

AWS

COLLABORATORS

	<i>TITLE :</i> AWS		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		June 15, 2022	

REVISION HISTORY

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Chapter 1

AWS

1.1 AWS Documentation - Contents

AmigaWorkStation V1.5

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DESCRIPTION

SYNTAX

HOW TO USE

PALETTES

A2024

AUTHORS

DISTRIBUTION

HISTORY

TESTS

TODO

THANX

1.2 description

DESCRIPTION:

This utility opens Windows like screen during boot and shows some

information about your machine: CPU, FPU, GFX Chips, video system, Kickstart version, memory, current time and date. You can change palette from 8 presets, monitor/screen mode and select hour system if you want.

1.3 syntax

SYNTAX:

OpenAWS [-options]

```
-a          : alternative font
              better for interlace if you haven't ficker fixer
-c<x,y>    : position x,y; x=0-220, y=0-60
              default: 111,30 for PAL and 111,28 for NTSC
-h<12|24>  : selects 12 or 24 hour system, default: 24
-k<0|1>    : KB/MB switch, 0-MB, 1-KB, default: 1
-l<0|1>    : PowerLED on/off, 0-off, 1-on, default: 0
-m<ModeID>: monitor/screen mode ID, default: $8004 (default monitor)
              type -ma9004 (or -m$a9004 or -m0xa9004) for DblPAL
                  -m99004 (or -m$99004 or -m0x99004) for DblNTSC
                  -m29004 for PAL on NTSC Amiga
                  -m19004 for NTSC on PAL Amiga
              for more monitor IDs look at graphics/modeid.i
-p<0-8>    : selects 8 palette presets (0-random), default: 1
-t         : AWS screen test (to exit press LMB, ESC or F1)
-u<cols>   : user palette: 16 or less HEX values
-x         : close AWS screen (works like CloseAWS)
-?         : help
```

Example:

```
OpenAWS -a -h12 -u000,012,046,068,38A,49B,3AC,4CE,00C,05A,06A,990,CC0,FF0,FFF, ←
      D00
```

Video mode and gfx chipset are taken from graphics.library not from hardware registers because in OS3.0 you can select them from boot menu and AWS will show this selection.

1.4 how_to_use

HOW TO USE:

Take proper version of OpenAWS, change its name and copy to C: dir.
To activate AWS add 2 lines in your startup-sequence:

```
OpenAWS -p2 -a          (after SetPatch)
CloseAWS or OpenAWS -x (between LoadWB and EndCLI)
```

AWS works only under OS2.x and 3.x+, doesn't require any library but may crash if you put OpenAWS before SetPatch.

AWS can use all monitor modes but proper monitor driver must be

started before OpenAWS (except for A2024).

For example for DblPAL mode put following lines after SetPatch:

```
Assign >NIL: ENV: RAM:      ;must be because DblPAL monitor searches for
                               ;something in ENV:
SYS:Devs/DblPAL             ;start monitor driver
OpenAWS -m$A9004            ;DblPAL+HIRES+LACE mode ID
```

OpenAWS is rather long program because of gfx (384x437+fonts=over 100K) so you can pack it. I prefer Crunchmania 1.9t but it sometimes makes troubles on some A1200. Use then Imploder 4.0. Depacking takes time so if you have slow machine don't pack OpenAWS.

1.5 palettes

DEFAULT PRESETS:

```
1-000,021,032,065,085,098,0A8,0DA,00C,059,068,990,CC0,FF0,FFF,D00 ;green1
2-000,212,323,757,868,979,A8A,CAC,00C,659,768,990,CC0,FF0,FFF,D00 ;violet
3-000,210,420,850,A60,B70,C80,EA2,00C,457,568,990,CC0,FF0,FFF,D00 ;brown
4-000,012,046,068,38A,49B,3AC,4CE,00C,05A,06A,990,CC0,FF0,FFF,D00 ;blue
5-000,222,333,666,777,888,999,BBB,00C,058,069,990,CC0,FF0,FFF,D00 ;gray
6-000,120,130,361,482,6A3,7B4,AE7,00C,268,378,990,CC0,FF0,FFF,D00 ;green2
7-000,200,401,934,A45,D56,E67,F9A,00C,638,749,990,CC0,FF0,FFF,D00 ;pink
8-000,222,333,666,777,888,999,BBB,00C,058,069,990,BBB,EEE,FFF,D00 ;gray2
```

HOW TO MAKE OWN PALETTES:

1. Type in Shell "OpenAWS"
2. Save screen using screen grabber or better Personal Paint
3. Set colors in your favourite gfx program
4. Use gfx converter (f.e. PicCon) to save palette in asm source mode (4-bit) or write over colors from palette requester manually :-)

If you have designed nice preset or improved old send it to me.

1.6 a2024

NOTES FOR A2024 USERS:

A2024 versions have palette options (-p and -u) disabled because this monitor has always 4 default greys.

Don't use A2024 monitor driver before starting AWS because it is not necessary. AWS works in 640x??? emulation mode.

If somebody will be interested in 1K x 1K version (via A2024 monitor) please send to me e-mail. We will do that!

1.7 authors

AUTHORS:

AWS was written in Devpac assembler by Paul "CBM80" Hernik, gfx was drawn by Adam "Gunman" Bakalarz. All comments or bug reports send to:

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1.8 distribution

DISTRIBUTION:

AWS is FREeware. You may use and copy this program freely but all files must be copied in an unmodified state preferably in LhA archive. Of course use it on your own risk. If you are going to install this program and you like it send me postcard or message via e-mail.

1.9 history

HISTORY:

- 1.0
simple Windows like screen
- 1.1
added simple information about your Amiga
- 1.2
changed gfx (now by Gunman) and added some more infos
- 1.3 (20 Jul 94)
added parameters, first official release
- 1.3a (13 Sep 94)
changed screen opening and cruncher
- 1.4 (20 Sep 94)
added monitor mode, changed command name
- 1.5 (21 Oct 94)
 - showing 68040 FPU in 030 systems fixed
In some A3000 and A2000 with 030 boards there is a bug in AttnFlags
FPU040 bit was set :-)
 - 68060 support
 - separate NTSC, A2024 PAL and A2024 NTSC versions added
 - new options: PowerLED on/off, screen position,
 - new preset added - greys without yellow (especially for Joerg Plate :-))

1.10 tests

AWS WAS TESTED ON FOLLOWING MACHINES:

- A4030/882 10MB RAM HD 340MB
- A2000+030/882+Retina 10MB RAM HD 1080MB (in ECS mode)
- A2000 5MB RAM HD 52MB + A2024 Monitor
- A4040 18MB RAM HD 120MB
- A1200/882 6MB RAM HD 420MB
- A1200 2MB RAM HD 420MB
- A3000 6MB RAM HD 400MB
- A3000 9MB RAM
- A3000+Merlin2 10MB RAM HD 105+340MB
- A1200/020/28Mhz

1.11 todo

TODO:

- Retina version (without RetinaEmu)
- maybe more infos (but there is no space on screen for them :-))

1.12 thanx

THANKX:

- Gunman for nice gfx
 - H.Tweedie and Volker Friedrich for testing it on 030 systems
 - Ralph Schmidt for 68060 guide
 - Oliver Bausch for testing on his own gfx card and for some suggestions
 - Jussi_Lindgren, Tony Leneis for ideas
 - and to all people who reported me bugs and supported this program
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