Table of Contents

September/October 1992

I
Programming Practices and Standards

general purpose Amiga programming

Tag Items and Tag Lists . . . . . **I - 1**
Staff

2.0 Version Strings . . . . . **I - 3**
Carolyn Scheppner

The ASL Library. . . . . . **I - 7**
John Orr

2.0 Compatibility Problem Areas . . . . . **I - 19**
Carolyn Scheppner, Bryce Nesbitt, Peter Cherna, and Darren Greenwald

Release 2.0 Specific Functions and Commands . . . . . **I - 35**
Compiled by Carolyn Scheppner

Callback Hooks . . . . . **I - 43**
David Junod

Debugging with Enforcer and Mungwall . . . . . **I - 47**
Carolyn Scheppner

II
AmigaDOS

dos.library

Executing External Programs with Release 2.0 . . . . . **II - 1**
Carolyn Scheppner

AmigaDOS Packet Interface Specification . . . . . **II - 5**
John Toebes

Standard Command Line Parsing . . . . . **II - 27**
John Orr

Notification . . . . . **II - 31**
Ewout Walraven

Using the AmigaDOS Pattern Matching Functions . . . . . II - 37
Ewout Walraven

The 2.0 Dos.library Path Name Handling Functions . . . . . II - 43
Ewout Walraven

Directory Scanning . . . . . II - 49
Ewout Walraven

Writing a UserShell . . . . . II - 65
Randell Jesup

Fast AmigaDOS I/O . . . . . II - 77
Martin Taillefer

Cooperative Record Locking with AmigaDOS . . . . . II - 87
Ewout Walraven

III
Exec
the multitasking executive, exec.library

Using SetFunction() in a Debugger . . . . . III - 1
Ewout Walraven

68040 Compatibility Warning . . . . . III - 11
Michael Sinz

Signalling with SIGF_SINGLE . . . . . III - 17
John Orr

IV
Intuition and Workbench
the Amiga user interface

Obtaining an Icon Image . . . . . IV - 1
David Junod

An Introduction to V36 Screens and Windows . . . . . IV - 3
Ewout Walraven

Opening Screens and Windows on Any Amiga . . . . . IV - 17
Ewout Walraven

Introduction to Boopsi . . . . . IV - 23
John Orr

Writing a Boopsi Image Class . . . . . IV - 41
David N. Junod

Boopsi's Transparent Base Classes . . . . . IV - 57
Peter Cherna

AppWindows, AppIcons, and AppMenuItems . . . . . IV - 59
Fred Mitchell and John Orr

Making Your Windows More Shiny and Manageable . . . . . IV - 69
Ewout Walraven

Optimized Window Refreshing . . . . . IV - 77
Martin Taillefer

Color Wheel and Gradient Slider Boopsi Classes . . . . . IV - 91
Mark Ricci, Martin Taillefer, and David Miller

V
Graphics
animation, text, the Blitter, layers.library

Using the ECS Genlocking Features . . . . . V - 1
Ewout Walraven

Finding the Aspect Ratio . . . . . V - 11
Carolyn Scheppner

Amiga Font Scaling and Aspect Ratio . . . . . V - 15
John Orr

Using Compugraphic Typefaces with Bullet . . . . . V - 23
John Orr

VI
Sound and Music
audio, speech, MIDI

VII
IFF
iffparse.library and other IFF topics

The DR2D FORM . . . . . VII - 1
Ross Cunniff and John Orr

ECS Display Modes and ILBM CAMG . . . . . VII - 17
Carolyn Scheppner

Developing New IFF FORMs and Chunks . . . . . VII - 21
Christian Ludwig

VIII
Unix and Networking
Unix SVR4, NFS, TCP/IP, Ethernet

Using the Amiga A3000UX as a NFS File Server . . . . . VIII - 1
David Miller

Keeping Time--Interval Timing in Amiga UNIX . . . . . VIII - 9
David Miller

Developing Network Applications for the Amiga . . . . . VIII - 17
Dale Larson

A Shared Socket Library Server and Client . . . . . VIII - 31
John Wiederhirn and John Orr

SANA-II Network Device Specification . . . . . VIII - 51
Brian Jackson, Dale Larson, Greg Miller, and Kenneth Dyke

IX
Timer, Serial, and Parallel
timer.device, serial port, parallel port

Four Can Play–Supporting Parallel Port Joysticks . . . . . IX - 1
Christian Ludwig

X
Output
printers, printing, Postscript

XI
Input
user input, Commodities Exchange

Introduction to Commodities Exchange . . . . . XI - 1
John Orr

XII
CDTV
Commodore Dynamic Total Vision

Guidelines for CDTV Applications . . . . . XII - 1
Staff

Making CDTV Titles That Work on Amigas . . . . . XII - 9
Ben Phister

Memory Limits for Various CDTV Configurations . . . . . XII - 17
Adam Levin-Delson

XIII
Hardware
Cards, chips, connectors

Video Adapter Diagrams . . . . . XIII - 1