotmail.com>
 Date: 06-06-00 00:52:48
 Subject: Re: WPA8

Hello,

It may be but I'm not sure, there is a patch on the Aminet for WritePixelFormat8 and or WriteChunkyPixelFormat. This patch seems to speed that function up as well.

Alan Fullarton

```
>From: "David McMinn" <dave@satanicdreams.com>
>Reply-To: amiga-c@egroups.com
>To: amiga-c@egroups.com
>Subject: [amiga-c] WPA8
>Date: Mon, 5 Jun 2000 14:56:11 +0100
>
>Hi,
>
>is the original OS3.1 WritePixelFormat8 function bugged? I'm sure my code is
>correct, but I seem to get erratic behaviour from my test program when WPA8
>is
>used. When commented out the program works fine.
>
>
>--
>() /\ \/ ] [ () | \ / | c | \ / | ] [ | \ | | \ | | | dave@satanicdreams.com
> http://members.xoom.com/David_McMinn | ICQ=16827694
>Windows NT crashed. I am the Blue Screen of Death. No one hears your
>screams.
```

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1.93 Re: Re: WPA8

From: David McMinn <dave@satanicdreams.com>
 Date: 06-06-00 10:14:31
 Subject: Re: Re: WPA8

Hi David

> The screen width and height are always read from the result of the screenmode requester, which gives me modes with "standard" graphics card sizes (640x400, 640x480, 800x600 etc) when I test it. I am ignoring AGA screenmodes for now.

I was playing around with it last night after sending this, and I had a look at the example source that someone sent the link for (sorry, can't remember who it was, but thanks).

Seems that it was this which was all wrong, just using the absolute width of the screen for the pixel array and the temporary bitmap. Using GetBitMapAttrs to get the width of the screen's bitmap and then using that width for the pixel array and temporary bitmap looks like it's worked.

Joy!

--

l) /\ \/][l) | \ / | c | \ / |][| \ | | \ | | dave@satanicdreams.com
 http://members.xoom.com/David_McMinn | ICQ=16827694
 'Bother', said Pooh as he realised he was eating from the furry honeypot

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1.94 Re: Re: Make files.

From: Stephen Illingworth <gumshoe@firewall.co.uk>
 Date: 06-06-00 11:40:12
 Subject: Re: Re: Make files.

At 00:09 06/06/00 +0200, you wrote:

>On 05-Jun-00 wrote Tim Hanson:

>

>> Does anyone know where I can find a good tutorial on how to write
>> make files. I've never used make and the files look like gibberish
>> to me.

Go to this URL for a collection of links

<http://www.google.com/search?q=make+tutorial&meta=lr%3D%26hl%3Den>

>I have my knowledge from the guide that is with the GG-make...the
>SAS/C documentation also contains a tutorial...very simple tutorial
>for you:

smake (the SAS/C make utility) sports features that will not work with
GNU make... so, beware :-)

Steve

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1.95 Re: Make files.

From: Hynek Schlawack <hynek.s@web.de>

Date: 06-06-00 12:00:28

Subject: Re: Make files.

On 06-Jun-00 wrote Stephen Illingworth:

>> I have my knowledge from the guide that is with the GG-make...the
>> SAS/C documentation also contains a tutorial...very simple tutorial
>> for you:
> smake (the SAS/C make utility) sports features that will not work
> with GNU make... so, beware :-)

He hasn't said what make he wants to use and I haven't included any
smake-features in my introduction...or have I?

Regards,

--

Hynek Schlawack · <mailto:hynek.s@web.de> · <http://me.in-berlin.de/~hys>
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1.96 Re: WPA8

From: "Francis G. Loch" <fgloch@yahoo.com>
Date: 06-06-00 12:19:56
Subject: Re: WPA8

Hi David,

--- David McMinn <dave@satanicdreams.com> wrote: > Hi,
>
> is the original OS3.1 WritePixelFormat8 function
> bugged? I'm sure my code is
> correct, but I seem to get erratic behaviour from my
> test program when WPA8 is
> used. When commented out the program works fine.

Have you tried installing the program NewWPA8? That
might fix your problem.

Kind regards,

Francis.

=====
e-mail:- fgloch@yahoo.com
web-site:- <http://www.geocities.com/fgloch>
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1.97 Re: New list member - BIG Question

From: Ann L Goonan <algy@goonan.f9.co.uk>
Date: 06-06-00 12:22:01
Subject: Re: New list member - BIG Question

Hullo, Mike!,

->MC » I want to start learning how to program in C, but can't afford to » buy
->MC a commercial package, hence Dice.

->MC Buy the AmigaDevCD v2.1 for £20 and it comes with a nice easier Storm
->MC C compiler to get started in.

Not possible. As I said, I can't afford to buy anything. I'm living on £60 a week for 3 of us. Doesn't leave anything for software ;-(

Thanks for the suggestion though. If I ever do have £20, I'll probably use it to buy that CD.

Cheers Mike,

Ann L Goonan

--

```
-----  
|           algy@goonan.f9.co.uk           |  
|           http://www.goonan.f9.co.uk     |  
|           UIN: 13603823           IRC: algy |  
-----
```

...I'm not as think as you drunk I am.

Old school buds here:
http://click.egroups.com/1/4057/1/_/451227/_/960291136/

1.98 Re: New list member - BIG Question

From: Ann L Goonan <algy@goonan.f9.co.uk>
Date: 06-06-00 12:25:01
Subject: Re: New list member - BIG Question

Hullo, James!,

->JA I'm writing a guide to programming for the Amiga based mostly around
->JA DICE for the Ripper online magazine <http://www.theripper.org.uk> The
->JA beginning (including how to use dcc) should be up next issue.

I'll be sure to look this up.

Cheers James,

Ann L Goonan

--

```
-----  
|           algy@goonan.f9.co.uk           |  
|           http://www.goonan.f9.co.uk      |  
|           UIN: 13603823           IRC: algy |  
-----
```

...Definition of Stress: The confusion created when one's mind overrides the body's desire to beat or choke the living shit out of some asshole who desperately needs it.

Old school buds here:

http://click.egroups.com/1/4057/1/_/451227/_/960291130/

1.99 Re: New list member - BIG Question

From: Ann L Goonan <algy@goonan.f9.co.uk>

Date: 06-06-00 12:29:26

Subject: Re: New list member - BIG Question

Hullo, Charlie!,

->C> Can someone tell me how to use Dice?

->C I use DICE, so if you want any help, Ill get it sorted for you.

Thanks, I appreciate that.

Expect lots of mails to your private mailbox ;-))

Cheers Charlie,

Ann L Goonan

--

```
-----  
|           algy@goonan.f9.co.uk           |  
|           http://www.goonan.f9.co.uk      |  
|           UIN: 13603823           IRC: algy |  
-----
```

...What's red and bubbly, and scratches on glass?.... Baby in a microwave.

Old school buds here:
http://click.egroups.com/1/4057/1/_/451227/_/960291132/

1.100 Re: Re: Waiting for disk activity to finish.

From: "Francis G. Loch" <fgloch@yahoo.com>
Date: 06-06-00 12:30:28
Subject: Re: Re: Waiting for disk activity to finish.

Hi Colin,

--- Colin Wenzel <colstv@hotmail.net.au> wrote: > On
05-Jun-00, Francis G. Loch wrote:
> > Hi all,
> > I realise that I'm probably asking the impossible
> > here, but does anyone know of a way to detect if
> all
> > of the disk activity on a system has finished or
> not?
> >
> > Kind regards,
> > Francis.
>
> Delay(200L) & hope for the best..... (:>

I was kind of hoping for something a little bit more
sophisticated than that.

The problem is that I'm writing a reboot utility and I
want make it wait for all disk activity to stop before
it reboots the machine. As far as I'm aware this is
'impossible' to do (why?).

Kind regards,

Francis.

=====
e-mail:- fgloch@yahoo.com
web-site:- <http://www.geocities.com/fgloch>
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1.101 Re: Re: Graphics

From: Bart King <bart@bartmansoftware.co.uk>
Date: 06-06-00 13:53:41
Subject: Re: Re: Graphics

Hynek Schlawack <hynek.s@web.de> wrote:

```
> > expressed as a 16-byte value, taking this format:  
> > RRRRRRRRGGGGGGGGBBBBBBBBAAAAAAAAA  
>  
> Isn't that just  
>  
> struct {  
>     ULONG R;  
>     ULONG G;  
>     ULONG B;  
>     ULONG A;  
> } RGBA;
```

Short answer no with a "but", long answer yes with an "if".

While you might be able to get away with using a struct to define pixels in a true color chunky image, the implementation of structs can vary across the computing world. Also, writing out structs to disk gets messy - you'll be using linked lists of pixels :)

The best way to make sure you get the right data (and the quickest way too) is to just use pointer increments eg:

```
> unsigned long *buf = malloc(640*480*sizeof(unsigned long)); // 24-bit  
> for(i=0; i < 10; i++)  
>     printf("R 0x%08x, G 0x%08x, B 0x%08x, A 0x%08x\n", *buf++, *buf++,  
>     *buf++, *buf++);
```

Same also applies to non-true color data (use uByte's instead of longs).

--

Bart King of Bartman Software -- damned if I do, damned if I don't
<http://www.bartmansoftware.co.uk> : Software Developer for Amiga and PC
<http://snapshots.bartmansoftware.co.uk> : FUBAR snapshots coming soon
<http://arcnet.vapor.com> : "bart" on ArcNET IRC (ICQ: 18178781)

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1.102 Re: Re: Graphics

From: Bart King <bart@bartmansoftware.co.uk>
Date: 06-06-00 14:13:47
Subject: Re: Re: Graphics

Allan Odgaard <Duff@DIKU.DK> wrote:

> > If the user has cybergraphics.library installed [...] don't have a
> > graphics card, they are just asking for trouble. [...]
>
> There's nothing as irritating as taking out hardware to discover that the
> system no longer boots, since software makes stupid assumptions.

OK then - what's the solution, clever clogs? :)

> I fail to see the difference between your explanation and a simple declaration
> a la: struct {~UBYTE A, R, G, B; } Picture[HEIGHT][WIDTH];

Heh, answered this in another follow-up. But big no-no there - using a
static array for a chunky buffer - you really want 300K on the stack? :)

> > For example, 0xFFFFFFFF,0x77777777,0xFFFFFFFF would draw a pixel
>
> I don't think there's any format using more than eight bits pr. gun. So the
> values would be between 0x00 and 0xFF. I.e. 0xFF, 0x77, 0xFF.

LoadRGB32() uses 32-bit (unsigned bytes) values for its colors (supporting
"alpha" ironically), but LoadRGB32() was not intended for true-color modes.
HAM8 (or whatever) is not true-color.

Using byte values (0-255) would only give you that color without any alpha
effects or any of the benefits you can get from using longs, or even
shorts.

Although, there are loads of different ways to use true-color, using bytes,
shorts or longs - all are acceptable, but using longs is the most common
method.

> > But I'd recommend some other method though, since graphics.library is not
> > fast (well it is on 320x200 displays).
>
> It isn't? I assume that P96 has replaced it here, which is why it doesn't seem
> slow to me.

Yes, all graphics drivers (P96, CGFX, etc) "replace" functions in
intuition.library, graphics.library and layers.library - one or two others
as well.

> Which is btw an advantage of using graphics.library, it can be
> patched'n'enhanced :-)

While this is true most of the time, it sadly isn't always true. For example, CGFX's replacement of WritePixelFormat8 is different than the P96 replacement of the same function.

Also, AllocBitMap() has been mangled nicely to support chunky bitmaps instead of planar ones under CGFX or P96. Which is fine, but if you try to allocate a bitmap with a depth of 16 on an AGA machine, you'll find things don't go according to plan.

>From experience, I've learnt it is best to leave chunky and planar support as separate as possible. Of course, you have to use a few routines from graphics.library eventually - there's no real escape.

Besides, you can guarantee 100% that allocating a buffer with malloc() will be chunky - you can't with AllocBitMap() without further testing.

> For the guy who worried about chip-mem then there's a
> patch on Aminet which makes graphics library use fast mem whenever possible
> (this is naturally already the case for RTG systems).

It's called FBlit - but, it does get selective about what to graphics to use in Fast RAM. Sometimes it makes the decision to completely disallow some programs of allocating graphics in Fast - not what you want, probably.

Another reason for ignoring planar :)

--

Bart King of Bartman Software -- damned if I do, damned if I don't
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1.103 Re: Waiting for disk activity to finish.

From: Jacob Laursen <laursen@myself.com>
Date: 06-06-00 16:28:07
Subject: Re: Waiting for disk activity to finish.

On 06-Jun-00 Francis G. Loch wrote:

> The problem is that I'm writing a reboot utility and I
> want make it wait for all disk activity to stop before
> it reboots the machine. As far as I'm aware this is
> 'impossible' to do (why?).

You can use the same technique as the "harddisk spindown" utilities (HDOff, HDSleep, etc.) and then just add a delay of a few seconds, before rebooting (after disk activity stopped). I have some old assembler source for a simple harddisk spindown utility, but if I remember correct it was hardcoded for a specific controller, so it probably won't be of much use today.

Of course waiting a few seconds is no guarantee that there won't be new activity just as you do the reboot. Does your utility send quit signals to all commodities? Doing this asynchronously would probably be wise. After that, sending CTRL-C to remaining processes might also do some good. I don't know if it's possible to simply unmount drives and stop activity that way. It's probably not possible while locks on the drive still exists?

Just my 2 cents. A sophisticated reboot utility would come in handy.

--

Jacob Laursen (jlaur@mail1.stofanet.dk)

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1.104 Icons Sizes under AOS3.5

From: James S Perrin <j.perrin@mcc.ac.uk>
Date: 06-06-00 16:58:06
Subject: Icons Sizes under AOS3.5

Hi

I been fiddling around with icons, mainly the layoutIcons example from the Dev2.1 CD. It seems that do_gadget.Width/Height (and GadgetRender.With/Height) are incorrect for all AOS3.5 and Newicons but not the old style. Even the compiled layoutIcons on the CD opens a window of incorrect size to show the icon. I have bbl installed.

Anys ideas?

While I'm at it, the StormC on the dev CD creates an executable that crashes I ended up fiddling around with converting amiga.lib to a libamiga.a for gcc, which is what I'm currently using.

Regards
James

--

James S. Perrin, | email: j.perrin@mcc.ac.uk

Manchester Visualization Centre, | <http://www.man.ac.uk/MVC/staff/perrin/>
Manchester Computing, The University, | tel: +44 161 275 6945
Manchester, England. M13 9PL. | fax: +44 161 275 6800/6040

"The test of intellect is the refusal to belabor the obvious" - Alfred Bester

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http://click.egroups.com/1/3738/1/_/451227/_/960307091/

1.105 Re: Waiting for disk activity to finish.

From: Colin Wenzel <colstv@hotkey.net.au>
Date: 06-06-00 17:11:37
Subject: Re: Waiting for disk activity to finish.

On 06-Jun-00, Francis G. Loch wrote:

>
> The problem is that I'm writing a reboot utility and I
> want make it wait for all disk activity to stop before
> it reboots the machine. As far as I'm aware this is
> 'impossible' to do (why?).
>
> Kind regards,

The problem is that when you NEED to reboot, your system
is usually trashed, maybe something is locked in an
endless loop maybe Read()'ing a file or a crash has occured
after a Lock() has been initiated....

Either way, sensing locks or file handling routines, interrupts,
pending messages or whatever will invariably end in a
condition that will never terminate.

So keying off these will still need a default break-out condition
regardless of what is happening...

In that case, you will still be in the same situation, having to
reboot while a file lock is on (or whatever)

So wait a reasonable amount of time to prevent a
validation error & just do it..... (If you still can.) !!!!

Colin Wenzel. Australia.

EMAIL: colstv@hotkey.net.au
URL: <http://www.hotkey.net.au/~colstv/>
ICQ: 17608330

AMIGA: 4000T, 68060/50, 150Mb RAM,
OS 3.5, EGS Spectrum.

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http://click.egroups.com/1/4358/1/_/451227/_/960307843/

1.106 Re: Waiting for disk activity to finish.

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-06-00 20:37:50
Subject: Re: Waiting for disk activity to finish.

On 06-Jun-00, Francis G. Loch wrote:

> The problem is that I'm writing a reboot utility and I
> want make it wait for all disk activity to stop before
> it reboots the machine. As far as I'm aware this is
> 'impossible' to do (why?).

hmm... what is disk activity? does a running tape-streamer count? probably this
is why there's no canonical way to check if there's disk activity going on.

Old school buds here:
http://click.egroups.com/1/4057/1/_/451227/_/960322650/

1.107 Re: Graphics

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-06-00 21:33:37
Subject: Re: Graphics

On 06-Jun-00, Bart King wrote:

>> There's nothing as irritating as taking out hardware to discover that the
>> system no longer boots, since software makes stupid assumptions.
> OK then - what's the solution, clever clogs? :)

It depends on what dependencies the program has. E.g. MultiUser, PPC, CGX etc.
But for CGX (which we were talking about) then my original letter did suggest
simply to use `GetBitMapAttr()` on the `dest. screens bitmap` and check `BMA_DEPTH`,

to see if the depth is larger than eight, as there's no reason to use `cgx.library` if it isn't.

```
>> I fail to see the difference between your explanation and a simple
>> declaration a la: struct { UBYTE A, R, G, B; } Picture[HEIGHT][WIDTH];
> Heh, answered this in another follow-up.
```

Yes, weird answer. Arrays are certainly not stored as linked lists when put to disk.

```
> But big no-no there - using a static array for a chunky buffer -
> you really want 300K on the stack? :)
```

Static arrays are not put on the stack, though my array wasn't declared static. However the person asked if 24 bit image formats stored the data as an array of RGB-structs. The answer to this is yes, which you then contradicted with an example that I legally transformed into an array of RGB-structs, stack etc. has nothing to do with the original question.

```
>> I don't think there's any format using more than eight bits pr. gun. [...]
> LoadRGB32() uses 32-bit (unsigned bytes) values for its colors [...]
```

Okay, I think you missed the point of this thread. We were talking graphic formats like BMP, PNG etc. and how they stored the pixel info when it wasn't chunky or planar (i.e. 24 bit).

```
> Using byte values (0-255) would only give you that color without any alpha
> effects or any of the benefits you can get from using longs, or even
> shorts.
```

`Gfx.library` uses longs to ensure good precision on displays (3rd party devices) which require it. It has nothing to do with alpha.

```
> [...] - all are acceptable, but using longs is the most common
> method.
```

Certainly not for *storing* true colour data either on disk or on a graphics card (okay, special cards may exist which allow more bits pr. gun, but not the general case).

```
>> Which is btw an advantage of using graphics.library, it can be
>> patched'n'enhanced :-)
> While this is true most of the time, it sadly isn't always true. For
> example, CGFX's replacement of WritePixelFormat8 is different than the P96
> replacement of the same function.
```

What's the difference? And shouldn't someone write the author of the "wrong" replacement? Surely this is not a reason to bypass `graphics.library`.

Regards Allan

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1.108 Re: New list member - BIG Question

From: Mike Carter <mike.carter@redhotant.co.uk>
 Date: 06-06-00 21:39:16
 Subject: Re: New list member - BIG Question

Hiya ,

Got your message about [amiga-c] Re: New list member - BIG Question, on 06-Jun-00
 » Hullo, Mike!,
 »
 » ->MC » I want to start learning how to program in C, but can't
 » afford to » buy ->MC a commercial package, hence Dice.
 »
 » ->MC Buy the AmigaDevCD v2.1 for £20 and it comes with a nice easier
 » Storm ->MC C compiler to get started in.
 »
 » Not possible. As I said, I can't afford to buy anything. I'm living
 » on £60 a week for 3 of us. Doesn't leave anything for software ;-(
 »
 » Thanks for the suggestion though. If I ever do have £20, I'll
 » probably use it to buy that CD.

EEk, £60 for 3 people! Thats worse than being a student :-)
 Okay for a free compiler try VBCC from Aminet (is this the best place
 anybody?) <http://uk.aminet.net/~aminet> its free and fully features
 compiler...

Dinky do,

M!ke

--

```

-----
| AMiGA 1200Ezt 060/PPC@240Mhz,82Mb RAM  ___/\___ |
| 4 HDD,DD FD,5 CD-ROMS,CDrW,ZiP250  \ o0 / bUDDa/S^D|
| SCSI+IDE, 56kModem, BVGfX, 19"VDU   /_'-_-\ |
\----- - \ / -----'
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```

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http://click.egroups.com/1/4358/1/_/451227/_/960326334/

1.109 Re: GfxBase->current_tot_cclks and a new request...

From: Tim Hanson <msinister@connectfree.co.uk>
Date: 06-06-00 23:29:45
Subject: Re: GfxBase->current_tot_cclks and a new request...

Hi Alastair

Alastair M. Robinson wrote this on 05-Jun-00 at 22:05:49

> A new request: Could users of CyberGraphX and Picasso96 run the following
> code and let me know the results they get:

>

> <code>

> </code>

I get
BeamCon0: f8
from at least 2 CGFX modes.

While we are on this subject what is the explanation of the wacky result my
machine returned from the last prog.

--

Tim Hanson,
by the River, Canterbury, Kent.
Amiga A1200T, '040/25,603e/160,32MB Fast,BVisionPPC,
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http://click.egroups.com/1/4051/1/_/451227/_/960411946/

1.110 Re: Waiting for disk activity to finish.

From: Tim Hanson <msinister@connectfree.co.uk>
Date: 06-06-00 23:45:41
Subject: Re: Waiting for disk activity to finish.

Hi Francis

Francis G. Loch wrote this on 06-Jun-00 at 12:30:28

> I was kind of hoping for something a little bit more
> sophisticated than that.

>
> The problem is that I'm writing a reboot utility and I
> want make it wait for all disk activity to stop before
> it reboots the machine. As far as I'm aware this is
> 'impossible' to do (why?).

Probably a stupid idea but could you patch all dos.library functions that access disks to not allow any more writes. This would at least avoid disk invalidation.

--

Tim Hanson,
by the River, Canterbury, Kent.
Amiga A1200T, '040/25,603e/160,32MB Fast,BVisionPPC,
8.4GB IDE HD,ZIP SCSI,RENO x2CD SCSI,Pace 56K
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1.111 GCC .a to .lib ?

From: amiga-c@tkgbbs.freemove.co.uk
Date: 06-06-00 23:51:39
Subject: GCC .a to .lib ?

How can I convert a GCC library (lib#?.a) to an SAS/C library (lib:#?.lib)?

--

Neil Williams, 0,0. <mailto:neil@tkgbbs.freemove.co.uk> ICQ:18223711
<http://www.aio.co.uk> <http://www.tkgbbs.freemove.co.uk> fiydoh 2:442/107
Zeus Developments, comms s/w: <http://www.bleach.demon.co.uk/zeus/>

Old school buds here:
http://click.egroups.com/1/4057/1/_/451227/_/960374732/

1.112 Re: Waiting for disk activity to finish.

From: Ilkka Lehtoranta <iti@solutions.fi>
Date: 06-07-00 10:24:12
Subject: Re: Waiting for disk activity to finish.

Hello Francis

On 07-Kes-00, you wrote:

FL> The main reason I want check for the end of disk
FL> activity, as I'm sure you will have realised, is to be
FL> sure that you don't reboot while the Amiga is still
FL> writing to the device.

Btw. you can try inhibit disk devices (send ACTION_INHIBIT to device's message port) before reboot.

When the disk is inhibited succesfully OS can't access the disk anymore. On the other hand if inhibit fails the disk is very likely busy.

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1.113 Re: Re: Waiting for disk activity to finish.

From: "Francis G. Loch" <fgloch@yahoo.com>
Date: 06-07-00 11:46:14
Subject: Re: Re: Waiting for disk activity to finish.

Hi Jacob,

--- Jacob Laursen <laursen@myself.com> wrote:
> On 06-Jun-00 Francis G. Loch wrote:
>
> > The problem is that I'm writing a reboot utility
> and I
> > want make it wait for all disk activity to stop
> before
> > it reboots the machine. As far as I'm aware this
> is
> > 'impossible' to do (why?).
>
> You can use the same technique as the "harddisk
> spindown" utilities
> (HDOff, HDSleep, etc.) and then just add a delay of
> a few seconds, before
> rebooting (after disk activity stopped). I have some

> old assembler source
> for a simple harddisk spindown utility, but if I
> remember correct it was
> hardcoded for a specific controller, so it probably
> won't be of much use
> today.

I don't really know if I could use it, but I would be interested in having a look at the source code for the HD spin down, if you don't mind.

>
> Of course waiting a few seconds is no guarantee that
> there won't be new
> activity just as you do the reboot. Does your
> utility send quit signals to
> all commodities? Doing this asynchronously would
> probably be wise. After
> that, sending CTRL-C to remaining processes might
> also do some good. I

Hmm. That's not a bad idea quitting the commodities and CTRL-C'ing any remaining processes.

> don't know if it's possible to simply unmount drives
> and stop activity
> that way. It's probably not possible while locks on
> the drive still
> exists?
>
> Just my 2 cents. A sophisticated reboot utility
> would come in handy.

Kind regards,

Francis.

=====

e-mail:- fgloch@yahoo.com
web-site:- <http://www.geocities.com/fgloch>
Member of GAUG
Glasgow Amiga Users Group
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1.114 Re: Re: Waiting for disk activity to finish.

From: "Francis G. Loch" <fgloch@yahoo.com>
Date: 06-07-00 11:51:30
Subject: Re: Re: Waiting for disk activity to finish.

Hi Colin,

```
--- Colin Wenzel <colstv@hotmail.net.au> wrote: > On
06-Jun-00, Francis G. Loch wrote:
> >
> > The problem is that I'm writing a reboot utility
> and I
> > want make it wait for all disk activity to stop
> before
> > it reboots the machine. As far as I'm aware this
> is
> > 'impossible' to do (why?).
> >
> > Kind regards,
>
> The problem is that when you NEED to reboot, your
> system
> is usually trashed, maybe something is locked in an
> endless loop maybe Read()'ing a file or a crash has
> occurred
> after a Lock() has been initiated....
>
> Either way, sensing locks or file handling
> routines, interrupts,
> pending messages or whatever will invariably end in
> a
> condition that will never terminate.
>
> So keying off these will still need a default
> break-out condition
> regardless of what is happening...
>
> In that case, you will still be in the same
> situation, having to
> reboot while a file lock is on (or whatever)
>
> So wait a reasonable amount of time to prevent a
> validation error & just do it..... (If you still
> can.) !!!!
```

Some very good points there. Of course ideally I want to wait until all disk activity has finished before rebooting, but I also realise that there are times when this is not possible (as you have mentioned). In these cases the user will have the option to 'force' a reboot.

The main reason I want check for the end of disk activity, as I'm sure you will have realised, is to be sure that you don't reboot while the Amiga is still writing to the device.

Kind regards,

Francis.

=====

e-mail:- fgloch@yahoo.com
web-site:- <http://www.geocities.com/fgloch>
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1.115 Re: Re: Waiting for disk activity to finish.

From: "Francis G. Loch" <fgloch@yahoo.com>
Date: 06-07-00 11:53:35
Subject: Re: Re: Waiting for disk activity to finish.

Hi Allan,

--- Allan Odgaard <Duff@DIKU.DK> wrote: > On
06-Jun-00, Francis G. Loch wrote:
>
> > The problem is that I'm writing a reboot utility
> and I
> > want make it wait for all disk activity to stop
> before
> > it reboots the machine. As far as I'm aware this
> is
> > 'impossible' to do (why?).
>
> hmm... what is disk activity? does a running
> tape-streamer count? probably this
> is why there's no canonical way to check if there's
> disk activity going on.

I hadn't considered tape streamers, but yes I would want to make sure that there was no activity there either.

Kind regards,

Francis.

=====

e-mail:- fgloch@yahoo.com
web-site:- <http://www.geocities.com/fgloch>
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1.116 Re: Re: Waiting for disk activity to finish.

From: Roger Light <rogerlight@mindless.com>
Date: 06-07-00 12:00:39
Subject: Re: Re: Waiting for disk activity to finish.

Francis G. Loch wrote:

> Hmm. That's not a bad idea quitting the commodities

One trouble is then commodities like Tools Daemon and DOpus 4 that bring up a requester before quitting.

Cheers,

Roger

Phone bills too big? Don't worry, beMANY!
http://click.egroups.com/1/4113/1/_/451227/_/960375644/

1.117 Re: Includes and Boopsi questions.

From: Gabriele Svelto <jlpicard@tiscalinet.it>
Date: 06-07-00 12:55:28
Subject: Re: Includes and Boopsi questions.

Hi guys,
>>> Only the protos. The <proto/library.h> should include the necessary
>>> clib & pragma files.
>> I have seen most demo programs use the clib protos since this is said
>> to be more compatible across the different compilers.
>
> hmm... I too have seen many different things included. But AFAIK some compilers
> (which do inline library calls) don't want clib protos included, so proto is
> still the most compatible way IMHO, but I'd be glad to hear from others, as I
> seem to be the only one following this belief ;-)

why not doing

```
#ifdef _my_compiler_  
    #include <proto/library.h>  
#else  
    #include <clib/library_protos.h>  
#endif
```

this will save a lot of trouble after changing the compiler.

See ya

Gabriele

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1.118 Re: GfxBase->current_tot_cclks and a new request...

From: Gabriele Svelto <jlpicard@tiscalinet.it>
Date: 06-07-00 13:00:30
Subject: Re: GfxBase->current_tot_cclks and a new request...

Hi Alastair,
I've run your second proggy on my system and it gives "BeamCon0: f8" as an answer ↔
(config: BVisionPPC, CGX 4, 640*480), see ya

Gabriele

Old school buds here:
http://click.egroups.com/1/4057/1/_/451227/_/960384383/

1.119 Re: Re: Waiting for disk activity to finish.

From: "Francis G. Loch" <fgloch@yahoo.com>
Date: 06-07-00 13:03:03
Subject: Re: Re: Waiting for disk activity to finish.

Hi Charlie,

--- Charlie <charlie@amigaforever.free-online.co.uk>
wrote: >

> ----- Original Message -----
> From: Francis G. Loch <fgloch@yahoo.com>
> To: <amiga-c@egroups.com>
> Sent: Wednesday, June 07, 2000 3:53 AM
> Subject: Re: [amiga-c] Re: Waiting for disk activity
> to finish.

>

>

> > Hi Allan,

> >

> > --- Allan Odgaard <Duff@DIKU.DK> wrote: > On

> > 06-Jun-00, Francis G. Loch wrote:

> > >

> > > > The problem is that I'm writing a reboot
> > > utility

> > > and I

> > > > want make it wait for all disk activity to

> > > stop

> > > before

> > > > it reboots the machine. As far as I'm aware

> > > this

> > > is

> > > > 'impossible' to do (why?).

> > >

> > > > hmm... what is disk activity? does a running

> > > tape-streamer count? probably this

> > > is why there's no canonical way to check if

> > > there's

> > > > disk activity going on.

> >

> > I hadn't considered tape streamers, but yes I

> > would

> > want to make sure that there was no activity there

> > either.

> >

> > Kind regards,

> >

> > Francis.

> >

> > Is there not some register you can check, The Paula

> > chip is responsible for

> Disk
> activity, maybe theres something there you could
> check. Just an idea.

I may be wrong, but I thought that the Paula chip was only responsible for floppy drives and not IDE or SCSI drives.

Kind regards,

Francis.

=====

e-mail:- fgloch@yahoo.com
web-site:- <http://www.geocities.com/fgloch>
Member of GAUG
Glasgow Amiga Users Group
-Join our mailing list-
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1.120 Re: Make files.

From: Gabriele Svelto <jpgicard@tiscalinet.it>
Date: 06-07-00 13:05:04
Subject: Re: Make files.

Hi Tim,
> Hi All,
>
> Does anyone know where I can find a good tutorial on how to write make files.
> I've never used make and the files look like gibberish to me.
>

In the GNU make distribution on Aminet (the latest if I don't go wrong) there's a ↵
full manual in amigaguide format with a very good step-by-step tutorial (I ↵
learnt from there writing makefiles ;-). Try it out, see ya

Gabriele

Remember four years of good friends, bad clothes, explosive chemistry experiments.

http://click.egroups.com/1/4051/1/_/451227/_/960384388/

1.121 Re: Waiting for disk activity to finish.

From: Colin Wenzel <colstv@hotkey.net.au>
Date: 06-07-00 13:05:49
Subject: Re: Waiting for disk activity to finish.

On 08-Jun-00, Charlie wrote:

>>

> Is there not some register you can check, The Paula chip is
> responsible for Disk
> activity, maybe theres something there you could check. Just an idea.
>

The question is: What disk ??

- 1) The floppy disk drive ?
- 2) What about a Cyberstorm SCSI controller ??
- 3) How about an IDE drive on a 1200... ??
- 4) Consider a 2000 with a GVP scsi card.. ??

See what I mean.... Unless you want to SetFunction() ->
OpenDevice(), Open(), DoIO(), Close() ... etc

There is no way to easily handle all possible drives &
different controller setups....

--

Colin Wenzel. Australia.

EMAIL: colstv@hotkey.net.au
URL: <http://www.hotkey.net.au/~colstv/>
ICQ: 17608330
AMIGA: 4000T, 68060/50, 150Mb RAM,
OS 3.5, Spectrum Gfx Card.

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1.122 RE: Re: Waiting for disk activity to finish.

From: Jesper Svennevid <jesper@fxrealm.com>
Date: 06-07-00 14:37:55
Subject: RE: Re: Waiting for disk activity to finish.

> From: Charlie [charlie@amigaforever.free-online.co.uk]

> Is there not some register you can check, The Paula chip is
> responsible for Disk activity, maybe theres something there
> you could check. Just an idea.

You can poll for the internal disk-drive, but when it comes
to IDE HDDs and SCSI-devices, it gets MUCH more complicated,
as they supply their own chipsets (and not even the internal
IDE-interface is that easy to hack directly.)

--

// Jesper Svennevid : jesper@fxrealm.com
Software Developer at FXRealm Studios
<http://www.fxrealm.com/>

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1.123 Re: Includes and Boopsi questions.

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-07-00 15:06:25
Subject: Re: Includes and Boopsi questions.

On 07-Jun-00, Gabriele Svelto wrote:

> why not doing

```
> #ifdef _my_compiler_
>   #include <proto/library.h>
> #else
>   #include <clib/library_protos.h>
> #endif
```

> this will save a lot of trouble after changing the compiler.

Dammit!!! The entire idea is that the sourcee will only include one file (the
proto file) and this proto file includes what ever the compiler needs and/or
does a lot of ifdef's on various parameters!

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1.124 Re: Re: Includes and Boopsi questions.

From: Paul Hill <paul@lagernet.clara.co.uk>
Date: 06-07-00 16:37:00
Subject: Re: Re: Includes and Boopsi questions.

Allan Odgaard wrote:

>
> On 05-Jun-00, Shinda wrote:
>
> >> Only the protos. The <proto/library.h> should include the necessary
> >> clib & pragma files.
> > I have seen most demo programs use the clib protos since this is said
> > to be more compatible across the different compilers.
>
> hmm... I too have seen many different things included. But AFAIK some compilers
> (which do inline library calls) don't want clib protos included, so proto is
> still the most compatible way IMHO, but I'd be glad to hear from others, as I
> seem to be the only one following this belief ;-)

I agree. You should only include the protos. I hate it when I see pragmas or inlines included (usually from SAS programmers...).

GCC, SAS & VBCC all support protos. I'm not sure about DICE, it's been too many years (at least 5).

--
Paul

1.125 Re: Re: Includes and Boopsi questions.

From: Paul Hill <paul@lagernet.clara.co.uk>
Date: 06-07-00 16:39:10
Subject: Re: Re: Includes and Boopsi questions.

Allan Odgaard wrote:

> On 07-Jun-00, Gabriele Svelto wrote:
>
> > why not doing

```
>
> > #ifndef _my_compiler_
> >   #include <proto/library.h>
> > #else
> >   #include <clib/library_protos.h>
> > #endif
>
> > this will save a lot of trouble after changing the compiler.
>
> *Dammit!!!* The entire idea is that the sourcee will only include one file (the
> proto file) and this proto file includes what ever the compiler needs and/or
> does a lot of ifdef's on various parameters!
```

I strongly agree with Allan here! Many a time I've tried to compile SAS/C code in GCC but had to change the code to include the correct includes (i.e. PROTOS!).

--
Paul

1.126 Re: Re: Waiting for disk activity to finish.

From: Niels de Koning <ndk@bart.nl>
Date: 06-07-00 17:06:04
Subject: Re: Re: Waiting for disk activity to finish.

```
> You can poll for the internal disk-drive, but when it comes
> to IDE HDDs and SCSI-devices, it gets MUCH more complicated,
> as they supply their own chipsets (and not even the internal
> IDE-interface is that easy to hack directly.)
```

Maybe there is another option, but I am not sure about how user-friendly (or how easy to implement) this is.

If I open up the tasks-window in Scout I can see processor-usage for each task. When I copy a file (for example) I see in the Scout window that the task belonging to that device needs a certain amount of CPU-time to run.

Maybe it is an option to let the user of the program specify which tasks to monitor. You could then perform a reset if none of the user-specified tasks have shown any activity for a certain amount of time! (If you know what I mean...)

I don't know however if this solution would be any good for real SCSI drives because they don't use the main CPU like IDE drives do.

But this method has advantages as well:

* A user could also specify other tasks than those belonging to drives. Imagine a reset-program that does not reset while LZX is working.

* Suppose you have a disk formatted with PFS or a similar filesystem. This disk does not need to be re-validated when a reset is done while writing so I can imagine that a user would want to exclude this drive from the list of tasks than can prevent a reset.

You could even present the user with a list of tasks that are currently blocking a reset. Do you want to proceed anyway?

Anyway, I'm just rambling :-)

Regards,
// Niels de Koning

Co-editor on 3DAddict's GFXZone <http://gfxzone.planet-d.net>

Old school buds here:
http://click.egroups.com/1/4057/1/_/451227/_/960393901/

1.127 Re: Includes and Boopsi questions.

From: Alexander Niven-Jenkins <anj@cremlinsoftware.org>
Date: 06-07-00 18:30:08
Subject: Re: Includes and Boopsi questions.

Hiya Allan,

On 07-Jun-00, you wrote:

```
>> #ifdef _my_compiler_  
>>   #include <proto/library.h>  
>> #else  
>>   #include <clib/library_protos.h>  
>> #endif
```

>> this will save a lot of trouble after changing the compiler.

> *Dammit!!!* The entire idea is that the sourcee will only include one file
> (the proto file) and this proto file includes what ever the compiler needs
> and/or does a lot of ifdef's on various parameters!

I can only add to Allans statement. On experience with HiSOFT C++ and StromC v3 although both will happily work with either the clib/xxx or proto/xxx files you really should use the proto/xxx, if for nothing else the proto/xxx with result in a smaller executable as it sets up some defines etc which stop certain other stuff from being included if it doesn't need to be.

Use proto/xxx

However a question I have on this, what about clib/alib_protos.h?

Kind regards...

Alex

--

Cremlin Software - <http://www.cremlinsoftware.org>
Founder, lead programmer - ghandi@cremlinsoftware.org
Production, programmer - anj@cremlinsoftware.org

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1.128 Re: Re: Includes and Boopsi questions.

From: David McMinn <dave@satanicdreams.com>
Date: 06-07-00 18:42:20
Subject: Re: Re: Includes and Boopsi questions.

Hi Alexander

> However a question I have on this, what about clib/alib_protos.h?

You use that when you want to use the "amiga" functions from amiga.lib. There's nothing else that you can include for that. Similarly, if you want to use the "stdio" functions from amiga.lib, you include clib/alib_stdio_protos.h.

--

l) /\ \/][|) | \ / | c | \ / |][| \ | | \ | | | dave@satanicdreams.com
http://members.xoom.com/David_McMinn | ICQ=16827694
<http://www.brunching.com/>

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1.129 Re: Re: Waiting for disk activity to finish.

From: Charlie <charlie@amigaforever.free-online.co.uk>
Date: 06-07-00 20:47:45

Subject: Re: Re: Waiting for disk activity to finish.

----- Original Message -----

From: Francis G. Loch <fgloch@yahoo.com>
To: <amiga-c@egroups.com>
Sent: Wednesday, June 07, 2000 3:53 AM
Subject: Re: [amiga-c] Re: Waiting for disk activity to finish.

> Hi Allan,
>
> --- Allan Odgaard <Duff@DIKU.DK> wrote: > On
> 06-Jun-00, Francis G. Loch wrote:
> >
> > > The problem is that I'm writing a reboot utility
> > and I
> > > want make it wait for all disk activity to stop
> > before
> > > it reboots the machine. As far as I'm aware this
> > is
> > > 'impossible' to do (why?).
> >
> > hmm... what is disk activity? does a running
> > tape-streamer count? probably this
> > is why there's no canonical way to check if there's
> > disk activity going on.
>
> I hadn't considered tape streamers, but yes I would
> want to make sure that there was no activity there
> either.
>
> Kind regards,
>
> Francis.
>
Is there not some register you can check, The Paula chip is responsible for
Disk
activity, maybe theres something there you could check. Just an idea.

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1.130 Re: Make files.

From: Stephen Illingworth <gumshoe@firewall.co.uk>
Date: 06-07-00 20:59:11

Subject: Re: Make files.

On 06-Jun-00, you wrote:

```
> On 06-Jun-00 wrote Stephen Illingworth:
>
>>> I have my knowledge from the guide that is with the GG-make...the
>>> SAS/C documentation also contains a tutorial...very simple tutorial
>>> for you:
>> smake (the SAS/C make utility) sports features that will not work
>> with GNU make... so, beware :-)
```

You are quite right. He hasn't said what make he wants to use.

```
> and I haven't included any
> smake-features in my introduction...or have I?
>
```

No, you haven't include any smake specific features in your introduction (which nutshelled the makefile concept very well I thought).

... I was merely imparting information that may prove useful. Consider, when using smake it is convenient to use the smake features. If at a later date GNU make is preferred, the smake makefile will be useless (if such features are used). We can conclude therefore, that the SAS tutorial for smake will be misleading if he wanted to use GNU make.

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1.131 Re: Make files.

From: Tim Hanson <msinister@connectfree.co.uk>
Date: 06-08-00 00:14:12
Subject: Re: Make files.

Hi Gabriele

Gabriele Svelto wrote this on 07-Jun-00 at 13:05:04

```
>> Does anyone know where I can find a good tutorial on how to write make
>> files. I've never used make and the files look like gibberish to me.
>>
>
> In the GNU make distribution on Aminet (the latest if I don't go wrong)
> there's a full manual in amigaguide format with a very good step-by-step
> tutorial (I learnt from there writing makefiles ;-). Try it out, see ya
```


Cheers to all who answered. I may be converted to make. Not sure yet. I knocked up a quick makefile for my current project and it seems to make life a bit easier. Straight away it noticed a file I hadn't recompiled since it was changed and it does mean I don't have to remember which files can be optimised and which have wierd side effects.

--

Tim Hanson,
by the River, Canterbury, Kent.
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1.132 Suspending disk activity...

From: "Alastair M. Robinson" <blackfive@fakenhamweb.co.uk>
Date: 06-08-00 00:53:16
Subject: Suspending disk activity...

Hi Francis,

> The problem is that I'm writing a reboot utility and I
> want make it wait for all disk activity to stop before
> it reboots the machine. As far as I'm aware this is
> 'impossible' to do (why?).

Just a thought, but you could try getting an exclusive lock on all drives on the system (or maybe send them all an ACTION_INHIBIT packet). If this succeeds, it would be rather hard for any further disk activity to occur ;-)

(If this fails, you'd probably better release all locks and try again after a short interval - otherwise you might cause deadlocks.)

All the best,

--

Alastair M. Robinson, email:blackfive@fakenhamweb.co.uk
Amiga 4000/030, 18Meg RAM, 4.3Gig HD, Mustek ScanExpress 6000SP
C, Assembler (68k, PIC16C84, ATMEL AVR), PostScript,
ARexx, AMOSPro(!), AmigaDOS

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1.133 Re: Waiting for disk activity to finish.

From: Andrew Bell <andrewb@exl.co.uk>
Date: 06-08-00 03:36:18
Subject: Re: Waiting for disk activity to finish.

Hi Tim,

On 06-Jun-00 you wrote: [amiga-c] Re: Waiting for disk activity to finish.

>> I was kind of hoping for something a little bit more
>> sophisticated than that.

>>

>> The problem is that I'm writing a reboot utility and I
>> want make it wait for all disk activity to stop before
>> it reboots the machine. As far as I'm aware this is
>> 'impossible' to do (why?).

>

> Probably a stupid idea but could you patch all dos.library functions
> that access disks to not allow any more writes. This would at least
> avoid disk invalidation.

Errm, It might be easier if you just used `Inhibit()`. Trust me, it'd save you a lot of stress.

;)

Regards, Andrew Bell.

--

+-----+

email: <mailto:andrew.ab2000@bigfoot.com>

web: <http://www.andrewb.exl.co.uk>

+-----+

(Did I mention I'm good looking?) (Quiet?) (Shy?) (Undersexed?)

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1.134 Off topic

From: troy silvey <tbsilvey@juno.com>
Date: 06-08-00 03:46:26
Subject: Off topic

I was just wondering how many might be getting a copy of the new amiga SDK and how it might affect this list. Do you think things might morph more into new-amiga-c and java?

troy

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1.135 Re: Off topic

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-08-00 04:15:12
Subject: Re: Off topic

On 08-Jun-00, troy silvey wrote:

> I was just wondering how many might be getting
> a copy of the new amiga SDK and how it might
> affect this list. Do you think things might morph
> more into new-amiga-c and java?

I admire your optimism ;-) but I'm certainly not going to spent \$99 for developing java under linux/windows or what ever Amiga have in mind. Maybe if I got the kit for free or was told exactly what their visions are (and how they intend to fulfill them) then I'd consider it, but I'm currently not even motivated to go find out what their plans are...

Regards Allan

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1.136 Re: Off topic

From: Kelly Samel <samel@telusplanet.net>
Date: 06-08-00 08:48:48
Subject: Re: Off topic

Hello troy

On 07-Jun-00, you wrote:

> I was just wondering how many might be getting
> a copy of the new amiga SDK and how it might
> affect this list. Do you think things might morph
> more into new-amiga-c and java?
>
> troy

Well, I am definately interested in developing for the new system and will probably get started early on. However I think I will concentrate on learning VP code which is more of a high level assembler it really doesn't relate to this list. I will continue to use C for classic Amiga development though. I really like the looks of the new Amiga development kit and support site and hope it catches on in a big way.

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1.137 Re: Suspending disk activity...

From: "Francis G. Loch" <fgloch@yahoo.com>
Date: 06-08-00 12:08:26
Subject: Re: Suspending disk activity...

Hi Charlie,

--- Charlie <charlie@amigaforever.free-online.co.uk>
wrote: >
> ----- Original Message -----

> From: Alastair M. Robinson
> <blackfive@fakenhamweb.co.uk>
> To: <amiga-c@egroups.com>
> Sent: Wednesday, June 07, 2000 4:53 PM
> Subject: [amiga-c] Suspending disk activity...
>
>
> > Hi Francis,
> >
> > > The problem is that I'm writing a reboot utility
> and I
> > > want make it wait for all disk activity to stop
> before
> > > it reboots the machine. As far as I'm aware this
> is
> > > 'impossible' to do (why?).
> >
> > Just a thought, but you could try getting an
> exclusive lock on all drives
> on
> > the system (or maybe send them all an
> ACTION_INHIBIT packet). If this
> > succeeds, it would be rather hard for any further
> disk activity to occur
> ;-)
> >
> > (If this fails, you'd probably better release all
> locks and try again
> after
> > a short interval - otherwise you might cause
> deadlocks.)
> >
>
> But isnt he trying to wait till all disk activity is
> finishes rather than
> stop all disk activity?

I am indeed.

On reflection though, suspending all disk activity
could come in handy if the user wanted to force a
reboot while disk activity was still going on to try
and prevent validation errors.

Kind regards,

Francis.

=====

e-mail:- fgloch@yahoo.com
web-site:- <http://www.geocities.com/fgloch>
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1.138 Re: Make files.

From: Hynek Schlawack <hynek.s@web.de>
Date: 06-08-00 16:45:37
Subject: Re: Make files.

On 07-Jun-00 wrote Stephen Illingworth:

```
>> and I haven't included any
>> smake-features in my introduction...or have I?
> No, you haven't include any smake specific features in your
> introduction (which nutshelled the makefile concept very well I
> thought).
```

Good, I thought I'm getting stupid ;).

```
> ... I was merely imparting information that may prove useful.
> Consider, when using smake it is convenient to use the smake
> features. If at a later date GNU make is preferred, the smake
> makefile will be useless (if such features are used). We can
> conclude therefore, that the SAS tutorial for smake will be
> misleading if he wanted to use GNU make.
```

That's true, but smake doesn't have that much extra features like DMake which is totally different...the good thing on smake it that it may be used with the most standard makefiles.

Regards,

--

Hynek Schlawack · <mailto:hynek.s@web.de> · <http://me.in-berlin.de/~hys>
Gegen den Abmahnwahn: <http://www.freedomforlinks.de>

1.139 Re: Includes and Boopsi questions.

From: Gabriele Svelto <jlpicard@tiscalinet.it>
Date: 06-08-00 19:26:08
Subject: Re: Includes and Boopsi questions.

Hi Allan,
> *Dammit!!!* The entire idea is that the sourcee will only include one file (the
> proto file) and this proto file includes what ever the compiler needs and/or
> does a lot of ifdef's on various parameters!

Are you sure that every amiga compiler supports protos? There should always be be ←
another solution especially if you distribute the code and somebody else wants ←
to rebuild the proggie on his environnement, see ya

Gabriele

1.140 Re: Includes and Boopsi questions.

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-08-00 19:38:18
Subject: Re: Includes and Boopsi questions.

On 08-Jun-00, Gabriele Svelto wrote:

> Are you sure that every amiga compiler supports protos? [...]

"protos" are just an include file pr. library. This file will setup library base, include the correct inline or pragma definitions for each library call etc. There's nothing compiler specific about writing #include <proto/exec.h> The compiler specific stuff is in the file you include, which will differ in contents, depending on the compiler environment.

Regards Allan

1.141 Re: Suspending disk activity...

From: Charlie <charlie@amigaforever.free-online.co.uk>
Date: 06-08-00 19:53:30
Subject: Re: Suspending disk activity...

----- Original Message -----

From: Alastair M. Robinson <blackfive@fakenhamweb.co.uk>

To: <amiga-c@egroups.com>
Sent: Wednesday, June 07, 2000 4:53 PM
Subject: [amiga-c] Suspending disk activity...

> Hi Francis,
>
> > The problem is that I'm writing a reboot utility and I
> > want make it wait for all disk activity to stop before
> > it reboots the machine. As far as I'm aware this is
> > 'impossible' to do (why?).
>
> Just a thought, but you could try getting an exclusive lock on all drives
on
> the system (or maybe send them all an ACTION_INHIBIT packet). If this
> succeeds, it would be rather hard for any further disk activity to occur
;-)
>
> (If this fails, you'd probably better release all locks and try again
after
> a short interval - otherwise you might cause deadlocks.)
>

But isnt he trying to wait till all disk activity is finishes rather than
stop all disk activity?

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1.142 Re: Off topic, and libraries :)

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-08-00 19:55:54
Subject: Re: Off topic, and libraries :)

On 08-Jun-00, Gürer Özen wrote:

> I read their newsletter and found following:
> 1. Their VP is little endian :)

Yes, I noticed this too, which made me think they are complete braindead as
almost any format (except GIF) is stored in big endian format, so it'll add a
lot of overhead to image decoders etc. Maybe they choose it because they only
have pentium in mind, but they should still have added a 'big endian load' or
similar, as modern hardware offers the conversion at no cost (or one cycle),
but this can't really be achieved with the VP code, can it? Here one will need
many instructions for the byte-shifting...

> 2. VP code looks like something between asm and C

Which is why I wonder why anyone would code directly in VP. High level languages of today offers quite a lot of features which make it easy to do very rapid development, and they still compose quite efficient code (at least they should be able to do so)

> 3. It won't have memory protection (say bye bye to server market)

It won't??? seems like my fears was justified when I thought "game developers shouldn't do kernals" when Amiga proudly announced that the Tao founder was an old Amiga game programmer -- no offence to game developers, but writing an OS kernal and a killer game is two very different things, I respect both skills and I know many game developers doesn't think like in the demo-days, but seeing an OS promoting virtual assembler and little eendian, then I think my prejudices are justified ;-)

> Is it possible to use shared objects with amigaos? I'm trying to port a
Like boopsi? :-)

> library (written in ansi c) to amigaos. It works well if it is compiled
> as a sas/c .lib file or a normal executable. But crashes everytime when
> compiled as an amigaos library. [...]

The minute you load, open or use the library?

A link library may add fields to the data segment of the program and use these. If the library you port do this then it isn't really re-entrant. But StormC can avoid this by linking "A6 near" (IIRC) this means all globals are put in the library base and this base is cloned for each client of the lib. Maybe SAS/C has a similar feature? Even though it doesn't sound like it's what's causing the crash...

> Maybe it is possible to link objects via symbol names dynamically
> with a LoadSeg() patch, or something like that? [...]

I know it's a quite bold statement, but I'd argue that any link library can be converted into a shared library. At least if each user gets his own copy of the library base.

Regards Allan

1.143 Re: Off topic, and libraries :)

From: Gürer Özen <madcat@e-kolay.net>
Date: 06-08-00 20:00:04
Subject: Re: Off topic, and libraries :)

AO>> I was just wondering how many might be getting

AO>> a copy of the new amiga SDK and how it might
AO>> affect this list. Do you think things might morph
AO>> more into new-amiga-c and java?

AO> I admire your optimism ;-)) but I'm certainly not going to spent \$99 for
AO> developing java under linux/windows or what ever Amiga have in mind.

I read their newsletter and found following:

1. Their VP is little endian :)
2. VP code looks like something between asm and C
3. It won't have memory protection (say bye bye to server market)
4. It is not opensource.

now, offtopic-protection ;)

Is it possible to use shared objects with amigaos? I'm trying to port a library (written in ansi c) to amigaos. It works well if it is compiled as a sas/c .lib file or a normal executable. But crashes everytime when compiled as an amigaos library. As you can guess, sas/c link library is somewhat useless, cause it is added to every program using it, and wastes memory and disk space. I also don't want to use functions like

```
__asm xmlnode jx_new_tag(__register a0 const char *name);  
{  
    return(x_new_tag(name));  
}
```

for handling register/stack parameter passing stuff.

Maybe it is possible to link objects via symbol names dynamically with a LoadSeg() patch, or something like that? Maybe it is already written? :)

Sincerely,

--

Gurer Ozen (madcat@e-kolay.net, madcat@linuxfan.com)

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1.144 Re: Waiting for disk activity to finish.

From: Tim Hanson <msinister@connectfree.co.uk>
Date: 06-08-00 20:23:12
Subject: Re: Waiting for disk activity to finish.

Hi Andrew

Andrew Bell wrote this on 08-Jun-00 at 03:36:18

```
>> Probably a stupid idea but could you patch all dos.library functions
>> that access disks to not allow any more writes. This would at least
>> avoid disk invalidation.
>
> Errm, It might be easier if you just used Inhibit(). Trust me, it'd
> save you a lot of stress.
```

This hardly solves the problem. You would have to find the name of every device on the system. Which could be done I suppose but wouldn't the patch method work better. When I need to reboot in dodgy situations I always run SnoopDos and click the pause button. This I assume has a similar effect.

--

Tim Hanson,
by the River, Canterbury, Kent.
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1.145 Re: Method of implementing syntaxhighlighting.

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-08-00 22:32:03
Subject: Re: Method of implementing syntaxhighlighting.

On 05-Jun-00, Charlie wrote:

```
> I have a function that does the scanning, it is passed a line at a time, but
> this is where im stuck. Im not sure what to return. but heres my idea.
```

I'd return a new string which contains escape codes to control styles/colours etc. E.g. similar to how a MUI display hook works. Furthermore there should be a simple bit mask for each line to see e.g. if comments are enabled/disabled, if the display hook changes the mask, then display-hook-processing should cascade down to the next visible lines, iterating until the mask is unchanged (or the line is outside the visible area).

Regards Allan

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1.146 Re: GfxBase->current_tot_cclks and a new request...

From: "Alastair M. Robinson" <blackfive@fakenhamweb.co.uk>
Date: 06-09-00 01:45:07
Subject: Re: GfxBase->current_tot_cclks and a new request...

Hi Tim,

> While we are on this subject what is the explanation of the wacky result my
> machine returned from the last prog.

Oh that...

Well, my program did something like $100000000/(28*cclk)$, but CGfx3 sets current_tot_cclks to zero, so the expression above on most machines causes a division-by-zero error.

When the Doom ports first came out, there were areas in the game where firing (or even looking) straight down an axis could cause a division-by-zero, so someone wrote a patch to trap the div-by-zero exception and return machine infinity instead of causing a crash.

I suspect you've still got something like this installed, because the wacky value returned was about 4 billion - or precisely $2^{32}-1$ - machine infinity!

Could just be CyberPatcher/OxyPatcher or something similar - I don't know exactly which programs patch what...

All the best,

--

Alastair M. Robinson, email:blackfive@fakenhamweb.co.uk
Amiga 4000/030, 18Meg RAM, 4.3Gig HD, Mustek ScanExpress 6000SP
C, Assembler (68k, PIC16C84, ATMEL AVR), PostScript,
ARexx, AMOSPro(!), AmigaDOS

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1.147 re: Suspending disk activity...

From: "Alastair M. Robinson" <blackfive@fakenhamweb.co.uk>
Date: 06-09-00 01:49:16
Subject: re: Suspending disk activity...

Hi,

>> (If this fails, you'd probably better release all locks and try again
> after
>> a short interval - otherwise you might cause deadlocks.)
>>

> But isnt he trying to wait till all disk activity is finishes rather than
> stop all disk activity?

Yes, but if any shared locks are held, obtaining an exclusive lock will fail, thus if he can walk through the dos list and succeed in locking every drive, then it is a pretty safe bet that no programs are attempting disk access.

I think this hold true for ACTION_INHIBIT packets as well, but I'm not totally sure...

Probably best to do some experiments, and read the RKMs.

All the best,

--

Alastair M. Robinson, email:blackfive@fakenhamweb.co.uk
Amiga 4000/030, 18Meg RAM, 4.3Gig HD, Mustek ScanExpress 6000SP
C, Assembler (68k, PIC16C84, ATMEL AVR), PostScript,
ARexx, AMOSPro(!), AmigaDOS

Though a program be but three lines long,
someday it will have to be maintained.
-- The Tao of Programming

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1.148 Re: Off topic

From: troy silvey <tbsilvey@juno.com>
Date: 06-09-00 03:21:51
Subject: Re: Off topic

>I admire your optimism ;-)) but I'm certainly not going to spent \$99
maybe you could split it with a freind :)

troy

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1.149 Re: Off topic

From: troy silvey <tbsilvey@juno.com>
Date: 06-09-00 03:23:48
Subject: Re: Off topic

>Well, I am definately interested in developing for the new
>system and will probably get started early on. However

I'm eager to see new things happening, but you have to wonder if the end product will be something we will enjoy calling amiga. I hope so. I'm checking out the SDK. Now back to real work.....

troy

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1.150 Re: Re: Off topic, and libraries :)

From: David McMinn <dave@satanicdreams.com>
 Date: 06-09-00 09:56:06
 Subject: Re: Re: Off topic, and libraries :)

Hi Allan

> > 1. Their VP is little endian :)

>

> Yes, I noticed this too, which made me think they are complete braindead as
 > almost any format (except GIF) is stored in big endian format, so it'll add a
 > lot of overhead to image decoders etc. Maybe they choose it because they only
 > have pentium in mind, but they should still have added a 'big endian load' or

Aren't x86 big-endian? Which would make it a bit strange that they chose little
 endian if their primary market would be big endian processor based. Although,
 it being a virtual assembly language, it doesn't really matter.

> > 2. VP code looks like something between asm and C

>

> Which is why I wonder why anyone would code directly in VP. High level

I think it's supposed to be faster than Java (if you code it properly), just
 the same with ASM and C.

--

|) /\ \/] [|) | \ | | c | \ | |] [| \ | | \ | | | dave@satanicdreams.com
 http://members.xoom.com/David_McMinn | ICQ=16827694
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1.151 AW: Re: Off topic, and libraries :)

From: Fritsch Alexander <alexander.fritsch@icn.siemens.de>
 Date: 06-09-00 10:24:01
 Subject: AW: Re: Off topic, and libraries :)

> -----Urspr> üngliche Nachricht-----

> Von: David McMinn [SMTP:dave@satanicdreams.com]

> Gesendet am: Freitag, 9. Juni 2000 10:56

> An: amiga-c@EGroups.Com

> Betreff: Re: [amiga-c] Re: Off topic, and libraries :)

>

>

> Aren't x86 big-endian? Which would make it a bit strange that they chose little

> endian if their primary market would be big endian processor based. Although,
> it being a virtual assembly language, it doesn't really matter.
>
68k and PPC are big endian, x86 is little endian (first Lo Byte then Hi Byte)

Kind regards Alexander Fritsch

PS.

I doubt they will not have any success at all with their SDK, VP, No Mem ←
Protection, all possible CPUs (but just x86 in mind) stuff.

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1.152 Re: AW: Re: Off topic, and libraries :)

From: Paul Hill <paul@lagernet.clara.co.uk>
Date: 06-09-00 10:30:42
Subject: Re: AW: Re: Off topic, and libraries :)

Fritsch Alexander wrote:

> >
> > Aren't x86 big-endian? Which would make it a bit strange that they chose ←
little
> > endian if their primary market would be big endian processor based. Although,
> > it being a virtual assembly language, it doesn't really matter.
>
>68k and PPC are big endian, x86 is little endian (first Lo Byte then Hi Byte)

I think the PPC can be either big endian or little endian (aka dumb byte
ordering).

>I doubt they will not have any success at all with their SDK, VP, No Mem
>Protection, all possible CPUs (but just x86 in mind) stuff.

But memory protection isn't needed - yeah, right!!!!!! Also, no memory
protection pretty much means no virtual memory.

--
Paul

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1.153 Re: Re: Off topic, and libraries :)

From: David McMinn <dave@satanicdreams.com>
 Date: 06-09-00 10:31:46
 Subject: Re: Re: Off topic, and libraries :)

Hi Fritsch

> 68k and PPC are big endian, x86 is little endian (first Lo Byte then Hi Byte)

Agh! So it is, I can never remember which one is called what. And here's me that does 68k asm :)

PPC can work either way round though I think, or maybe it just has instructions for converting on the fly, like someone mentioned.

> I doubt they will not have any success at all with their SDK, VP, No Mem
 > Protection, all possible CPUs (but just x86 in mind) stuff.

Don't suppose anyone knows, but will they be doing C compilers for the new platform? OK, you've got Java which makes for independence, but there's a lot of stuff in C that could be useful.

--

l) /\ \/][l) | \\/| c | \\/|][| \|| \|| | dave@satanicdreams.com
 http://members.xoom.com/David_McMinn | ICQ=16827694
 'Does Jabba the Hutt look like a bitch?' - Samuel L. Jackson, Jedi

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1.154 Re: AW: Re: Off topic, and libraries :)

From: David Erman <di97der@student.hk-r.se>
 Date: 06-09-00 11:18:32
 Subject: Re: AW: Re: Off topic, and libraries :)

On Fri, 9 Jun 2000, Paul Hill wrote:

> >I doubt they will not have any success at all with their SDK, VP, No Mem
 > >Protection, all possible CPUs (but just x86 in mind) stuff.
 >
 > But memory protection isn't needed - yeah, right!!!! Also, no memory

> protection pretty much means no virtual memory.

I don't see why Virtual Memory (I guess you're referring to the swapping part of a VMem system?) shouldn't be available? The protection code is just that, extra code for protecting memory. Properly written programs will work anyway. I'd sure like to have memory protection on the dev. machines tho'. How many of the regular users run Enforcer all the time? I'd prefer well-written software by talented coders over memory protection any day of the week.

/ Dave

--

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1.155 AW: AW: Re: Off topic, and libraries :)

From: Fritsch Alexander <alexander.fritsch@icn.siemens.de>
 Date: 06-09-00 11:25:00
 Subject: AW: AW: Re: Off topic, and libraries :)

> >I doubt they will not have any success at all with their SDK, VP, No Mem
 > >Protection, all possible CPUs (but just x86 in mind) stuff.

>

> But memory protection isn't needed - yeah, right!!!! Also, no memory
 > protection pretty much means no virtual memory.

>

Let my clarify my statement:

I think they will fail.

Memory protection *is* needed. Stability is *very* important and to write ←
 errorfree code is *nearly impossible*. I am often impressed how stable ←
 AmigaOS is without Memory Protection, but how much better could it be with ←
 Memory protection? A serious operating system *must not* crash under any ←
 circumstances and *no* application can be able to crash other applications!

Alexander

> --

> Paul

>

>

> -----

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1.156 Re: AW: AW: Re: Off topic, and libraries :)

From: David Erman <di97der@student.hk-r.se>
 Date: 06-09-00 11:27:57
 Subject: Re: AW: AW: Re: Off topic, and libraries :)

On Fri, 9 Jun 2000, Fritsch Alexander wrote:

> Memeory protection **is** needed. Stability is **very** important
 > and to write errorfree code is **nearly impossible**. I am often
 > impressed how stable AmigaOS is without Memory Protection, but how
 > much better could it be with Memory protcetion?

Yes, but how much slower? Try running SegTRacker an MuForce all
 the time. It's dog slow.

> A serios operating
 > system **must not** crash under any circumstances and **no** application
 > can be able to crash other applications!

That's a matter of definition. What's a 'serious' OS? An OS for
 workstations such as the Amiga or other home computers **should** not crash.
 There's a difference between **should** and **must**. A realtime-OS **must** not
 crash. A user-OS (for lack of a better term) should preferably not crash,
 but as long as you can still work productively with it and reboots aren't
 becoming a nuisance/problem, they are acceptable. It's a financial matter,
 memoryprotection costs, both time and money to implement, and CPU-time to
 use.

/ Dave

--

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1.157 MP overhead (was: Re: Off topic, and libraries :))

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-09-00 12:22:08
Subject: MP overhead (was: Re: Off topic, and libraries :))

On 09-Jun-00, David Erman wrote:

>> Memeory protection **is** needed. [...]
> Yes, but how much slower? Try running SegTRacker an MuForce all
> the time. It's dog slow.

I'm running both of these. I don't think my machine is really affected speed-wise, except when programs read e.g. \$4, which cause a (handled) exception. But programs should only do this once, so it isn't noticeable. And this problem shouldn't exist on other OS'es.

> but as long as you can still work productively with it and reboots aren't
> becoming a nuisance/problem, they are acceptable. It's a financial matter,

Well, I've lost data maybe 10 times due to crashes. This isn't much, but it's still 10 times too many, which could have been avoided if there were memory protection.

> memoryprotection costs, both time and money to implement, and CPU-time to
> use.

It's true there's a "copy overhead" when one task sends a message to another, and there's also a little bit more work done when switching context, but this sums up to a fraction of time, and considering that machines today are probably 30 times faster than any Amiga, then you'll certainly not notice this added time -- I'm sure you wouldn't even notice it on an Amiga! (assuming the kernal was written efficiently)

Regards Allan

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1.158 MP vs. good programs (was: Re: Off topic, and libraries :))

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-09-00 12:23:47
Subject: MP vs. good programs (was: Re: Off topic, and libraries :))

On 09-Jun-00, David Erman wrote:

> [...] I'd prefer well-written software by talented coders over memory
> protection any day of the week.

Memory protection doesn't exclude this. And I'm sure any so called talented coder would prefer memory protection over nothing any day of the week... :-)

Regards Allan

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1.159 SDK & the price (was: Re: Off topic)

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-09-00 12:28:51
Subject: SDK & the price (was: Re: Off topic)

On 09-Jun-00, troy silvey wrote:

>> I admire your optimism ;-) but I'm certainly not going to spent \$99
> maybe you could split it with a freind :)

Well, it's not only "me spending \$99" but it's also "Amiga Inc earning \$99". And I don't like the latter, when the company AFAIK has no clearly formulated vision etc. So I see it a little like tv-shop: "Buy our product, it's good! but you can't really see what it is, before you've bought it". Most likely the SDK is just a cd-rom with some Windows or Linux software which have free counterparts on the internet...

Regards Allan

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1.160 VP vs. C++ or JAVA (was: Re: Off topic, and libraries :))

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-09-00 12:31:57
Subject: VP vs. C++ or JAVA (was: Re: Off topic, and libraries :))

On 09-Jun-00, David McMinn wrote:

>>> 2. VP code looks like something between asm and C
>> Which is why I wonder why anyone would code directly in VP. High level
> I think it's supposed to be faster than Java (if you code it properly), just
> the same with ASM and C.

But can this be worth the extra development time? and the lack of many great features like OO, switch-case statements etc.?

Personally I also find myself much more motivated to modulate my code, when it's represented in a high level language, and thus often ends up with faster code, due to algorithmic improvements and such... :-)

Regards Allan

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1.161 Re: VP vs. C++ or JAVA (was: Re: Off topic, and libraries :))

From: David McMinn <dave@satanicdreams.com>
Date: 06-09-00 13:15:00
Subject: Re: VP vs. C++ or JAVA (was: Re: Off topic, and libraries :))

Hi Allan

> > I think it's supposed to be faster than Java (if you code it properly), just
> > the same with ASM and C.
>
> But can this be worth the extra development time? and the lack of many great
> features like OO, switch-case statements etc.?

It depends what you are trying to do. You'd probably only use it inside a few functions that are time critical, after having written them in the high level language and found the results to be too slow. Its unlikely you'd need to use it for everyday applications.

Things like OO and switch-case are possible in asm (they must be otherwise how could you compile them in c :) but I wouldn't like to be the one having to write them :)

> Personally I also find myself much more motivated to modulate my code, when it's
> represented in a high level language, and thus often ends up with faster code,
> due to algorithmic improvements and such... :-)

Of course, if you have a slow algorithm, no amount of (virtual) ASM is going to improve the speed.

--

|) /\ \/][|) |\/| c |\/|][|\/| |\/| | 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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1.162 Re: VP vs. C++ or JAVA (was: Re: Off topic, and libraries :))

From: David McMinn <dave@satanicdreams.com>
Date: 06-09-00 13:17:25
Subject: Re: VP vs. C++ or JAVA (was: Re: Off topic, and libraries :))

Just thought of another argument against VP, is if you are using it to improve the speed of something, how can you be sure that you will be writing optimum code for all the platforms.

It would be all very nice if the VP had unlimited registers etc, but real processors have varying numbers of registers and different memory access speeds etc.

OK, thats my last thought on this off topic stuff that haven't even seen yet :)

--

|) /\ \/][|) |\/| c |\/|][|\/| |\/| | dave@satanicdreams.com
http://members.xoom.com/David_McMinn | ICQ=16827694
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- Walter, The Big Lebowski

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1.163 AW: Re: Off topic, and libraries :)

From: Fritsch Alexander <alexander.fritsch@icn.siemens.de>

Date: 06-09-00 13:51:26

Subject: AW: Re: Off topic, and libraries :)

> > Memeory protection **is** needed. Stability is **very** important and to
> > write errorfree code is **nearly impossible**. I am often impressed how
> > stable AmigaOS is without Memory Protection, but how much better could it
> > be with Memory protcetion? A serios operating system **must not** crash
> > under any circumstances and **no** application can be able to crash other
> > applications!

> >

> > Alexander

> >

>

> I think anything that limits a programmer or system is bad.

This statement is right. But Memory Protection does not limit programmer! It ←
just ensures that you can not use ressources witch do not belong to you by ←
mistake.

You are allowed to write to memory only that you have allocated before. That is ←
valid for a non protected system too.

You are not allowed to hit the hardware directly. You have to allocate this ←
ressource before. Same as for good Amiga programming style...

It just guarantees that you dont break this roles.

How often did you allocate an array one item to small? How often do you find an ←
unhandeld condition in a loop witch leads a pointer to point outside your ←
data? Such things will happen again and again. A Memory Protection will ←
inform you **immediately** about such mistakes.

I am not a friend of w*nd*ws, but I have to work with NT every day. Do you think ←
there are so many applications, games and tools of all kind for W*nd*wsNT ←
because it limits the programmers?

Try new games or for instance MAME or FORDO under NT, they work great!

And the OS-overhead does not count in our days as mass marked processors are ←
going to hit the 1GHz border...

>

And finally I dont see how virtual memory could work without Memory protection ←
...

But lets stop this discussion now, we will have to wait and see! Lets go back to ←
coding for **real** Amigas!

Kind regards Alexander Fritsch

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1.164 Re: Off topic, and libraries :)

From: Kelly Samel <samel@telusplanet.net>
Date: 06-09-00 14:11:02
Subject: Re: Off topic, and libraries :)

Hello Fritsch

On 09-Jun-00, you wrote:

```
>  
>> > I doubt they will not have any success at all with their SDK, VP, No  
>> > Mem Protection, all possible CPUs (but just x86 in mind) stuff.  
>>  
>> But memory protection isn't needed - yeah, right!!!! Also, no memory  
>> protection pretty much means no virtual memory.  
>>  
> Let my clarify my statement:  
> I think they will fail.  
> Memeory protection *is* needed. Stability is *very* important and to  
> write errorfree code is *nearly impossible*. I am often impressed how  
> stable AmigaOS is without Memory Protection, but how much better could it  
> be with Memory protcetion? A serios operating system *must not* crash  
> under any circumstances and *no* application can be able to crash other  
> applications!  
>  
> Alexander  
>
```

I think anything that limits a programmer or system is bad. Memory protection should not be a necessary, rather leave it up to the developer. Write in Java or some other language that has sophisticated resource tracking and protective qualities or use VP for maximum speed and control. Building protection into the OS limits the possible uses for an OS and is not neccesary. I think memory protection would not allow a COMPLETELY versatile system, unless it was somehow an optional component.

I also think the aspect of writing a program or game once and then having it run on any OS or hardware combination out there is a VERY awesome concept. This eliminates the word 'port' and finally allows computers to interact the way they should. Technologies like Java, virtual processor and hosting ect. are really useful in my opinion and open up a whole new concept of multi-platform computing. It realizes the dream of "binary compatibility" between multiple hardware and software/OS combinations. It allows hardware and software developers to be more competetive in their designs. Write once and run anywhere is simply fantastic in my opinion.

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1.165 Re: Off topic, and libraries :)

From: Kelly Samel <samel@telusplanet.net>
Date: 06-09-00 14:57:47
Subject: Re: Off topic, and libraries :)

Hello Fritsch

On 09-Jun-00, you wrote:

>> I think anything that limits a programmer or system is bad.

> This statement is right. But Memory Protection does not limit
programmer!
> It just ensures that you can not use ressource witch do not belong to you
> by mistake.
> You are allowed to write to memory only that you have allocated
before.
> That is valid for a non protected system too.
> You are not allowed to hit the hardware directly. You have to allocate
> this ressource before. Same as for good Amiga programming style...
>
> It just guarantees that you dont break this roles.

How about having a tool available (a bit like enforcer) that could
protect your program while you develop it and when ready for
release it would be stable. (without mp clogging up the system)

-- snip ---

> But lets stop this discussion now, we will have to wait and see! Lets
go
> back to coding for *real* Amigas!

Great idea! It's hard to talk about something that has
not been tried yet as there is no way to know how
good or bad it can be.

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1.166 Re: AW: AW: Re: Off topic, and libraries :)

From: Paul Hill <paul@lagernet.clara.co.uk>
Date: 06-09-00 14:58:54
Subject: Re: AW: AW: Re: Off topic, and libraries :)

David Erman wrote:

> On Fri, 9 Jun 2000, Fritsch Alexander wrote:

>

> > Memory protection **is** needed. Stability is **very** important
> > and to write errorfree code is **nearly impossible**. I am often
> > impressed how stable AmigaOS is without Memory Protection, but how
> > much better could it be with Memory protection?

Memory protection is **essential** in any modern OS. Even the best written apps can crash.

> Yes, but how much slower? Try running SegTRacker and MuForce all
> the time. It's dog slow.

The slowdown would be almost unnoticable. Linux (which **has** memory protection) running on my Amiga is in many cases **faster** than AmigaOS.

> > A serious operating
> > system **must not** crash under any circumstances and **no** application
> > can be able to crash other applications!

>

> That's a matter of definition. What's a 'serious' OS? An OS for
> workstations such as the Amiga or other home computers **should** not crash.
> There's a difference between **should** and **must**. A realtime-OS **must** not
> crash. A user-OS (for lack of a better term) should preferably not crash,
> but as long as you can still work productively with it and reboots aren't
> becoming a nuisance/problem, they are acceptable. It's a financial matter,
> memoryprotection costs, both time and money to implement, and CPU-time to
> use.

IMHO an OS should **never** crash. No matter if its running on a server or embedded in a washing machine.

Take Linux again. If a program crashes the OS just kills the task and frees any resources it used. The rest of the system continues to work fine.

--

Paul

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1.167 Re: AW: Re: Off topic, and libraries :)

From: Paul Hill <paul@lagernet.clara.co.uk>
Date: 06-09-00 15:01:14
Subject: Re: AW: Re: Off topic, and libraries :)

Fritsch Alexander wrote:

>
>But lets stop this discussion now, we will have to wait and see! Lets go
>back to coding for *real* Amigas!

Well said!!! There's too much chatter on Amiga MLs about the 'new' Amiga. No one (not even Amiga themselves) seems to know what the new Amiga will be.

Another thing that annoys me is the term 'classic Amiga'. There's no such thing as a bloody classic Amiga. Until it's superseded it's the *current* Amiga.

--
Paul

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1.168 Antwort: AW: AW: Re: Off topic, and libraries :)

From: Raimund.Dold@bgt.de
Date: 06-09-00 15:38:57
Subject: Antwort: AW: AW: Re: Off topic, and libraries :)

You are definitely right about the importance of stability, but keep in mind that MP (in its original form, as we know it from other OSs) may be nearly impossible if you keep in mind all possible configurations the new AmigaOS is intended for. Fleecy already stated that there will be some kind of MP in the Ami, therefore, it is really unnecessary to judge the success of the SDK on this single capability.

Raimund

Fritsch Alexander <alexander.fritsch@icn.siemens.de> on 09.06.2000 12:25:29

Bitte antworten an amiga-c@EGroups.Com

An: "' amiga-c@egroups.com'" <amiga-c@EGroups.Com>

Kopie:

Thema: AW: AW: [amiga-c] Re: Off topic, and libraries :)

> >I doubt they will not have any success at all with their SDK, VP, No Mem
> >Protection, all possible CPUs (but just x86 in mind) stuff.

>

> But memory protection isn't needed - yeah, right!!!! Also, no memory
> protection pretty much means no virtual memory.

>

Let my clarify my statement:

I think they will fail.

Memory protection *is* needed. Stability is *very* important and to
write errorfree code is *nearly impossible*. I am often impressed how
stable AmigaOS is without Memory Protection, but how much better could it
be with Memory protection? A serious operating system *must not* crash under
any circumstances and *no* application can be able to crash other
applications!

Alexander

> --

> Paul

>

>

>

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1.169 Re: Graphics

From: Daithi O'Cuinn <docuinn@cluke.demon.co.uk>
Date: 06-09-00 16:03:06
Subject: Re: Graphics

--- In amiga-c@egroups.com, Bart King <bart@b...> wrote:

```
> Although it is a pretty safe bet. If the user has  
> cybergraphics.library  
> installed and they don't have a graphics card, they are just asking  
> for trouble.
```

Not so - if you have a AGA based PPC system, you have to install an AGA version of CGX3 in order to get many of the programs to work.

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1.170 Re: VP vs. C++ or JAVA (was: Re: Off topic, and libraries :))

From: Ilkka Lehtoranta <iti@solutions.fi>
Date: 06-09-00 17:40:47
Subject: Re: VP vs. C++ or JAVA (was: Re: Off topic, and libraries :))

Hello David

On 09-Kes-00, you wrote:

```
DM>> > I think it's supposed to be faster than Java (if you code it  
DM>> > properly), just the same with ASM and C.  
DM>>  
DM>> But can this be worth the extra development time? and the lack of many  
DM>> great features like OO, switch-case statements etc.?  
DM>  
DM> Things like OO and switch-case are possible in asm (they must be  
DM> otherwise how could you compile them in c :) but I wouldn't like to be  
DM> the one having to write them :)
```

Pah! I have written couple of MUI custom classes in asm and no problem!
Indeed, OOP is very handy in asm. But definitely you need some support
from OS (or MUI package :)

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1.171 Libraries (and still off-topic ;)

From: Gürer Özen <madcat@e-kolay.net>
Date: 06-09-00 18:27:01
Subject: Libraries (and still off-topic ;)

AO> The minute you load, open or use the library?

The minute i call a function. I tried to trace it (i'm not good with sas/c debugger). Library contains a high level api for parsing/creating xml documents and transferring them on internet. It uses expat code for actual parsing, and crash happens at that point (when functions call expat's functions).

AO> A link library may add fields to the data segment of the program and use
AO> these. If the library you port do this then it isn't really re-entrant.

I'm using sas/c's library init code libinitr.o which clones globals for each task opening the library.

AO> I know it's a quite bold statement, but I'd argue that any link library
AO> can be converted into a shared library. At least if each user gets his
AO> own copy of the library base.

It is now fine as a link library. I'll soon release my program, then interested people can examine it, and fix shared library problem :)

now offtopic part :)

Memory Management (and protection) is not necessary for virtual memory, but then you need to code in your apps (afaik ppaint has such an option).

MM is necessary for multiuser support, security, and stability. Even your old mc040 has a MMU just for this.

quoting Jay Miner:

What's your opinion of the A4000?

...I'm also a little disappointed they didn't use the 040's memory management facilities...

AmigaOS has microkernel architecture from start. And that's the best one for a MM kernel. Linux is not. In Linux, applications (i don't say bad-written, cause there can't be a bugless application, even people like Linus, Knuth, Stevens write buggy code :) can't crash whole system, ok.

But all drivers run in kernel space, and a buggy driver can crash your system very badly. This is why gnu people are working on Hurd kernel. I think it would be easier to add modern features like MM, better scheduler, etc to amiga kernel than writing a new one from scratch.

--

Gurer Ozen (madcat@e-kolay.net, madcat@linuxfan.com)

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1.172 Re: Off topic,

From: Tim Hanson <msinister@connectfree.co.uk>
Date: 06-09-00 20:20:25
Subject: Re: Off topic,

Hi Paul

Paul Hill wrote this on 09-Jun-00 at 10:30:42

>> I doubt they will not have any success at all with their SDK, VP, No Mem
>> Protection, all possible CPUs (but just x86 in mind) stuff.
>
> But memory protection isn't needed - yeah, right!!!! Also, no memory
> protection pretty much means no virtual memory.

Doesn't having full memory protection mean that inter-process messages have to be passed by copy rather than just passing a pointer. IMHO the current Amiga OS message system is one of it's best features and I would be sorry to see it go.

Is virtual memory that important? Apps that need it can always implement their own virtual virtual memory.

At the moment I've not had a look at the proposals so I've no idea what I'm talking about really. I'm suffering from ARPF. (Amiga rescue proposal fatigue.)

--

Tim Hanson,
by the River, Canterbury, Kent.
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1.173 Re: Tabs to spaces and visa versa

From: Ilkka Lehtoranta <iti@solutions.fi>
Date: 06-09-00 21:00:31
Subject: Re: Tabs to spaces and visa versa

Hello Charlie

On 10-Kes-00, you wrote:

C> Hi.
C> I have this question regarding texteditors. In my texteditor Tabs are
C> converted into spaces, but then I need to convert them back into tabs. I
C> have an idea but I dont know if its safe. Assuming that tab length is 4.
C> I will look for 4 consecutive spaces and convert that into a tab. This
C> will work if the 4 spaces started out as a tab character, but what if
C> they were just 4 spaces typed by the user.

So, where is the difference? When I got DME on my A500 days sources
shortened considerably and I did nothing but used DME instead of Ed.
They all use same technique as you are using. Just add an option somewhere
so user can choose tabs or spaces.

Your approach is perfectly ok.

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1.174 Re: Graphics

From: Jonas Hulten <bjonte@hem.passagen.se>
Date: 06-09-00 21:36:57
Subject: Re: Graphics

Den 05-Jun-00, skrev Hynek Schlawack:

>> There are also 32-bit color modes, but Amiga does not support those

>> at all - not even my PC card supports 32-bit, but that's because
>> it's shit :)

> I think that 24 bit are enough anyway...the human eye can't distinct
> even between the 16 millions...

Oh yes, it can. The eye isn't linear and you can see the difference between two following grey "colors" somewhere in the middle of the grey scale. I raytraced a picture once which had a part where you could see it and I couldn't believe it until I checked with an image processing program. I thought the raytracer was faulty. However, with dithered 24-bit that's gone. It has to be large areas of grey to be visible.

I wish I still had that picture...

/Jonas

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

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1.175 Re: Graphics

From: Martyn Capewell <mmc28@hermes.cam.ac.uk>
Date: 06-09-00 23:01:35
Subject: Re: Graphics

Hello Jonas

On 09-Jun-00, you wrote:

> Den 05-Jun-00, skrev Hynek Schlawack:
>
>>> There are also 32-bit color modes, but Amiga does not support those
>>> at all - not even my PC card supports 32-bit, but that's because
>>> it's shit :)
>
>> I think that 24 bit are enough anyway...the human eye can't distinct
>> even between the 16 millions...
>

> Oh yes, it can. The eye isn't linear and you can see the difference
> between two following grey "colors" somewhere in the middle of the grey
> scale. I raytraced a picture once which had a part where you could see it
> and I couldn't believe it until I checked with an image processing
> program. I thought the raytracer was faulty. However, with dithered 24-bit
> that's gone. It has to be large areas of grey to be visible.
>
> I wish I still had that picture...

This happens when viewing Mach Bands - vertical stripes of grey of similar brightness. The higher levels of the visual system of the brain tends to emphasise small difference between greys, in order to make them easier to see.

I'm not sure this happens between 2 areas of grey differing in only 1 grey level, but it might. The effect could be more pronounced when not looking directly at them.

Regards

--

- Martyn Capewell

... but you can't expect to wield supreme executive power just because some watery ←
tart threw a sword at you!

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1.176 Re: Off topic, and libraries :)

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-10-00 01:51:33
Subject: Re: Off topic, and libraries :)

On 09-Jun-00, Kelly Samel wrote:

> How about having a tool available (a bit like enforcer) that could
> protect your program while you develop it and when ready for
> release it would be stable. (without mp clogging up the system)

You'd lose some advantages, for example the stack-problem we have on Amiga wouldn't exist if we had MP to gracefully extend the stack, when the program hits the boud. And if you with MP also include VM then further advantages would be lost -- even though VM seems like a kludge on the pc then it could actually improve performance and available memory plus fragmentation degree, granted the machine have enough main memory to run a decent amount of programs without having to start swapping.

Regards Allan

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1.177 Moving borderless windows

From: Martyn Capewell <mmc28@hermes.cam.ac.uk>
Date: 06-10-00 01:55:41
Subject: Moving borderless windows

Hello,

Can someone point me in the direction of some simple code that gives the ability to move a window with the mouse, when it hasn't got a border?

Thanks,

--

- Martyn Capewell

... but you can't expect to wield supreme executive power just because some watery tart threw a sword at you!

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1.178 Re: VP vs. C++ or JAVA (was: Re: Off topic, and libraries :))

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-10-00 01:59:16
Subject: Re: VP vs. C++ or JAVA (was: Re: Off topic, and libraries :))

On 09-Jun-00, Ilkka Lehtoranta wrote:

> Pah! I have written couple of MUI custom classes in asm and no problem!

No, but how long did it take you? :-) I started in asm then I started to use C, but still linking assembler code for what I found time-critical, today I use C++ and never ever touches asm, and I don't think my code has suffered any speed penalties, but my productivity has increased greatly with the choice of higher level languages, though this could also be caused by more experience or some mood changes...

> Indeed, OOP is very handy in asm. But definitely you need some support

> from OS (or MUI package :)

Well, BOOPSI is much less effecient than classes created in C++ (even when the BOOPSI dispatchers are written in asm), not to mention the enormous "typing overhead". furthermore a compiler may analyze the code thoroughly and pack class structures very effeciently, taking cache into considuration and/or use graph-colouring when we're dealing with multi-inheritance -- it may also do type-inferens to figure out when dynamic jumps (i.e. method invocations to "virtual" methods which needs to go through some lookup table or dispatcher) can be replaced with static (direct) jumps. All this is very unlikely to be done by an asm programmer...

(and I should probably add that very few compilers actually perform all the optimizations which are very well documented in the literature ;-((()

Regards Allan

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1.179 Re: Tabs to spaces and visa versa

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-10-00 02:04:45
Subject: Re: Tabs to spaces and visa versa

On 10-Jun-00, Charlie wrote:

> Maybe I explained it wrong, my fault. My editor keeps tabs, But it converts
> them into spaces internally so lines are easier to work with. When a line
> to copies into the buffer to be edited, any tabs are converted into spaces.
> WhenThe line has to be saved the tabs are restored.

You could use another char, e.g. a non-breaking-space or perhaps better, a code which can't be written in your editor (e.g. 0x00 if you don't need this for line termination) and then let the print routine map this character to spaces...

Btw: If tab = 4 then you may sometimes need to convert less than four sequential spaces back into a tab.

Btw2: I wouldn't use spaces internally when supporting of tabs. Too much of a hazzle IMHO.

Regards Allan

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1.180 Re: Libraries (and still off-topic ;)

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-10-00 02:04:52
Subject: Re: Libraries (and still off-topic ;)

On 09-Jun-00, Gürer Özen wrote:

> debugger). Library contains a high level api for parsing/creating xml
> documents and transferring them on internet. It uses expat code [...]

Not that I can help you with your problem, but could you provide me with a link to info about this library? As it sounds interesting...

> Memory Management (and protection) is not necessary for virtual memory,
> but then you need to code in your apps (afaik ppaint has such an option).

hmm... that's not really virtual memory -- the program will need to contain a lot of user code that checks whether or not a memory "page" is loaded or on disk, and that can get quite tiresome for the programmer, not to mention the overhead and the lost features. For example with real virtual mem you can load the first page of a program and just jump to the code starting there, so even if the program is 4 MB then it'll load and start instantly (though if it really needs to involve all 4 MB of code to open a window, you'll naturally need to wait for all pages to enter memory).

> I think it would be easier to add modern features like MM, better scheduler,
> etc to amiga kernel than writing a new one from scratch.

I don't agree here, since AmigaOS has far too many shortcomings. It's not really that hard to write a basic microkernel (speaking of experience), and you can actually already find a dozen of them on the internet, with source and everything.

Regards Allan

--

URL: <http://www.diku.dk/students/duff/>

<sb>

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1.181 Re: Tabs to spaces and visa versa

From: Andrew Markwell <andrewmarkwell@hotmail.com>
Date: 06-10-00 02:33:47
Subject: Re: Tabs to spaces and visa versa

>From: "Charlie" <charlie@amigaforever.free-online.co.uk>

>Hi.

> I have this question regarding texteditors. In my texteditor Tabs
>are
>converted into spaces, but then I need to
>convert them back into tabs. I have an idea but I dont know if its safe.
>Assuming that tab length is 4. I will look for
>4 consecutive spaces and convert that into a tab. This will work if the 4
>spaces started out as a tab character, but what if
>they were just 4 spaces typed by the user.
>

Ahh... this requires some thought. You can make two assumptions though;

- (a) true tabs will always either follow another true tab, OR
- (b) will follow a newline character.

You can just check these two conditions each time your converter comes
across 4 spaces.

Andrew Markwell

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1.182 Tabs to spaces and visa versa

From: Charlie <charlie@amigaforever.free-online.co.uk>
Date: 06-10-00 04:29:44
Subject: Tabs to spaces and visa versa

Hi.

I have this question regarding texteditors. In my texteditor Tabs are
converted into spaces, but then I need to
convert them back into tabs. I have an idea but I dont know if its safe.

Assuming that tab length is 4. I will look for 4 consecutive spaces and convert that into a tab. This will work if the 4 spaces started out as a tab character, but what if they were just 4 spaces typed by the user.

Thanks
Charlie

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1.183 Re: Re: Tabs to spaces and visa versa

From: Charlie <charlie@amigaforever.free-online.co.uk>
Date: 06-10-00 08:19:14
Subject: Re: Re: Tabs to spaces and visa versa

----- Original Message -----

From: Ilkka Lehtoranta <iti@solutions.fi>
To: <amiga-c@egroups.com>
Sent: Friday, June 09, 2000 1:00 PM
Subject: [amiga-c] Re: Tabs to spaces and visa versa

> Hello Charlie
>
> On 10-Kes-00, you wrote:
>
> C> Hi.
> C> I have this question regarding texteditors. In my texteditor Tabs are
> C> converted into spaces, but then I need to convert them back into tabs.
> I
> C> have an idea but I dont know if its safe. Assuming that tab length is 4.
> C> I will look for 4 consecutive spaces and convert that into a tab. This
> C> will work if the 4 spaces started out as a tab character, but what if
> C> they were just 4 spaces typed by the user.
>
> So, where is the difference? When I got DME on my A500 days sources
> shortened considerably and I did nothing but used DME instead of Ed.
> They all use same technique as you are using. Just add an option somewhere
> so user can choose tabs or spaces.

Maybe I explained it wrong, my fault. My editor keeps tabs, But it converts them into spaces internally so lines are easier to work with. When a line to copies

into the buffer
to be edited, any tabs are converted into spaces. When the line has to be
saved the
tabs are restored.

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1.184 Re: Off topic, and libraries :)

From: Alexander Niven-Jenkins <anj@cremlinsoftware.org>
Date: 06-10-00 09:26:09
Subject: Re: Off topic, and libraries :)

Hiya Allan,

On 10-Jun-00, you wrote:

>> How about having a tool available (a bit like enforcer) that could
>> protect your program while you develop it and when ready for
>> release it would be stable. (without mp clogging up the system)

> You'd lose some advantages, for example the stack-problem we have on
> Amiga wouldn't exist if we had MP to gracefully extend the stack, when the
> program hits the bound. And if you with MP also include VM then further
> advantages would be lost -- even though VM seems like a kludge on the pc
> then it could actually improve performance and available memory plus
> fragmentation degree, granted the machine have enough main memory to run a
> decent amount of programs without having to start swapping.

All this sounds great MP and all, however my job is programming for the
PC (Win95/NT) and it is incredibly easy to get a WinNT program to blow the
stack, it is incredibly easy to get a NT program to bring down another
program if not Windows itself, it is very easy to get NT to crash.

MP sounds good but from experience on the PC all it does is hide obvious
errors like accessing NULL pointers without raising exceptions etc which is
fine unless you want to run this program on 3.1x and then BANG!

I know there's more to it than that, but saying that MP would solve the
stack issue etc, I don't think would be the case.

But as I said there are reasons for MP, but the ones mentioned here are
not really them.

Just my 2 cents.

Kind regards...

Alex

--

Cremlin Software - <http://www.cremlinsoftware.org>
Founder, lead programmer - ghandi@cremlinsoftware.org
Production, programmer - anj@cremlinsoftware.org

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1.185 Re: Re: Make files.

From: Paul Hill <paul@lagernet.clara.co.uk>
Date: 06-10-00 12:45:36
Subject: Re: Re: Make files.

On 07-Jun-00 23:14:12, Tim Hanson wrote:

>Hi Gabriele

>Gabriele Svelto wrote this on 07-Jun-00 at 13:05:04

>>> Does anyone know where I can find a good tutorial on how to write make
>>> files. I've never used make and the files look like gibberish to me.
>>>

>>

>> In the GNU make distribution on Aminet (the latest if I don't go wrong)
>> there's a full manual in amigaguide format with a very good step-by-step
>> tutorial (I learnt from there writing makefiles ;-). Try it out, see ya

>Cheers to all who answered. I may be converted to make. Not sure yet. I
>knocked up a quick makefile for my current project and it seems to make life
>a bit easier. Straight away it noticed a file I hadn't recompiled since it
>was changed and it does mean I don't have to remember which files can be
>optimised and which have wierd side effects.

You could always uses a program that creates makefiles. I use a tool
called makemake. I'm not sure where I got it from (perhaps I compiled it
myself?).

All I do is:

```
makemake file1.c file2.c
```

makemake than asks some questions (e.g. name of C compiler, compile options
etc.). Next it scans all source files for dependancies and creates a
makefile.

Just noticed that makemake is on Aminet:

```
makemake1.02.lha    dev/misc    36K 277+GNU make compatible Makefile generator.
```

--

Paul

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1.186 Re: Re: Off topic, and libraries :)

From: Paul Hill <paul@lagernet.clara.co.uk>
Date: 06-10-00 12:49:52
Subject: Re: Re: Off topic, and libraries :)

On 10-Jun-00 08:26:09, Alexander Niven-Jenkins wrote:
>Hiya Allan,

>On 10-Jun-00, you wrote:

>>> How about having a tool available (a bit like enforcer) that could
>>> protect your program while you develop it and when ready for
>>> release it would be stable. (without mp clogging up the system)

>> You'd lose some advantages, for example the stack-problem we have on
>> Amiga wouldn't exist if we had MP to gracefully extend the stack, when the
>> program hits the bound. And if you with MP also include VM then further
>> advantages would be lost -- even though VM seems like a kludge on the pc
>> then it could actually improve performance and available memory plus
>> fragmentation degree, granted the machine have enough main memory to run a
>> decent amount of programs without having to start swapping.

> All this sounds great MP and all, however my job is programming for the
>PC (Win95/NT) and it is incredibly easy to get a WinNT program to blow the
>stack, it is incredibly easy to get a NT program to bring down another
>program if not Windows itself, it is very easy to get NT to crash.

I agree about 95/NT but please try using a decent implementation of MP. A well done Unix variant will *not* crash - *ever* (unless you get hardware problems :-).

NT is a bad example of MP.

--
Paul

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1.187 Re: Moving borderless windows

From: Paul Hill <paul@lagernet.clara.co.uk>
Date: 06-10-00 12:55:42
Subject: Re: Moving borderless windows

On 10-Jun-00 00:55:41, Martyn Capewell wrote:

>Hello,

>Can someone point me in the direction of some simple code that gives
>the ability to move a window with the mouse, when it hasn't got a border?

You mean like in AmigaAmp?

I think you just create a gadget of the following type:

```
#define GTYP_WDRAGGING    0x0020    /* Window drag bar */
```

--

Paul

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1.188 Re: Re: Off topic,

From: Paul Hill <paul@lagernet.clara.co.uk>
Date: 06-10-00 13:01:37
Subject: Re: Re: Off topic,

On 09-Jun-00 19:20:25, Tim Hanson wrote:

>Hi Paul

>Paul Hill wrote this on 09-Jun-00 at 10:30:42

>>> I doubt they will not have any success at all with their SDK, VP, No Mem
>>> Protection, all possible CPUs (but just x86 in mind) stuff.

>>

>> But memory protection isn't needed - yeah, right!!!! Also, no memory
>> protection pretty much means no virtual memory.

>Doesn't having full memory protection mean that inter-process messages have

>to be passed by copy rather than just passing a pointer. IMHO the current
>Amiga OS message system is one of it's best features and I would be sorry to
>see it go.

Yep. Well pretty much. If the tasks are 'threads' (i.e. part of the same application) then they share the same memory space.

The current AmigaOS message system may be nice and fast but it presents real problems with resource tracking etc.

>Is virtual memory that important? Apps that need it can always implement
>their own virtual virtual memory.

IMHO it's important. Have you never tried to compile some large program with full optimisation and run out of memory? I have, with a minimal startup and 60Mb of RAM.

>At the moment I've not had a look at the proposals so I've no idea what I'm
>talking about really. I'm suffering from ARPF. (Amiga rescue proposal
>fatigue.)

ARPF! ARPF! ARPF! :)

>Tim Hanson,
>by the River, Canterbury, Kent.

I'll probably be down your neck of the woods next weekend (in Sittingbourne)

--
Paul

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1.189 Re: Off topic, and libraries :)

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-10-00 13:28:50
Subject: Re: Off topic, and libraries :)

On 10-Jun-00, Alexander Niven-Jenkins wrote:

> MP sounds good but from experience on the PC all it does is hide obvious
> errors like accessing NULL pointers without raising exceptions etc [...]

There's no single way to do memory protection, it comes in several flavours.

Judging the quality of a concept based on current PC software is a terrible mistake!

> I know there's more to it than that, but saying that MP would solve the
> stack issue etc, I don't think would be the case.

If a memory protected OS wanted to provide a dynamic stack then it very easily could do so!!! There's no point in contradicting this, as it's a fact. That WinNT doesn't at least set the page below the stack as non-reeadable puzzles me, but PC software always does...

Regards Allan

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1.190 Memory, offsets

From: Johan Rasten <alt@gothik.nu>
Date: 06-10-00 14:22:44
Subject: Memory, offsets

Hi all!

How do I easily add an offset to a memory pointer (APTR)? Pref. fast also..
(The program is in C/C++ btw)

Live long and Prosper

/alt3reg0

I really hope Amie doesn't suck

--

<http://heml.passagen.se/zman/main.html>

An Englishman is a man who lives on an island in the North Sea governed by ↔
Scotsmen.

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1.191 Re: Off topic, and libraries :)

From: Alexander Niven-Jenkins <anj@cremlinsoftware.org>
Date: 06-10-00 14:50:42
Subject: Re: Off topic, and libraries :)

Hiya Allan,

On 10-Jun-00, you wrote:

>> I know there's more to it than that, but saying that MP would solve the
>> stack issue etc, I don't think would be the case.

> If a memory protected OS wanted to provide a dynamic stack then it very
> easily could do so!!! There's no point in contradicting this, as it's a
> fact. That WinNT doesn't at least set the page below the stack as
> non-reeadable puzzles me, but PC software always does...

I totally agree wit you :-) It's just everybody always goes on about how the Amiga needs MP because Windows has etc.

Windows MP isn't too hot the number of times our NT servers go down in a day is astronomical. Some of the messages here went on about how servers can't afford to have programs bringing them down etc.

That's fantasy :-)

However the Linux servers we run stay up for weeks at a time.

It's all on how things are done, not just with the OS but how the software is written.

I an Amiga programmer uses the debugging programs available like enforcer etc you can and do a lot of the time get an extremely stable piece of software, ok you can't stop other programs etc, but if they were all as stable, you'd be on the right track.

Apart from IBrowse and mFTP I havn't had a program that I run crash on me for months, apart from my own stuff:-)))

It's just a pity the PC doesn't have the tools available to it, you relyonthe OS handling it all. And most of the time it doesn't :-)

It's not just one thing, it'd a whole host and no matter how good one part of a system is, if the other is shite you're still no better off.

Kind regards...

Alex

--

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1.192 Re: Memory, offsets

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-10-00 14:50:54
Subject: Re: Memory, offsets

On 10-Jun-00, Johan Rasten wrote:

> How do I easily add an offset to a memory pointer (APTR)? Pref. fast also..

You'll need to cast it to an UBYTE pointer, e.g.:

```
pointer = ((UBYTE *)pointer) + offset;
```

What does the pointer refer to? Casting pointers can often be avoided if types and structs are used through out the program...

Regards Allan

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1.193 Re: Memory, offsets

From: Colin Wenzel <colstv@hotmail.net.au>
Date: 06-10-00 15:56:16
Subject: Re: Memory, offsets

On 10-Jun-00, Allan Odgaard wrote:

> On 10-Jun-00, Johan Rasten wrote:

>> How do I easily add an offset to a memory pointer (APTR)? Pref. fast
>> also..

>

> You'll need to cast it to an UBYTE pointer, e.g.:

> pointer = ((UBYTE *)pointer) + offset;

> What does the pointer refer to? Casting pointers can often be avoided
> if types and structs are used through out the program...

> Regards Allan

I totally agree with Allan, offsetting pointers is needed rarely & even then, you can avoid it by declaring a fake structure & using indirection....

There is virtually nothing in the Amiga OS that doesn't have structure defining user offsets.
It also makes your code very hard to debug if something changes..

With a re-defined structure, all is needed is a re-compile, the compiler will work it out for you....

IF, in the remotest event that it is necessary, you can do something like this....

```
extern long pointer;          // a pointer to whatever ....

STRUCT fiddleybit {
    LONG dontcare1;
    LONG dontcare2;
    UWORD thegoodbit;        // eg: offset 8 bytes from pointer.
};

{
STRUCT fiddleybit *fid;
    .....

fid = (STRUCT fiddleybit *)pointer;

if( fid )
    dosomethingwith( fid->thegoodbit );
    .....

}

--
```

Colin Wenzel. Australia.

EMAIL: colstv@hotkey.net.au
URL: <http://www.hotkey.net.au/~colstv/>
ICQ: 17608330
AMIGA: 4000T, 68060/50, 150Mb RAM,
OS 3.5, Spectrum Gfx Card.

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1.194 Re: Off topic, and libraries :) and asm

From: Johan Rasten <alt@gothik.nu>
Date: 06-10-00 17:11:08
Subject: Re: Off topic, and libraries :) and asm

Hello David

On 09-Jun-00, David Erman wrote: (about memory protection)

> Yes, but how much slower? Try running SegTRacker an MuForce all
> the time. It's dog slow.

But if the VP is parsing all the commands wouldn't it be very easy to check if the memwrite is legal?

And speaking of little/big endian.. Isn't there some standard called network order?

To go even more off topic.. Does anybody know what "section code, code" (asm) means?

RegardsZ

--

<http://hem1.passagen.se/zman/main.html>

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1.195 Re: Memory, offsets

From: Johan Rasten <alt@gothik.nu>
Date: 06-10-00 17:21:14
Subject: Re: Memory, offsets

Hello Allan

On 10-Jun-00, Allan Odgaard wrote:

> What does the pointer refer to? Casting pointers can often be avoided if
> types and structs are used through out the program...

It's like this.. I have a class called rawdata, which handles memory

allocation for me. It contains (visible to the user) a memory pointer and size of the memory block plus some functions for loading and saving. Now I've loaded a file containing graphical elements (all in my own ver original unpacked chunky format ;-P) and I want to add an offset to the adress of the image so I can locate the correct element.

To Colin W, who also kindly replied to my msg:
Yeah, I know, i ought to use an array for storing the data instead of AllocMem(), but I know very little about C++ correct coding (can't afford to buy any books) and now I've already done a working (more or less) memory handling thingy and I'm too lazy for a rewrite..

RegardZ

--

<http://hem1.passagen.se/zman/main.html>

"Relatives at the cremation of retired farmer Eddie Oakley, 78, asked for a tape of Ella Fitzgerald's classic 'Every time we say goodbye' to be played. Instead the Stourbridge Crematorium played 'Smoke gets in your eyes'."

- Daily Star, October 1988.

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1.196 long to string

From: J.Pond@gmx.de
Date: 06-10-00 20:32:33
Subject: long to string

How can i convert a long(ti_Data) to a string in C ?

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1.197 removing symbols from PowerUp ELF's

From: Oliver Roberts <oliver@futura.co.uk>
Date: 06-10-00 21:16:02
Subject: removing symbols from PowerUp ELF's

What's the correct way to go about removing all unnecessary symbols from an ELF file for PowerUp, when using gcc as the compiler?

I'm using `--retain-symbols-file PPCKernel.ldfilter` as the PowerUp docs mention, but this only strips some of the symbols - there are still loads left which are unnecessary, which is bloating the program size.

--

```
*Oliver Roberts* - software developer & web designer
http://www.oliver-roberts.co.uk/ - ICQ: 34640231
/oliver@futura.co.uk/ | /oliver.roberts@iname.com/
```

--

```
WarpJPEG.datatype ==> http://www.nanunanu.org/~oliver/warpjpeg.html
<tsb>
```

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http://click.egroups.com/1/5296/1/_/451227/_/960668444/

1.198 testing function pointers...

From: Alexander Niven-Jenkins <anj@cremlinsoftware.org>
Date: 06-10-00 21:27:18
Subject: testing function pointers...

Hiya,

How can you test a function pointer to see if it is NULL or not.

I have a function pointer which could be NULL, of course I don't want to attempt to run it if it is NULL.

You can't do:

```
if( functionptr )
{
    funtionptr();
}
```

See?

This is actually a pointer to a class member function.

At the moment it is run as:

```
( this->*functionptr )();
```

Is it possible to effectively do:

```
if( functionptr )
{
    ( this->*functionptr )();
}
```

All help appreciated, thanks!

Kind regards...

Alex

--

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1.199 Re: Waiting for disk activity to finish.

From: Alexander Niven-Jenkins <anj@cremlinsoftware.org>
Date: 06-10-00 22:18:35
Subject: Re: Waiting for disk activity to finish.

Hiya Tim,

On 08-Jun-00, you wrote:

```
>>> Probably a stupid idea but could you patch all dos.library functions
>>> that access disks to not allow any more writes. This would at least
>>> avoid disk invalidation.
>>
>> Errm, It might be easier if you just used Inhibit(). Trust me, it'd
>> save you a lot of stress.
```

```
> This hardly solves the problem. You would have to find the name of every
> device on the system. Which could be done I suppose but wouldn't the patch
> method work better. When I need to reboot in dodgy situations I always run
> SnoopDos and click the pause button. This I assume has a similar effect.
```

What's this for?

Wouldn't it just be easier to see if your HDDs, CDs etc LED is on and if not hit the reset/power button?

Save you a lot of work in the long run?

I can never see the point to a reset program? The times you would want them are the times when the system or something has crashed and so the

program won't work properly anyway? I'm thinking in an enviroment where the system itself recognises something is wrong so resets it self...

I think this is one of those things you just can't do and cover all situations, I think you'll have to make assumptions.

Kind regards...

Alex

--

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1.200 Re: long to string

From: Sebastian Jedruszkiewicz <bjsebo@jota.wi.tuniv.szczecin.pl>
Date: 06-10-00 22:25:34
Subject: Re: long to string

Hello J.Pond@gmx.de

On 10-Jun-00, J.Pond@gmx.de wrote:

> How can i convert a long(ti_Data) to a string in C ?

```
printf(string, "%d", value);
```

Sebastian

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1.201 Re: removing symbols from PowerUp ELF's

From: Sebastian Jedruszkiewicz <bjsebo@jota.wi.tuniv.szczecin.pl>
Date: 06-10-00 23:03:51
Subject: Re: removing symbols from PowerUp ELF's

Hello Oliver

On 10-Jun-00, Oliver Roberts wrote:

```
> What's the correct way to go about removing all unnecessary symbols
> from an ELF file for PowerUp, when using gcc as the compiler?
>
> I'm using --retain-symbols-file PPCKernel.ldfilter as the PowerUp docs
> mention, but this only strips some of the symbols - there are still
> loads left which are unnecessary, which is bloating the program size.
```

First of all, add -d option to ppc-amigaos-ld, when linking.

Then do something like this:

```
ppc-amigaos-strip -S -x -X --strip-unneeded -R .comment Frogger.PPC
vlink -r -S -b elf32powerup -o Frogger.stripped Frogger.PPC
```

(of course replace Frogger.PPC with something else ;)

```
you will need vlink in version 0.6
vlink V0.6 (c)1997-98 by Frank Wille
build date: Oct 24 1998, 19:00:23
```

other versions does not works. If you need this version let me know, I will send it to you.

Sebastian

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1.202 Re: long to string

```
From: Daithi O'Cuinn <docuinn@cluke.demon.co.uk>
Date: 06-10-00 23:47:23
Subject: Re: long to string
```

Hello J.Pond@gmx.de

On 10-Jun-00, J.Pond@gmx.de wrote:
> How can i convert a long(ti_Data) to a string in C ?

Easiest way to to use sprintf, e.g.

```
sprintf(dest_string, "%ld", ti_Data);
```

Regards

--

Daithi O'Cuinn
docuinn@cluke.demon.co.uk

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1.203 Display Database

From: Daithi O'Cuinn <docuinn@cluke.demon.co.uk>
Date: 06-10-00 23:48:08
Subject: Display Database

Hello all,

I am developing a program which in the interests of compatibility uses the BestModeID function. However the damn thing keeps opening PAL screens on me, which given that I have a BVPPC is very annoying indeed. How can I remove the PAL and NTSC modes from the display database? I have moved the files out of Devs:Monitors but this doesn't seem to have done much.

Thanks,

--

Daithi O'Cuinn
docuinn@cluke.demon.co.uk

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1.204 Re: Re: Off topic,

From: Jarno van der Linden <jarno@kcbbs.gen.nz>
Date: 06-11-00 02:56:30
Subject: Re: Re: Off topic,

On Fri, 9 Jun 2000, Tim Hanson wrote:

> Doesn't having full memory protection mean that inter-process messages have to
> be passed by copy rather than just passing a pointer. IMHO the current Amiga

I don't think they have to. For example, the memory containing the message could have access controls on it which says that process such-and-such is allowed to read that memory.

---JvdL---

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1.205 Re: long to string

From: Charlie <charlie@amigaforever.free-online.co.uk>
Date: 06-11-00 04:43:33
Subject: Re: long to string

----- Original Message -----

From: <J.Pond@gmx.de>
To: <amiga-c@egroups.com>
Sent: Saturday, June 10, 2000 12:32 PM
Subject: [amiga-c] long to string

> How can i convert a long(ti_Data) to a string in C ?
>
sprintf(str,"%u", long_value)

this prints the value to the string <str> I think %u is the right place
holder
for a long Im not sure.

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1.206 Re: long to string

From: Colin Wenzel <colstv@hotmail.net.au>
Date: 06-11-00 05:02:18
Subject: Re: long to string

On 11-Jun-00, Sebastian Jedruszkiewicz wrote:
> Hello J.Pond@gmx.de
> On 10-Jun-00, J.Pond@gmx.de wrote:

```
>> How can i convert a long(ti_Data) to a string in C ?
>
> sprintf(string,"%d",value);
>
> Sebastian
```

No....

That should be "%ld" for a long value, (32 bits).
"%d" is for word sized values only.... (16 bits)

Regards

--

Colin Wenzel. Australia.

EMAIL: colstv@hotmail.net.au
URL: http://www.hotkey.net.au/~colstv/
ICQ: 17608330
AMIGA: 4000T, 68060/50, 150Mb RAM,
OS 3.5, Spectrum Gfx Card.

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1.207 Re: long to string

From: Colin Wenzel <colstv@hotmail.net.au>
Date: 06-11-00 05:12:35
Subject: Re: long to string

On 11-Jun-00, Charlie wrote:

```
>
> sprintf(str,"%u", long_value)
>
> this prints the value to the string <str> I think %u is the right
> place holder
> for a long Im not sure.
>
```

Have a look at the `exec/RawDoFmt()`
Read the warning at the end.....

`exec.library/RawDoFmt`

`exec.library/RawDoFmt`

NAME

RawDoFmt -- format data into a character stream.

SYNOPSIS

```
NextData = RawDoFmt (FormatString, DataStream, PutChProc, PutChData);
    d0                a0                a1                a2                a3
```

```
APTR RawDoFmt (STRPTR, APTR, void (*) (), APTR);
```

FUNCTION

perform "C"-language-like formatting of a data stream, outputting the result a character at a time. Where % formatting commands are found in the FormatString, they will be replaced with the corresponding element in the DataStream. %% must be used in the string if a % is desired in the output.

Under V36, RawDoFmt() returns a pointer to the end of the DataStream (The next argument that would have been processed). This allows multiple formatting passes to be made using the same data.

INPUTS

FormatString - a "C"-language-like NULL terminated format string, with the following supported % options:

```
%[flags][width.limit][length]type
```

flags - only one allowed. '-' specifies left justification.

width - field width. If the first character is a '0', the field will be padded with leading 0's.

. - must follow the field width, if specified

limit - maximum number of characters to output from a string. (only valid for %s).

length - size of input data defaults to WORD for types d, x, and c, 'l' changes this to long (32-bit).

type - supported types are:

b - BSTR, data is 32-bit BPTR to byte count followed by a byte string, or NULL terminated byte string. A NULL BPTR is treated as an empty string. (Added in V36 exec)

d - decimal

u - unsigned decimal (Added in V37 exec)

x - hexadecimal

s - string, a 32-bit pointer to a NULL terminated byte string. In V36, a NULL pointer is treated as an empty string

c - character

DataStream - a stream of data that is interpreted according to the format string. Often this is a pointer into the task's stack.

PutChProc - the procedure to call with each character to be output, called as:

```
PutChProc (Char, PutChData);
    D0-0:8 A3
```

the procedure is called with a NULL Char at the end of the format string.

PutChData - a value that is passed through to the PutChProc procedure. This is untouched by RawDoFmt, and may be modified by the PutChProc.

EXAMPLE

```

;
; Simple version of the C "sprintf" function. Assumes C-style
; stack-based function conventions.
;
; long eyecount;
; eyecount=2;
; sprintf(string,"%s have %ld eyes.,"Fish",eyecount);
;
; would produce "Fish have 2 eyes." in the string buffer.
;
XDEF _sprintf
XREF _AbsExecBase
XREF _LVORawDoFmt
_sprintf: ; ( ostring, format, {values} )
    movem.l a2/a3/a6,-(sp)

    move.l 4*4(sp),a3 ;Get the output string pointer
    move.l 5*4(sp),a0 ;Get the FormatString pointer
    lea.l 6*4(sp),a1 ;Get the pointer to the DataStream
    lea.l stuffChar(pc),a2
    move.l _AbsExecBase,a6
    jsr _LVORawDoFmt(a6)

    movem.l (sp)+,a2/a3/a6
    rts

;----- PutChProc function used by RawDoFmt -----
stuffChar:
    move.b d0,(a3)+ ;Put data to output string
    rts

# WARNING#
# This Amiga ROM function formats word values in the data stream. If#
# your compiler defaults to longs, you must add an "l" to your#
# % specifications. This can get strange for characters, which might#
# look like "%lc".#

```

The result of RawDoFmt() is *ONLY* valid in V36 and later releases of EXEC. Pre-V36 versions of EXEC have "random" return values.

SEE ALSO

Documentation on the C language "printf" call in any C language reference book.

Regards

--

Colin Wenzel. Australia.

EMAIL: colstv@hotkey.net.au
 URL: http://www.hotkey.net.au/~colstv/
 ICQ: 17608330
 AMIGA: 4000T, 68060/50, 150Mb RAM,
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1.208 Re: testing function pointers...

From: Colin Wenzel <colstv@hotkey.net.au>
 Date: 06-11-00 05:19:21
 Subject: Re: testing function pointers...

On 11-Jun-00, Alexander Niven-Jenkins wrote:

```
> Hiya,
> How can you test a function pointer to see if it is NULL or not.
>
> I have a function pointer which could be NULL, of course I don't
> want to attempt to run it if it is NULL.
>
> You can't do:
>
> if( functionptr )
> {
>     funtionptr();
> }
```

Yes of course, a pointer is a pointer is a pointer... etc...
 Infact, that IS the way to do it, you should never jump to
 a location that may be possible to be NULL...

```
> See?
> This is actually a pointer to a class member function.
> At the moment it is run as:
>
> ( this->*functionptr )();
>
```

No, just "this->functionptr" is the pointer,
 "this->functionptr();" runs it.....

Add the braces to cause execution of the pointer.
 Arguments can be place in the braces if you want.

Regards

--

Colin Wenzel. Australia.

EMAIL: colstv@hotmail.net.au
URL: http://www.hotkey.net.au/~colstv/
ICQ: 17608330
AMIGA: 4000T, 68060/50, 150Mb RAM,
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1.209 Re: testing function pointers...

From: Alexander Niven-Jenkins <anj@cremlinsoftware.org>
Date: 06-11-00 07:45:33
Subject: Re: testing function pointers...

Hiya Colin,

On 11-Jun-00, you wrote:

```
>> This is actually a pointer to a class member function.  
>> At the moment it is run as:  
>>  
>> ( this->*functionptr ) ();  
>>
```

```
> No, just "this->functionptr" is the pointer,  
> "this->functionptr();" runs it.....
```

```
> Add the braces to cause execution of the pointer.  
> Arguments can be place in the braces if you want.
```

I thought this but:

```
if( this->functionptr )  
{  
    ( this->*functionptr ) ()  
}
```

Causes StormC to chuck up an error: Condition expected.

What I didn't realise is that you have to do:

```
if( this->functionptr != NULL )
```

Thanks!

Kind regards...

Alex

--

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Founder, lead programmer - ghandi@cremlinsoftware.org
Production, programmer - anj@cremlinsoftware.org

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1.210 Re: MP vs. good programs (was: Re: Off topic, and libraries :))

From: Lee Atkins <lee@loonyjuicesoftware.freemove.co.uk>

Date: 06-11-00 12:33:44

Subject: Re: MP vs. good programs (was: Re: Off topic, and libraries :))

> Memory protection doesn't exclude this. And I'm sure any so called
> talented coder would prefer memory protection over nothing any day of the
> week... :-)

>

> Regards Allan

>

Memory protection IMHO is a waste of good processor time.. You just have to know ←
your code

inside out. If you dont its bound to be full of bugs. In the end its all
down to the quality of your testing. Coming from a safety critical point of
view, memory protection is a waste of time.

Lee.

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1.211 Re: long to string

From: Sebastian Jedruszkiewicz <bjsebo@jota.wi.tuniv.szczecin.pl>
Date: 06-11-00 12:37:52
Subject: Re: long to string

Hello Colin

On 11-Jun-00, Colin Wenzel wrote:

```
>> Sebastian  
>  
> No....  
>  
> That should be "%ld" for a long value, (32 bits).  
> "%d" is for word sized values only.... (16 bits)
```

sure, it was just an example of how to use sprintf for value-to-string conversion.

Sebastian

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1.212 Re: Tabs to spaces and visa versa

From: Tim Hanson <msinister@connectfree.co.uk>
Date: 06-11-00 12:56:12
Subject: Re: Tabs to spaces and visa versa

Hi Ilkka

Ilkka Lehtoranta wrote this on 09-Jun-00 at 21:00:31

> Hello Charlie

>

> On 10-Kes-00, you wrote:

>

>> Hi.

```
>> I have this question regarding texteditors. In my texteditor Tabs are  
>> converted into spaces, but then I need to convert them back into tabs. I  
>> have an idea but I dont know if its safe. Assuming that tab length is 4.  
>> I will look for 4 consecutive spaces and convert that into a tab. This  
>> will work if the 4 spaces started out as a tab character, but what if  
>> they were just 4 spaces typed by the user.
```

>

```
> So, where is the difference? When I got DME on my A500 days sources  
> shortened considerably and I did nothing but used DME instead of Ed.  
> They all use same technique as you are using. Just add an option somewhere  
> so user can choose tabs or spaces.
```

>

> Your approach is perfectly ok.

What if I want 6 space tabs? Which I do.

--

Tim Hanson,
by the River, Canterbury, Kent.
Amiga A1200T, '040/25,603e/160,32MB Fast,BVisionPPC,
8.4GB IDE HD,ZIP SCSI,RENO x2CD SCSI,Pace 56K
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1.213 Register r11 and VBCC was.

From: Tim Hanson <msinister@connectfree.co.uk>
Date: 06-11-00 13:05:40
Subject: Register r11 and VBCC was.

Hi All, Especially Volker and Frank.

Does VBCC_WOS use register r11 for any special purpose.
I notice in .asm file that most (all?) functions start with
mflr r11

Is it the stack frame pointer or something?
I'm experiencing a recurrent intermitent page fault was exception from an
offset from r11.

--

Tim Hanson,
by the River, Canterbury, Kent.
Amiga A1200T, '040/25,603e/160,32MB Fast,BVisionPPC,
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1.214 Re: Tabs to spaces and visa versa

From: Tim Hanson <msinister@connectfree.co.uk>
Date: 06-11-00 13:36:47
Subject: Re: Tabs to spaces and visa versa

Hi Andrew

Andrew Markwell wrote this on 10-Jun-00 at 02:33:47

> Ahh... this requires some thought. You can make two assumptions though;
>
> (a) true tabs will always either follow another true tab, OR
> (b) will follow a newline character.
>
> You can just check these two conditions each time your converter comes
> across 4 spaces.
>
> Andrew Markwell

Are you sure this is true? I use tabs to separate all sorts of things.
TagItems in variarg functions; single line comments; multiple statements on
one line.

Also the point of a tab is that it is not fixed length. It takes the cursor up
to the next tab mark so that columns line up even if the preceding phrases
are different lengths.

--

Tim Hanson,
by the River, Canterbury, Kent.
Amiga A1200T, '040/25,603e/160,32MB Fast,BVisionPPC,
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1.215 Re: Waiting for disk activity to finish.

From: Tim Hanson <msinister@connectfree.co.uk>
Date: 06-11-00 13:56:32
Subject: Re: Waiting for disk activity to finish.

Hi Alexander

Alexander Niven-Jenkins wrote this on 10-Jun-00 at 22:18:35

```
>> When I need to reboot in dodgy situations I always run
>> SnoopDos and click the pause button. This I assume has a similar effect.
>
> What's this for?
>
> Wouldn't it just be easier to see if your HDDs, CDs etc LED is on and if
> not hit the reset/power button?
>
> Save you a lot of work in the long run?
```

Sorry I should have explained that better. I mean a situation where I've just typed something like:

```
copy dh0:#? dh0:system/ all
```

by mistake but with some 3rd party prog that doesn't respond to ctrl C and I want to stop it quick before it recursively fills my whole partition with multiple copies of my partition. SnoopDos stops the disk activity so I can rebbot.

To be honest I bet I'm the only person who ever does things as stupid as this.

--

Tim Hanson,
by the River, Canterbury, Kent.
Amiga A1200T, '040/25, 603e/160, 32MB Fast, BVisionPPC,
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1.216 Re: Tabs to spaces and visa versa

From: Alexander Niven-Jenkins <anj@cremlinsoftware.org>
Date: 06-11-00 14:27:19
Subject: Re: Tabs to spaces and visa versa

Hiya Charlie,

On 11-Jun-00, you wrote:

```
> Or maybe I should just keep everything as spaces. eg if a user presses the
```

> tab key convert them into spaces
> and leave it like that.

That's what Allan does with `texteditor.mcc` and it is diabolical (sorry Allan), the moment you start using proportional fonts etc you lose the point of tabs if you substitute spaces.

Tabs need to be Tabs for display!

Kind regards...

Alex

--

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1.217 Re: testing function pointers...

From: Colin Wenzel <colstv@hotmail.com>
Date: 06-11-00 15:50:32
Subject: Re: testing function pointers...

On 11-Jun-00, Alexander Niven-Jenkins wrote:

```
> Hiya Colin,  
> On 11-Jun-00, you wrote:  
>> No, just "this->functionptr" is the pointer,  
>> "this->functionptr();" runs it.....  
>  
>> Add the braces to cause execution of the pointer.  
>> Arguments can be placed in the braces if you want.  
>  
> I thought this but:  
>  
> if( this->functionptr )  
> {  
>     ( this->functionptr )()  
> }  
>  
> Causes StormC to chuck up an error: Condition expected.  
> What I didn't realise is that you have to do:  
>  
> if( this->functionptr != NULL )  
>     Thanks!
```

You may as well just do a boolean test,

because the compare is against zero...

```
if( this->functionptr )
    this->functionptr();
```

BTW: You forgot the semicolon.... (:>

--

Colin Wenzel. Australia.

EMAIL: colstv@hotmail.net.au
URL: http://www.hotkey.net.au/~colstv/
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1.218 Re: Includes and Boopsi questions.

From: Shinda <shindakebab@yahoo.com>
Date: 06-11-00 16:12:11
Subject: Re: Includes and Boopsi questions.

I found this on the dice docs:

To get your executables to use inline calls to OS functions, remember you must (in fact, always should) #include files from the clib drawer (not the proto, pragma or whatever drawer). DICE will then include the relevant file from the dinclude:clib drawer and then the actual protos header from the amiga??/clib drawer. See the docs for more info.

Also in the docs it says that if you use clib you can use inline for some functions as well as all.

Any comments on this is welcome.

Shinda

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1.219 long to string example

From: René <J.Pond@gmx.de>
Date: 06-11-00 16:50:51
Subject: long to string example

Here is a example.

```
struct TagItem *tag;  
STRPTR text;  
  
tag = FindTagItem(GA_Text, ops->ops_AttrList);  
text = STRPTR(tag->ti_Data);  
  
len = strlen(text);  
  
Text(RP, text, len);
```

The gadget text is "Test".
The result from my code is "D7b". :(

Bye.

--

<http://homepages.compuserve.de/BlackDog638/index.html>

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1.220 Re: Tabs to spaces and visa versa

From: Alexander Niven-Jenkins <anj@cremlinsoftware.org>
Date: 06-11-00 19:03:13
Subject: Re: Tabs to spaces and visa versa

Hiya Charlie,

On 11-Jun-00, you wrote:

>> That's what Allan does with texteditor.mcc and it is diabolical
>> (sorry
>> Allan), the moment you start using proportional fonts etc you loose the
>> point of tabs if you substitute spaces.

>> Tabs need to be Tabs for display!

> So this is near impossible to implement.

> So it would be better to convert all spaces into tabs rather than
> converting tabs into spaces.

It's not a hard concept, but I can understand the difficulty in implementing it.

A tab is a tab and a space a space :-)))

The easiest way would be to substitute tabs for spaces, but this so doesn't look/work well with non-fixed width fonts.

Another point, if you do substitute tabs for spaces, is that it won't always be a fixed value will it?

Take for example as a user I have chosen a tab to be 4 spaces, if I press tab it won't necessarily add 4 spaces will it, it will add as many needed to get to the next boundary.

So if I had xx and pressed tab, 2 spaces would be added, but if I had xxx only 1 etc...

If you leave them as a tab character, you can then on moving the cursor or whatever over that character work out where it should go.

Like CED etc...

That's how it should be done!

Kind regards...

Alex

--

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1.221 Re: testing function pointers...

From: Alexander Niven-Jenkins <anj@cremlinsoftware.org>
Date: 06-11-00 19:04:46
Subject: Re: testing function pointers...

Hiya Colin,

On 11-Jun-00, you wrote:

```
>> Causes StormC to chuck up an error: Condition expected.  
>> What I didn't realise is that you have to do:  
>>  
>> if( this->functionptr != NULL )  
>> Thanks!
```

```
> You may as well just do a boolean test,  
> because the compare is against zero...
```

```
> if( this->functionptr )  
>     this->functionptr();
```

See the above line. I can't do that as Storm chucks up a 'Condition expected' error. Hence my asking on the list how to do it in the first place. I have to have the != NULL bit to satisfy Storm!!!

```
> BTW: You forgot the semicolon.... (:>
```

hehehe, typo, I wasn't cut 'n pating code.

Kind regards...

Alex

--

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1.222 Re: Re: Tabs to spaces and visa versa

From: Andrew Markwell <andrewmarkwell@hotmail.com>
Date: 06-11-00 19:24:21
Subject: Re: Re: Tabs to spaces and visa versa

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

>Reply-To: amiga-c@egroups.com
>To: amiga-c@egroups.com
>Subject: [amiga-c] Re: Tabs to spaces and visa versa
>Date: Sun, 11 Jun 2000 13:36:47 +0100
>
>Hi Andrew
>Andrew Markwell wrote this on 10-Jun-00 at 02:33:47
>
> > Ahh... this requires some thought. You can make two assumptions though;
> >
> > (a) true tabs will always either follow another true tab, OR
> > (b) will follow a newline character.
> >
> > You can just check these two conditions each time your converter comes
> > across 4 spaces.
> >
> > Andrew Markwell
>
>Are you sure this is true? I use tabs to separate all sorts of things.
>TagItems in variarg functions; single line comments; multiple statements on
>one line.
>Also the point of a tab is that it is not fixed length. It takes the cursor
>up
>to the next tab mark so that columns line up even if the preceding phrases
>are different lengths.

I was assuming that the converter was supposed to convert tabs in C/C++ source - i.e. the tabs that most people use to indent code. Of course, if you use tabs in other places (like the middle of a line) then the converter would mess up.

In a previous post the author (sorry, forgot his name) mentioned that the tab size was configurable by the user, so assuming tabs were only used for indenting then it would line up fine.

Andrew Markwell

"Those who stand in doorways block the passage of life"

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1.223 Re: Tabs to spaces and visa versa

From: Alexander Niven-Jenkins <anj@cremlinsoftware.org>
Date: 06-11-00 19:27:05
Subject: Re: Tabs to spaces and visa versa

Hiya Charlie,

On 12-Jun-00, you wrote:

> No, the number of spaces inserted will depend on a user configurable tab
> length
> value.

The whole point of a tab is to allow the alignment of text.

It's hard to show you from within YAM because it uses texteditor.mcc :-)

But if you look at CED or any word processor, WordWord, Word, or even the StormC editor. When you press tab it moves you to the next boundary, it doesn't just add n spaces.

Even though the tab might be a user defined number of spaces, when you press tab your program will not always enter this number of spaces into the display.

Say the tab limit was set to 4.

If I press tab from character 1 (left edge) 4 spaces would be added. If I was at character 2, 3 spaces would be added, character 3, 2 spaces, character 4, 1 space, character 5, 4 spaces and so on...

The problem like I said is with non-fixed width fonts where you can't work with spaces, you'll have to particularly place text areas. But that's where it gets really complex.

The best example is CED, maybe Olaf could give you some pointers!

Kind regards...

Alex

--

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1.224 Re: Display Database

From: Ilkka Lehtoranta <iti@solutions.fi>
Date: 06-11-00 20:38:00
Subject: Re: Display Database

Hello Daithi

On 11-Kes-00, you wrote:

DO> I am developing a program which in the interests of compatibility uses
DO> the BestModeID function. However the damn thing keeps opening PAL
DO> screens on me, which given that I have a BVPPC is very annoying indeed.
DO> How can I remove the PAL and NTSC modes from the display database? I
DO> have moved the files out of Devs:Monitors but this doesn't seem to have
DO> done much.

I think you can't since it looks like PAL (or NTSC) modes are always available. So you can't delete them. But you can use screen mode requester and filter useless modes out.

Btw. I don't know if VGA Only makes any difference?

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1.225 Re: Re: Tabs to spaces and visa versa

From: Charlie <charlie@amigaforever.free-online.co.uk>
Date: 06-11-00 22:18:26
Subject: Re: Re: Tabs to spaces and visa versa

----- Original Message -----

From: Tim Hanson <msinister@connectfree.co.uk>
To: <amiga-c@egroups.com>
Sent: Sunday, June 11, 2000 4:56 AM
Subject: [amiga-c] Re: Tabs to spaces and visa versa

> Hi Ilkka
> Ilkka Lehtoranta wrote this on 09-Jun-00 at 21:00:31
> > Hello Charlie
> >
> > On 10-Kes-00, you wrote:
> >
> >> Hi.
> >> I have this question regarding texteditors. In my texteditor Tabs
are

> >> converted into spaces, but then I need to convert them back into tabs.
I
> >> have an idea but I dont know if its safe. Assuming that tab length is
4.
> >> I will look for 4 consecutive spaces and convert that into a tab. This
> >> will work if the 4 spaces started out as a tab character, but what if
> >> they were just 4 spaces typed by the user.
> >
> > So, where is the difference? When I got DME on my A500 days sources
> > shortened considerably and I did nothing but used DME instead of Ed.
> > They all use same technique as you are using. Just add an option
somewhere
> > so user can choose tabs or spaces.
> >
> > Your approach is perfectly ok.
>
>
> What if I want 6 space tabs? Which I do.
> --

I was just taking 4 as an example, the tab length will be configurable by
the user.

So you are saying I should convert these spaces into tabs even though they
might not have started out
as tabs.

Or maybe I should just keep everything as spaces. eg if a user presses the
tab key convert them into sapces
and leave it like that.

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1.226 Re: Tabs to spaces and visa versa

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-11-00 22:41:43
Subject: Re: Tabs to spaces and visa versa

On 12-Jun-00, Charlie wrote:

>> I was at character 2, 3 spaces would be added, character 3, 2 spaces,
>> character 4, 1 space, character 5, 4 spaces and so on...
> So each boundary is the size of the tablength(eg 4)

Yes: `tabs_to_insert = tab_length - (cursor_x % tab_length)`

> Anyone have example texteditor source or know where to get some , the Aminet
> isnt very helpful.

It certainly depends on which type of editor source you're looking for. All UNIX/Linux editors should come with source, I think JED or NEdit are the best ones, so search the net for these.

Regards Allan

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1.227 Re: Display Database

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-11-00 22:43:01
Subject: Re: Display Database

On 11-Jun-00, Daithi O'Cuinn wrote:

> I am developing a program which in the interests of compatibility uses the
> BestModeID function. However the damn thing keeps opening PAL screens [...]

Some clarifications about this function and RTG systems would be nice.

I too found that this function sucks, and I see that both P96.lib & CGX.lib offer replacement functions which I think they endorse -- though I can't see why they couldn't just have patched the existing one...

Regards Allan

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1.228 Re: Tabs to spaces and visa versa

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-11-00 22:44:26
Subject: Re: Tabs to spaces and visa versa

On 12-Jun-00, Charlie wrote:

```
>> If you leave them as a tab character, you can then on moving the cursor
>> or whatever over that character work out where it should go.
> I do keep them as tab characters but for internal purposes and for
> displaying the text they need to be converted into spaces.
> The problem is converted them back into tab characters again.
```

hmm... why do you dispose the original line buffer?

Regards Allan

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1.229 Re: Tabs to spaces and visa versa

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-11-00 22:49:43
Subject: Re: Tabs to spaces and visa versa

On 11-Jun-00, Alexander Niven-Jenkins wrote:

```
> That's what Allan does with texteditor.mcc and it is diabolical (sorry
> Allan) [...]
```

Don't worry -- I hate it myself ;-)

Texteditor.mcc was put together in a hurry because I hated the existing editor in YAM, that's why I choose a lot of easy shortcuts, furthermore an argument were that the text would be sent as an email, and here tabs make no sence, since the receiver is unlikely to expand them with the same setting. But today I do regret this quick tab implementation...

Regards Allan

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1.230 Message parsing with MP (was: Re: Off topic)

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-11-00 23:04:31
Subject: Message parsing with MP (was: Re: Off topic)

On 09-Jun-00, Tim Hanson wrote:

> Doesn't having full memory protection mean that inter-process messages have
> to be passed by copy rather than just passing a pointer.

For smaller messages this is the case. But an advanced OS will most likely also allow a task to grant other tasks read or write access to one of its pages, which is useful for larger messages.

> IMHO the current Amiga OS message system is one of it's best features and
> I would be sorry to see it go.

Sending a copy rather than a memory pointer eliminates the current synchronization problems, e.g. when you get an intui-message you can't answer it before you've either used or copied the fields, and meanwhile input.devicee will hang. Also, keep in mind that our Amiga has a peak performance which is probably less than 10 MB/s, a modern architecture has how much? I do recall reading about transferring up to several gigabytes between the first level cache and the processor. But someone else probably know these figures better than I.

> Is virtual memory that important? Apps that need it can always implement
> their own virtual virtual memory.

Not really. If the OS runs low on memory the OS will swap out the least used pages. Now if you're using a web-browser you'd certainly want all other programs to swap out their pages, so having VM only in the web-browser makes little sense. Furthermore if it had build in WM then there would be a lot of overhead on each memory access and it wouldn't really be able to swap out all segments.

Regards Allan

--

URL: <http://www.diku.dk/students/duff/>

<sb>

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1.231 Re: Re: Tabs to spaces and visa versa

From: Charlie <charlie@amigaforever.free-online.co.uk>
Date: 06-11-00 23:10:19
Subject: Re: Re: Tabs to spaces and visa versa

----- Original Message -----

From: Alexander Niven-Jenkins <anj@cremlinsoftware.org>
To: <amiga-c@egroups.com>
Sent: Sunday, June 11, 2000 6:27 AM
Subject: [amiga-c] Re: Tabs to spaces and visa versa

> Hiya Charlie,
>
> On 11-Jun-00, you wrote:
>
> > Or maybe I should just keep everything as spaces. eg if a user presses
the
> > tab key convert them into sapces
> > and leave it like that.
>
> That's what Allan does with texteditor.mcc and it is diabolical (sorry
> Allan), the moment you start using proportional fonts etc you loose the
> point of tabs if you substitute spaces.
>
> Tabs need to be Tabs for display!

So this is near impossible to implement.

So it would be better to convert all spaces into tabs rather than converting
tabs into spaces.

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1.232 Re: Memory, offsets

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-11-00 23:21:55
Subject: Re: Memory, offsets

On 10-Jun-00, Johan Rasten wrote:

> It's like this.. I have a class called rawdata, which handles memory
> allocation for me. [...] and I want to add an offset to the

> adress of the image so I can locate the correct element.

So maybe you could use a struct like this:
struct MyImage { UBYTE Chunky[HEIGHT][WIDTH]; };

Casting the memory pointer to the above structure will allow you to access pixels as `img->Chunky[y][x]`.

Regards Allan

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1.233 Re: Off topic, and libraries :) and asm

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-11-00 23:26:47
Subject: Re: Off topic, and libraries :) and asm

On 10-Jun-00, Johan Rasten wrote:

>> Yes, but how much slower? Try running SegTRacker an MuForce all
>> the time. It's dog slow.
> But if the VP is parsing all the commands wouldn't it be very easy to check
> if the memwrite is legal?

I don't understand this...

> And speaking of little/big endian.. Isn't there some standard called network
> order?

I think there's a statement that the standard network order is big endian. I.e. all binary data found on the net should be stored a big endian. But I don't really know exactly what this means, as binary formats already must specify the order, and it may differ from format to format. But I'd guess it's just that new formats created (for the net), like PNG, should use big endian.

> To go even more off topic.. Does anybody know what "section code, code"
> (asm) means?

AFAIK the declaration is: `section label, (CODE|DATA|BSS)`

The 'section' keyword says there's a new section (i.e. a new hunk in the object file) and the label doesn't metter. The latter argument can be code to indicate a code segment, data to indicate data or bss to indicate bss, in which you mustn't have initialized data (since only the size of this segment is stored in the object file, and it'll then be allocated during LoadSegment, rather than loaded (since it's empty)).

Regards Allan

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1.234 Re: Re: MP vs. good programs (was: Re: Off topic, and libraries :))

From: Paul Hill <paul@lagernet.clara.co.uk>
Date: 06-12-00 00:24:14
Subject: Re: Re: MP vs. good programs (was: Re: Off topic, and libraries :))

On 11-Jun-00 11:33:44, Lee Atkins wrote:

>> Memory protection doesn't exclude this. And I'm sure any so called
>> talented coder would prefer memory protection over nothing any day of the
>> week... :-)

>Memory protection IMHO is a waste of good processor time.. You just have to
>know your code inside out. If you dont its bound to be full of bugs. In the
>end its all down to the quality of your testing. Coming from a safety
>critical point of view, memory protection is a waste of time.

1. Memory protection uses hardly any processor time. Try Linux/68k. In many cases it's *faster* than AmigaOS. Quite a few people mentioned Windows which has a very poor MP implementation.

2. Its *impossible* to fully test the code for a reasonable sized program. You never know what users are going to do with your programs.

Memory protection is essential on a modern OS.

--
Paul

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1.235 Re: Tabs to spaces and visa versa

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-12-00 00:44:45

Subject: Re: Tabs to spaces and visa versa

On 12-Jun-00, Charlie wrote:

```
>> hmm... why do you dispose the original line buffer?
> When moves the cursor to a line, that line is copied into a buffer. when the
> cursor leaves that line, the buffer contents are copied into the line
> structure again.
```

So if I move the cursor down the text, it'll copy twice the memory I pass? This sounds quite redundant to me.

Why can't you edit the line in place? If I understand it correctly then it's only when you print a line that tabs are a hazard, right? Something like this should be able to print a line with tabs, assuming there's a tab stop every 32th pixel, and text starts at rastport-position 0:

```
while(i = strchr(str, '\t'))
{
    Text(rp, str, i);
    Move(rp, rp->cp_x + (32 - rp->cp_x % 32), rp->cp_y);
    str += i+1;
}

if(*str)
    Text(rp, str, strlen(str)-1);
```

Regards Allan

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1.236 Re: Tabs to spaces and visa versa

From: Alexander Niven-Jenkins <anj@cremlinsoftware.org>

Date: 06-12-00 01:00:45

Subject: Re: Tabs to spaces and visa versa

Hiya Allan,

On 11-Jun-00, you wrote:

```
>> That's what Allan does with texteditor.mcc and it is diabolical (sorry
>> Allan) [...]
```

```
> Don't worry -- I hate it myself ;-)
```

```
> Texteditor.mcc was put together in a hurry because I hated the existing
> editor in YAM, that's why I choose a lot of easy shortcuts, furthermore an
> argument were that the text would be sent as an email, and here tabs make
> no sence, since the receiver is unlikely to expand them with the same
```

> setting. But today I do regret this quick tab implementation...

I think in this 'day and age' you have to put up with methods that the like of M\$ use. No where in programs like MSMail/Outlook etc can you define the size of a tab.

A tab exists as n pixels.

I think this method needs to be adopted.

I know it's not perfect, but the main use of a tab is to line things up, irrelevant of how large the tab size is, if it is a true tab and not spaces it will always line up.

As long as you pick a reasonable value it should be fine.

Just my thought's :-)

Kind regards...

Alex

--

Cremlin Software - <http://www.cremlinsoftware.org>
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1.237 Re: Register r11 and VBCC wos.

From: Volker Barthelmann <volker@vb.franken.de>
Date: 06-12-00 02:05:28
Subject: Re: Register r11 and VBCC wos.

On Sun, 11 Jun 2000, Tim Hanson wrote:

> Does VBCC_WOS use register r11 for any special purpose.

No. It's used as a temporary for different purposes.

> I notice in .asm file that most (all?) functions start with
> mflr r11

If the return address of a function has to be saved then it has to be moved from the link-register to a gpr. vbcc usually uses r11 here.

> Is it the stack frame pointer or something?

No.

Volker

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1.238 Re: Tabs to spaces and visa versa

From: Allan Odgaard <Duff@DIKU.DK>
 Date: 06-12-00 02:37:23
 Subject: Re: Tabs to spaces and visa versa

On 12-Jun-00, Alexander Niven-Jenkins wrote:

> [...] irrelevant of how large the tab size is, if it is a true
 > tab and not spaces it will always line up.

Most "aligned data" contain several tabs between two columns, e.g. this fictional schedule has a tab-size of 4 (when entered) and the dots indicate tab-stops. If you send the table with real tab characters, and the receiver uses anything besides 4 then it'll often look wrong.

```

. . . . . . . . .
      Monday          Tuesday
10:00  Get up        Sleep
11:00  ?             Get up
12:00  Buy breakfast ?
  
```

Reprinting the above, now with a tab size of 8 yields:

```

. . . . . . . . .
      Monday          Tuesday
10:00  Get up        Sleep
11:00  ?             Get up
12:00  Buy breakfast ?
  
```

So real tabs are quite ambiguous and should be avoided in both emails and html pages, at least the latter is a W3C recommendation...

Regards Allan

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1.239 long to string example

From: René <J.Pond@gmx.de>
Date: 06-12-00 02:43:25
Subject: long to string example

Here is a example.

```
struct TagItem *tag;  
STRPTR text;  
  
tag = FindTagItem(GA_Text, ops->ops_AttrList);  
text = STRPTR(tag->ti_Data);  
  
len = strlen(text);  
  
Text(RP, text, len);
```

The gadget text is "Test".
The result from my code is "D7b". :(
#sprintf# is not usable.

Bye.

--

<http://homepages.compuserve.de/BlackDog638/index.html>

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1.240 Re: Re: Tabs to spaces and visa versa

From: Charlie <charlie@amigaforever.free-online.co.uk>
Date: 06-12-00 03:24:35
Subject: Re: Re: Tabs to spaces and visa versa

----- Original Message -----

From: Alexander Niven-Jenkins <anj@cremlinsoftware.org>
To: <amiga-c@egroups.com>

Sent: Sunday, June 11, 2000 11:03 AM
Subject: [amiga-c] Re: Tabs to spaces and visa versa

> Hiya Charlie,
>
> On 11-Jun-00, you wrote:
>
> >> That's what Allan does with texteditor.mcc and it is diabolical
> >> (sorry
> >> Allan), the moment you start using proportional fonts etc you loose the
> >> point of tabs if you substitute spaces.
>
> >> Tabs need to be Tabs for display!
>
> > So this is near impossible to implement.
>
> > So it would be better to convert all spaces into tabs rather that
> > converting tabs into spaces.
>
> It's not a hard concept, but I can understand the difficulty in
> implementing it.
>
> A tab is a tab and a space a space :-)))
>
> The easiest way would be to substitute tabs for spaces, but this so
> doesn't look/work well with non-fixed width fonts.
> Another point, if you do substitute tabs for spaces, is that it won't
> always be a fixed value will it?

No, the number of spaces inserted will depend on a user configurable tab
length
value.

>
> Take for example as a user I have chosen a tab to be 4 spaces, if I
press
> tab it won't necessarily add 4 spaces will it, it will add as many needed
to
> get to the next boundary.
> So if I had xx and pressed tab, 2 spaces would be added, but if I had
xxx
> only 1 etc...

I dont understand all this.

>
> If you leave them as a tab character, you can then on moving the cursor
> or whatever over that character work out where it should go.
>

I do keep them as tab characters but for internal purposes and for
displaying the text
they need to be converted into spaces. The problem is converted them back
into tab
characters again.

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1.241 Re: Re: Waiting for disk activity to finish.

From: Charlie <charlie@amigaforever.free-online.co.uk>
Date: 06-12-00 03:26:34
Subject: Re: Re: Waiting for disk activity to finish.

----- Original Message -----

From: Tim Hanson <msinister@connectfree.co.uk>
To: <amiga-c@egroups.com>
Sent: Sunday, June 11, 2000 5:56 AM
Subject: [amiga-c] Re: Waiting for disk activity to finish.

> Hi Alexander
> Alexander Niven-Jenkins wrote this on 10-Jun-00 at 22:18:35
>
> >> When I need to reboot in dodgy situations I always run
> >> SnoopDos and click the pause button. This I assume has a similar
> effect.
> >
> > What's this for?
> >
> > Wouldn't it just be easier to see if your HDDs, CDs etc LED is on and
> if
> > not hit the reset/power button?
> >
> > Save you a lot of work in the long run?
>
> Sorry I should have explained that better. I mean a situation where I've
> just
> typed something like:
>
> copy dh0:#? dh0:system/ all
>
> by mistake but with some 3rd party prog that doesn't respond to ctrl C and
> I
> want to stop it quick before it recursively fills my whole partition with
> multiple copies of my partition. SnoopDos stops the disk activity so I can
> rebbot.
>
> To be honest I bet I'm the only person who ever does things as stupid as

this.
>

Maybe you can just pause the task that is responsible for disk access.

eg. dh0: is entered as a task, so you could kill it or something like that.

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1.242 Re: Re: Tabs to spaces and visa versa

From: Charlie <charlie@amigaforever.free-online.co.uk>
Date: 06-12-00 03:57:10
Subject: Re: Re: Tabs to spaces and visa versa

----- Original Message -----

From: Andrew Markwell <andrewmarkwell@hotmail.com>
To: <amiga-c@egroups.com>
Sent: Sunday, June 11, 2000 12:24 PM
Subject: Re: [amiga-c] Re: Tabs to spaces and visa versa

>
>
>

> >From: Tim Hanson <msinister@connectfree.co.uk>
> >Reply-To: amiga-c@egroups.com
> >To: amiga-c@egroups.com
> >Subject: [amiga-c] Re: Tabs to spaces and visa versa
> >Date: Sun, 11 Jun 2000 13:36:47 +0100

> >

> >Hi Andrew

> >Andrew Markwell wrote this on 10-Jun-00 at 02:33:47

> >

> > > Ahh... this requires some thought. You can make two assumptions
though;

> > >

> > > (a) true tabs will always either follow another true tab, OR

> > > (b) will follow a newline character.

> > >

> > > You can just check these two conditions each time your converter comes
> > > across 4 spaces.

> > >

> > > Andrew Markwell

> >
> >Are you sure this is true? I use tabs to separate all sorts of things.
> >TagItems in variarg functions; single line comments; multiple statements
> on
> >one line.
> >Also the point of a tab is that it is not fixed length. It takes the
> cursor
> >up
> >to the next tab mark so that columns line up even if the preceding
> phrases
> >are different lengths.
>
> I was assuming that the converter was supposed to convert tabs in C/C++
> source - i.e. the tabs that most people use to indent code. Of course, if
> you use tabs in other places (like the middle of a line) then the
> converter
> would mess up.
>
> In a previous post the author (sorry, forgot his name) mentioned that the
> tab size was configurable by the user, so assuming tabs were only used for
> indenting then it would line up fine.

Well, the editor is going to be programmer based, like GoldEd, DME etc.
Fixed fonts only aswell.

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http://click.egroups.com/1/4358/1/_/451227/_/960749615/

1.243 Re: Re: Tabs to spaces and visa versa

From: Charlie <charlie@amigaforever.free-online.co.uk>
Date: 06-12-00 04:03:55
Subject: Re: Re: Tabs to spaces and visa versa

----- Original Message -----

From: Alexander Niven-Jenkins <anj@cremlinsoftware.org>
To: <amiga-c@egroups.com>
Sent: Sunday, June 11, 2000 11:27 AM
Subject: [amiga-c] Re: Tabs to spaces and visa versa

> Hiya Charlie,
>
> On 12-Jun-00, you wrote:
>
> > No, the number of spaces inserted will depend on a user configurable tab
> > length

> > value.
>
> The whole point of a tab is to allow the alignment of text.
>
> It's hard to show you from within YAM because it uses texteditor.mcc
> :-)
>
> But if you look at CED or any word processor, WordWord, Word, or even
> the
> StormC editor. When you press tab it moves you to the next boundary, it
> doesn't just add n spaces.
>
> Even though the tab might be a user defined number of spaces, when you
> press tab your program will not always enter this number of spaces into
> the
> display.
>
> Say the tab limit was set to 4.
>
> If I press tab from character 1 (left edge) 4 spaces would be added.
> If
> I was at character 2, 3 spaces would be added, character 3, 2 spaces,
> character 4, 1 space, character 5, 4 spaces and so on...

So each boundary is the size of the tablength(eg 4)

Anyone have example texteditor source or know where to get some , the Aminet
isnt very helpful.

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1.244 Re: Re: Tabs to spaces and visa versa

From: Charlie <charlie@amigaforever.free-online.co.uk>
Date: 06-12-00 08:12:51
Subject: Re: Re: Tabs to spaces and visa versa

----- Original Message -----

From: Allan Odgaard <Duff@DIKU.DK>
To: <Amiga-C@EGroups.Com>
Sent: Sunday, June 11, 2000 2:44 PM
Subject: [amiga-c] Re: Tabs to spaces and visa versa

```
> On 12-Jun-00, Charlie wrote:
>
> >>   If you leave them as a tab character, you can then on moving the
cursor
> >> or whatever over that character work out where it should go.
> > I do keep them as tab characters but for internal purposes and for
> > displaying the text they need to be converted into spaces.
> > The problem is converted them back into tab characters again.
>
> hmm... why do you dispose the original line buffer?
```

When moves the cursor to a line, that line is copied into a buffer. when the cursor leaves that line, the buffer contents are copied into the line structure again.

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1.245 pointer arithmetic

From: David McMinn <dave@satanicdreams.com>
Date: 06-12-00 14:22:38
Subject: pointer arithmetic

hi all,

whats the "correct" way to add a value to a pointer?

I currently have a couple of ULONG *'s that I'm copying a rectangular area between. Obviously when I'm done with one row of data I want to increase the pointers by the modulus of the memory area.

so I simply added (src->width - rectangle->width) onto my pointer to find out that everything was corrupt although I figured out that I needed to divide the modulus by 4.

Now, I know that some things work on the size of the pointer (++ increases by 4 etc) but I thought adding a value onto it would simply add that value on? Or does it always take that value to be the number of ULONGs to add on in this case?

--

|) /\ \/][|) |\/| c |\/|][|\/| |\/| | dave@satanicdreams.com
| http://members.xoom.com/David_McMinn | ICQ=16827694
Fear Kevin.....http://www.kevinwarwick.org.uk

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1.246 Sin and cos

From: Thomas Cobb <tdc98@doc.ic.ac.uk>
Date: 06-12-00 15:53:01
Subject: Sin and cos

Hello,

I've written a program that needs sin and cos. It compiles/works fine with dice at home, but I need to run it at college (using linux) and gcc's linker complains that it can't find cos, sin and sqrt functions. Can someone tell me which include I need (I thought it was math.h) or just why it can't find these functions?

Cheers,

Thomas Cobb

1.247 Re: Sin and cos

From: David McMinn <dave@satanicdreams.com>
Date: 06-12-00 15:55:00
Subject: Re: Sin and cos

Hi Thomas

> Can someone tell me which include I need (I thought it was math.h) or
> just why it can't find these functions?

you also need to tell it to link the math functions into the program, so you'll need to add something like "-lm" or "-lmath" to the linker stage (or the compiler stage if you do it all in one line).

--

l) /\ \/][l) \\/| c \\/|][\\\| \\\| | dave@satanicdreams.com
http://members.xoom.com/David_McMinn | ICQ=16827694
You sendin' in the Fett? Shit, Hutt, that's all you had to say!
- Samuel L. Jackson, Jedi

1.248 Re: pointer arithmetic

From: Colin Wenzel <colstv@hotkey.net.au>
Date: 06-12-00 17:04:34
Subject: Re: pointer arithmetic

On 12-Jun-00, David McMinn wrote:

```
> hi all,  
> whats the "correct" way to add a value to a pointer?  
>  
> I currently have a couple of ULONG *'s that I'm copying a rectangular  
> area between. Obviously when I'm done with one row of data I want to  
> increase the pointers by the modulus of the memory area.  
-snip-  
>  
> Now, I know that some things work on the size of the pointer (++  
> increases by 4 etc) but I thought adding a value onto it would simply  
> add that value on? Or does it always take that value to be the number  
> of ULONGs to add on in this case?  
>
```

Yes, a LONG or ULONG pointer increments by 4 bytes,
a WORD or UWORD pointer increments by 2 bytes,
and, yes, you guessed it, a BYTE or UBYTE pointer increments by 1.

Also, a "STRUCT Bla" increments by the sizeof(STRUCT Bla)
if you are using a STRUCT DateStamp *stamp; for example,
if you do a: stamp++; it increments by 12 bytes....

This only goes for pointers, because they are pointers to
data of type (whatever)...

Doing ++ to non pointers like LONGS, WORDS, or BYTES
only increments by 1..

Enjoy....

--

Colin Wenzel. Australia.

EMAIL: colstv@hotkey.net.au
URL: http://www.hotkey.net.au/~colstv/
ICQ: 17608330
AMIGA: 4000T, 68060/50, 150Mb RAM,
OS 3.5, Spectrum Gfx Card.

1.249 Re: Re: Tabs to spaces and visa versa

From: Charlie <charlie@amigaforever.free-online.co.uk>
Date: 06-12-00 20:49:43
Subject: Re: Re: Tabs to spaces and visa versa

----- Original Message -----

From: Allan Odgaard <Duff@DIKU.DK>
To: <Amiga-C@EGroups.Com>
Sent: Sunday, June 11, 2000 4:44 PM
Subject: [amiga-c] Re: Tabs to spaces and visa versa

> On 12-Jun-00, Charlie wrote:
>
> >> hmm... why do you dispose the original line buffer?
> > When moves the cursor to a line, that line is copied into a buffer. when
> the
> > cursor leaves that line, the buffer contents are copied into the line
> > structure again.
>
> So if I move the cursor down the text, it'll copy twice the memory I pass?
This
> sounds quite redundant to me.
> Why can't you edit the line in place? If I understand it correctly then
it's
> only when you print a line that tabs are a hazard, right? Something like
this
> should be able to print a line with tabs, assuming there's a tab stop
every
> 32th pixel, and text starts at rastport-position 0:
>
> while(i = strchr(str, '\t'))
> {
> Text(rp, str, i);
> Move(rp, rp->cp_x + (32 - rp->cp_x % 32), rp->cp_y);
> str += i+1;
> }
>
> if(*str)
> Text(rp, str, strlen(str)-1);
>

The problems occur when trying to find where in the buffer the cursor is.

The line is reallocated because its length will change, when a line is saved, It is allocated only enough mem to fit the newline, So adding new chars to the line text directly will not work as there is not enough memory allocated.

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1.250 Re: Tabs to spaces and visa versa

From: BlackMael <harrism@ihug.co.nz>
Date: 06-12-00 22:08:16
Subject: Re: Tabs to spaces and visa versa

Greetings and Salutations, Charlie.

On 12-Jun-00, *Charlie* was saying...

> Anyone have example texteditor source or know where to get some , the
> Aminet isnt very helpful.

Of course Aminet is helpful. Try DME and its derivatives YaDME, XDME. Also
Jed, Jade, Uedit, FrexxEd, Emacs, Vim, Vi,

Yours, etc etc.
Martin

--
Everything should be made as simple as possible, but not simpler.
-- Albert Einstein
--
<sb>*BlackMael*
<sb>UIN 12938250
<sb>Team *AMIGA*

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1.251 Re: Tabs to spaces and visa versa

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-12-00 22:15:01
Subject: Re: Tabs to spaces and visa versa

On 12-Jun-00, Charlie wrote:

```
>> So if I move the cursor down the text, it'll copy twice the memory I pass?  
>> [ code to print a line with tabs ]  
> The problems occur when trying to find where in the buffer the cursor is.
```

Well, replace Text() with TextLength() and do a MAX(crsr_pos, strchr(str, '\t')) and then you should get the pixel offset instead.

```
> The line is reallocated because its length will change,
```

Not until the user actually types something.

Though even with a naive scheme for handling this then I don't see why it requires you to convert tabs into spaces.

```
> when a line is saved, It is allocated only enough mem to fit the newline,
```

Depending on how you manage memory then there's a few points to remember. Most systems doesn't search the freelist for best-fit, so your scheme is likely to cause a lot of fragmentation (even with best-fit this could still be the case). Also many systems tag each allocation, which increase its size, and I even believe that exec.library furthermore rounds up the size to be divide-able with 16 or 32.

So if you do the above to save space then much better methods exist, which will also eliminate much of the overhead required by alloc, copy & free.

Regards Allan

1.252 Memory-tracking debugging

From: Jesper Svennevid <jesper@fxrealm.com>
Date: 06-13-00 15:57:42
Subject: Memory-tracking debugging

I've been developing on a shared library for a while now, and I've struck into some serious trouble regarding a few of my child processes writing where they shouldn't, which results in the usual (trashed library-list, all programs crash at once, etc :), and I've now started looking for a few new debugging tools that will aid in my battle against the evil memory-trashers, and I hope that this mailing-list might be a good place to ask for advice.

I currently run only SegTracker and CyberGuard, and these seem not to be enough anymore.

--

// Jesper Svennevid : jesper@fxrealm.com
Software Developer at FXRealm Studios
<http://www.fxrealm.com/>

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-

1.253 Re: Memory-tracking debugging

From: David McMinn <dave@satanicdreams.com>
Date: 06-13-00 16:09:02
Subject: Re: Memory-tracking debugging

Hi Jesper

> I currently run only SegTracker and CyberGuard, and these
> seem not to be enough anymore.

Mungwall is pretty useful too, it can tell you if the memory you allocate/free has been damaged, or if you are allocating/freeing the wrong sizes. I think, I've only just started using it myself, but it's handy.

You could have a look at the mmulib archive too - most of these tools have been re-written so that they all work together (I think it was something like enforcer doesn't work at the same time as mungwall, because they do some nasty hacky things to the mmu).

I don't know how useful it would be for you, but Patchwork is also quite good, it lets you know if you are calling OS routines with bad parameters.

--

|) /\ \/][|) | \ / | c | \ / |][| \ | | \ | | | dave@satanicdreams.com
| http://members.xoom.com/David_McMinn | ICQ=16827694
'Feel the Force, motherfucker' - Samuel L. Jackson, Jedi

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1.254 Re: Libraries (and still off-topic ;)

From: Gürer Özen <madcat@e-kolay.net>
Date: 06-13-00 18:36:00
Subject: Re: Libraries (and still off-topic ;)

AO> Not that I can help you with your problem, but could you provide me with
AO> a link to info about this library? As it sounds interesting...

It is a part of jabber project (<http://jabber.org>). I merged their libxode (xml parsing) and libjabber (network and jabber protocol stuff) libraries into an amiga library for using in my jabber client.

AO> I don't agree here, since AmigaOS has far too many shortcomings. It's
AO> not really that hard to write a basic microkernel (speaking of

hmm, then why Hurd is still in alpha stage, they spent years of work on it :)

now another library question:

How can I convert vararg functions to shared library functions? I guess their arguments must be passed on the stack? Is it possible to call them like `func(arg1, arg2, ...)`; from programs?

--

Gurer Ozen (madcat@e-kolay.net, madcat@linuxfan.com)

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1.255 Re: Icons Sizes under AOS3.5

From: Mike Carter <mike.carter@redhotant.co.uk>
Date: 06-13-00 19:34:20
Subject: Re: Icons Sizes under AOS3.5

Hiya ,

Got your message about [amiga-c] Icons Sizes under AOS3.5, on 06-Jun-00

» While I'm at it, the StormC on the dev CD creates an executable that
» crashes I ended up fiddling around with converting amiga.lib to a
» libamiga.a for gcc, which is what I'm currently using.

Use the amiga.lib from VBCC with StormC

Dinky do,

M!ke

--

```

-----
| AMiGA 1200Ezt 060/PPC@240Mhz,82Mb RAM ___/\___ |
| 4 HDD,DD FD,5 CD-ROMS,CDrW,ZiP250 \ o0 / bUDDa/S^D|
| SCSI+IDE, 56kModem, BVGfX, 19"VDU /_\'_-\ |
\-----/
http://fly.to/BuddasWurld ICQ: 29173597

```

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1.256 Storm C v4

From: Mike Carter <mike.carter@redhotant.co.uk>
 Date: 06-13-00 19:35:22
 Subject: Storm C v4

Hi,

Is StormC 4 available to buy now or was it only demoed at this World Of Alternative show on the weekend? Allan O. you seem to know about it? :)

Are the public allowed to buy, and can you tell us what is so great about it yet?

Thanks,

M!Ke C

--

```

-----
| AMiGA 1200Ezt 060/PPC@240Mhz,82Mb RAM ___/\___ |
| 4 HDD,DD FD,5 CD-ROMS,CDrW,ZiP250 \ o0 / bUDDa/S^D|
| SCSI+IDE, 56kModem, BVGfX, 19"VDU /_\'_-\ |
\-----/
http://fly.to/BuddasWurld ICQ: 29173597

```

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1.257 RE: Re: Libraries (and still off-topic ;)

From: Jesper Svennevid <jesper@fxrealm.com>
 Date: 06-13-00 21:00:27
 Subject: RE: Re: Libraries (and still off-topic ;)

> -----Original Message-----
 > From: GurerOzen [madcat@e-kolay.net]
 >
 > now another library question:
 >
 > How can I convert vararg functions to shared library
 > functions? I guess their arguments must be passed on
 > the stack? Is it possible to call them like
 > func(arg1, arg2, ...); from programs?

usually, vararg-functions are handled by the compiler
 (as in the case of SAS/C, you use tagcall instead of
 amicall in the pragma), or you could write something
 like this:

```
// this is your shared library function

int MyFuncTagList( int val, struct TagItem* tags );

// vararg-stub for MyFuncTagList, should be similar to
// the code generated by your compiler

int MyFuncTags(int val, ULONG tag1, ... )
{
    return MyFuncTagList(val, (struct TagItem*)&tag1);
}

--
// Jesper Svennevid : jesper@fxrealm.com
// Software Developer at FXRealm Studios
// http://www.fxrealm.com/
```

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1.258 RE: Re: MP vs. good programs (was: Re: Off topic, and I libraries :))

From: Jesper Svennevid <jesper@fxrealm.com>
Date: 06-13-00 21:12:55
Subject: RE: Re: MP vs. good programs (was: Re: Off topic, and l ibraries :))

> -----Original Message-----
> From: Lee Atkins [lee@loonyjuicesoftware.freemove.co.uk]
>
> Memory protection IMHO is a waste of good processor time..
> You just have to know your code inside out. If you dont
> its bound to be full of bugs. In the end its all down to
> the quality of your testing. Coming from a safety critical
> point of view, memory protection is a waste of time.

It's easy to say, until you sit there yourself with 50.000+
lines of C, and your program keeps crashing at random times
because somewhere you trash some vital system-structure.. :)

As memory protection takes so little of the CPU time (you
shouldn't notice much slowdown, as it'd usually require just
a change of MMU-tables and flushing the ATB), it's a waste
not to implement it in something new. Good testing
doesn't solve every bug that may show up.

(But I agree that MP isn't a necessity, stuff that doesn't
need it shouldn't be enforced to use it, like tiny embedded
devices and similar)

--
// Jesper Svennevid : jesper@fxrealm.com
Software Developer at FXRealm Studios
<http://www.fxrealm.com/>

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1.259 Re: Off topic, and libraries :) and asm

From: Johan Rasten <alt@gothik.nu>
Date: 06-13-00 21:32:33
Subject: Re: Off topic, and libraries :) and asm

Hello Allan

On 11-Jun-00, Allan Odgaard wrote:

>> But if the VP is parsing all the commands wouldn't it be very easy to
>> check if the memwrite is legal?
>
> I don't understand this...

Well, I'm not an expert and have read very little about the new OS so this might be quite far away from true.. But I thought that if you don't access the memory directly (as commands are parsed by the vp) it wouldn't take too many extra cycles to check if the address to be written to is also legal.. But I might also be wrong ;-P

> I think there's a statement that the standard network order is big endian.
> I.e. all binary data found on the net should be stored a big endian. But I
> don't really know exactly what this means, as binary formats already must
> specify the order, and it may differ from format to format. But I'd guess
> it's just that new formats created (for the net), like PNG, should use big
> endian.

Ok.. I thought it was something you'd use when transferring data between apps, like games and such.. Big endian seems more logical to me though..

CheErZ

--

<http://hem1.passagen.se/zman/main.html>

"Well, now, hold onta yer horses, there, Frazier. I mean, as a psychiatrist, isn't it your job to, uh, 'seek and uphold the truth'?"

"Oh, get real, Cliff."

--- Cheers

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1.260 Re: Memory-tracking debugging

From: Christian Hattemer <chris@riednet.tu-darmstadt.de>

Date: 06-13-00 22:25:34

Subject: Re: Memory-tracking debugging

On 13-Jun-00 David McMinn wrote:

> You could have a look at the mmulib archive too - most of these tools have
> been re-written so that they all work together (I think it was something
> like enforcer doesn't work at the same time as mungwall, because they do
> some nasty hacky things to the mmu).

Enforcer works with Mungwall, I used it some time.

I'm now using Wipeout as a replacement for Mungwall. Works with Enforcer, it's even recommended to use it in combination with Enforcer and other debug tools. It's available from Aminet.

Bye, Chris

--

```
      _
     ///
    _ /// Amiga 4000T 040/40      Team *AMIGA*
   \\///
  \\XX/   http://www.riednet.wh.tu-darmstadt.de/~chris/
```

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and Win95 just makes Bill Gates rich...

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1.261 Re: Moving borderless windows

From: Stephen Illingworth <gumshoe@firewall.co.uk>
Date: 06-13-00 22:33:09
Subject: Re: Moving borderless windows

Hello Martyn

On 10-Jun-00, you wrote:

```
> Hello,  
>  
> Can someone point me in the direction of some simple code that gives  
> the ability to move a window with the mouse, when it hasn't got a border?  
>  
> Thanks,
```

This is surprisingly easy to do. The following code should give you an idea.

```
/* ---- stick these in global scope or in  
   a structure or something --- */  
struct Gadget *   firstGadget;  
struct Gadget *   dragGadget;  
/* -----*/  
  
if ( !(firstGadget = dragGadget = (struct Gadget *)NewObject(  
    NULL,  
    "gadgetclass",  
    GA_LEFT, 0,  
    GA_TOP, 0,  
    GA_WIDTH, window->Width,  
    GA_HEIGHT, window->Height,
```



```
        GA_SysGType, GTYP_WDRAGGING,  
        TAG_DONE  
    ))  
)  
    return FALSE;  
  
AddGadget( window, dragGadget, ~0 );
```

Run this code after the window has been successfully opened. It will add a BOOPSI gadget that covers the entire window; of course, you can change this with GA_LEFT, GA_WIDTH, etc.

Once you're done run code similar to this before you close the window.

```
if ( firstGadget )  
{  
    RemoveGList( window, firstGadget, -1 );  
    DisposeObject( (struct Gadget *)dragGadget );  
}
```

Have fun :-)

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1.262 Re: Off topic, and libraries :) and asm

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-13-00 22:40:16
Subject: Re: Off topic, and libraries :) and asm

On 13-Jun-00, Johan Rasten wrote:

```
>>> But if the VP is parsing all the commands wouldn't it be very easy to  
>>> check if the memwrite is legal? [...]  
> [...] (as commands are parsed by the vp) it wouldn't take too  
> many extra cycles to check if the adress to be written to is also legal..
```

Well, the VP interpreter doesn't have the required info to know where the task is allowed to write. If it had, it'd be exactly as if the OS supported MP except that the processor/MMU can do it without overhead (the VP would use *many* cycles to look up the address in a table). Also, it still disallows virtual memory.

Regards Allan

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1.263 Re: MP vs. good programs (was: Re: Off topic, and l ibraries :))

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-13-00 23:15:00
Subject: Re: MP vs. good programs (was: Re: Off topic, and l ibraries :))

On 13-Jun-00, Jesper Svennevid wrote:

>> Memory protection IMHO is a waste of good processor time..

You do know that checking the memory references doesn't normally cost any extra time, right?

>> You just have to know your code inside out. [...]

That's not true. You can't say how much stack space a program will require. This may depend on input and/or the "external" functions called.

> It's easy to say, until you sit there yourself with 50.000+
> lines of C, and your program keeps crashing at random times
> because somewhere you trash some vital system-structure.. :)

Also if e.g. a user sends a bug report to a developer, and the developer wants to test it while he replies to the mail then there'd be a big chance of loosing the half-typed reply...

> As memory protection takes so little of the CPU time (you
> shouldn't notice much slowdown, as it'd usually require just
> a change of MMU-tables and flushing the ATB), it's a waste

I think most processors (excluding the x86) add the process register to the memory address while looking in the TLB, so it generally doesn't need to be flushed on a context switch (interrupt).

Regards Allan

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1.264 Re: ILBM parsing trouble. Grrr.

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-13-00 23:22:06
Subject: Re: ILBM parsing trouble. Grrr.

On 13-Jun-99, Shane O'Neill wrote:

> I'm having a problem parsing an ilbm file [...]

I've attached the code I use to load pointers and find the ID_PNTR chunks (there's two in pointer files, which is why I 'while()')... perhaps this may be of help...

Regards Allan

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http://click.egroups.com/1/4634/1/_/451227/_/960935635/

1.265 Re: Tabs to spaces and visa versa

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-13-00 23:24:21
Subject: Re: Tabs to spaces and visa versa

On 14-Jun-00, Charlie wrote:

[Memory tuning]
> Good point, I was thinking of implementing a memory mangement system i.e
> memory
> that is to be freed is put in my own private free list. and I would reuse
> it. but seems to complex.

I normally just overload new & delete and make them fit my needs.

In C++ you can make the new operator take arguments, so it's possible to have different parts of the code use different memory "algorithms" without any semantical cluttering.

Regards Allan

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1.266 Re: Libraries (and still off-topic ;)

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-13-00 23:26:31
Subject: Re: Libraries (and still off-topic ;)

On 13-Jun-00, Gürer Özen wrote:

>> I don't agree here, since AmigaOS has far too many shortcommings. It's
>> not really that hard to write a basic microkernel (speaking of
> hmm, then why Hurd is still in alpha stage, they spent years of work on it :)

They also spent years without doing anything!!! The fact that some random team of voluntary amateurs can't put it together in half a year doesn't make it impossible.

Regards Allan

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1.267 Re: Memory-tracking debugging

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-13-00 23:27:46
Subject: Re: Memory-tracking debugging

On 13-Jun-00, Jesper Svennevid wrote:

> I currently run only SegTracker and CyberGuard, and these
> seem not to be enough anymore.

Poolwatch monitors Alloc/FreePooled where MungWall monitors
Alloc[Mem|Vec]/FreeMem.
I think Wipeout handles both.

Personally I've just overloaded new & delete to monitor all my memory activities.

Regards Allan

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http://click.egroups.com/1/4358/1/_/451227/_/960935644/

1.268 Mpega.library example?

From: Tim Hanson <msinister@connectfree.co.uk>
Date: 06-13-00 23:43:19
Subject: Mpega.library example?

Hi All,

Does anyone have an example source of how to play an mp3 using mpega.library or does anyone know the url of a GNU mp3 player.

--

Tim Hanson,
by the River, Canterbury, Kent.
Amiga A1200T, `040/25,603e/160,32MB Fast,BVisionPPC,
8.4GB IDE HD,ZIP SCSI,RENO x2CD SCSI,Pace 56K
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1.269 Re: Re: MP vs. good programs (was: Re: Off topic, and libraries :))

From: Volker Barthelmann <volker@vb.franken.de>
Date: 06-14-00 00:20:42
Subject: Re: Re: MP vs. good programs (was: Re: Off topic, and libraries :))

On Sun, 11 Jun 2000, Lee Atkins wrote:

> Memory protection IMHO is a waste of good processor time..

Usually it doesn't waste noticeable processor time on modern CPUs/MMUs.

> You just have to know your code
> inside out. If you dont its bound to be full of bugs. In the end its all
> down to the quality of your testing.

However, the quality of testing is much better in a system with VM/MP.

> Coming from a safety critical point of
> view, memory protection is a waste of time.

This depends on the application. If you have an ECU performing one safety-critical task, then you're right. Whether it fails to work correctly due to a crash or due to being shut down doesn't matter.

However, if you have several applications running on a desktop system, then you don't want one faulty application killing everything.

Also, using an MMU and virtual memory offers a whole series of advantages:

- memory protection (including better testing)
- swapping to disk/memory-mapping of files etc.
- using absolute executables rather than relocatable objects; also, in different identical runs of a program all objects usually reside at the same addresses => test runs are of much more value
- no memory fragmentation; systems without virtual-memory generally cannot reliably run over long periods of time due to memory fragmentation

Volker

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1.270 Re: Re: Tabs to spaces and visa versa

From: Charlie <charlie@amigaforever.free-online.co.uk>
Date: 06-14-00 02:15:24
Subject: Re: Re: Tabs to spaces and visa versa

----- Original Message -----

From: Allan Odgaard <Duff@DIKU.DK>
To: <Amiga-C@EGroups.Com>
Sent: Monday, June 12, 2000 2:15 PM
Subject: [amiga-c] Re: Tabs to spaces and visa versa

> On 12-Jun-00, Charlie wrote:
>
> >> So if I move the cursor down the text, it'll copy twice the memory I
pass?
> >> [code to print a line with tabs]
> > The problems occur when trying to find where in the buffer the cursor
is.
>
> Well, replace Text() with TextLength() and do a MAX(crsr_pos, strchr(str,
> '\t')) and then you should get the pixel offset instead.
>
> > The line is reallocated because its length will change,
>
> Not until the user actually types something.

it is saves if the cursor has moved to a different line and the line has

actual been changed.

>
> Though even with a naive scheme for handling this then I don't see why it
> requires you to convert tabs into spaces.
>
> > when a line is saved, It is allocated only enough mem to fit the
newline,
>
> Depending on how you manage memory then there's a few points to remember.
> Most systems doesn't search the freelist for best-fit, so your scheme is
likely
> to cause a lot of fragmentation (even with best-fit this could still be
the
> case). Also many systems tag each allocation, which increase its size, and
I
> even believe that exec.library furthermore rounds up the size to be
divide-able
> with 16 or 32.
>
> So if you do the above to save space then much better methods exist, which
will
> also eliminate much of the overhead required by alloc, copy & free.

Good point, I was thinking of implementing a memory mangement system i.e
memory
that is to be freed is put in my own private free list. and I would reuse
it. but seems to complex.

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1.271 CyberGfx with VBCC

From: Gabriele Svelto <jlpicard@tiscalinet.it>
Date: 06-14-00 13:31:56
Subject: CyberGfx with VBCC

Hi everybody,
I wanted to use the CyberGfx includes with VBCC, I've already used fd2lib to ↵
convert the fd files in a link-lib, now, I have just to include cybergraphx/ ↵
cybergraphics.h and proto/cybergraphics.h or those files need to be modified in ↵
order to work properly? (I haven't already tried to compile anything so I don' ↵
t know what I'll get this way). Thanx in advance

Gabriele

Remember four years of good friends, bad clothes, explosive chemistry experiments.

http://click.egroups.com/1/5532/1/_/451227/_/961446871/

1.272 Re: Re: Tabs to spaces and visa versa

From: "James S. Adelman" <j.adelman@ukonline.co.uk>

Date: 06-14-00 16:21:13

Subject: Re: Re: Tabs to spaces and visa versa

>
> ----- Original Message -----
> From: Allan Odgaard <Duff@DIKU.DK>
> To: <Amiga-C@EGroups.Com>
> Sent: Tuesday, June 13, 2000 3:24 PM
> Subject: [amiga-c] Re: Tabs to spaces and visa versa
>
>
> > On 14-Jun-00, Charlie wrote:
> >
> > [Memory tuning]
> > > Good point, I was thinking of implementing a memory mangement system i.e
> > > memory
> > > that is to be freed is put in my own private free list. and I would
> > > reuse
> > > it. but seems to complex.
> >
> > I normally just overload new & delete and make them fit my needs.
> >
> > In C++ you can make the new operator take arguments, so it's possible to
> > have
> > different parts of the code use different memory "algorithms" without any
> > semantical cluttering.
> >
> I not really familiar with C++, but Im getting int it. I hear the term
> "virtual" in C++
> do you know what it means?

The virtual keyword means that a function is always overridden by the one from the actual (derived) class an instance comes from, rather than the base class, regardless of whether it is referenced using as an instance of the base class or one of the derived class.

--

James S. Adelman
Liverpool

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1.273 exit()

From: Bart King <bart@bartmansoftware.co.uk>
Date: 06-14-00 18:23:02
Subject: exit()

Hi.

Does anyone know exactly what StormC 3's implementation of exit() is? For some bizarre reason, my program crashes as soon as exit() is called - but only when I use setjmp().

I have compiled the program on SAS/C as well without any faults at all.

Please advise - I don't want to go back to the evilness of makefiles :)

--

Bart King of Bartman Software -- damned if I do, damned if I don't
<http://www.bartmansoftware.co.uk> : Software Developer for Amiga and PC
<http://snapshots.bartmansoftware.co.uk> : FUBAR snapshots coming soon
<http://arcnet.vapor.com> : "bart" on ArcNET IRC (ICQ: 18178781)

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1.274 Re: Re: Tabs to spaces and visa versa

From: Charlie <charlie@amigaforever.free-online.co.uk>
Date: 06-14-00 19:55:07
Subject: Re: Re: Tabs to spaces and visa versa

----- Original Message -----

From: Allan Odgaard <Duff@DIKU.DK>
To: <Amiga-C@EGroups.Com>
Sent: Tuesday, June 13, 2000 3:24 PM
Subject: [amiga-c] Re: Tabs to spaces and visa versa

> On 14-Jun-00, Charlie wrote:

>

> [Memory tuning]

>> Good point, I was thinking of implementing a memory mangement system i.e

>> memory

> > that is to be freed is put in my own private free list. and I would reuse
 > > it. but seems to complex.
 >
 > I normally just overload new & delete and make them fit my needs.
 >
 > In C++ you can make the new operator take arguments, so it's possible to have
 > different parts of the code use different memory "algorithms" without any
 > semantical cluttering.
 >
 I not really familiar with C++, but Im getting int it. I hear the term
 "virtual" in C++
 do you know what it means?

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1.275 Re: Mpega.library example?

From: Mike Carter <mike.carter@redhotant.co.uk>
 Date: 06-14-00 21:00:57
 Subject: Re: Mpega.library example?

Hiya ,

Got your message about [amiga-c] Mpega.library example?, on 13-Jun-00
 » Hi All,
 »
 » Does anyone have an example source of how to play an mp3 using
 » mpega.library or does anyone know the url of a GNU mp3 player.

look on freshmeat.net for gnu source, i think mp123 is best.
 as for example mpega.library code, was it not with the lib? i've got
 some here i think. mail me if you want it.

Dinky do,

M!ke

--

```

.------.
| AMiGA 1200EzT 060/PPC@240Mhz, 82Mb RAM  ___/\___ |
| 4 HDD, DD FD, 5 CD-ROMS, CDrW, Zip250  \ o0 / bUDDa/S^D|
| SCSI+IDE, 56kModem, BVGfX, 19"VDU    /_\'_-\ |
\-----/
  
```

<http://fly.to/BuddasWorld>

ICQ: 29173597

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1.276 Adding a value to a filename

From: Rik Sweeney <riksweeney@free4all.co.uk>
Date: 06-14-00 21:18:14
Subject: Adding a value to a filename

Hi, I'm currently writing a program that is generating a Pov-Ray script for each frame of an animation. What I need the program to do is to give the filename a number respective to the frame number that I'm on. As far as I can see I can only assign a string to a filename, not a number. Is there any way that I can append the string ".pov" onto a value and use that as a filename to produce 1.pov , 2.pov etc?

Thanks

Richard Sweeney

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http://click.egroups.com/1/3381/1/_/451227/_/961013898/

1.277 Re: Adding a value to a filename

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-14-00 22:17:41
Subject: Re: Adding a value to a filename

On 14-Jun-00, Rik Sweeney wrote:

> I'm on. As far as I can see I can only assign a string to a filename,
> not a number. Is there any way that I can append the string ".pov"

```
UBYTE filename[256];  
sprintf(filename, "MyFile_%03d.Pov", cnt++);
```

This will produce names like "MyFile_001.Pov", "MyFile_002.Pov", etc.

Find long lost high school friends:
http://click.egroups.com/1/5535/1/_/451227/_/961024413/

1.278 Re: Re: ILBM parsing trouble. Grrr.

From: Shane O'Neill <r790@oceanfree.net>
Date: 06-14-00 22:28:35
Subject: Re: Re: ILBM parsing trouble. Grrr.

Allan Odgaard wrote:

>I've attached the code I use to load pointers and find the ID_PNTR chunks
>(there's two in pointer files, which is why I 'while()')... perhaps this may be
>of help...

Cheers, I'll try it out at some point when I have time.

Regards,
Shane.

There is a place that still remains
It eats the fear it eats the pain -NIN

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1.279 RE: Memory-tracking debugging

From: Jesper Svennevid <jesper@fxrealm.com>
Date: 06-15-00 09:24:52
Subject: RE: Memory-tracking debugging

> -----Original Message-----
> From: Allan Odgaard [Duff@DIKU.DK]
>
> On 13-Jun-00, Jesper Svennevid wrote:
>
> > I currently run only SegTracker and CyberGuard, and these

> > seem not to be enough anymore.
>
> Poolwatch monitors Alloc/FreePooled where MungWall monitors
> Alloc[Mem|Vec]/FreeMem. I think Wipeout handles both.
>
> Personally I've just overloaded new & delete to monitor all
> my memory activities.

I monitor all my allocations, as I've written my own mini-libc (to avoid dependency on specific compilers), but still it doesn't stop my own code from trashing the data inside those allocations :). I tried using MuForce & MuGuardianAngel, but even with only MuForce running my computer got so slow it wasn't possible working with it. Perhaps it's my configuration for mmu.library that's messed up, but it didn't help right now atleast.

I've started rewriting all parts of the project now, as some of the code is dated August '99, and other parts are covered with kludges written late at night. Hopefully this will allow for a more modular design than the one I have right now.

--
// Jesper Svennevid : jesper@fxrealm.com
Software Developer at FXRealm Studios
<http://www.fxrealm.com/>

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http://click.egroups.com/1/3381/1/_/451227/_/961099803/

1.280 (unknown)

From: Bablos <bablos@cableinet.co.uk>
Date: 06-15-00 19:20:53
Subject: (unknown)

Hi There...

I'm currently trying to compile a rather large project using GCC for WarpOS - I'm trying to work my way through the Amiga specific code, and I've reached the following group of errors;

```
main-ami.c: In function 'open_term':  
main-ami.c:1537: parse error before 'struct'  
main-ami.c: In function 'amiga_wipe':  
main-ami.c:2196: parse error before 'struct'  
main-ami.c: In function 'amiga_clear':  
main-ami.c:2225: parse error before 'struct'  
main-ami.c: In function 'amiga_text':
```

All these lines point to the same command;

BltBitMapRastPort(x,y,z,a,b,c,etc.)

What is this, and why is it failing? More importantly, what can I do to fix it?

Bablos.

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1.281 BltBitMapRastPort?

From: Bablos <bablos@cableinet.co.uk>
Date: 06-15-00 19:21:34
Subject: BltBitMapRastPort?

Hi There...

I'm currently trying to compile a rather large project using GCC for WarpOS - I'm trying to work my way through the Amiga specific code, and I've reached the following group of errors;

```
main-ami.c: In function 'open_term':  
main-ami.c:1537: parse error before 'struct'  
main-ami.c: In function 'amiga_wipe':  
main-ami.c:2196: parse error before 'struct'  
main-ami.c: In function 'amiga_clear':  
main-ami.c:2225: parse error before 'struct'  
main-ami.c: In function 'amiga_text':
```

All these lines point to the same command;

```
BltBitMapRastPort(x,y,z,a,b,c,etc.)
```

What is this, and why is it failing? More importantly, what can I do to fix it?

Bablos.

Best friends, most artistic, class clown Find 'em here:
http://click.egroups.com/1/5533/1/_/451227/_/961089826/

1.282 Re: BltBitMapRastPort?

From: Jarmo Laakkonen <jami.laakkonen@kolumbus.fi>
 Date: 06-15-00 20:19:50
 Subject: Re: BltBitMapRastPort?

Bablos wrote something like this:

```
> I'm currently trying to compile a rather large project using GCC for
> WarpOS - I'm trying to work my way through the Amiga specific code,
> and I've reached the following group of errors;

> main-ami.c: In function `open_term':
> main-ami.c:1537: parse error before `struct'
> main-ami.c: In function `amiga_wipe':
> main-ami.c:2196: parse error before `struct'
> main-ami.c: In function `amiga_clear':
> main-ami.c:2225: parse error before `struct'
> main-ami.c: In function `amiga_text':

> All these lines point to the same command;

> BltBitMapRastPort(x,y,z,a,b,c,etc.)

> What is this, and why is it failing? More importantly, what can I do to
> fix it?
```

Try adding this to powerup/ppcinline/macros.h:

```
#define LP9NR(offss, name, t1, v1, r1, t2, v2, r2, t3, v3, r3, t4, v4, r4, t5, v5, ←
    r5, t6, v6, r6, t7, v7, r7, t8, v8, r8, t9, v9, r9, bt, bn, cm1, cs1, cl1, cm2, ←
    cs2, cl2) \
({
    struct PPCArgs2 MyArgs;
    {
        MyArgs.##r1      = (ULONG) v1;
        MyArgs.##r2      = (ULONG) v2;
        MyArgs.##r3      = (ULONG) v3;
        MyArgs.##r4      = (ULONG) v4;
        MyArgs.##r5      = (ULONG) v5;
        MyArgs.##r6      = (ULONG) v6;
        MyArgs.##r7      = (ULONG) v7;
        MyArgs.##r8      = (ULONG) v8;
        MyArgs.##r9      = (ULONG) v9;
        MyArgs.a6         = (ULONG) bn;
        MyArgs.PP_Offset  = (-offss);
        MyArgs.PP_Code    = (APTR)MyArgs.a6;
        MyArgs.PP_Stack   = (APTR)0L;
        MyArgs.PP_StackSize = 0L;
        MyArgs.PP_Flags   = 0L;
        Run68K((struct PPCArgs *) &MyArgs);
    }
})
```

I haven't tested this, but it should work.

--

<http://www.kolumbus.fi/jami.laakkonen/ppc/index.html>
<http://www.freespeech.org/cliffbarnes/index.html>
A1200 040-25MHz & PPC 603e-240MHz, 48MB RAM, BVision

"You like to think that raised fist is nothing to care about. Just as you told me we just scream and shout."

-- Raised fist: Respect

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1.283 Re: Re: BltBitMapRastPort?

From: Bablos <bablos@cableinet.co.uk>
Date: 06-15-00 21:36:08
Subject: Re: Re: BltBitMapRastPort?

Hi There...

On 15-Jun-00, Jarmo Laakkonen spewed forth the following...
>Bablos wrote something like this:

>> I'm currently trying to compile a rather large project using GCC for
>> WarpOS - I'm trying to work my way through the Amiga specific code,
>> and I've reached the following group of errors;

>Try adding this to powerup/ppcinline/macros.h:

I don't have the above path. The only places that macros.h appear
are as follows;

ADE:include/pInline/macros.h
ADE:include/clib/macros.h
ADE:include/inline/macros.h

Bablos.

Failed tests, classes skipped, forgotten locker combinations.
Remember the good 'ol days
http://click.egroups.com/1/5531/1/_/451227/_/961097776/

1.284 Re: BltBitMapRastPort?

From: Jarmo Laakkonen <jami.laakkonen@kolumbus.fi>
Date: 06-15-00 23:30:58
Subject: Re: BltBitMapRastPort?

Bablos wrote something like this:

```
>>> I'm currently trying to compile a rather large project using GCC for  
>>> WarpOS - I'm trying to work my way through the Amiga specific code,  
>>> and I've reached the following group of errors;
```

```
>> Try adding this to powerup/ppcinline/macros.h:
```

```
> I don't have the above path. The only places that macros.h appear  
> are as follows;
```

```
> ADE:include/pInline/macros.h  
> ADE:include/clib/macros.h  
> ADE:include/inline/macros.h
```

Then there's something wrong with your setup. You will definately need this file when using AmigaOS functions with PowerUP/WarpOS. Also the PPC compiler searches the includes in ade:ppc-amigaos/include and ade:os-include(ppc).

--

<http://www.kolumbus.fi/jami.laakkonen/ppc/index.html>
<http://www.freespeech.org/cliffbarnes/index.html>
A1200 040-25MHz & PPC 603e-240MHz, 48MB RAM, BVision

"After all we've said and done. We're still in it for the fun."
-- Venerea: Scratch

Best friends, most artistic, class clown Find 'em here:
http://click.egroups.com/1/5533/1/_/451227/_/961108495/

1.285 AW: BltBitMapRastPort and gcc

From: Fritsch Alexander <alexander.fritsch@icn.siemens.de>
Date: 06-16-00 08:53:01
Subject: AW: BltBitMapRastPort and gcc

```
> Von: Bablos [SMTP:bablos@cableinet.co.uk]  
>  
> Hi There...  
>
```

> I'm currently trying to compile a rather large project using GCC for
> WarpOS - I'm trying to work my way through the Amiga specific code,
> and I've reached the following group of errors;
>

You could try the gcc installation from <http://www.kinsey.u-net.com/work.html> . ↵
The installation is relatively easy. You need to have GG-Snapshot-May98 and ↵
ixemul.library v48.0 installed. This gcc works fine for me for WarpUp. (I did ↵
not yet manage to produce a PowerUp executable, I will have to try this ↵
again)

PS.

I use it with ixemul.library V48.0, this works much better for me than V48.1.

Kind regards Alexander Fritsch

Win \$5,000 to spend on a vacation getaway.CLICK NOW, ends 6/30/00.
http://click.egroups.com/1/5523/1/_/451227/_/961141836/

1.286 AW: BltBitMapRastPort and gcc

From: Bablos <bablos@cableinet.co.uk>
Date: 06-16-00 09:54:22
Subject: AW: BltBitMapRastPort and gcc

On 16-Jun-00, Fritsch Alexander spewed forth the following...

>> I'm currently trying to compile a rather large project using GCC for
>> WarpOS - I'm trying to work my way through the Amiga specific code,
>> and I've reached the following group of errors;
>>
>You could try the gcc installation from
><http://www.kinsey.u-net.com/work.html> . The installation is relatively
>easy. You need to have GG-Snapshot-May98 and ixemul.library v48.0
>installed. This gcc works fine for me for WarpUp. (I did not yet manage to
>produce a PowerUp executable, I will have to try this again)

That's exactly what I am using! Previously I couldn't get this far,
but with this new installation it's working well.

Bablos.

Failed tests, classes skipped, forgotten locker combinations.
Remember the good 'ol days
http://click.egroups.com/1/5531/1/_/451227/_/961142067/

1.287 Re: Re: Waiting for disk activity to finish.

From: Thomas Cobb <tdc98@doc.ic.ac.uk>
Date: 06-16-00 16:10:45
Subject: Re: Re: Waiting for disk activity to finish.

Tim Hanson wrote:

>
> Hi Andrew
> Andrew Bell wrote this on 08-Jun-00 at 03:36:18
> It might be easier if you just used Inhibit(). Trust me, it'd
> > save you a lot of stress.
>
> This hardly solves the problem. You would have to find the name of every
> device on the system. Which could be done I suppose but wouldn't the patch
> method work better. When I need to reboot in dodgy situations I always run
> SnoopDos and click the pause button. This I assume has a similar effect.

Not all devices will accept an inhibit (such as TCP, PRT: and SER:) so
you'd have to allow the suer to filter these out.

I think the snoopdos pause just makes the functions that it has
installed patches for halt and refuse to return a result until the pause
is removed.

Thomas Cobb

1.288 Re: Re: Off topic,

From: Thomas Cobb <tdc98@doc.ic.ac.uk>
Date: 06-16-00 16:12:59
Subject: Re: Re: Off topic,

Tim Hanson wrote:

>
> Is virtual memory that important? Apps that need it can always implement their
> own virtual virtual memory.
>

Memory paging (which is how virtual memory is usually implemented) also
has other advantages like allowing a dynamic stack, reducing
fragmentation and efficient memory reallocation.

Thomas Cobb

Vegas, Baby!
Great deals on airfare, hotels and
car rentals from Expedia.com!
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1.289 unsubscribe

From: Magnus <magham@algonet.se>
Date: 06-16-00 17:25:42
Subject: unsubscribe

unsubscribe

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http://click.egroups.com/1/3381/1/_/451227/_/961183883/

1.290 Re: Off topic,

From: Mike Carter <mike.carter@redhotant.co.uk>
Date: 06-16-00 19:12:53
Subject: Re: Off topic,

Hiya ,

Got your message about Re: [amiga-c] Re: Off topic,, on 16-Jun-00
» Tim Hanson wrote:
»>
»> Is virtual memory that important? Apps that need it can always
»> implement their own virtual virtual memory.
»>
»
» Memory paging (which is how virtual memory is usually implemented)
» also has other advantages like allowing a dynamic stack, reducing
» fragmentation and efficient memory reallocation.

But from experience of using windows it makes applications seem
sluggish and thrashes your hard disk every other minute, even with 128mb
ram!

Dinky do,

M!ke

--

```

.----- .
| AMiGA 1200EzT 060/PPC@240Mhz,82Mb RAM ___/\___ |
| 4 HDD,DD FD,5 CD-ROMS,CDrW,ZiP250 \ o0 / bUDDa/S^D|
| SCSI+IDE, 56kModem, BVGfX, 19"VDU /'_-\ |
\----- - \/\ -----'
http://fly.to/BuddasWurld ICQ: 29173597

```

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1.291 Baginner

From: Mark Edward Reed <alberonn@pacifier.com>
 Date: 06-16-00 23:46:23
 Subject: Baginner

Hello,

I am trying to get into C right now. I have the Abacus Books' "Amiga C for Beginners" and "Amiga C for Advanced programmers". I know they are older books, but they are a start. I also have an ancient copy of AztecC v3.6. and I have NorthC v1.2 off of Aminet Set 1. I also have the Developer's CD v1.1

My system is An A4000 Power Tower conversion running AmigaOS 3.5. 68040-25mHz/MMU/FPU. 2mb chip, 16mb fast, PicassoIV (Picasso96), and the 40x CD-ROM.

I know that GCC is gonna be more up to date, but it would be nice for very simple instructions on exactly what files I need to grab and where do all the proper files from the developer's CD go. (Or should I wait and get the newer Dev. CD???)

My only experience in programming is Basic and minor ML on the C64/128.

Kind regards
 Mark
 --

Do not meddle in the affairs of dragons, for you are crunchy and good with catsup.

```

| _____ |
|      ___ |
|      /// Mark Edward Reed (AKA Lord Alberonn I) | Vacuum Tube |
|___ /// Amiga Librarian, Amiga Sysop, & Webmaster | BBS |

```

```
|\\\\//   Amiga-Commodore User's Group #0447           |   +1-503-   |  
| \\XX/   http://home.pacifier.com/~alberonn/acug.html |   325-2905   |  
|_____|_____|
```

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1.292 Re: Bagger

From: troy silvey <tbsilvey@juno.com>
Date: 06-17-00 01:13:39
Subject: Re: Bagger

>I am trying to get into C right now. I have the Abacus Books' "Amiga C
>for Beginners" and "Amiga C for Advanced programmers". I know they are

I hope I don't step on any toes with this, but those two books are some of the worst books for learning C.
I would suggest a few other to look into as a C newbie...
"C by Dissection" ... By Kelly/Pohl, great starter
"C in plain English" ... Short to the point well written for the newbie.
"C in 21 days" ... not the best book but gets you going quick with the basics
"Ansi C" the bible on C by Ritchie. Has it all but tough on a newbie.
I'm sure Amazon.com or bookpool.com will have them all.
If Bookpool.com has them, they are normally 20% less than amazon.
GCC is a good choice and I think it can be found on Aminet.
If you can find a copy of SAS/C 6.5x with docs, it's probably the best amiga specific C tool out there. Good luck.

troy

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<http://dl.www.juno.com/get/tagj>.

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1.293 Re: Baginner

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-17-00 04:29:05
Subject: Re: Baginner

On 17-Jun-00, Mark Edward Reed wrote:

> My only experience in programming is Basic and minor ML on the
> C64/128.

ML??? Like in MetaLanguage (or MathematicalLanguage as some prefer)? Did this really exist for the C64?

Regards Allan

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1.294 Re: Waiting for disk activity to finish.

From: "Alastair M. Robinson" <blackfive@fakenhamweb.co.uk>
Date: 06-17-00 18:21:43
Subject: Re: Waiting for disk activity to finish.

Hi,

>>> It might be easier if you just used Inhibit(). Trust me, it'd
>> > save you a lot of stress.
>>
>> This hardly solves the problem. You would have to find the name of every
>> device on the system. Which could be done I suppose but wouldn't the patch

> Not all devices will accept an inhibit (such as TCP, PRT: and SER:) so
> you'd have to allow the suer to filter these out.

Actually, this isn't a problem - the DOS library has a list of devices, and these are separated into Assigns, stream-based devices like TCP:, PRT:, etc. and filesystem-based volumes. LockDosList() and NextDosEntry() both accept the LDF_VOLUMES flag.

I've done a few experiments on this subject, and found that unfortunately, Inhibit() will quite happily pull the rug out from under a write-operation

in progress. I don't know whether it will cause invalidations - it doesn't seem to have done so far.

I've also tried obtaining exclusive locks - but no joy there either. `Lock("Work:",MODE_ACCESSWRITE);` will fail if for example `Work:` or a subdirectory is open as a workbench window, but again, an open filehandle doesn't block its action.

All the best,

--

Alastair M. Robinson, email:blackfive@fakenhamweb.co.uk
Amiga 4000/030, 18Meg RAM, 4.3Gig HD, Mustek ScanExpress 6000SP
C, Assembler (68k, PIC16C84, ATMEL AVR), PostScript,
ARexx, AMOSPro(!), AmigaDOS

Eagles may soar, free and proud, but weasels never get sucked into jet engines.
-- John Benfield

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1.295 Re: Beginner

From: troy silvey <tbsilvey@juno.com>
Date: 06-17-00 18:23:44
Subject: Re: Beginner

>I started AmigaC with these book ie. "Amiga C for Advanced
>Programmers" and I found them quite insightful. Although for
>Amiga specific stuff they dont tend to use the operating to its
>full advantage.

I agree they have some good amiga specific information.
If you already know some C and want to learn amiga, these are ok.
I have both of them in my collection too.
If you are at or near zero on C knowledge in general, I would
still recommend looking at some of the previous books.
And definitely have the 1.1 or 1.2 dev CD to get more of the
full advantage you mention.

troy

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<http://dl.www.juno.com/get/tagj>.

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1.296 Re: Baginner

From: troy silvey <tbsilvey@juno.com>
Date: 06-17-00 18:24:47
Subject: Re: Baginner

>ML??? Like in MetaLanguage (or MathematicalLanguage as some prefer)?
>Did this really exist for the C64?

I'm guessing he meant Machine Language. I never heard of MetaLanguage for the 64.

troy

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1.297 Re: Baginner

From: Mark Edward Reed <alberonn@pacifier.com>
Date: 06-17-00 21:46:50
Subject: Re: Baginner

Hello Allan

On 16-Jun-00, you wrote:

> On 17-Jun-00, Mark Edward Reed wrote:
>
>> My only experience in programming is Basic and minor ML on the
>> C64/128.

>
 > ML??? Like in MetaLanguage (or MathematicalLanguage as some prefer)?
 > Did this really exist for the C64?

Machine Language. I've been playing with Jim Butterfiled's Book, "Machine Language for the Commodore 64 and other Commodore Computers. I'm using SuperMon+ for the C64 which has a simple assembler built in. I know more powerful assemblers exist, and the book mentions teh, this was just desiged to get me into what's going on and getting to ML/Assembly.

Regards
 Mark
 --

The only thing that stops God from sending another flood is that the first one was useless.
 -- Chamfort

/// Mark Edward Reed (AKA Lord Alberonn I)	Vacuum Tube
/// Amiga Librarian, Amiga Sysop, & Webmaster	BBS
\\/// Amiga-Commodore User's Group #0447	+1-503-
\XX/ http://home.pacifier.com/~alberonn/acug.html	325-2905

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1.298 Re: Bagger

From: Mark Edward Reed <alberonn@pacifier.com>
 Date: 06-17-00 21:54:28
 Subject: Re: Bagger

Hello Charlie

On 17-Jun-00, you wrote:

>> > I am trying to get into C right now. I have the Abacus Books'
 >> > "Amiga C for Beginners" and "Amiga C for Advanced programmers". I
 >> > know they are
 >>
 >> I hope I don't step on any toes with this, but those two books are
 >> some of the worst books for learning C.
 >> I would suggest a few other to look into as a C newbie...

<SNIP>

I'll have to pick those up then.

> I started AmigaC with these book ie. "Amiga C for Advanced
> Programmers" and I found them quite insightful. Although for Amiga
> specific stuff they dont
> tend to use the operating to its full advantage.

Well I forgot to mention that I have a full set of the RKRM's too. (The last printing I think. Mostly dark covers.)

I'm downloading the most recent snapshot of ADE off of the Geek Gadgets archive. I'll look for the other recommended C compiler. I thought that I read somewhere that the most recent Amiga developer's CD (2.1?) has a compiler package on it. But until I pick that up, I have to make due with v1.1 of the CD.

One question, the GG archive tells me that I have to copy the os-include files over to the hard drive. One question, do I use the INCLUDE_H, INCLUDE_I, or both from the NDK_3.1 directory?

Regards

Mark

--

The cat could very well be man's best friend, but would never stoop to admitting it.

	/// Mark Edward Reed (AKA Lord Alberonn I)	Vacuum Tube
	___ /// Amiga Librarian, Amiga Sysop, & Webmaster	BBS
	\\/// Amiga-Commodore User's Group #0447	+1-503-
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1.299 Re: Baginner

From: Charlie <charlie@amigaforever.free-online.co.uk>
Date: 06-17-00 23:32:23
Subject: Re: Baginner

----- Original Message -----

From: troy silvey <tbsilvey@juno.com>
To: <amiga-c@egroups.com>
Sent: Friday, June 16, 2000 5:13 PM
Subject: Re: [amiga-c] Baginner

> >I am trying to get into C right now. I have the Abacus Books' "Amiga C
> >for Beginners" and "Amiga C for Advanced programmers". I know they are
>
> I hope I don't step on any toes with this, but those two books are
> some of the worst books for learning C.
> I would suggest a few other to look into as a C newbie...
> "C by Dissection" ... By Kelly/Pohl, great starter
> "C in plain English" ... Short to the point well written for the newbie.
> "C in 21 days" ... not the best book but gets you going quick with the
> basics
> "Ansi C" the bible on C by Ritchie. Has it all but tough on a
> newbie.
> I'm sure Amazon.com or bookpool.com will have them all.
> If Bookpool.com has them, they are normally 20% less than amazon.
> GCC is a good choice and I think it can be found on Aminet.
> If you can find a copy of SAS/C 6.5x with docs, it's probably the
> best amiga specific C tool out there. Good luck.
>

I started AmigaC with these book ie. "Amiga C for Advanced Programmers"
and I found them quite insightful. Although for Amiga specific stuff they
dont
tend to use the operating to its full advantage.

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1.300 64 ML

From: troy silvey <tbsilvey@juno.com>
Date: 06-18-00 02:02:56
Subject: 64 ML

>Machine Language. I've been playing with Jim Butterfiled's Book,
>"Machine Language for the Commodore 64 and other Commodore Computers.
>I'm using SuperMon+ for the C64 which has a simple assembler built
>in. I know more powerful assemblers exist, and the book mentions teh,

I figured this may be too far off topic so I'm sending this
direct instead of to the list. If your interested programming

for the C64 (many still are to my suprise... me too) then you might be interested in a programming tool that will let you do C for C64 programming with a crosscompiler called CC65. If you would like to check it out, I've included a page from the mailing list below. I figured it was perfect for me. Still want to do some 'ol C64 projects and combine C knowledge and learning. If you really want to check out one of the books I mentioned, I would go for the "C by Dissection" first. Great for learning and I don't think you'd be disappointed.

troy

CC65 info

Date: Sat, 6 May 2000 13:18:41 +0200
Subject: [cc65] Version 2.4.1 released
Message-ID: <20000506131841.A6624@trixie.mussoftware.de>

I have released version 2.4.1 of the cc65 C compiler.

Version 2.4.1 is a bugfix release. It includes all existing patches for version 2.4.0 plus the new random number generator from Sidney. The Atari and GEOS code is NOT part of this release. I'm somewhat sorry about this, but the changes were too big for a bugfix release, and including them would have needed a lot more testing. I wanted to provide a stable version for general use without much effort from my side, so that the work on the next major version can go on without pressure.

Since I'm the proud owner of an old Sun machine now, I'm able to provide not only binary RPMs for Intel but also for sparc machines. The new RPMs are GPG signed with my GPG private key (available from my homepage).

The official announcement is appended below (it does not include anything spectacular, it's mostly the same as for every other version:-)

Have fun!
Uz

I'm proud to announce version 2.4.1 of CC65, a C crosscompiler / crossassembler combo for 6502 systems.

CC65 has C and runtime library support for most CBM machines, and - thanks to the great work of Kevin Ruland - for the Apple][. The libraries are fairly portable, so creating a version for other 6502s shouldn't be too much work.

Here is a list of the compiler features:

- * Includes a C compiler, macro assembler, archiver, linker and a frontend (compile & link) utility. The assembler generates relocatable object files, the linker is very configurable and allows overlays, ROMable code, splitted output and much more.
- * The compiler is not quite ISO compatible, however, a large subset is supported.
- * Supported target systems are:
 - C64
 - C128
 - C16, C116, Plus/4
 - CBM 600/700 family (programs run in bank 1)
 - Newer PET machines (not 2001)
- The Apple][

For all these systems a precompiled runtime and C library is available. Supporting more targets is not very difficult since the C library was written with portability in mind.

- * Several system specific support routines like a conio library or modules for joystick access are available.
- * The assembler and linker do also support the 65816 as a target, however, the compiler is not able to generate code for this CPU and there is no RTL support.
- * Lots of docs and a few sample programs included.
- * Easy interfacing between C code and assembler.
- * Fullscreen debugger for most machines as a linkable module.
- * Full sourcecode available as well as binaries for
 - Linux (RedHat 6.x RPMs for Intel and Sparc machines)
 - DOS
 - Windows 95/98/NT

Version 2.4.1 is mainly a bug fix version. It includes patches for all bugs in 2.4.0 that were real errors and not just inconvenient. In addition, the random number generator has been replaced by an improved version written by Sidney Cadot. Apart from that, there are no new features in this version.

More information:

For your convenience, I've put all doc files also on the web server:

<http://www.von-bassewitz.de/uz/cc65/doc/>

The cc65 main page

<http://www.von-bassewitz.de/uz/cc65/>

will get updated to reflect the new version in the next few days.

There is also a cc65 mailing list. To subscribe, send a mail to majordomo@musoftware.de with the command

```
subscribe cc65
```

in the body of the mail.

Available packages:

As usual I will provide the complete sources and several binary packages binaries. There's a binary RPM for RedHat which is probably the fastest way to get going if you're running RedHat Linux. Since this is also my development platform, new features and bug fixes are first available for Linux.

Binaries for DOS and Windows will follow or may already be available at the time you read this. While the sources do still compile under OS/2, I have dropped support for OS/2 binaries, since there were almost no downloads of the OS/2 version.

Download:

For more information and links to the FTP server, see

```
http://www.von-bassewitz.de/uz/cc65/
```

For direct download, use

```
ftp://ftp.musoftware.de/pub/uz/cc65/
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1.301 Re: 64 ML opps

From: troy silvey <tbsilvey@juno.com>

Date: 06-18-00 04:38:26

Subject: Re: 64 ML opps

Well I sent it to both private and the list. Duhh... Sorry about that.

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1.302 Re: Off topic,

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-18-00 16:52:57
Subject: Re: Off topic,

On 16-Jun-00, Mike Carter wrote:

[virtual memory / memory protection]
> But from experience of using windows it makes applications seem
> sluggish and thrashes your hard disk every other minute [...]

If we only saw the world through the Windows operating system then I wouldn't even be using a computer, so let's kill this stupid argument!

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1.303 Raw PC disk copy... (Linux -> Amiga)

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-18-00 17:12:51
Subject: Raw PC disk copy... (Linux -> Amiga)

Hi there,

I need a PC boot disk (i.e. with a bootblock) and my friend (who has the disk) has no working high density drive for his Amiga, but he does have Linux (on a PC) so he can easily obtain a raw image of the disk, and send this by email.

The problem is then how do I write this disk image back to a PC high density floppy disk (from my Amiga)? Is there any tools which can do the job for me? (which doesn't require the image to be in a special format as I think e.g. DiskMasher do), or does anyone have a source that can quickly be modified to do the job?

Or could anyone with experience give me a short tutorial of what I need to do? (I haven't played with raw access to devices before)

I should add that I'm not prepared to spend more than one or two hours on making this work.

Please answer ASAP, thanks! :-)

Regards Allan

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1.304 Re: Storm C v4

From: Robert Templeton <templer@vplayground.com>
 Date: 06-18-00 22:05:26
 Subject: Re: Storm C v4

--- In amiga-c@egroups.com, Mike Carter <mike.carter@r...> wrote:

> Hi,

>

> Is StormC 4 available to buy now or was it only demoed at this World
 > Of Alternative show on the weekend? Allan O. you seem to know
 about it?

> :)

>

> Are the public allowed to buy, and can you tell us what is so great
 > about it yet?

>

> Thanks,

>

>

> M!Ke C

>

> --

>

> .----- .
 > | AMiGA 1200EZT 060/PPC@240Mhz, 82Mb RAM ___/___ |
 > | 4 HDD, DD FD, 5 CD-ROMS, CDrW, Zip250 \ o0 / bUDDa/S^D|
 > | SCSI+IDE, 56kModem, BVGFx, 19"VDU /_'-_-\ |

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

I've already pre-ordered StormC v4.0 Pro at Haage & Partner's site - 245 USD. I'm currently fiddling with the version from the ADCD v2.1, but it isn't easy to figure out (and I've used Aztec C, SAS/C, Borland C++, Turbo C, Watcom C/C++, GCC (Linux), MS VC++, MS Developers Studio, shall I continue). Any insights for the clueless?

Robert Templeton

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1.305 Re: Raw PC disk copy... (Linux -> Amiga)

From: Ilkka Lehtoranta <iti@solutions.fi>
Date: 06-18-00 22:23:25
Subject: Re: Raw PC disk copy... (Linux -> Amiga)

Hello Allan

On 18-Kes-00, you wrote:

AO> The problem is then how do I write this disk image back to a PC high
AO> density floppy disk (from my Amiga)? Is there any tools which can do the
AO> job for me? (which doesn't require the image to be in a special format
AO> as I think e.g. DiskMasher do), or does anyone have a source that can
AO> quickly be modified to do the job?

ADCD_2.1:Reference/ROM_Kernel_Manuals_Devices/dev_examples/Track_Copy.c

It is disk2disk copy example but can be converted quite easily, I think. Just replace Read_Track() functions and modify TRACK_SIZE to suitable for PC.

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1.306 MiamiSDK.

From: Krzysztof Wolski <kwolski@pnet.pl>
Date: 06-19-00 07:20:48
Subject: MiamiSDK.

Hello!

Would somebody be so kind and send me working Miami includes for gcc with inline files? Please!!! Thanks in advance. I downloaded MiamiSDK but I can't force it to work with gcc :(

Greetings.

--

Krzysztof Wolski <kwolski@pnet.pl>
Member of BlaBla - Polish Amiga Programming Group

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1.307 Re: Raw PC disk copy... (Linux -> Amiga)

From: Paul Hill <paul@lagernet.clara.co.uk>
Date: 06-19-00 09:56:44
Subject: Re: Raw PC disk copy... (Linux -> Amiga)

Allan Odgaard wrote:

>
> Hi there,
>
> I need a PC boot disk (i.e. with a bootblock) and my friend (who has the disk)
> has no working high density drive for his Amiga, but he does have Linux (on a
> PC) so he can easily obtain a raw image of the disk, and send this by email.
>
> The problem is then how do I write this disk image back to a PC high density
> floppy disk (from my Amiga)? Is there any tools which can do the job for me?
> (which doesn't require the image to be in a special format as I think e.g.
> DiskMasher do), or does anyone have a source that can quickly be modified to do
> the job?

If you have the FLAT: device then you can just do:

```
COPY [name of image] TO FLAT:PC0
```

I've used this recently to create Linux bootdisks (for a PC).

Or you could use one of the raw-write utilities on Aminet and write the image to mfm.device.

--
Paul

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http://click.egroups.com/1/4126/1/_/451227/_/961405115/

1.308 RE: MiamiSDK.

From: Jesper Svennevid <jesper@fxrealm.com>
Date: 06-19-00 11:45:34
Subject: RE: MiamiSDK.

> From: Krzysztof Wolski [kwolski@pnet.pl]
>
> Hello!
>
> Would somebody be so kind and send me working Miami includes
> for gcc with inline files? Please!!! Thanks in advance. I downloaded
> MiamiSDK but I can't force it to work with gcc :(

Use fd2inline, included in the GeekGadgets-set. Even though a few of the functions described in the clib-file isn't in the fd-file, you should still be able to use most of what is output.

--
// Jesper Svennevid : jesper@fxrealm.com
Software Developer at FXRealm Studios
<http://www.fxrealm.com/>

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http://click.egroups.com/1/2658/1/_/451227/_/961695216/

1.309 RE: Re: MP vs. good programs (was: Re: Off topic, and libraries :))

From: Mark Smith <mark@storagedirect.com>
Date: 06-19-00 13:59:15
Subject: RE: Re: MP vs. good programs (was: Re: Off topic, and libraries :))

-----Original Message-----

From: Paul Hill [mailto:paul@lagernet.clara.co.uk]
Sent: 12 June 2000 00:24
To: Lee Atkins
Subject: Re: [amiga-c] Re: MP vs. good programs (was: Re: Off topic, and libraries :))

2. Its **impossible** to fully test the code for a reasonable sized program. You never know what users are going to do with your programs.

Eeeek! I hope for our sakes you never work on a critical system lke air traffic control, we'd have planes plunging into buildings all over the place ;-)

I don't agree with you that it is **impossible** to test reasonable sized systems, of course it's possible it just takes planning, people and time. Planning being the most important bit.

Regards

Mark

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http://click.egroups.com/1/3820/1/_/451227/_/961423258/

1.310 Hi All!

From: oruk_amigan@btinternet.com
Date: 06-19-00 15:15:35
Subject: Hi All!

Hi Everybody,

I'm new to the Amiga-C list, and I look forward to making the most of you lot out there! :) One question is, do you also do C++ stuff? I say this because I am a C and C++ programmer, mainly for the Amiga. (what else! :))

I'm currently working on two projects, both which are very interesting, even if i do say so myself, but next week when Trogssoft (well I :) announce one of these projects, you should get a good insight into what I mainly do, as regards to programming. It's mainly TCP/IP / Network and Office related applications.

Anyway, I'll shuttup now, and leave you in peace until next time :)

All the best,

Nick Lamburn.

1.311 Re: Re: MP vs. good programs (was: Re: Off topic, and libraries :))

From: Paul Hill <paul@lagernet.clara.co.uk>

Date: 06-19-00 15:57:03

Subject: Re: Re: MP vs. good programs (was: Re: Off topic, and libraries :))

Mark Smith wrote:

>

> 2. Its *impossible* to fully test the code for a reasonable sized program.

> You never know what users are going to do with your programs.

>

> Eeeek! I hope for our sakes you never work on a critical system lke air

> traffic control, we'd have planes plunging into buildings all over the place

> ;-)

Bad example. On Saturday the master UK air traffic control computer broke down. This effected every UK airport and every plane crossing UK airspace.

Here is a perfect example of a system that cost millions but still failed. If a ATC system can have bugs then how do you expect to iron out the bugs in your code?

> I don't agree with you that it is *impossible* to test reasonable sized

> systems, of course it's possible it just takes planning, people and time.

> Planning being the most important bit.

Sorry, I still say it's impossible to remove all bugs in a system. But then again I am a pessimist :-)

--

Paul

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overwrites, and viruses with @Backup.

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http://click.egroups.com/1/5669/1/_/451227/_/961516825/

1.312 Re: MP vs. good programs (was: Re: Off topic, and libraries :))

From: Gavin Kinsey <gavin.kinsey@redhotant.co.uk>
Date: 06-19-00 19:53:08
Subject: Re: MP vs. good programs (was: Re: Off topic, and libraries :))

On 19-Jun-00, Mark Smith wrote:

```
>>
>>
>> 2. Its *impossible* to fully test the code for a reasonable sized
>> program. You never know what users are going to do with your
>> programs.
>
>
> Eeeek! I hope for our sakes you never work on a critical system lke
> air traffic control, we'd have planes plunging into buildings all over
> the place ;-)
```

Traffic control isn't critical, avionics systems now, they're critical :-).

```
> I don't agree with you that it is *impossible* to test reasonable
> sized systems, of course it's possible it just takes planning, people
> and time. Planning being the most important bit.
```

It does multiply the time and cost of a project by several times though, and you still get errors. The best way to ensure reliability is having multiple systems, designed by different people using different compilers and running on different hardware. Then the only problem is the control system that links them together, but that is a much simpler program and so can be tested exhaustively in most cases.

--

Quotes from famous or infamous programmers:

1. Strange.

Gavin Kinsey

Remember four years of good friends, bad clothes, explosive chemistry experiments.

http://click.egroups.com/1/5532/1/_/451227/_/961500489/

1.313 Re: Off topic, and libraries :) and asm

From: Stephen Illingworth <gumshoe@firewall.co.uk>
Date: 06-19-00 21:12:41
Subject: Re: Off topic, and libraries :) and asm

Hello Allan

On 11-Jun-00, you wrote:

```
> I think there's a statement that the standard network order is big endian.
> I.e. all binary data found on the net should be stored a big endian. But I
> don't really know exactly what this means, as binary formats already must
> specify the order, and it may differ from format to format. But I'd gues
> it's just that new formats created (for the net), like PNG, should use big
> endian.
>
```

I know this thread is probably dead and buried in the minds of most people but I want to answer this point (so there :-)

The network byte order doesn't refer to how general data (like PNG) should be stored (even they do appear on a network) but to how bytes should be ordered if they are to be interpreted and used by the networking protocols. This is of massive importance for TCP and is something which the networking programmer should certainly be aware.

Take for instance, a TCP packet, in that lump of data somewhere is a 16 bit port number and a 32 bit IP address (I'm assuming IPv4, but of course, it applies equally to IPv6). If this packet is sent from a big endian machine to a little endian machine in the absence of a standard network byte order, the receiver will not know in which order to interpret the above values (after-all, the packet may have originated from a little endian machine). Needless to say this will produce unexpected results and generally cause havoc.

To remedy this there are four C functions which convert from native order to network order (and vice-versa).

```
htons()      - returns network byte order (16bit)
htonl()      - returns network byte order (32bit)
ntohs()      - returns host byte order (16bit)
ntohl()      - returns host byte order (32bit)
```

These functions should be used whenever a multi-byte value is intended for transmission (such as a port number). As I say, this doesn't apply to general data (the payload) such as PNG data (whose byte ordering is of absolutely no consequence to anything apart from a PNG interpreter).

Steve.

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http://click.egroups.com/1/4260/1/_/451227/_/961445897/

1.314 TCP/IP, version checking

From: Fredrik Söderberg <mcdrill@hem.passagen.se>
 Date: 06-19-00 21:19:58
 Subject: TCP/IP, version checking

On 20-Jun-00, Charlie wrote:

>> Do you do TCP/IP stuff for the Amiga. if So do you have a routine that
 > downloads a file (HTTP) from a server to your HD. Ive looking but kind find
 > anything simple.

> I need it for version checking.

I've actually been working on something like that. Version checking,
 downloading, etc. (like vapors lib).
 It's getting "usable" but still lacks some important things.
 I'll try put up a page for it tonight, with descriptions etc.
 I'm not yet ready to make the code public access (maybe later), but if you have
 SAS/C you can try the thing with the object file (maybe it can be converted?)

Anyways, check <http://hem.passagen.se/mcdrill/updater.html>

I'd actually like some reponses/inputs so you are welcome to email me :)
 --

|Fredrik "McDrill" Söderberg
 |<http://hem.passagen.se/mcdrill/>
 |"Life sucks, you can't live with it and you can't live without it"

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http://click.egroups.com/1/4260/1/_/451227/_/961442583/

1.315 GetDiskObject

From: Rene Hartmann <J.Pond@gmx.de>
 Date: 06-19-00 22:12:09
 Subject: GetDiskObject

```
struct DosList *dosl,*dsl; struct DiskObject *Obj; char *name = NULL; if (( ←
dosl = LockDosList(LDF_VOLUMES|LDF_READ)) { dsl = dosl; while ((dsl = ←
NextDosEntry(dsl,LDF_VOLUMES)) { name = (char*)dsl->dol_Name; if ←
((Obj = GetDiskObject(name)) { Printf("%b",name); ←
FreeDiskObject(Obj); } } } The line "Printf("%b",name)", write my ←
mounted volumes(DH0,DH1,..). But the "GetDiskObject" can't find the "Disk.info ←
". This search some undefined text+".info". You can help me?
```

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http://click.egroups.com/1/5477/1/_/451227/_/961449143/

1.316 Re: Hi All!

From: Gabriele Svelto <jlpicard@tiscalinet.it>
Date: 06-19-00 22:25:17
Subject: Re: Hi All!

Hi Nick,

> Hi Everybody,
>

> I'm new to the Amiga-C list, and I look forward to making the most of you lot
> out there! :) One question is, do you also do C++ stuff? I say this because
> I am a C and C++ programmer, mainly for the Amiga. (what else! :))

Yep, all the C++ you want / need!

> I'm currently working on two projects, both which are very interesting, even
> if i do say so myself, but next week when Trogsoft (well I :) announce one of
> these projects, you should get a good insight into what I mainly do, as regards
> to programming. It's mainly TCP/IP / Network and Office related applications.

Mmm... cool... Anyhow, have you noticed how many one-manned Amiga software houses ←
are there !?!

See ya,

Gabriele

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1.317 Re: Mpega.library example?

From: Tim Hanson <msinister@connectfree.co.uk>
Date: 06-19-00 22:38:38
Subject: Re: Mpega.library example?

Hi Mike

Mike Carter wrote this on 14-Jun-00 at 21:00:57

> look on freshmeat.net for gnu source, i think mp123 is best.
> as for example mpega.library code, was it not with the lib? i've got

> some here i think. mail me if you want it.

Had a quick look at freshmeat and found mp123 but it has a restricted licence. I'll need to find another.

If you could mail me the mpeg.a.library examples that would be cool. They weren't in the dev archive I got from main.aminet. Nice to see a VBCC link lib in the archive though.

BTW I tried to mail you directly and the mail bounced.

--

Tim Hanson,
by the River, Canterbury, Kent.
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1.318 Re: Hi All!

From: Charlie <charlie@amigaforever.free-online.co.uk>
Date: 06-20-00 02:12:39
Subject: Re: Hi All!

Charlie

Homicide: Thinking cops, not a gun. This.

----- Original Message -----
From: <oruk_amigan@btinternet.com>
To: <amiga-c@egroups.com>
Sent: Monday, June 19, 2000 7:15 AM
Subject: [amiga-c] Hi All!

> Hi Everybody,
>
> I'm new to the Amiga-C list, and I look forward to making the most of you
> lot
> out there! :) One question is, do you also do C++ stuff? I say this
> because
> I am a C and C++ programmer, mainly for the Amiga. (what else! :))

>
> I'm currently working on two projects, both which are very interesting,
even
> if i do say so myself, but next week when Trogssoft (well I :) announce one
of
> these projects, you should get a good insight into what I mainly do, as
regards
> to programming. It's mainly TCP/IP / Network and Office related
applications.
>
>

Hi. Greetings :-);

Do you do TCP/IP stuff for the Amiga. if So do you have a routine that
downloads a file (HTTP) from a server to your HD. Ive looking but kind find
anything simple.

I need it for version checking.

Cheers
charlie.

9C. A good man is hard to find, but twelve of them, gathered
together in one place, is a miracle.

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and pay less each month.
http://click.egroups.com/1/4259/1/_/451227/_/961435148/

1.319 #pragma pack od StormC.

From: Emanuele Cesaroni <emacesa@tin.it>
Date: 06-20-00 03:05:42
Subject: #pragma pack od StormC.

Hi c coders.

Do you know a way to use the directive "#pragma pack" in gcc style on StormC
compiler ?
Or do you know the packing method ?

This to load a 3dstudio file, which has some chunks, the chunks start with
an ID (a word) and the chunk's size in bytes (a word).

In a source i found:

```
//  
  
#pragma pack(2)  
  
typedef struct {  
    word    id;  
    dword   len;  
} TChunkHeader, *PChunkHeader;  
  
//
```

The ID is ok, i can read its, but the lenght field is not so readable, is it packed ??

Thank you.
Bye.
Emanuele

Win \$5,000 to spend on a vacation getaway.CLICK NOW, ends 6/30/00.
http://click.egroups.com/1/5523/1/_/451227/_/961459205/

1.320 Re: Hi All!

From: Andrew Markwell <andrewmarkwell@hotmail.com>
Date: 06-20-00 07:32:00
Subject: Re: Hi All!

>From: "Charlie" <charlie@amigaforever.free-online.co.uk>

>Hi. Greetings :-);

>

>Do you do TCP/IP stuff for the Amiga. if So do you have a routine that
>downloads a file (HTTP) from a server to your HD. Ive looking but kind find
>anything simple.

>

I'm looking for some HTTP code too, except I need something that supports everything a HTTP client would need. I have downloaded libwww from the W3 site (<http://www.w3.org/Library/>) but it's hideously complex and in accordance with the rest of the W3's "well designed" web site the documentation is all over the place without any of it zipped for a quick download. Is there any alternatives?

Andrew Markwell

Get Your Private, Free E-mail from MSN Hotmail at <http://www.hotmail.com>

Old school buds here:
http://click.egroups.com/1/5536/1/_/451227/_/961482721/

1.321 Re: GetDiskObject

From: Ilkka Lehtoranta <iti@solutions.fi>
Date: 06-20-00 09:58:41
Subject: Re: GetDiskObject

Hello Rene

On 19-Kes-00, you wrote:

```
RH> struct DosList *dosl,*dsl; struct DiskObject *Obj; char *name = NULL; if
RH> ((dosl = LockDosList(LDF_VOLUMES|LDF_READ))) { dsl = dosl; while ((dsl =
RH> NextDosEntry(dsl,LDF_VOLUMES)) { name = (char*)dsl->dol_Name; if ((Obj
RH> = GetDiskObject(name)) { Printf("%b",name); FreeDiskObject(Obj); } } }
RH> The line "Printf("%b",name)", write my mounted volumes(DH0,DH1,..). But
RH> the "GetDiskObject" can't find the "Disk.info". This search some
RH> undefined text+".info". You can help me?
```

You must pass APTR to GetDiskObject() instead of BSTR:

```
Obj = GetDiskObject(BADDR(name))
```

Good practise is caching APTR version of name since BSTR->APTR conversion adds little overhead.

Find long lost high school friends:
http://click.egroups.com/1/5544/1/_/451227/_/961487931/

1.322 Re: Re: Icons Sizes under AOS3.5

From: James S Perrin <j.perrin@mcc.ac.uk>
Date: 06-20-00 10:40:37
Subject: Re: Re: Icons Sizes under AOS3.5

Mike Carter wrote:

```
>
> Hiya ,
>
> Got your message about [amiga-c] Icons Sizes under AOS3.5, on 06-Jun-00
>
> » While I'm at it, the StormC on the dev CD creates an executable that
> » crashes I ended up fiddling around with converting amiga.lib to a
> » libamiga.a for gcc, which is what I'm currently using.
>
> Use the amiga.lib from VBCC with StormC
>
> Dinky do,
>
> M!ke
```

Tried it though it still crashes, the correct icon sizes though are now reported. I guess the crash is now due to me using OS35 icon.library functions and the amiga.lib with vbcc is for <=OS3.1 ?

Regards

James

--

```
-----
James S. Perrin, | email: j.perrin@mcc.ac.uk
Manchester Visualization Centre, | http://www.man.ac.uk/MVC/staff/perrin/
Manchester Computing, The University, | tel: +44 161 275 6945
Manchester, England. M13 9PL. | fax: +44 161 275 6800/6040
-----
```

"The test of intellect is the refusal to belabor the obvious" - Alfred Bester

```
-----
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http://click.egroups.com/1/4260/1/_/451227/_/961494039/
-----
```

1.323 Re: Hi All!

From: Nick Lamburn <oruk_amigan@btinternet.com>
Date: 06-20-00 11:29:07
Subject: Re: Hi All!

Hi Gabriele,

```
>> I'm new to the Amiga-C list, and I look forward to making the most of you
>> lot out there! :) One question is, do you also do C++ stuff? I say this
>> because I am a C and C++ programmer, mainly for the Amiga. (what else!
>> :))
>
> Yep, all the C++ you want / need!
```

Excellent! :)

```
>> I'm currently working on two projects, both which are very interesting,
>> even if i do say so myself, but next week when Trogsoft (well I :)
>> announce one of these projects, you should get a good insight into what I
>> mainly do, as regards to programming. It's mainly TCP/IP / Network and
>> Office related applications.
>
> Mmm... cool... Anyhow, have you noticed how many one-manned Amiga software
> houses are there !?!
```

Well, I myself used to be a one man team, which was kind of interesting, ie: you were your own boss, to easy to be a slacker. However, I'm now part of a larger software group (Trogsoft), but then - I'm still a slacker... :))

Naaa not really, I just find it difficult to code when drunk. :)

Kind Regards

Nick.

--

```
      :+  ooO  :O-
    ==  -==  008.:8 -----
    =   ..:   o008::88
    +   .     -088=-.8      Trogladite Software
    ==.   .-==+  ...888=
    .==   ..-==o  ..:888=:   http://www.trogsoft.org
    .+==   :-==+o...:888==
    O  ==--   ..8888:--88  .....
    OO o++++  .....8888:--8:  NB: Currently Pending License
    .8.  00o8.....:8888--o8  .....
    -:08   88888=::-888=
    ==88...88888:::-o88=   Nick Lamburn - Deputy Manager
    |  o00o+=ooo0+0000=   nick@trogsoft.org
    |  -0o80==88=8       Boing Ball is a ® of Amiga Inc.
    \-----/
```

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1.324 Re: Hi All!

From: Nick Lamburn <oruk_amigan@btinternet.com>
Date: 06-20-00 11:34:57
Subject: Re: Hi All!

On 20-Jun-00, Andrew Markwell wrote:

```
>> From: "Charlie" <charlie@amigaforever.free-online.co.uk>
```



```

>
>> Hi. Greetings :-);
>>
>> Do you do TCP/IP stuff for the Amiga. if So do you have a routine that
>> downloads a file (HTTP) from a server to your HD. Ive looking but kind
>> find anything simple.
>>
>
> I'm looking for some HTTP code too, except I need something that supports
> everything a HTTP client would need. I have downloaded libwww from the W3
> site (http://www.w3.org/Library/) but it's hideously complex and in
> accordance with the rest of the W3's "well designed" web site the
> documentation is all over the place without any of it zipped for a quick
> download. Is there any alternatives?

```

Okay, people want a HTTP checker code, it's quite simple (cough, cough!) :), I could knock some up if you want, since TCP/IP is nice, and everything works the same (iyswim), basically change the ports around and new address and hey presto - a HTTP or POP3 client etc. What I can suggest is that you look at the 'GetMail' archive. It is a POP3 client, but with some changes, you should be able to make a HTTP client using the 'get' command. This was compiled with SAS/C 6.55 so it may need some amendments with VBCC or StormC etc.

If you need some help with this - I am at hand! :)

Regards

Nick.

```

--
      :+  ooO  :O-
    ==  -==  008.:8 -----.
    =   ..:   o008::88
    +   .     -088=-.8      Trogladite Software
    ==.   .-==+  ...888=
    .==   ..-==o  ...888=:   http://www.trogsoft.org
    .+==   :-==+o...:888==
    O   ==--   ..8888:--88  .....
    OO  o++++  .....8888:--8:  NB: Currently Pending License
    .8.  00o8.....:8888--o8  .....
    -:08   88888=:--888=
    ==88...88888::--o88=      Nick Lamburn - Deputy Manager
    |  o00o+=o0o0+0000=      nick@trogsoft.org
    |   -0o80==88=8         Boing Ball is a ® of Amiga Inc.
    \-----/

```

Failed tests, classes skipped, forgotten locker combinations.

Remember the good 'ol days

http://click.egroups.com/1/5531/1/_/451227/_/961493720/

1.325 Re: Hi All!

From: Nick Lamburn <oruk_amigan@btinternet.com>
 Date: 06-20-00 11:37:45
 Subject: Re: Hi All!

On 20-Jun-00, Nick Lamburn wrote:

Hi,

> What I can suggest is that you look at the 'GetMail' archive. It is
 > a POP3 client.

Oops I goofed, you'll find that archive on Aminet! :)

Regards

Nick.

--

```

      :+  ooO  :O-
    =-  -=-   008.:8  -----
    =   ..:   o008::88
+   .      -088=.-8      Trogladite Software
    =-.     .-==+ ...888=
    .=-     ..-==o ...888=:      http://www.trogsoft.org
    .+==    :-==+o...:888==
0   ===--   ..8888:--88  .....
00  o++++   .....8888:--8:   NB: Currently Pending License
.8.  00o8....:8888--o8  .....
-:08   88888=::-888=
    ==88...88888=::-o88=      Nick Lamburn - Deputy Manager
|   o00o+=ooo0+0000=          nick@trogsoft.org
|   -0o80==88=8      Boing Ball is a @ of Amiga Inc.
\-----/

```

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http://click.egroups.com/1/5600/1/_/451227/_/961495484/

1.326 Re: Re: Hi All!

From: torrelli@mctel.fr
 Date: 06-20-00 11:40:09
 Subject: Re: Re: Hi All!

?

> >

> > I'm looking for some HTTP code too, except I need something that supports
 > > everything a HTTP client would need. I have downloaded libwww from the W3
 > > site (<http://www.w3.org/Library/>) but it's hideously complex and in

> > accordance with the rest of the W3's "well designed" web site the
> > documentation is all over the place without any of it zipped for a quick
> > download. Is there any alternatives?
>
> Okay, people want a HTTP checker code, it's quite simple (cough, cough!)
> :), I could knock some up if you want, since TCP/IP is nice, and everything
> works the same (iyswim), basically change the ports around and new address
> and hey presto - a HTTP or POP3 client etc. What I can suggest is that you
> look at the 'GetMail' archive. It is a POP3 client, but with some changes,
> you should be able to make a HTTP client using the 'get' command. This was
> compiled with SAS/C 6.55 so it may need some amendments with VBCC or StormC
> etc.
> ?

I guess you mean that it's just a matter of making a socket, connecting it
and sending/receiving data over this socket (more or less 20 lines of code) ?
cause apart from these basic similarities (that are true for any applicative
protocol built over tcp) I can't find the point to compare pop3 and http.

Imho the long work on a http api is to support every options that can be
sent to/by a http host (redirections, packed connections, resumes, errors,
GET/POST methods, cookies, extra headers, proxies, cache and so on..),
and it's a good reason to use the w3 lib... ?

Of course sending a GET %s HTTP/1.1\n\n\r over a socket is quite easier
if not more is needed..

Phil.

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1.327 Re: Hi All!

From: Nick Lamburn <oruk_amigan@btinternet.com>
Date: 06-20-00 12:07:10
Subject: Re: Hi All!

Hi

Just been looking through the AmiTCP 4.3 dev kit (on Aminet) and that has a
HTTP get example in the amitcp-sdk-4.3/src/httpget/ path. It has the source
and that, and is reasonable to read through! :)

Regards

Nick.

--

:+ ooO :O-

```

=- -=- 008.:8 -----.
=  ..:  o008::88 |
+ . -088=-.8 Trogladite Software |
=-. .-==+ ...888= |
.-= ..-==o ...:888=: http://www.trogsoft.org |
.+== :--==+o...:888== |
O ==-- ..8888:--88 ..... |
OO o++++ .....8888:--8: NB: Currently Pending License |
.8. 00o8.....:8888--o8 ..... |
-:08 88888=:--888= |
==88...88888::--o88= Nick Lamburn - Deputy Manager |
| o00o+=ooo0+0000= nick@trogsoft.org |
| -0o80==88=8 Boing Ball is a ® of Amiga Inc. |
\-----/

```

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1.328 Re: Hi All!

From: Nick Lamburn <oruk_amigan@btinternet.com>
Date: 06-20-00 12:13:37
Subject: Re: Hi All!

Hi Phil,

>> Okay, people want a HTTP checker code, it's quite simple (cought, cough!)
>> :), I could knock some up if you want, since TCP/IP is nice, and
>> everything works the same (iyswim), basically change the ports around and
>> new address and hey presto - a HTTP or POP3 client etc. What I can
>> suggest is that you look at the 'GetMail' archive. It is a POP3 client,
>> but with some changes, you should be able to make a HTTP client using the
>> 'get' command. This was compiled with SAS/C 6.55 so it may need some
>> amendments with VBCC or StormC etc.

>

> I guess you mean that it's just a matter of making a socket, connecting
> it

> and sending/receiving datas over this socket (more or less 20 lines of
> code) ?

> cause apart from these basic similarities (that are true for any
> applicative

> protocol built over tcp) I can't find the point to compare pop3 and http.

I probably didn't make myself clear, what I was pointing out was that if you could create the socket with `bsdsocket` or whatever successfully (and it isn't that nice either!) then once you have established that, and a connection to the server - then it is a matter of sending commands over. The basic process is similar, I'm not saying that the HTTP and POP3

protocols are similar, I'm saying that the way in which you connect and communicate with those servers is fundamentally similar.

```
> Imho the long work on a http api is to support every options that can be
> sent to/by a http host (redirections, packed connections, resumes,
> errors,
> GET/POST methods, cookies, extra headers, proxies, cache and so on.. ),
> and it's a good reason to use the w3 lib...
>
> Of course sending a GET %s HTTP/1.1\n\r over a socket is quite easier
> if not more is needed..
```

I think for the time being only the 'GET' code is needed, however you are correct in saying that if you want to handle all situations the w3 org's code is a good place to start. :)

Regards

Nick.

--

```
      :+  ooO  :O-
    ==  -==  008.:8  -----
    =   ..:   o008::88
    +   .     -088=-.8      Trogladite Software
    ==.   .-==+  ...888=
    .==   ..-==o  ..:888=:      http://www.trogsoft.org
    .+==   :-==+o...:888==
    O   =====  ..8888:--88  .....
    OO  o++++  .....8888:--8:   NB: Currently Pending License
    .8.  00o8.....:8888--o8  .....
    -:O8   88888=::-888=
    ==88...88888::-o88=      Nick Lamburn - Deputy Manager
    |  o00o+=o00o+0000=      nick@trogsoft.org
    |   -Oo8O==88=8        Boing Ball is a ® of Amiga Inc.
    \-----/
```

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1.329 RE: Re: Hi All!

From: Jesper Svennevid <jesper@fxrealm.com>
Date: 06-20-00 13:55:05
Subject: RE: Re: Hi All!

```
> -----Original Message-----
> From: Nick Lamburn [oruk_amigan@btinternet.com]
>
> > I'm looking for some HTTP code too, except I need something
```

> > that supports everything a HTTP client would need. I have
> > downloaded libwww from the W3 site (<http://www.w3.org/Library/>)
> > but it's hideously complex and in accordance with the rest of
> > the W3's "well designed" web site the documentation is all
> > over the place without any of it
> > zipped for a quick download. Is there any alternatives?
>
> Okay, people want a HTTP checker code, it's quite simple
> (cough, cough!) :), I could knock some up if you want,
> since TCP/IP is nice, and everything works the same (iyswim),
> basically change the ports around and new address
> and hey presto - a HTTP or POP3 client etc. What I can
> suggest is that you look at the 'GetMail' archive. It is
> a POP3 client, but with some changes, you should be able to
> make a HTTP client using the 'get' command. This was
> compiled with SAS/C 6.55 so it may need some amendments
> with VBCC or StormC etc.

If someone really wants to make a HTTP-compliant parser that
want to handle everything that the HTTP-protocol specifies,
download RFC 2616 (from for example <http://www.rfc-editor.org/>),
which describes the up to version 1.1 of the HTTP-protocol.

If it is intended to do authentication, you need RFC 2617 aswell.

It took me less than a day to write my HTTP-parser, which
handles everything I need (modification-dates, byte-ranges,
encodings, etc), so it's not hard at all.

--

// Jesper Svennevid : jesper@fxrealm.com
Software Developer at FXRealm Studios
<http://www.fxrealm.com/>

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1.330 Catalog Description files

From: Christian Hattemer <chris@riednet.tu-darmstadt.de>
Date: 06-20-00 17:16:12
Subject: Catalog Description files

Hi,

a year ago I wrote a little tool to reformat Catalog Description files from
this style:

MSG_xxx
abc def\nghi jkl\nmno

into this style

```
MSG_xxx
abc def\n\
ghi jkl\n\
mno
```

I've improved it now to work also on Catalog Translation files, where the text to be reformatted is commented out.

Works fine, but there's a small possibility to mess up the file. When the string looks like this:

```
MSG_xxx
abc def\n;ghi jkl\nmno
```

it will be reformatted this way:

```
MSG_xxx
abc def\n\
;ghi jkl\n\
; mno
```

The program detects that there's a semicolon at the start of a line and prints the rest of the string commented. This isn't the real problem, I already have an idea how to fix it, but I don't know if it makes sense to do it.

The real problem:

Is there any 'official' documentation when a semicolon is treated as a comment marker?

Is the above example with the leading semicolon in the second line still one string or not?

In other words: Is there a rule which defines that the backslash at the end of a line is processed first? This would concatenate the lines back to a single one, where the semicolon wouldn't be misinterpreted as a comment marker. It would be different if lines starting with a semicolon are generally interpreted as comments.

I haven't done tests about this case yet, as the results might be implementation specific. I first wanted to hear if there's an official rule about this.

Bye, Chris

--

```

  _
  ///
_  /// Amiga 4000T 040/40      Team *AMIGA*
\\///
  \XX/   http://www.riednet.wh.tu-darmstadt.de/~chris/
```

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1.331 Re: MP vs. good programs (was: Re: Off topic, and libraries :))

From: Gabriele Svelto <jlpicard@tiscalinet.it>
 Date: 06-20-00 17:29:12
 Subject: Re: MP vs. good programs (was: Re: Off topic, and libraries :))

Hi Volker,

I don't want to join the discussion but was only curious about a couple of things ←
 you wrote:

> - using absolute executables rather than relocatable objects; also,
 > in different identical runs of a program all objects usually reside at
 > the same addresses => test runs are of much more value

Absolute executables? You mean without relocation? How is this possible?

> - no memory fragmentation; systems without virtual-memory generally
 > cannot reliably run over long periods of time due to memory
 > fragmentation

This means that you move around chunk of allocated space in order to avoid ←
 fragmentation (like Linux filesystem does with files for avoiding file ←
 fragmentation)?

See ya

Gabriele

 ?\$BCg4V\$H\$O\$8\$a\$k!"Cg4V\$r8+\$D\$1\$k!!#e%0%k!<%W?(B
 ?\$B!!!!!!V%0%k!<%W%a!<%k\$7\$^\$;\$s\$+!)!W?(B
 ?\$B%5!<%/%k!&F1Ak2q!&F1N=!&%S%8%M%9!&2HB2\$G\$I\$&\$>!*?(B
 ?\$B!?!(Bhttp://www.egroups.co.jp/info/features.html
http://click.egroups.com/1/3411/1/_/451227/_/961604053/

1.332 Re: Hi All!

From: Charlie <charlie@amigaforever.free-online.co.uk>
 Date: 06-20-00 17:39:42

Subject: Re: Hi All!

Charlie

Homicide: Thinking cops, not a gun. This.

----- Original Message -----

From: Andrew Markwell <andrewmarkwell@hotmail.com>

To: <amiga-c@egroups.com>

Sent: Tuesday, June 20, 2000 12:32 AM

Subject: Re: [amiga-c] Hi All!

> >From: "Charlie" <charlie@amigaforever.free-online.co.uk>

>

> >Hi. Greetings :-);

> >

> >Do you do TCP/IP stuff for the Amiga. if So do you have a routine that
> >downloads a file (HTTP) from a server to your HD. Ive looking but kind
find

> >anything simple.

> >

>

> I'm looking for some HTTP code too, except I need something that supports
> everything a HTTP client would need. I have downloaded libwww from the W3
> site (<http://www.w3.org/Library/>) but it's hideously complex and in
> accordance with the rest of the W3's "well designed" web site the
> documentation is all over the place without any of it zipped for a quick
> download. Is there any alternatives?

>

That link has expired. hmmm. Iv looked at some aminet download
tools on Aminet, but the code is very messy and complex.

Cheers
charlie

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1.333 Re: #pragma pack od StormC.

From: Alexander Niven-Jenkins <anj@cremlinsoftware.org>

Date: 06-20-00 18:18:14

Subject: Re: #pragma pack od StormC.

Hiya Emanuele,

On 20-Jun-00, you wrote:

> The ID is ok, i can read its, but the lenght field is not so readable, is
> it packed ??

It is probaly ordered wrong, as it is a long and is written out orignally by a PC I wuld suspect that you need to swap the bytes around. I use the following for the data I have to swap, BTW you can probably do this faster with a macro or something I fnd this easier for certain reasons.

```
// swaps between high and low endian values
unsigned long EndianSwap( unsigned long endian )
{
    return ( ( endian & 0xFF ) << 24 ) | ( ( endian & 0xFF00 ) << 8 ) | ( (
endian & 0xFF0000 ) >> 8 ) | ( ( endian & 0xFF000000 ) >> 24 );
}
```

```
// swaps between high and low endian values
unsigned short EndianSwap( unsigned short endian )
{
    return ( ( endian & 0xFF ) << 8 ) | ( ( endian & 0xFF00 ) >> 8 );
}
```

Kind regards...

Alex

--

Cremlin Software - <http://www.cremlinsoftware.org>
Founder, lead programmer - ghandi@cremlinsoftware.org
Production, programmer - anj@cremlinsoftware.org

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1.334 Re: MP vs. good programs (was: Re: Off topic, and libraries :))

From: Alexander Niven-Jenkins <anj@cremlinsoftware.org>
Date: 06-20-00 18:22:58
Subject: Re: MP vs. good programs (was: Re: Off topic, and libraries :))

Hiya Paul,

On 19-Jun-00, you wrote:

>> 2. Its *impossible* to fully test the code for a reasonable sized
>> program. You never know what users are going to do with your programs.

>> Eeeek! I hope for our sakes you never work on a critical system lke air
>> traffic control, we'd have planes plunging into buildings all over the
>> place ;-)

> Bad example. On Saturday the master UK air traffic control computer broke
> down. This effected every UK airport and every plane crossing UK airspace.

> Here is a perfect example of a system that cost millions but still failed.
> If a ATC system can have bugs then how do you expect to iron out the bugs
> in your code?

As far as I understood though it wasn't a software bug that caused the
problem. Isn't this what you lot are arguing about.

I have to agree with you that it is nearly impossible to competely test a
large system. I know I work for Dunlop and we have a lot of manufacturing
systems and we are still finding bugs that crop up in them 15 years after
the system has been live, they are so obscure you just don't find them.

Kind regards...

Alex

--

Cremlin Software - <http://www.cremlinsoftware.org>
Founder, lead programmer - ghandi@cremlinsoftware.org
Production, programmer - anj@cremlinsoftware.org

Old school buds here:
http://click.egroups.com/1/5536/1/_/451227/_/961522374/

1.335 Re: Hi All!

From: Andrew Markwell <andrewmarkwell@hotmail.com>
Date: 06-20-00 19:09:14
Subject: Re: Hi All!

>From: "Charlie" <charlie@amigaforever.free-online.co.uk>

>

>>I have downloaded libwww from the W3
> > site (<http://www.w3.org/Library/>) but it's hideously complex and in
> > accordance with the rest of the W3's "well designed" web site the
> > documentation is all over the place without any of it zipped for a quick
> > download. Is there any alternatives?
> >
>

>That link has expired. hmmm. Iv looked at some aminet download
>tools on Aminet, but the code is very messy and complex.
>

It definately works! I've just tried it.

Andrew Markwell

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1.336 Re: Re: Hi All!

From: Andrew Markwell <andrewmarkwell@hotmail.com>
Date: 06-20-00 19:19:30
Subject: Re: Re: Hi All!

>From: Nick Lamburn <oruk_amigan@btinternet.com>

>
>Okay, people want a HTTP checker code, it's quite simple (cought, cough!)
>:), I could knock some up if you want, since TCP/IP is nice, and everything
>works the same (iyswim), basically change the ports around and new address
>and hey presto - a HTTP or POP3 client etc. What I can suggest is that you
>look at the 'GetMail' archive. It is a POP3 client, but with some changes,
>you should be able to make a HTTP client using the 'get' command. This was
>compiled with SAS/C 6.55 so it may need some amendments with VBCC or StormC
>etc.
>

You mis-understand me :) I'm looking for a full HTTP-protocol supporting client in some kind of library format. One that supports everything, not just GET. The libwww library from W3 is exactly what I'm looking for, the only problem being it's rather large and it'll probably double the size of my program... plus I've already written some of what it does like an URL parser, except my version is ten times smaller and I'm not sure I can integrate it.

Andrew Markwell

PS Your signature is truely a work of art, but do you mind making it a little smaller :P

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1.337 Where do the files go?

From: Mark Edward Reed <alberonn@pacifier.com>
 Date: 06-20-00 23:55:17
 Subject: Where do the files go?

Hello,

I'm trying to get everytthing for GCC (the latest snapshot off of the Geek Gadgets archive,) installed in the right places. My problem is where some of the files from the NDK go. I have the include files installed and patched. I'm wondering where I put the fd files (if they have to go in the GG: directory,) and/or where I put the inline files after I use the FD2INLINE program. Is there anything else I have to put on from the NDK 3.1 package. (I'm going to be getting the newer dev CD, but I want to get set up with what I have for now.) The instructions are not very clear on some stuff.

Kind regards

--

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

	/// Mark Edward Reed (AKA Lord Alberonn I)	Vacuum Tube
	/// Amiga Librarian, Amiga Sysop, & Webmaster	BBS
	\\/// Amiga-Commodore User's Group #0447	+1-503-
	\XX/ http://home.pacifier.com/~alberonn/acug.html	325-2905

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1.338 Re: Raw PC disk copy... (Linux -> Amiga)

From: Tak Tang <tak.tang@suht.swest.nhs.uk>
Date: 06-21-00 08:54:57
Subject: Re: Raw PC disk copy... (Linux -> Amiga)

> Hi there,

HI

> The problem is then how do I write this disk image back to a PC high density
> floppy disk (from my Amiga)? Is there any tools which can do the job for me?
> (which doesn't require the image to be in a special format as I think e.g.
> DiskMasher do), or does anyone have a source that can quickly be modified to do
> the job?

You could try "fmsdisk.device", for which you do not even need a High Density disk ←
. Run something like PC-Task or PCX on it.

Tak Tang
Experience is directly proportional to the value of equipment destroyed.

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?\$B!!!!!!V%0%k!<%W%a!<%k\$7\$^\$;\$s\$+!)!W?(B
?\$B%5!<%/%k!&F1Ak2q!&F1N=!&%S%8%M%9!&2HB2\$G\$I\$&\$>!*?(B
?\$B!!(Bhttp://www.egroups.co.jp/info/features.html
http://click.egroups.com/1/3411/1/_/451227/_/961574271/

1.339 Re: Where do the files go?

From: "James S. Adelman" <j.adelman@ukonline.co.uk>
Date: 06-21-00 11:46:06
Subject: Re: Where do the files go?

[amiga-c] Where do the files go? wrote on Tue, 20 Jun 2000 15:55:17 -0700 in < ←
yam8206.895.133195448@smtp.pacifier.com> :

> Hello,
>
> I'm trying to get everytthing for GCC (the latest snapshot off of the
> Geek Gadgets archive,) installed in the right places. My problem is
> where some of the files from the NDK go. I have the include files
> installed and patched. I'm wondering where I put the fd files (if they
> have to go in the GG: directory,) and/or where I put the inline files
> after I use the FD2INLINE program. Is there anything else I have to
> put on from the NDK 3.1 package. (I'm going to be getting the newer
> dev CD, but I want to get set up with what I have for now.) The
> instructions are not very clear on some stuff.

Is that version 2.95.1? I had difficulty finding it, but it's the latest version I've found. You don't need the fd's or the inlines, but inlines go in GG:include/inline/ if you have them. How you use them is a different matter entirely.

--
James S. Adelman
Liverpool

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1.340 Re: Memory-tracking debugging

From: Gabriele Svelto <jlpicard@tiscalinet.it>
Date: 06-21-00 17:52:22
Subject: Re: Memory-tracking debugging

Hi Jesper,

> I monitor all my allocations, as I've written my own mini-libc (to
> avoid dependency on specific compilers), but still it doesn't stop
> my own code from trashing the data inside those allocations :). I
> tried using MuForce & MuGuardianAngel, but even with only MuForce
> running my computer got so slow it wasn't possible working with it.

This appens on Phase 5 boards with mmu.library, which config file do you use ? I ←
had the same prob and fixed it removing completely the MMU-Configuration file ←
from ENV: and now it runs fine... See ya

Gabriele

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1.341 i've always wondered...

From: David McMinn <dave@satanicdreams.com>
 Date: 06-21-00 17:56:23
 Subject: i've always wondered...

...about the license of the gcc compiler. if you use it to create a program do you need to release it under GPL? Or would you only have to release it as GPL if you used link libs etc that were GPL?

Might sound like a thicke question, but I've been readin the gcc manual and not found anything about it.

--

l) /\ \/][|) | \ / | c | \ / |][| \ | \ | | dave@satanicdreams.com
http://members.xoom.com/David_McMinn | ICQ=16827694
 'Womp rat may taste like pumpkin pie, but I'll never know, 'cause even if it did I wouldn't eat the filthy motherfucker.' - Samuel L. Jackson, Jedi

 ?\$BCg4V\$H\$O\$8\$a\$k!"Cg4V\$r8+\$D\$1\$k!!#e%0%k!<%W?(B
 ?\$B!!!!!!V%0%k!<%W%a!<%k\$7\$^\$;\$s\$+!)!W?(B
 ?\$B%5!<%/%k!&F1Ak2q!&F1N=!&%S%8%M%9!&2HB2\$G\$I\$&\$>!*(B
 ?\$B!!(B<http://www.egroups.co.jp/info/features.html>
http://click.egroups.com/1/3411/1/_/451227/_/961606605/

1.342 Re: Re: MP vs. good programs (was: Re: Off topic, and libraries :))

From: torrelli@mctel.fr
 Date: 06-21-00 18:14:14
 Subject: Re: Re: MP vs. good programs (was: Re: Off topic, and libraries :))

?
 >
 > Hi Volker,
 >
 > I don't want to join the discussion but was only curious about a couple of

things you wrote:

```
>
> > - using absolute executables rather than relocatable objects; also,
> > in different identical runs of a program all objects usually reside at
> > the same addresses => test runs are of much more value
>
> Absolute executables? You mean whithout relocation? How is this possible?
>
Well in such system (with virtual protected memory), the task the address
uses are not the real addresses, but addresses mapped by the mmu.. Then
The addresses are not relocated, it's the memory that is relocated..
?(dunna if it's very clear :)

> > - no memory fragmentation; systems without virtual-memory generally
> > cannot reliably run over long periods of time due to memory
> > fragmentation
>
> This means that you move around chunk of allocated space in order to avoid
fragmentation (like Linux fylesystem does with files for avoiding file
fragmentation)?
```

Yes that's it. Pages of memory are allocated to the tasks and swapped out of central memory when the system needs more memory.. But the memory for a task is allocated a certain amount at a time.

```
-----
? $BCg4V$H$O$8$a$k!"Cg4V$r8+$D$1$k!!#e%0%k!<%W?(B
? $B!!!!!!V%0%k!<%W%a!<%k$7$^$;$s$+!)!W?(B
? $B%5!<%/!k!&F1Ak2q!&F1N=!&%S%8%M%9!&2HB2$G$I&$>!*(B
? $B!?!(Bhttp://www.egroups.co.jp/info/features.html
http://click.egroups.com/1/3411/1/_/451227/_/961604470/
-----
```

1.343 Re: #pragma pack od StormC.

From: Bart King <bart@bartmansoftware.co.uk>
Date: 06-21-00 20:15:24
Subject: Re: #pragma pack od StormC.

Emanuele Cesaroni <emacesa@tin.it> wrote:

```
> Do you know a way to use the directive "#pragma pack" in gcc style on StormC
> compiler ?
> Or do you know the packing method ?
```

#pragma pack() does not work on StormC or SAS/C.

One of its uses is to align up structures to make sure they are even sized.
E.g.

```
struct MyRGB
{
    char r, g, b;
```

```
}
```

This structure should be three bytes, but some compilers (GCC, MS VisualC, and loads of others - not StormC or SAS/C [by default] though) will make it an even size, in this case four bytes - adding a byte pad to the end of the structure, although invisible to the programmer.

Adding `#pragma pack()` will tell the compilers which support it to make sure a structure is exactly the size specified so...

```
#pragma pack(1)
struct MyRGB
{
    char r, g, b;
}
#pragma pack()
```

will make the structure three bytes - ideal for writing to disk, and making it platform/compiler independent. Of course, StormC will throw up a warning about it, but you can ignore it or put `#ifndef __STORM__` definitions around the pragma.

```
> #pragma pack(2)
>
> typedef struct {
>     word    id;
>     dword   len;
> } TChunkHeader, *PChunkHeader;
```

You might have to add padding to this structure yourself for StormC (i.e, a short - two bytes) to make this structure align correctly.

--

Bart King of Bartman Software -- damned if I do, damned if I don't
<http://www.bartmansoftware.co.uk> : Software Developer for Amiga and PC
<http://snapshots.bartmansoftware.co.uk> : FUBAR snapshots AVAILABLE NOW
<http://arcnet.vapor.com> : "bart" on ArcNET IRC (ICQ: 18178781)

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1.344 Re: i've always wondered...

From: Stephen Illingworth <gumshoe@firewall.co.uk>
Date: 06-21-00 21:16:07
Subject: Re: i've always wondered...

Hello David

On 21-Jun-00, you wrote:

> ...about the license of the gcc compiler. if you use it to create a
> program do you need to release it under GPL? Or would you only have to
> release it as GPL if you used link libs etc that were GPL?
>
> Might sound like a thickie question, but I've been readin the gcc manual
> and not found anything about it.
>

It's actually an excellent question, and one that has worried a lot of people over the years.

The general thinking on this is that the use of a GPL'd program to produce an original work does not automatically mean that the original work is itself bound by the GPL. This goes for executables produced by GCC, C code produced by Bison or works of art produced with the help of GIMP.

Steve

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1.345 MiamiSDK and StormC...

From: Alexander Niven-Jenkins <anj@cremlinsoftware.org>
Date: 06-22-00 00:07:57
Subject: MiamiSDK and StormC...

Hiya,

Has anyone used the MiamiSDK with StormC?

I am getting 4 'Syntax error in #pragma' errors from
pragmas/socket_pragmas.h (lines: 11, 39, 40 & 41).

BTW I am including proto/socket.h

Also I'm gettng an 'Illegal use of bitfields' error from netinet/tcp.h
(line 29) for:

```
u_char th_off:4
```

Any/all help would be most appreciated, thanks.

I can supply the actual code that causes the problem, but it is probably easier for you to look at the includes themselves.

Kind regards...

Alex

--

Cremlin Software - <http://www.cremlinsoftware.org>
Founder, lead programmer - ghandi@cremlinsoftware.org
Production, programmer - anj@cremlinsoftware.org

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1.346 Re: MP vs. good programs (was: Re: Off topic, and libraries :))

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-22-00 01:14:28
Subject: Re: MP vs. good programs (was: Re: Off topic, and libraries :))

On 20-Jun-00, Gabriele Svelto wrote:

> Absolute executables? You mean without relocation? How is this
> possible?

Each task has its own address space. That is you can address from 0x00000000 to 0xFFFFFFFF (well, some areas may be reserved for stack, shared code etc.) -- so your executable will always start at address 0x00000000. The MMU will convert the virtual addresses (used by the program) to physical addresses (used by the hardware) on-the-fly (i.e. during execution). There's a cache to remember the mapping of virt. to physical addresses, and if the address to be converted is in this cache, the address translation is free of cost (speaking of cpu cycles), i.e. it'll not slow down your program.

>> - no memory fragmentation; [...]

> This means that you move around chunk of allocated space [...]

No, you don't move anything. The translation explained above uses a table, each entry describes where a "page" is located, a page is often 4-8 KB. If a task allocates some memory, e.g. corresponding to 10 pages, then the task is free to use any address in it's own 4 GB address space for this chunk of memory, even though the OS may allocate the 10 pages 10 different places in memory.

So your file system analogy is not entirely wrong, except that the OS will never re-organize the memory space, as the actual fragmentation is invisible for the programs and have no performance penalty (where the latter is certainly not the case for magnetic disks).

Regards Allan

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1.347 RE: Re: Memory-tracking debugging

From: Jesper Svennevid <jesper@fxrealm.com>

Date: 06-22-00 08:52:13

Subject: RE: Re: Memory-tracking debugging

> -----Original Message-----

> From: Gabriele Svelto [jlpicard@tiscalinet.it]

>

> Hi Jesper,

>

> > I monitor all my allocations, as I've written my own mini-libc (to
> > avoid dependency on specific compilers), but still it doesn't stop
> > my own code from trashing the data inside those allocations :). I
> > tried using MuForce & MuGuardianAngel, but even with only MuForce
> > running my computer got so slow it wasn't possible working with it.

>

> This appens on Phase 5 boards with mmu.library, which config
> file do you use ? I had the same prob and fixed it removing
> completely the MMU-Configuration file from ENV: and now it
> runs fine... See ya

Hmm, then perhaps there are some messed up cache-modes in that config-
file... I'll have a look when I get home tonight.

--

// Jesper Svennevid : jesper@fxrealm.com

Software Developer at FXRealm Studios

<http://www.fxrealm.com/>

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1.348 Re: Re: i've always wondered...

From: David McMinn <dave@satanicdreams.com>

Date: 06-22-00 10:53:01

Subject: Re: Re: i've always wondered...

Hi Stephen

> The general thinking on this is that the use of a GPL'd program to produce an
> original work does not automatically mean that the original work is itself
> bound by the GPL. This goes for executables produced by GCC, C code produced by
> Bison or works of art produced with the help of GIMP.

I've been doing some more reading and there is a gcc based compiler on the PC, which says that you can do anything with the programs you create as long as you don't use one of their GPL link libraries (because then you end up with GPL code in your program) otherwise you need to distribute your programs under GPL. So, my next question would be does the gcc port from e.g. geekgadgets have any GPL link libs?

--

l) /\ \/][l) | \ / | c | \ / |][| \ | \ | | dave@satanicdreams.com
http://members.xoom.com/David_McMinn | ICQ=16827694
Artificial intelligence has been around for years. Just look at Bill Clinton

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1.349 Get OS3.5 Icon

From: Rene Hartmann <J.Pond@gmx.de>

Date: 06-22-00 13:33:44

Subject: Get OS3.5 Icon

I lock my Doslist for volumes and get the "Disk.info" with "(struct DiskObject*) ←
obj = GetDiskObject(name)" But this draw my old OS3.0 Icon. How i can get the ←
new OS3.5 Icons?

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1.350 Re: MP vs. good programs (was: Re: Off topic, and libraries :))

From: Gabriele Svelto <jlpicard@tiscalinet.it>

Date: 06-22-00 18:23:02

Subject: Re: MP vs. good programs (was: Re: Off topic, and libraries :))

Hi Allan

> Each task has its own address space. That is you can address from
> 0x00000000 to 0xFFFFFFFF (well, some areas may be reserved for stack,
> shared code etc.) -- so your executable will always start at address
> 0x00000000. The MMU will convert the virtual addresses (used by the
> program) to physical addresses (used by the hardware) on-the-fly (i.e.
> during execution). There's a cache to remember the mapping of virt. to
> physical addresses, and if the address to be converted is in this
> cache, the address translation is free of cost (speaking of cpu
> cycles), i.e. it'll not slow down your program.

So if the processor has a built-in MMU which does automatic address translation (←
like 604e+ PowerPCs) there's absolutely no speed loss and you can load a ←
program faster 'cos you haven't to relocate it as a bonus... Cool...

> No, you don't move anything. The translation explained above uses a
> table, each entry describes where a "page" is located, a page is often
> 4-8 KB. If a task allocates some memory, e.g. corresponding to 10
> pages, then the task is free to use any address in it's own 4 GB
> address space for this chunk of memory, even though the OS may
> allocate the 10 pages 10 different places in memory.

Cool, so a memory allocation does need to be consequential in hardware since all ←
addresses are translated to make the allocation look as it is only a contiguous ←
block if I have well understood.

> So your file system analogy is not entirely wrong, except that the OS
> will never re-organize the memory space, as the actual fragmentation is
> invisible for the programs and have no performance penalty (where the
> latter is certainly not the case for magnetic disks).

Well and one last question, since you have different MMU-tables for different ←
tasks the multi-tasking environment should at each context-switch between ←
tasks restore the MMU-Tables as he does restore the registers and so on?

Gabriele

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1.351 printf...

From: Alexander Niven-Jenkins <anj@cremlinsoftware.org>
Date: 06-22-00 20:49:09
Subject: printf...

Hiya,

I am having a problem with this in that it only prints the information next time I call printf or the program ends (I guess the buffers are flushed etc).

eg (crude example btw).

```
printf( "%s", "hello" );
delay( 1000 );
printf( "%s", "goodbye" );
delay( 1000 );
exit( RETURN_OK );
```

This runs, and the CLI window is empty for the first delay, then 'hello' appears and we wait for the second delay then 'goodbye' appears and the program immediately ends.

Understand?

How do I get it so that the text appears when I call printf???

BTW I am using stormamiga if this makes a difference with the STORMAMIGA_OS3 define defined!

The main problem this is causing me is for example I have a search routine and at the very start I print some information. Problem is that the information isn't displayed until after the search has run or the user presses CTRL-C when another message is displayed and so everything is updated.

Help!!!

Kind regards...

Alex

--

Cremlin Software - <http://www.cremlinsoftware.org>
Founder, lead programmer - ghandi@cremlinsoftware.org
Production, programmer - anj@cremlinsoftware.org

1.352 Re: printf...

From: Alexander Niven-Jenkins <anj@cremlinsoftware.org>
Date: 06-22-00 21:33:55
Subject: Re: printf...

Hiya Charlie,

On 23-Jun-00, you wrote:

```
>> eg (crude example btw).  
  
>> printf( "%s", "hello" );  
>> delay( 1000 );  
>> printf( "%s", "goodbye" );  
>> delay( 1000 );  
>> exit( RETURN_OK );
```

[snip]

```
>> How do I get it so that the text appears when I call printf???
```

```
> Dont know what you mean here.
```

For me printf is not writing the text on the call to printf only on another call to printf or when the program ends.

```
>> BTW I am using stormamiga if this makes a difference with the  
>> STORMMAMIGA_OS3 define defined!
```

```
>> The main problem this is causing me is for example I have a search  
>> routine and at the very start I print some information. Problem is that  
>> the information isn't displayed until after the search has run or the  
>> user  
>> presses CTRL-C when another message is displayed and so everything is  
>> updated.
```

```
> It might be a good idea to spawn a subtask to do the search routine.
```

I was using this as an example. It is in early stages and this printf thing is annoying, irrelevant of whether the searching is done in a subtask or not the information it displays is still done the same way.

```
> where in the search routine do you do this printing , it should be the  
> first thing there.
```

It is, that's the problem, because printf isn't immediately displaying the data, even though printf is the first thing called the text isn't displayed until after the search routine ends and another call to printf is done.

Kind regards...

Alex

--

Cremlin Software - <http://www.cremlinsoftware.org>
Founder, lead programmer - ghandi@cremlinsoftware.org
Production, programmer - anj@cremlinsoftware.org

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http://click.egroups.com/1/4633/1/_/451227/_/961706040/

1.353 Re: Re: printf...

From: Niels de Koning <ndk@bart.nl>
Date: 06-22-00 21:40:32
Subject: Re: Re: printf...

Hi!

```
> >> printf( "%s", "hello" );  
> >> delay( 1000 );  
> >> printf( "%s", "goodbye" );  
> >> delay( 1000 );  
> >> exit( RETURN_OK );  
>  
> [snip]  
>  
> >> How do I get it so that the text appears when I call printf???  
>  
> > Dont know what you mean here.  
>  
> For me printf is not writing the text on the call to printf only on  
> another call to printf or when the program ends.
```

That is because printf is implemented in such a way that output (your "hello" and "goodbye") is buffered. printf is linebuffered by default in C. This means that the text won't get printed until there is a full line in the buffer.

You could "force" the print by putting a linefeed in your printf statement: `printf("%s", "hello\n")`

You could also force C to write the text even though there is no complete line in the buffer yet. I think the call for that was `"fflush()",` but I don't have documentation here to check that....

Hope this is what you meant....

// Niels de Koning

Co-editor on 3DAddict's GFXZone <http://gfxzone.planet-d.net>

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1.354 Opening windows where you want

From: Donald W Millican <DonaldWM@stonelawdrive.freemove.co.uk>
Date: 06-22-00 22:00:19
Subject: Opening windows where you want

I would just like to know how using gadtools I can specify where on the screen a window is opened as my second window currently opens on top of the first one, both of which appear at the top left of the screen - this is somewhat inconvenient.

Someone must know the (probably very easy) answer to this, surely?

Donald

--

Member of GAUG
Glasgow Amiga Users Group
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1.355 Re: printf...

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-22-00 22:05:48
Subject: Re: printf...

On 22-Jun-00, Niels de Koning wrote:

> [...]
> You could also force C to write the text even though there is no
> complete line in the buffer yet. I think the call for that was
> "fflush()", but I don't have documentation here to check that....

The function takes a file handle to flush, which'd be 'stdout'. Though IIRC then I wasn't able to use it in combination with printf(), but instead had to use fprintf(), e.g. fprintf(stdout, "incomplete line..."); fflush(stdout); -- but this may have to do with the linker library used...

Regards Allan

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1.356 Re: Opening windows where you want

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-22-00 22:06:38
Subject: Re: Opening windows where you want

On 22-Jun-00, Donald W Millican wrote:

> I would just like to know how using gadtools I can specify where on
> the screen a window is opened [...]

Normally you open a window like this:

```
OpenWindowTags(NULL,  
    WA_Left,    left,  
    WA_Top,     top,  
    ...  
    TAG_DONE);
```

Regards Allan

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1.357 Re: MP vs. good programs (was: Re: Off topic, and libraries :))

From: Allan Odgaard <Duff@DIKU.DK>
Date: 06-22-00 22:39:08
Subject: Re: MP vs. good programs (was: Re: Off topic, and libraries :))

On 22-Jun-00, Gabriele Svelto wrote:

> So if the processor has a built-in MMU which does automatic address
> translation (like 604e+ PowerPCs) there's absolutely no speed loss and

There's a little, cause the first time the cpu needs to translate an address then it has to look it up in the MMU table (which is placed in main memory) and it may require up to 3 memory accesses -- but it'll then cache the address, and since each address actually corresponds to an entire page then this will only happen a few times pr. task. So basically there is no speed loss.

> you can load a program faster 'cos you haven't to relocate it as a
> bonus... Cool...

Yes, and furthermore each page in the page table may be marked as "on disk", that is, if someone tries to access it, the cpu will cause an

exception and the exception handler will then load the page from disk. That way you need only load the first page of the executable and mark the rest of the pages as "on disk".

Naturally this may not always be an advantage, e.g. if you have fast (DMA driven) harddisks and/or the program will use all of the code on disk etc....

> Well and one last question, since you have different MMU-tables for
> different tasks the multi-tasking environment should at each
> context-switch between tasks restore the MMU-Tables as he does restore
> the registers and so on?

Yes -- though the placement of the MMU table is not absolute, each task uses a base register, thus it's only this register which needs to be changed. Some machines (x86) also require that the address translation cache (TLB) be flushed, because the new task has another table, but other architectures (like the PowerPC) adds a task ID to each virtual address, so that two different tasks will always use different virtual addresses, even though the task itself can't see it.

Regards Allan

Best friends, most artistic, class clown Find 'em here:
http://click.egroups.com/1/5543/1/_/451227/_/961710846/

1.358 Re: MiamiSDK.

From: Krzysztof Wolski <kwolski@pnet.pl>
Date: 06-22-00 23:26:54
Subject: Re: MiamiSDK.

On 19-Jun-00 Jesper Svennevid wrote
in "RE: [amiga-c] MiamiSDK.":

>> Would somebody be so kind and send me working Miami includes
>> for gcc with inline files? Please!!! Thanks in advance. I downloaded
>> MiamiSDK but I can't force it to work with gcc :(
>
> Use fd2inline, included in the GeekGadgets-set. Even though a few of the
> functions described in the clib-file isn't in the fd-file, you should
> still be able to use most of what is output.

I used fd2inline. And I think it works but clib-files have many errors :(
When I am compiling program gcc shows me warnings in clib/socket_protos.h.

Greetings.

--

Krzysztof Wolski <kwolski@pnet.pl>
Member of BlaBla - Polish Amiga Programming Group

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1.359 Re: printf...

From: Charlie <charlie@amigaforever.free-online.co.uk>
Date: 06-23-00 05:11:17
Subject: Re: printf...

Charlie

Homicide: Thinking cops, not a gun. This.

----- Original Message -----

From: Alexander Niven-Jenkins <anj@cremlinsoftware.org>
To: amiga-c <amiga-c@egroups.com>
Sent: Thursday, June 22, 2000 12:49 PM
Subject: [amiga-c] printf...

> Hiya,
>
> I am having a problem with this in that it only prints the information
> next time I call printf or the program ends (I guess the buffers are
> flushed etc).
>
> eg (crude example btw).
>
> printf("%s", "hello");
> delay(1000);
> printf("%s", "goodbye");
> delay(1000);
> exit(RETURN_OK);
>
> This runs, and the CLI window is empty for the first delay, then
> 'hello'
> appears and we wait for the second delay then 'goodbye' appears and the
> program immediately ends.
>
> Understand?
>
> How do I get it so that the text appears when I call printf???

Dont know what you mean here.
>
> BTW I am using stormamiga if this makes a difference with the

```
> STORMAMIGA_OS3 define defined!
>
> The main problem this is causing me is for example I have a search
> routine and at the very start I print some information. Problem is that
> the information isn't displayed until after the search has run or the user
> presses CTRL-C when another message is displayed and so everything is
> updated.
>
```

It might be a good idea to spawn a subtask to do the search routine.

where in the search routine do you do this printing , it should be the first thing there.

Hope this helps.

Cheers
Charlie.

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1.360 Re: printf...

From: Colin Wenzel <colstv@hotmail.net.au>
Date: 06-23-00 09:41:13
Subject: Re: printf...

On 23-Jun-00, Alexander Niven-Jenkins wrote:

```
> Hiya,
> I am having a problem with this in that it only prints the
> information next time I call printf or the program ends (I guess the
> buffers are flushed etc).
```

```
> eg (crude example btw).
```

```
> printf( "%s", "hello" );
> delay( 1000 );
> printf( "%s", "goodbye" );
> delay( 1000 );
> exit( RETURN_OK );
```

```
> This runs, and the CLI window is empty for the first delay, then
> 'hello' appears and we wait for the second delay then 'goodbye'
> appears and the program immediately ends.
> Understand?
```

-snip-

Make sure that each line has a "\n" at the point you want the text to be displayed.

```
eg:  printf("%s\n", "hello");
or:  printf("%s", "hello\n");
```

The newline causes the flush()...
of course, you could just do this yourself...

Regards

--

Colin Wenzel. Australia.

EMAIL: colstv@hotmail.net.au
URL: http://www.hotkey.net.au/~colstv/
ICQ: 17608330
AMIGA: 4000T, 68060/50, 150Mb RAM,
OS 3.5, Spectrum Gfx Card.

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1.361 Library functions

From: Martyn Capewell <mmc28@hermes.cam.ac.uk>
Date: 06-23-00 12:34:32
Subject: Library functions

Hello,

Is there any programs available that will allow me to work out how many functions are present within a library, and what their LVOs are?

The problem is that I have a library for which I've written an .fd, as it doesn't come with one (only pragmas), and then made a link lib. However, the library is meant to contain a function for which a pragma is not present. I know the prototype for the function, I just want to check it actually exists in the library, so I can add it to my .fd .

Any ideas?

Thanks in advance,

--

- Martyn Capewell

... but you can't expect to wield supreme executive power just because some watery tart threw a sword at you!

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1.362 Re: Re: printf...

From: "James S. Adelman" <j.adelman@ukonline.co.uk>
 Date: 06-23-00 13:59:42
 Subject: Re: Re: printf...

[amiga-c] Re: printf... wrote on Thu, 22 Jun 2000 23:05:48 +0200 in <yam8208@.2411.146055960@smtpserver.get2net.dk> :

> On 22-Jun-00, Niels de Koning wrote:
 >
 > > [...]
 > > You could also force C to write the text even though there is no
 > > complete line in the buffer yet. I think the call for that was
 > > "fflush()", but I don't have documentation here to check that....
 >
 > The function takes a file handle to flush, which'd be 'stdout'. Though
 > IIRC then I wasn't able to use it in combination with printf(), but
 > instead had to use fprintf(), e.g. fprintf(stdout, "incomplete
 > line..."); fflush(stdout); -- but this may have to do with the linker
 > library used...

That surprises me, I thought printf had to be a macro according to the standard. <checking> Ah, no, but it has to be identical to using fprintf(stdout,) so it seems that whatever compiler that was (or its link libraries) doesn't conform.

> Regards Allan
 >
 >
 > -----

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 > -----

>
 >
 >

--
 James S. Adelman

Harrow, Middlesex (Yes I only go to University in Liverpool)

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1.363 Re: Re: i've always wondered...

From: "James S. Adelman" <j.adelman@ukonline.co.uk>
Date: 06-23-00 14:03:58
Subject: Re: Re: i've always wondered...

Re: [amiga-c] Re: i've always wondered... wrote on Thu, 22 Jun 2000 10:53:01 +0100 ←
in <3951F00D.7549.C9F3F@localhost> :

> Hi Stephen
>
> > The general thinking on this is that the use of a GPL'd program to produce an
> > original work does not automatically mean that the original work is itself
> > bound by the GPL. This goes for executables produced by GCC, C code produced ←
> > by
> > Bison or works of art produced with the help of GIMP.
>
> I've been doing some more reading and there is a gcc based compiler on the PC,
> which says that you can do anything with the programs you create as long as you
> don't use one of their GPL link libraries (because then you end up with GPL
> code in your program) otherwise you need to distribute your programs under GPL.
> So, my next question would be does the gcc port from e.g. geekgadgets have any
> GPL link libs?

The link libraries are covered by a different version of the GPL. The one which usually covers free-standing programs goes around under the name of "COPYING" and that says that use of any of the source in your program makes your program a GPL program. The one which normally applies to link libraries goes under the name of "COPYING.LIB" and says that you may use the library in your program, but not the source, ie if you are using it as a whole unit its GPL status does not affect your programs, just as with any compiler, but if you rewrite/cannibalise it, the resulting code is GPL.

HTH

--

James S. Adelman
Harrow, Middlesex (Yes I only go to University in Liverpool)

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1.364 Re: Where do the files go?

From: David McMinn <dave@satanicdreams.com>
 Date: 06-23-00 14:07:06
 Subject: Re: Where do the files go?

Hi James

> latest version I've found. You don't need the fd's or the inlines,
 > but inlines go in GG:include/inline/ if you have them. How you use
 > them is a different matter entirely.

You probably use them the same way as VBCC uses inlines - you #include
 <proto/lib.h> and then in proto/lib.h you include inline/whatever.h instead of
 pragmas/whatever.h.

--

|) /\ \/] [|) | \ / | c | \ / |] [| \ | | \ | | dave@satanicdreams.com
 | http://members.xoom.com/David_McMinn | ICQ=16827694

Windows NT crashed. I am the Blue Screen of Death. No one hears your screams.

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1.365 Re: printf...

From: Alexander Niven-Jenkins <anj@cremlinsoftware.org>
 Date: 06-23-00 18:45:02
 Subject: Re: printf...

Hiya Colin,

On 23-Jun-00, you wrote:

> Make sure that each line has a "\n" at the point you want
 > the text to be displayed.

> eg: printf("%s\n", "hello");
 > or: printf("%s", "hello\n");

> The newline causes the flush()...
 > of course, you could just do this yourself...

Unfortunately I can not have a \n as amongst other things it is being

used within a percentage gauge and of course I don't want each call on a new line :-(

I'll have to try this flush thing. thanks, at least explains what is going one!

Thanks to all of you who replied, I've normally use cout << and so never thought about things being buffered.

Kind regards...

Alex

--

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- http://click.egroups.com/1/5197/1/_/451227/_/961783113/
-

1.366 Re: Re: printf...

From: David Erman <di97der@student.hk-r.se>
Date: 06-23-00 19:05:03
Subject: Re: Re: printf...

On Fri, 23 Jun 2000, Alexander Niven-Jenkins wrote:

> Thanks to all of you who replied, I've normally use cout << and so never
> thought about things being buffered.

Isn't cout buffered too? IIRC, there's a cout.flush() method for forcing a flush.

/ Dave

--

B.Sc.EE with emphasis on Signal Processing - UIN: 5361039
A4000/Apollo 040@40MHz/68Mb/1.6+2.1+4.3Gb/32X Pioneer/TVM AS5Dp/OS3.5
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1.367 Re: printf...

From: Alexander Niven-Jenkins <anj@cremlinsoftware.org>
Date: 06-23-00 19:07:43
Subject: Re: printf...

Hiya,

Thanks everybody, worked like a charm!!!

```
printf( "%s", "hello" );  
fflush( stdout );
```

If only I had known earlier :-)

Thanks again for the help!!!

Kind regards...

Alex

--

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http://click.egroups.com/1/5745/1/_/451227/_/961783706/

1.368 Re: printf...

From: Alexander Niven-Jenkins <anj@cremlinsoftware.org>
Date: 06-23-00 19:13:57
Subject: Re: printf...

Hiya David,

On 23-Jun-00, you wrote:

```
>> Thanks to all of you who replied, I've normally use cout << and so  
>> never thought about things being buffered.
```

```
> Isn't cout buffered too? IIRC, there's a cout.flush() method for  
> forcing a flush.
```

Not within HiSOFT C++ which is what I was using initially, I moved over to StormC a few months ago and changed the way some things were done in this particular application, one was to use printf() for a number of things.

Kind regards...

Alex

--

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Production, programmer - anj@cremlinsoftware.org

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1.369 Re: Where do the files go?

From: Mark Edward Reed <alberonn@pacifier.com>
Date: 06-23-00 21:21:20
Subject: Re: Where do the files go?

Hello James

On 21-Jun-00, you wrote:

> Is that version 2.95.1? I had difficulty finding it, but it's the
> latest version I've found. You don't need the fd's or the inlines,
> but inlines go in GG:include/inline/ if you have them. How you use
> them is a different matter entirely.

It was the 990529 snapshot. I got it from
<ftp://ftp.ninemoons.com/pub/geekgadgets/amiga/m68k/snapshots/>

Thanks for the info. I'm still learning, but I'm getting some good info on what reference books I can get that are for the beginner. I figure I'd try to get it set up right the first time. Then as I learn, I'll be able to use more and more.

Regards

Mark

--

The cat could very well be man's best friend, but would never stoop to admitting it.

	/// Mark Edward Reed (AKA Lord Alberonn I)	Vacuum Tube
	/// Amiga Librarian, Amiga Sysop, & Webmaster	BBS
	\\/// Amiga-Commodore User's Group #0447	+1-503-
	\XX/ http://home.pacifier.com/~alberonn/acug.html	325-2905

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1.370 Release Date of Storm C v4.0?

From: Robert Templeton <templer@vplayground.com>
 Date: 06-23-00 22:31:49
 Subject: Release Date of Storm C v4.0?

I've ordered Storm C v4.0 Professional. There seems to be conflicting info on the release date. On the order page, it says 11/2000 (November!!!), but the StormNews says that they intend to release within the first quarter 2000. Of course, IIRC, that would mean that it should have been released already. Another source, someone who knows Mr. Haage, has not returned info on whether it will be released in July (as he was told it may) or, if the wait is longer, customers will get Storm C v3.0 in lieu of it until then.

What's the story here?

1 out of 3 have it and they don't know it.
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http://click.egroups.com/1/5602/1/_/451227/_/961795922/

1.371 Re: MiamiSDK and StormC...

From: Martin McKenzie <marty@cadtech.demon.co.uk>
 Date: 06-23-00 22:52:06
 Subject: Re: MiamiSDK and StormC...

Hello Alexander,

On 21-Jun-00, Alexander Niven-Jenkins wrote:

```
> Also I'm getting an 'Illegal use of bitfields' error from netinet/tcp.h
> (line 29) for:
> u_char th_off:4
```

Try modifying the include file as follows:

```
struct tcphdr {
    u_short th_sport;           /* source port */
    u_short th_dport;         /* destination port */
    tcp_seq th_seq;           /* sequence number */
    tcp_seq th_ack;           /* acknowledgement number */

    struct {
#if BYTE_ORDER == LITTLE_ENDIAN
        u_char  sth_x2:4,       /* (unused) */
               sth_off:4;     /* data offset */
#endif
#if BYTE_ORDER == BIG_ENDIAN
        u_char  sth_off:4,     /* data offset */
               sth_x2:4;     /* (unused) */
#endif
    } x2off;
#define th_off x2off.sth_off
#define th_x2 x2off.sth_x2
```

```
> Any/all help would be most appreciated, thanks.
```

I hope this helps.

--

Cheerio,

Martin McKenzie

Imagine support: <http://www.cadtech.demon.co.uk/>

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 contractors, collectibles, more. Get exactly what you want at the lowest
 price. New FREE service!
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1.372 Re: TCP/IP, version checking

From: Stuart Kelly <amigac@dkelly1.demon.co.uk>

Date: 06-23-00 23:17:17

Subject: Re: TCP/IP, version checking

Hi all,

I have been trying to get the httpget example in the

AmiTCP-SDK-3.2 archive to download a file from my demon homepage.

I have tried

```
GET / HTTP/1.1\r\nHost: www.example.demon.co.uk:80\r\n
```

but all I get are errors. How do I get files from virtual hosts? Do I have to send more headers?

Thanks Stuart

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1.373 Re: Re: Where do the files go?

From: "James S. Adelman" <j.adelman@ukonline.co.uk>
Date: 06-24-00 12:05:22
Subject: Re: Re: Where do the files go?

[amiga-c] Re: Where do the files go? wrote on Fri, 23 Jun 2000 13:21:20 -0700 in <←yam8209.1045.125381248@smtp.pacifier.com> :

> Hello James

>

> On 21-Jun-00, you wrote:

>

> > Is that version 2.95.1? I had difficulty finding it, but it's the
> > latest version I've found. You don't need the fd's or the inlines,
> > but inlines go in GG:include/inline/ if you have them. How you use
> > them is a different matter entirely.

>

> It was the 990529 snapshot. I got it from

> <ftp://ftp.ninemoons.com/pub/geekgadgets/amiga/m68k/snapshots/>

EGCS 1.1.2 (=GCC 2.91?) is not the latest version, and IIRC there were some important changes in between time. The version is have come from (relative to your URI) ../alpha/

> Thanks for the info. I'm still learning, but I'm getting some good
> info on what reference books I can get that are for the beginner. I
> figure I'd try to get it set up right the first time. Then as I
> learn, I'll be able to use more and more.

>

> Regards

> Mark

> --

>

```
> The cat could very well be man's best friend, but would never stoop
> to admitting it.
>
>
> -----
> |          ___ |
> |          /// Mark Edward Reed (AKA Lord Alberonn I) | Vacuum Tube |
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> -----
>
>
>
```

```
--
James S. Adelman
Harrow, Middlesex (Yes I only go to University in Liverpool)
```

```
-----
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-----
```

1.374 Re: Library functions

```
From: "James S. Adelman" <j.adelman@ukonline.co.uk>
Date: 06-24-00 12:09:59
Subject: Re: Library functions
```

```
[amiga-c] Library functions wrote on Fri, 23 Jun 2000 11:34:32 +0000 in <yam8209 ←
.1621.1983472024@smtp.hermes.cam.ac.uk> :
```

```
> Hello,
>
> Is there any programs available that will allow me to work out how many
> functions are present within a library, and what their LVOs are?
```

I would imagine your best bet is to disassemble it with a program that knows about the shared library format. You can get IRA from aminet in dev/asm/ I seem to remember that deals with it properly.

```
--
James S. Adelman
Harrow, Middlesex (Yes I only go to University in Liverpool)
```

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1.375 Re: TCP/IP, version checking

From: Stuart Kelly <amigac@dkelly1.demon.co.uk>
Date: 06-24-00 12:28:54
Subject: Re: TCP/IP, version checking

Hi Again,

I have now solved the problem and my httpget works with virtual hosts. I found a good website which helped me solve the problem.

<http://www.jmarshall.com/easy/http/>

This website contains information on both HTTP 1.0 and HTTP 1.1

I hope this helps

Thanks Stuart.

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1.376 httpget...

From: Alexander Niven-Jenkins <anj@cremlinsoftware.org>
Date: 06-24-00 18:33:03
Subject: httpget...

Hiya,

Does any one actually have a working version of tis (with source), I have tried various incarnations including the one from the AmiTCP SDK and although I can connect perfectly fine, I do not seem to actually be able to recv anything.

The while loop doesn't even do one iteration, it just times out (eventually).

Any help appreciated. I don't want anything fancy.

Kind regards...

Alex

--

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1.377 Re: httpget...

From: Stuart Kelly <amigac@dkelly1.demon.co.uk>
Date: 06-24-00 18:59:40
Subject: Re: httpget...

>
> Does any one actual have a working version of tis
> (with source), I have tried various incarnations including
> the one from the AmiTCP SDK and although I can connect
> perfectly fine, I do not seem to actually be able to recv
> anything.

The httpget from the AmiTCP SDK works fine on most sites.
Try httpget www.yahoo.com/

See this site for good information on the HTTP protocol
<http://www.jmarshall.com/easy/http/#>

Stuart.

1.378 Re: httpget...

From: Alexander Niven-Jenkins <anj@cremlinsoftware.org>
Date: 06-24-00 22:57:21
Subject: Re: httpget...

Hiya Stuart,

On 24-Jun-00, you wrote:

```
>> Does any one actuall have a working version of tis
>> (with source), I have tried various incarnations including
>> the one from the AmiTCP SDK and although I can connect
>> perfectly fine, I do not seem to actually be able to recv
>> anything.
```

```
> The httpget from the AmiTCP SDK works fine on most sites.
> Try httpget www.yahoo.com/
```

I have tried both the compiled exes from the AmiTCP SDK and neither of these work either, they seem to get stuck in the same place :-)

```
> See this site for good information on the HTTP protocol
> #http://www.jmarshall.com/easy/http/#
```

I'll take a look thanks!

Kind regards...

Alex

--

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Production, programmer - anj@cremlinsoftware.org

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http://click.egroups.com/1/4633/1/_/451227/_/961883851/

1.379 Re: Library functions

From: Andrew Bell <andrewb@exl.co.uk>
Date: 06-25-00 01:35:26
Subject: Re: Library functions

Hi Martyn,

On 23-Jun-00 you wrote: [amiga-c] Library functions

```
> Is there any programs available that will allow me to work out how
> many functions are present within a library, and what their LVOs
> are?
```

Probably the easiest way to determine the amount of functions in a library is: $(\text{LibBase} \rightarrow \text{lib_NegSize} / 6)$ (note: This assumes that the library programmer hasn't allocated more space than he/she needs for the negative side of the library base).

Keep in mind that the result returned by the above expression will include all public, private and unimplemented functions found in the library.

The only way to determine if a library function really exists is to disassemble the area of memory the LVO points to. If it points directly to an RTS instruction, then most likely you've found an unimplemented or a reserved LVO.

This is all very hacky, so don't be using any undocumented functions in code you plan to release to the public.

Regards, Andrew Bell.

--

```
+-----+
email: mailto:andrew.ab2000@bigfoot.com
  web: http://www.andrewb.exl.co.uk
+-----+
```

OOPS! Hit the wrong F'ing key again...

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1.380 httpget...nearly there...

From: Alexander Niven-Jenkins <anj@cremlinsoftware.org>
Date: 06-25-00 09:30:00
Subject: httpget...nearly there...

Hiya,

OK I am now receiving data back, the HTTP header and it's a 404 error, page not found. What then follows is some HTML to build a page for that error :-)

I am using a host of:

www.thecremlin.freemove.co.uk

A port of:

80

And a path of:

/list.html

I know this page exists, it's the quick link list frm my homepage.

What am I doing wrong?

I am doing a "GET /list.html\r\n" within the send, is this right?

Thanks!!!

Kind regards...

Alex

--

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1.381 Re: httpget...nearly there...

From: Stuart Kelly <amigac@dkelly1.demon.co.uk>
Date: 06-25-00 11:13:13
Subject: Re: httpget...nearly there...

Hi Alex

> OK I am now receiving data back, the HTTP header and
> it's a 404 error, page not found. What then follows is
> some HTML to build a page for that error :-(

>
> I am using a host of:
>
> www.thecremlin.freemove.co.uk
>

freemove use a virtual host for their web pages, like
demon. You need to use HTTP 1.1 see below.

> A port of:
>
> 80
>
> And a path of:
>
> /list.html
>
> I know this page exists, it's the quick link list frm
> my homepage.

>
> What am I doing wrong?
>
> I am doing a "GET /list.html\r\n" within the send, is
> this right?
Try "GET/list.html HTTP/1.1\r\nHost: www.thecremlin.freemove.co.uk\r\n\r\n"

There must be a blank line at the end of the message. Host
is required to identify your home page.

Stuart.

Get a NextCard Visa, in 30 seconds!
1. Fill in the brief application
2. Receive approval decision within 30 seconds
3. Get rates as low as 2.9% Intro or 9.9% Fixed APR
http://click.egroups.com/1/5197/1/_/451227/_/961927955/

1.382 Re: Get OS3.5 icons

From: René <J.Pond@gmx.de>
Date: 06-25-00 11:22:57
Subject: Re: Get OS3.5 icons

Hmm..
This command can't work with OS3.5 icons.
This find only the old icon
OS3.5 icons are newicons with the old icon in the same.
The newicon.library(emu) for C reports no X,Y pos.
And the original newicon.library supports no OS3.5 icons.

--

<http://homepages.compuserve.de/BlackDog638/index.html>

1 out of 3 have it and they don't know it.
ARE YOU AT RISK?
http://click.egroups.com/1/5601/1/_/451227/_/961925079/

1.383 Re: httpget...nearly there...

From: Stuart Kelly <amigac@dkelly1.demon.co.uk>
Date: 06-25-00 11:23:08
Subject: Re: httpget...nearly there...

hi Alex,

>> OK I am now receiving data back, the HTTP header and
>> it's a 404 error, page not found. What then follows is
>> some HTML to build a page for that error :-(

>>

>> I am using a host of:

>>

>> www.thecremlin.freemove.co.uk

>>

>

> freemove use a virtual host for their web pages, like
> demon. You need to use HTTP 1.1 see below.

>

>> A port of:

>>

>> 80

>>

>> And a path of:

>>

>> /list.html

>>

>> I know this page exists, it's the quick link list from
>> my homepage.

This message you get is correct - this page does not exist.
try www.cremlinsoftware.org/list.html

This works fine.

>>

>> What am I doing wrong?

>>

>> I am doing a "GET /list.html\r\n" within the send, is
>> this right?

Try "GET/list.html HTTP/1.1\r\nHost: www.cremlinsoftware.org\r\n\r\n"

> There must be a blank line at the end of the message. Host
> is required to identify your home page.

Stuart

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1.384 Re: httpget...nearly there...

From: Alexander Niven-Jenkins <anj@cremlinsoftware.org>
Date: 06-25-00 13:24:43
Subject: Re: httpget...nearly there...

Hiya Stuart,

On 25-Jun-00, you wrote:

```
> This message you get is correct - this page does not exist.  
> try www.cremlinsoftware.org/list.html
```

Hehehe. I thought I'd try the freeserve one first as cremlinsoftware.org is a redirection thingy and so didn't think it would work with a basic GET etc.

```
> Try "GET/list.html HTTP/1.1\r\nHost: www.cremlinsoftware.org\r\n\r\n"
```

```
>> There must be a blank line at the end of the message. Host  
>> is required to identify your home page.
```

Right, thanks for all your help. Will do, that includes the other msg as well, most appreciated!!!

Update:

Thanks! Works like a charm :-)

Kind regards...

Alex

--

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Founder, lead programmer - ghandi@cremlinsoftware.org
Production, programmer - anj@cremlinsoftware.org

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http://click.egroups.com/1/4260/1/_/451227/_/961935924/

1.385 VBCC include problems

From: Stefan Schulze <stefan@dreamworlds.de>
Date: 06-25-00 15:47:31
Subject: VBCC include problems

Hi,

Could anyone with a working VBCC installation compile a project for WarpOS and 68k for me? I would send a lha with all sources (500k). All the stuff (includes, linkerlibs, ...) for AHI, ChunkyPPC (V27, archive available upon request) needed to compile it.

I've tried it for several days now but can't get it to compile it properly. I was able to compile 68k version but it only printed "Blabla failed return code 20". If compiled with StormC V3.0 it works fine. Compiling for WarpOS didn't work due to errors in the includes and crashes of vbccppc. Compiling the 68k version with optimizations turned on VBCC also crashed.

I wantet to compile the project with vbcc to test whether the present bug is my fault or another bug of StormC. So I just need the vbcc compiled executables to test if the behavior is still the same.

Bye, Stefan.

--

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1.386 Allocating Memory problems

From: Shinda <shindakebab@yahoo.com>
Date: 06-25-00 17:55:00
Subject: Allocating Memory problems

When allocating memory I seem to get crashes when freeing or using it near the end of its length. My question is that say I need 256 bytes for a data string do I allocate it with a size of 255(counting from 0) or 256?

Shinda

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1.387 Re: Allocating Memory problems

From: Oliver Roberts <oliver@futura.co.uk>
Date: 06-25-00 18:08:21
Subject: Re: Allocating Memory problems

Hi Shinda,

On 25-Jun-00 17:55:00 GMT, Shinda wrote:

> When allocating memory I seem to get crashes when freeing or using it
> near the end of its length. My question is that say I need 256 bytes
> for a data string do I allocate it with a size of 255(counting from
> 0) or 256?

256. And don't forget that text strings are terminated with a null character - so, if you're wanting the memory to hold a string with a maximum of 256 characters, you will need to allocate 257 bytes.

--

Oliver Roberts - software developer & web designer
<http://www.oliver-roberts.co.uk/> - ICQ: 34640231
[/oliver@futura.co.uk/](mailto:oliver@futura.co.uk/) | [/oliver.roberts@iname.com/](mailto:oliver.roberts@iname.com)

--

Virtual GP mailing list ==> <http://www.egroups.com/group/virtualgp/>
<tsb>

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1.388 Re: Allocating Memory problems

From: "James S. Adelman" <j.adelman@ukonline.co.uk>
Date: 06-25-00 18:31:47
Subject: Re: Allocating Memory problems

[amiga-c] Allocating Memory problems wrote on Sun, 25 Jun 2000 16:55:00 -0000 in ↵
<8j5dh4+4kv5@eGroups.com> :

> When allocating memory I seem to get crashes when freeing or using it
> near the end of its length. My question is that say I need 256 bytes
> for a data string do I allocate it with a size of 255(counting from
> 0) or 256?

If you need 256 bytes, allocate 256 bytes, and always free it with the

pointer to the first byte, and only that pointer, thus:

```
/*--*/  
#include <stdlib.h>  
int main(void){char*a;a=malloc(256);free(a);return 0;}  
/*--*/
```

> Shinda

--

James S. Adelman
Harrow, Middlesex (Yes I only go to University in Liverpool)

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1.389 Re: Allocating Memory problems

From: Alexander Niven-Jenkins <anj@cremlinsoftware.org>
Date: 06-25-00 19:22:44
Subject: Re: Allocating Memory problems

Hiya Shinda,

On 25-Jun-00, you wrote:

> When allocating memory I seem to get crashes when freeing or using it
> near the end of its length. My question is that say I need 256 bytes
> for a data string do I allocate it with a size of 255(counting from
> 0) or 256?

It depends which routines your using as some append a \0 on the end
automatically for you and so expect a size of `strlen(string) + 1`.

If you want 256 characters for your string do:

```
char string[ 257 ];
```

Kind regards...

Alex

--

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Founder, lead programmer - ghandi@cremlinsoftware.org
Production, programmer - anj@cremlinsoftware.org

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1.390 Re: Allocating Memory problems

From: Shinda <shindakebab@yahoo.com>
Date: 06-25-00 20:18:36
Subject: Re: Allocating Memory problems

--- In amiga-c@egroups.com, Alexander Niven-Jenkins <anj@c...> wrote:
> It depends which routines your using as some append a \0 on the
> end automatically for you and so expect a size of strlen(string)
> + 1.

What I want to use is AllocVec() and the string is really data and I do not want to use the char way since I want to be able to free memory as and when needed. No what I mean is say the data is of length 30 and I use AllocVec with the 30 as size then can I access memdata[30] or would I need to use AllocVec with a size of 31 to access memdata[30].

Shinda

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1.391 new...

From: Alexander Niven-Jenkins <anj@cremlinsoftware.org>
Date: 06-25-00 20:23:16
Subject: new...

Hiya,

If I pass a pointer to a char to one function, allocate it via new in this function, can I then access this when the function returns?

```
void function2( char *buffer1 )
{
    buffer1 = new char [ n ];
    // fill buffer1 here
}
```

```
void function1( void )
{
    char *buffer = NULL;

    function2( buffer );
    // read buffer here
    if( buffer )
    {
        delete[] buffer;
        buffer = NULL;
    }
}
```

The reason I ask is because the '// read buffer here' part doesn't contain the data that was present at the '// fill buffer1 here'.

To test this, I write the data to a file at both parts, the '// fill buffer1 here' file has the correct data but the '// read buffer here' part contains junk.

Does new automatically dispose of memory allocated within a function?

Kind regards...

Alex

--

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Production, programmer - anj@cremlinsoftware.org

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1.392 Re: Allocating Memory problems

From: Tim Hanson <msinister@connectfree.co.uk>
Date: 06-25-00 20:52:39
Subject: Re: Allocating Memory problems

Hi Shinda

Shinda wrote this on 25-Jun-00 at 17:55:00

> When allocating memory I seem to get crashes when freeing or using it
> near the end of its length. My question is that say I need 256 bytes
> for a data string do I allocate it with a size of 255(counting from
> 0) or 256?

256. Better 257 then you can't go wrong.

--

Tim Hanson,
by the River, Canterbury, Kent.
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1.393 Re: Re: Allocating Memory problems

From: Damir Arh <damir.arh@telesat.si>
Date: 06-25-00 21:11:13
Subject: Re: Re: Allocating Memory problems

Hello!

> What I want to use is AllocVec() and the string is really data and I
> do not want to use the char way since I want to be able to free
> memory as and when needed. No what I mean is say the data is of
> length 30 and I use AllocVec with the 30 as size then can I access
> memdata[30] or would I need to use AllocVec with a size of 31 to
> access memdata[30].

If you use AllocVec with 30 as size you have access to fields from memdata[0]
to memdata[29] - that is thirty fields. If you want to access memdata[30]
you need to allocate with the size of 31.

Kind regards

Damir Arh <damir.arh@telesat.si>
<http://damir.gajba.net/>

--

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1.394 Re: new...

From: Damir Arh <damir.arh@telesat.si>
Date: 06-25-00 21:16:08
Subject: Re: new...

Hello

> If I pass a pointer to a char to one function, allocate it via new in
> this function, can I then access this when the function returns?

```
> void function2( char *buffer1 )  
> {  
>     buffer1 = new char [ n ];  
>     // fill buffer1 here  
> }
```

Well, no. You pass the address of the array and then you change it. But this change doesn't reflect outside of the function. Youu allocate the memory and it doesn't get freed, but you don't have access to it as you don't receive the address of this array back from the function. If you'd want to do that, you'd have to pass a pointer to the relevant pointer (in C) or a reference to the pointer (in C++).

```
> void function1( void )  
> {  
>     char *buffer = NULL;  
>  
>     function2( buffer );  
>     // read buffer here
```

*buffer is here still NULL

```
>     if( buffer )  
>     {  
>         delete[] buffer;  
>         buffer = NULL;  
>     }  
> }
```

so the block inside the if statement doesn't get executed at all.

[snip]

I guess, I answered all of your questions already in between the code.

Kind regards

Damir Arh <damir.arh@telesat.si>
<http://damir.gajba.net/>

--

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1.395 Re: new...

From: Alexander Niven-Jenkins <anj@cremlinsoftware.org>
Date: 06-25-00 22:05:17
Subject: Re: new...

Hiya Damir,

On 25-Jun-00, you wrote:

> Well, no. You pass the address of the array and then you change it. But
> this change doesn't reflect outside of the function. Youu allocate the
> memory and it doesn't get freed, but you don't have access to it as you
> don't receive the address of this array back from the function. If you'd
> want to do that, you'd have to pass a pointer to the relevant pointer (in
> C) or a reference to the pointer (in C++).

It suddenly dawned on me that what I was doing :-) Always miss the
obvious :-) Thanks anyway.

Kind regards...

Alex

--

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Founder, lead programmer - ghandi@cremlinsoftware.org
Production, programmer - anj@cremlinsoftware.org

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1.396 Re: new...

From: Andrew Markwell <andrewmarkwell@hotmail.com>
Date: 06-26-00 01:00:44
Subject: Re: new...

>From: Alexander Niven-Jenkins <anj@cremlinsoftware.org>

```
> If I pass a pointer to a char to one function, allocate it via new in
> this function, can I then access this when the function returns?
>
> void function2( char *buffer1 )
> {
>     buffer1 = new char [ n ];
>     // fill buffer1 here
> }
```

Just change the top line to:

```
void function2( char *&buffer1 )
```

That'll do what you want!

Andrew Markwell

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1.397 Re: httpget...nearly there...

From: torrelli@mtel.fr
Date: 06-26-00 11:09:34
Subject: Re: httpget...nearly there...

```
?
> Hiya,
>
> OK I am now receiving data back, the HTTP header and it's a 404 error,
> page not found. What then follows is some HTML to build a page for that
> error :-(
>
> I am using a host of:
>
> www.thecremlin.freemove.co.uk
>
> A port of:
>
> 80
>
> And a path of:
```

>
> /list.html
>
> I know this page exists, it's the quick link list frm my homepage.
>
> What am I doing wrong?
>
> I am doing a "GET /list.html\r\n" within the send, is this right?
>
> Thanks!!!
Well...

Try
"GET /list.html HTTP/1.1\r\n"

It might provide better results..

Phil.

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1.398 Re: Just a wee question.

From: Thomas Cobb <tdc98@doc.ic.ac.uk>
Date: 06-26-00 16:08:22
Subject: Re: Just a wee question.

Charlie wrote:

> If you declare a pointer like this.
>
> char *str = "This is a wee test";
>
> does the compiler allocate the memory needed for this string?

yes.

Thom

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1.399 Active Windows

From: Mike Carter <mike.carter@redhotant.co.uk>
 Date: 06-26-00 17:22:01
 Subject: Active Windows

Hi,

Is it possible to get a pointer to the current active window on a screen? If so how? What structures should I be looking in?

Regards,

M!Ke C

--

```

.------.
| AMiGA 1200EZT 060/PPC@240Mhz,82Mb RAM ___/\___ |
| 4 HDD,DD FD,5 CD-ROMS,CDrW,ZiP250 \ o0 / bUDDa/S^D|
| SCSI+IDE, 56kModem, BVGfX, 19"VDU /_\'_-\ |
\-----'
http://fly.to/BuddasWurld ICQ: 29173597
  
```

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1.400 Re: Just a wee question.

From: Kai Radewald <auto@kai-radewald.de>
 Date: 06-26-00 17:25:31
 Subject: Re: Just a wee question.

Hello Charlie,

on 26.06.2000, you wrote:

```

C> If you declare a pointer like this.
C> char *str = "This is a wee test";
C> does the compiler allocate the memory needed for this string?
  
```

Yes and no. Obviously, it must provide memory to store the string literal (i.e. "This is a wee test"). The variable 'str', however, is just a pointer to this string data.

Precisely, the string literal is put into the data or code hunk of your executable, which is then read-only, i.e. you cannot alter the data 'str' is pointing to: "char*" ist just a reference. If you want to alter the data, you must define an array of char:

```
char str[] = "This is a wee test";
```

This way, the compiler produces code that allocates enough memory for the length of the string literal plus one (for terminating zero char). For local variables, this is normally done on the local stack frame.

--

Best regards,

Kai Radewald

<mailto:mail@kai-radewald.de>

<http://www.kai-radewald.de/>

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1.401 Re: Active Windows

From: David McMinn <dave@satanicdreams.com>

Date: 06-26-00 19:52:19

Subject: Re: Active Windows

Hi Mike

> Is it possible to get a pointer to the current active window on a
> screen? If so how? What structures should I be looking in?

```
struct Screen *scr;
```

```
struct Window *win;
```

```
scr = <whatever>;
```

```
win = scr->FirstWindow; /* gets the first window on a screen */
```

```
while(win)
```

```
{
```

```
    /* do stuff to window */
```

```
    win = win->NextWindow;
```

```
}
```

However, I don't see any functions that could be used to lock the window list (unless you use `Forbid()` & `Permit()`), so doing this is probably a bit nasty.

The currently active window can be got from the IntuitionBase (remember to lock it first though). This is not specific to a screen though, just the currently active window in the whole system.

>From intuition.h...(for the struct Window\Flags field)

```
/* These flags are set only by Intuition. YOU MAY NOT SET THEM YOURSELF! */
#define WFLG_WINDOWACTIVE 0x00002000L /* this window is the active one */
```

--

```
l) /\ \ / ][ l)  |\| c |\| ][ |\| |\|  | dave@satanicdreams.com
    http://members.xoom.com/David_McMinn  | ICQ=16827694
'You don't need to see my goddamn identification, 'cause these ain't
the motherfuckin' droids you're looking for.' - Samuel L. Jackson, Jedi
```

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1.402 Re: Allocating Memory problems

From: Lee Atkins <lee@loonyjuicesoftware.freemove.co.uk>
 Date: 06-26-00 20:51:58
 Subject: Re: Allocating Memory problems

Routines such as malloc() and AllocVec() return pointers to a lump of allocated memory the same size of what you specify. So if you did
 Array = malloc(30);
 you would be able to access Array[0] to Array[29] (in total 30 bytes)

Lee.

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1.403 Just a wee question.

From: Charlie <charlie@amigaforever.free-online.co.uk>
 Date: 06-26-00 22:30:41
 Subject: Just a wee question.

Hi,

If you declare a pointer like this.

```
char *str = "This is a wee test";
```

does the compiler allocate the memory needed for this string?

Cheers
Charlie

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1.404 Re: Active Windows

From: Colin Wenzel <colstv@hotkey.net.au>
Date: 06-27-00 02:52:45
Subject: Re: Active Windows

> Is it possible to get a pointer to the current active window on a
> screen? If so how? What structures should I be looking in?

```
IntuitionBase->ActiveScreen;  
IntuitionBase->ActiveWindow;
```

Regards

--

Colin Wenzel. Australia.

EMAIL: colstv@hotkey.net.au
URL: <http://www.hotkey.net.au/~colstv/>
ICQ: 17608330
AMIGA: 4000T, 68060/50, 150Mb RAM,
OS 3.5, Spectrum Gfx Card.

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1.405 Re: Active Windows

From: René <J.Pond@gmx.de>
Date: 06-27-00 12:22:07
Subject: Re: Active Windows

Hi Mike!

You can write:

```
main()
{
  struct IntuitionBase *IntuitionBase=NULL;
  struct Screen *scr;

  if (scr = LockPubScreen(NULL))
  {
    if (IntuitionBase = (struct IntuitionBase *) OpenLibrary ("intuition.library ←
        ", 0))
    {
      Printf("Active is: %s\n", (char*)IntuitionBase->ActiveWindow->Title);
      CloseLibrary ((struct Library *)IntuitionBase)
    }
    UnlockPubScreen (NULL, scr);
  }
}
--
```

<http://homepages.compuServe.de/BlackDog638/index.html>

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1.406 Re: Active Windows

From: amiga-c@tkgbbs.freemove.co.uk
Date: 06-27-00 22:05:41
Subject: Re: Active Windows

On Tuesday June 27 2000, =?iso-8859-1?q?ren=e9?= said to Mike Carter:

> You can write:

```
> struct IntuitionBase *IntuitionBase=NULL;
> if (scr = LockPubScreen(NULL))

>   if (IntuitionBase = (struct IntuitionBase *) OpenLibrary
> ("intuition.library",0))
```

It should work, but there's no need to reopen Intuition (LockPubScreen() is intuition). A waste of 40 bytes :)

--

Neil Williams, 0,0. mailto:neil@tkgbbs.freemove.co.uk ICQ:18223711
<http://www.aio.co.uk> <http://www.tkgbbs.freemove.co.uk> fiydoh 2:442/107
 Zeus Developments, comms s/w: <http://www.bleach.demon.co.uk/zeus/>

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1.407 Re: Active Windows

From: Colin Wenzel <colstv@hotmail.net.au>
 Date: 06-28-00 01:54:58
 Subject: Re: Active Windows

On 27-Jun-00, René wrote:

> You can write:

```
> main()
> {
> struct IntuitionBase *IntuitionBase=NULL;
> struct Screen *scr;

> if (scr = LockPubScreen(NULL))
> {
>   if (IntuitionBase = (struct IntuitionBase *) OpenLibrary
> ("intuition.library",0))
>   {
>     Printf("Active is:
> %s\n", (char*)IntuitionBase->ActiveWindow->Title);
>   CloseLibrary ((struct Library *)IntuitionBase)
>   }
>   UnlockPubScreen(NULL,scr);
> }
> }
```

No !!! definateley not !!!
IntuitionBase *MUST* be valid before any Intuition Calls can be made.
LockPubScreen() is an Intuition function.

The outer & first test must be the openlib / closelib pair.

You want to use LockIBase() / UnLockIBase() instead...
They are what you use when snooping IntuitionBase..

Your printf() is an enforcer hit just waiting to happen.....
You *MUST* check your pointers.....
Doing IntuitionBase->ActiveWindow will generally always be
safe as you have to have at least one active window, (???)
however a window does NOT have to have a title....

I would be doing:

```
if ( IntuitionBase->ActiveWindow ){
    if( IntuitionBase->ActiveWindow->Title){
        printf(...bla...bla );
    }
    else {
        printf("Active Window has no title pointer\n");
    }
}
```

Regards

--

Colin Wenzel. Australia.

EMAIL: colstv@hotmail.net.au
URL: <http://www.hotkey.net.au/~colstv/>
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1.408 Re: Active Windows

From: René <J.Pond@gmx.de>
Date: 06-28-00 11:53:05
Subject: Re: Active Windows

Hi Colin

```
>> main()
>> {
>> struct IntuitionBase *IntuitionBase=NULL;
>> struct Screen *scr;
>
>> if (scr = LockPubScreen(NULL))
>> {
>>   if (IntuitionBase = (struct IntuitionBase *) OpenLibrary
>> ("intuition.library",0))
>>   {
>>     Printf("Active is:
>> %s\n", (char*)IntuitionBase->ActiveWindow->Title);
>>     CloseLibrary ((struct Library *)IntuitionBase)
>>   }
>>   UnlockPubScreen(NULL,scr);
>> }
>> }
```

When i write "struct IntuitionBase *IntuitionBase", i can't get the ActiveWindow. It's always 0. This works fine. You can remove the line "LockPubScreen". This is only a test for me. I forgot to remove this line ;)

LockIBase made a crash without the first line. Naturally one must check the active window before get the title.

Bye.

--

<http://homepages.compuserve.de/BlackDog638/index.html>

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1.409 Re: Just a wee question.

From: Gabriele Svelto <jlpicard@tiscalinet.it>
Date: 06-28-00 12:33:47
Subject: Re: Just a wee question.

Hi Charlie

```
>   If you declare a pointer like this.
>
>   char *str = "This is a wee test";
```

>
> does the compiler allocate the memory needed for this string?

yep, the space should be allocated in the data section of the program, see ya

Gabriele

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http://click.egroups.com/1/4260/1/_/451227/_/962215083/

1.410 Project idea.

From: Mark Smith <mark@storagedirect.com>
Date: 06-28-00 15:44:06
Subject: Project idea.

Hello,

Does anyone here have any information on developing software to make use of the A2386sx bridgeboard ?

As there is a SANA2 driver that makes use of ISA ethernet cards on the PeeCee side of the bridgeboards (EMUNET on Aminet), I was wondering what would be involved in making a more comprehensive application that would allow you to access the PC peripherals from the Amiga side.

What I was thinking was a server application running on the bridgeboard that the Amiga can talk to and issue commands to. Where the server app would handle all the I/O and DMA operations on the PeeCee for the Amiga, that way an Amiga app could send/recieve data from a DMA channel or I/O port on the PeeCee. A good example being a soundboard, where the AHI driver talks to the PeeCee server which in turn talks to the soundboard. The server could also talk to multiple devices, very like a Proxy server I guess.

Do you think the idea is workable, or am I away with the fairys ?

Let me know

Mark
mark@storagedirect.REMOVETHISBIT.com

Just when you thought it was over...
http://click.egroups.com/1/5995/1/_/451227/_/962203289/

1.411 Re: Project idea.

From: Tak Tang <tak.tang@suht.swest.nhs.uk>
Date: 06-28-00 16:43:27
Subject: Re: Project idea.

> Hello,

Hi Mark,

> Does anyone here have any information on developing software to make use of
> the A2386sx bridgeboard ?

[snip]

> Do you think the idea is workable, or am I away with the fairys ?

I remember the buzz when they were launched. I think it can be done, but the two ↔
sides communicate through a very small window - something like 256 bytes of ↔
shared memory, which places a limit on the amount of through put you can ↔
achieve. The question I would ask is "Is it worth it?". Ten years ago, it ↔
would have been revolutionary. But PCs are so cheap now, I think it would be ↔
better to buy a cheap PC and use Siamese.

But good luck to you, if you do try it.

Tak

Let the good times roll.

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1.412 RE: Re: Project idea.

From: Mark Smith <mark@storagedirect.com>
Date: 06-28-00 17:01:32
Subject: RE: Re: Project idea.

Hi Tak,

A quick rummage through some of the Aminet files about bridgeboards has revealed that the bridgeboard and Amiga share 128k of memory, and if memory serves me PeeCees use 64k chunks for DMA ?

What I can't find yet is how to talk to the bridgeboard from the Amiga via the Janus software.

Regards

Mark
mark@storagedirect.REMOVETHISBIT.com

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1.413 Re: Active Windows

From: Colin Wenzel <colstv@hotkey.net.au>
Date: 06-28-00 17:28:42
Subject: Re: Active Windows

On 28-Jun-00, René wrote:

> Hi Colin

```
>>> main()
>>> {
>>> struct IntuitionBase *IntuitionBase=NULL;
>>> struct Screen *scr;
>>>
>>> if (scr = LockPubScreen(NULL))
>>> {
>>>   if (IntuitionBase = (struct IntuitionBase *) OpenLibrary
>>> ("intuition.library",0))
>>>   {
```

```
>>>  Printf("Active is:
>>>  %s\n", (char*)IntuitionBase->ActiveWindow->Title);
>>>  CloseLibrary ((struct Library *)IntuitionBase)
>>>  }
>>>  UnlockPubScreen(NULL,scr);
>>>  }
>>>  }
```

> When i write "struct IntuitionBase *IntuitionBase", i can't get the
> ActiveWindow. It's always 0. This works fine.
> You can remove the line "LockPubScreen". This is only a test for me.
> I forgot to remove this line ;)
> LockIBase made a crash without the first line.
> Naturally one must check the active window before get the title.

Didn't you read anything I wrote ?

As it is obvious that you don't know how the library vector system on
the Amiga works, I would suggest you take some notes,
rather than trying illogical random "things" to make it work....

The library call LockPubScreen() is an Intuition call, it relies
on IntuitionBase being open & having a valid Intuitionbase pointer.

Calling ANY library fuction before you open it,
will infact be jumping into god knows what at an offset
from address zero, if the pointer happens to be NULL
before you open it...

The results you are getting are from random memory locations...
Have another look at the example I sent before.....

You want LockIBase(), not LockPubScreen(NULL)
that will only return the WB screen.... Not any others that
may be active.

Regards

--

Colin Wenzel. Australia.

EMAIL: colstv@hotkey.net.au
URL: http://www.hotkey.net.au/~colstv/
ICQ: 17608330
AMIGA: 4000T, 68060/50, 150Mb RAM,
OS 3.5, Spectrum Gfx Card.

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1.414 httpget...solved...

From: Alexander Niven-Jenkins <anj@cremlinsoftware.org>
Date: 06-28-00 19:53:20
Subject: httpget...solved...

Hiya,

Thanks to all those that helped, I now have a little routine which will download a file from anywhere on the net in to memory and or on to disk.

Most appreciated :-)

I never realised it would be so easy, just that dratted blank line that got me for a while.

Thanks again!!!

Kind regards...

Alex

--

Cremlin Software - <http://www.cremlinsoftware.org>
Founder, lead programmer - ghandi@cremlinsoftware.org
Production, programmer - anj@cremlinsoftware.org

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1.415 Re: httpget...solved...

From: Andrew Markwell <andrewmarkwell@hotmail.com>
Date: 06-29-00 11:06:52
Subject: Re: httpget...solved...

>From: "Charlie" <charlie@amigaforever.free-online.co.uk>

>r u feeling generous with it? :-). I wouldnt know where to start if there
>are any changes to be made to thhpget code.
>

I've been looking for some HTTP code too... there is a project called Curl which offers a very impressive range of features when it comes to HTTP, it also supports FTP, Telnet, and some other stuff. Best of all, it's really

easy to use in your own programs. It doesn't (yet) do pipelining or persistent connections.

The only problem is that it won't compile on my compiler (HiSoft) without some significant modifications which would make using any updates of the software a bit of a hassle, so it's not really appropriate for me, but it may be for others.

The homepage is at:

<http://curl.haxx.se/>

and you can download the source from SourceForge at:

<http://download.sourceforge.net/curl/curl-6.5.2.tar.gz>

Andrew Markwell
"Save the Pound"

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1.416 Re: httpget...solved...

From: Charlie <charlie@amigaforever.free-online.co.uk>
Date: 06-29-00 17:36:47
Subject: Re: httpget...solved...

----- Original Message -----

From: Alexander Niven-Jenkins <anj@cremlinsoftware.org>
To: <amiga-c@egroups.com>
Sent: Wednesday, June 28, 2000 11:53 AM
Subject: [amiga-c] httpget...solved...

> Hiya,

>

> Thanks to all those that helped, I now have a little routine which will
> download a file from anywhere on the net in to memory and or on to disk.

>

> Most appreciated :-)

>

> I never realised it would be so easy, just that dratted blank line that

> got me for a while.
>
> Thanks again!!!
>
> Kind regards...
>
> Alex

r u feeling generous with it? :-). I wouldnt know where to start if there are any changes to be made to thhpget code.

Cheers
Charlie

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