BootUte_2

COLLABORATORS			
	TITLE : BootUte_2		
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BootUte_2

1.1   Contents

BootUte v2.4 (SHAREWARE) – 25th May 1995

Written by Paul Toyne

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Author

Thankyou

1.2   Overview

Overview of BootUte 2 and it's features

BootUte is a degrader-like program with many features to hopefully
enable badly-written older (and some newer!) programs to run without
problems on a Kickstart 2.0+ machine.

It enables all types of program to be run, whether they are
boot-loaders, or normal Amiga executables. The system patches only
stay in force while the program is executing, as soon as it stops the
computer returns to 'normal'.

If features a primitive screen-size scalable interface, with multiple
font support (currently limited to any 8-point non-proportional font)
which may look a bit strange if you run it in a mode like Super-72
800x600, because the gaps between the gadgets and the boxes will
sometimes be a bit large. This will be sorted out as soon as I get my
new GUI sorted out. BootUte will then feature a fully font sensitive
GUI.

BootUte also contains an AREXX port which enables you to call all
'GUI' features, and a few more.

1.3 Requirements

Requirements for BootUte 2

BootUte 2 will only run on an Amiga with Kickstart 2.0 or greater,
with the following libraries :

     * gadtools.library v37.
     * asl.library v37.

   for extended functionality the following libraries are also
   useful :

     * diskfont.library v36.
     * commodities.library v37.
     * iffparse.library v37.
     * rexxsyslib.library v36.

   installed in the LIBS: drawer.

Extended features are available when you have extra memory, a more
powerful CPU, and FPU, extra disk drives etc.

Approximately 300k of RAM is necessary to use BootUte 2 when all 3
windows (Main, Preferences page 1 and Preferences page 2) are open.

CBM Installer is necessary if you wish to install BootUte using the
supplied installer script.

An IconX script is provided for those without 'Installer'.

1.4   Installation of BootUte 2

                     Installation instructions for BootUte 2

Installation using CBM Installer

The provided Installer script requires 'Installer' to be somewhere in
your path.

From the Workbench :

        1) Double click on the Install icon.
        2) Follow the instructions in the installer program.

Installation using the IconX script

From the Workbench :

        1) Double click on the Install_IconX icon.
        2) Follow the on-screen instructions.

From the CLI/Shell

        1) Type the following :

                CD <place where BootUte 2 was extracted>
                Execute Install_IconX

        2) Follow the on-screen instructions.

Manual installation

Open a CLI/Shell and type the following (between the lines)

        MakeDir ENVARC:TLS ENVARC:TLS/BootUte
        MakeDir <place to put BootUte>
        Copy BootUte_2#? Docs#? all <place to put BootUte>

See your Amiga manual for more information on the MakeDir and Copy
commands.

1.5   Usage instructions

                              Usage instructions

When you start BootUte it may bring up a requester telling you that
then 'ENVARC:TLS/BootUte' directory doesn't exist. It gives you the
option of creating it. I suggest you create it for 2 reasons :

```
      1) It stops the requester appearing on startup
  and 2) It enables BootUte to save it's preferences to disk.
```

```
              Running BootUte from the Workbench

              Running BootUte from the CLI/Shell

                      Main options

              Preferences options (page 1)

              Preferences options (page 2)

                 AREXX port information
          For  users  of Kickstart 3.0 or above, BootUte has a  unique   ←
                    feature
```
called IntuiHelp. This gives you real time, on-line help at the touch
of a button.

To enable it simply press the 'Help' key, then move the mouse over
the gadget you want help with. A box will pop-up on the screen giving
you information about the gadget. To disable it just press the 'help'
key again.

1.6 Running BootUte from the Workbench

```
              Running BootUte from the Workbench
```

To start BootUte from the Workbench double-click on it's icon, or set
BootUte as the default tool in a Project icon.

Valid tooltypes

Commodities tooltypes (see your Amiga manual for more details)

```
    CX_PRIORITY=<number>        (0)

        Set the Commodities priority of BootUte.

    CX_POPKEY=<string>          ('ctrl alt b')

        Set the Commodities hotkey of BootUte.

    CX_POPUP=<YES|NO>           (YES)

        Set the initial state of BootUte's window.
```

BootUte specific tooltypes

    PREFS=<filename>   ('ENV:TLS/BootUte/BootUte.prefs')

        Loads the specified preferences file on startup.

    DFO, DF1, DF2, DF3

        Attempt to load the bootblock of the specified drive, and
        execute it.

        Note that this doesn't display BootUte's window.

        If more than one of these tooltypes appears, the one with the
        lowest number will be used.

1.7 Running BootUte from the CLI/Shell

                    Running BootUte from the CLI/Shell

To start BootUte from the CLI/Shell type the following :

  1> BootUte_2

Valid CLI/Shell arguments

Commodities arguments (see your Amiga manual for more details)

    CX_PRIORITY/N/K   (0)

        Set the Commodities priority of BootUte.

    CX_POPKEY/K   ('ctrl alt b')

        Set the Commodities hotkey of BootUte.

    CX_POPUP/K   (YES)

        Set the initial state of BootUte's window.

BootUte specific arguments

    PREFS/K=<filename>   ('ENV:TLS/BootUte/BootUte.prefs')

        Loads the specified preferences file on startup.

    DF0:/S, DF1:/S, DF2:/S, DF3:/S

        Attempt to load the bootblock of the specified drive, and
        execute it.

Note that this doesn't display BootUte's window.

If more than one of these arguments appears, the one with the
lowest number will be used.

FILE

Attempt to load the specified file, and execute it.

Note that this doesn't display BootUte's window.

The 'DF0', 'DF1', 'DF2' and 'DF3' arguments override this.

PATCH/K

Patch the executable file (named by FILE), with the specified
patch-file, in order to make it run.

1.8 Main options

                                   Main options

About (A)

Displays some information about the current version of BootUte.

Preferences (P)

Display the
          first preferences page
              .

Quit (Q)

Exits BootUte.

                         Bootblock operations

Read (R)

Read the bootblock from the currently selected drive. If a
bootblock is already loaded then a requester will appear, asking
you if you are sure you want to read the bootblock.

Write (W)

Write the currently loaded bootblock to the currently selected
drive. If no bootblock is loaded then this option is disabled.

Drive (D)

Select the current drive to use for bootblock operations. The
cycle gadget only contains the connected disk drives.

```
Show (S)

    Show  the currently loaded bootblock as an ASCII and HEX dump. If
    no bootblock is loaded then this option is disabled.

    Sorry, this option isn't available yet.

Clear (C)

    Clear  the currently loaded bootblock. If no bootblock is  loaded
    then this option is disabled.

Load (O)

    Load a bootblock file from disk. If a bootblock is already loaded
    then a requester will appear, asking you if you are sure you want
    to read the bootblock.

Save (V)

    Save  the currently loaded bootblock to disk. If no bootblock  is
    loaded then this option is disabled.

Execute (E)

    Execute   the   currently   loaded   bootblock   using   the    options
    specified  by  the
                first
                  and
                second
                 preferences  pages.  If  no
    bootblock is loaded then this option is disabled.



                        File Operations


Load (L)

    Load  an  executable file from disk. If a file is already  loaded
    then a requester will appear, asking you if you are sure you want
    to load the file.

Patch (T)

    Apply  a custom patch the currently loaded executable file. If no
    file is loaded this option is disabled.

    Sorry, this option isn't available yet.

Show (H)

    Show  the  currently loaded file as an ASCII and HEX dump. If  no
    file is loaded then this option is disabled.

    Sorry, this option isn't available yet.
```

Unload (U)

    Remove the currently loaded file from memory. If no file is
    loaded then this option is disabled.

Execute (X)

    Execute the currently loaded file using the options specified by
    the
                first
                 and
                second
                 preferences pages. If no bootblock is loaded
    then this option is disabled.

    If the loaded executable file didn't have the PURE bit set then
    it willbe unloaded from memory after it has been executed.

1.9 Preferences options (page 1)

                                 Preferences options (page 1)

Save (S)

    Save the current prefs to 'ENV:TLS/BootUte/BootUte.Prefs' and to
    'ENVARC:TLS/BootUte/BootUte.Prefs'. Also returns back to the
                main
                  window.

Use (U)

    Save the current prefs to 'ENV:TLS/BootUte/BootUte.Prefs'. Also
    returns back to the
                main
                 window.

Next (N)

    Display the
                second preferences page
                .

Cancel (C)

    Forget all of the changes that have been made during the current
    preferences options, and return to the
                main
                 window.

                          Memory Options

Limit Fastram (L)

   Limit the amount of fast-ram that can be allocated by the current
   program. If no fast-ram is present then this option is disabled.

Fake Fastram (T)

   Allow a program to use chip-ram as though it was fast-ram. If
   real fast-ram is present then this option is disabled.

Limit Chipram

   Limit the amount of chip-ram that can be allocated by the current
   program.

Clear Memory (Y)

   Clear all free memory with 0's before the program is executed.

                              Display Options

Chipset (I)

   Select a chipset to 'emulate'. If the Amiga doesn't have at least
   Kickstart 3.0 then this option is disabled.

   Options are : BEST, OLD, ECS, or AGA.

Display Type (D)

   Select the display type to use.

   Options are : PAL or NTSC.

Sprite Resolution (R)

   Select the sprite resolution to use. If the Amiga doesn't have at
   least Kickstart 3.0 then this option is disabled.

   Options are : LOW or HIGH.

Blank Border (B)

   Select whether or not to blank the screen's border before
   executing the program.

                               Audio Options

Audio filter (A)

   Select whether or not to disable the audio filter.

                             Bootblock Options

Read address (E)

    Select the area of memory to load the bootblock to.

    Options are : Chip, High Chip and Fast.

Auto read (O)

    Select whether or not to automatically read the bootblock of a
    disk inserted into the currently selected drive.

                              CPU Options

CPU (P)

    Select the CPU to 'emulate'.

    Options are : 68000, 68010, 68020, 68030 or 68040.

    It has come to my attention that several people think that this
    option will speed your computer up. I wish to state that it will
    not make your computer any faster.

FPU (F)

    Select the FPU to 'emulate'.

    Options are : NONE, 68881, 68882 or 68040.

Program cache (M)

    Select the mode for the program (instruction) cache.

    Options (depending on CPU present) are : Off, On or Burst.

Data cache (H)

    Select the mode for the data cache.

    Options (depending on CPU present) are : Off, On or Burst.

VBR

    Sets the Vector Base Register to the specified address.

Copyback (not selectable)

    Displays the status of Copyback mode when a 68040 CPU is present.

Trap Move SR,<ea> (V)

    Converts the Move SR,<ea> instruction, when a 68010 or better CPU
    is present, to a Move CCR,<ea>. This option is disabled if you
    only have a 68000 in your Amiga.

68040 speedup (0)

Speeds up many demo's when running on a 68040 CPU. This option is
disabled if a 68040 isn't present in your Amiga.

68040 support code (4)

Optionally removes the FPU support code for the 68040. This
option is disabled if a 68040 isn't present in your Amiga.

General Options

Iconify type

Selects the type of iconification BootUte will use when it is
iconified.

Options are : Icon, Menu, or Hide.

Screen mode

Selects the screen mode, and screen dimensions to run BootUte in.

Font

Selects the font to run BootUte in. Currently this must be an 8
point, non-proportional font.

1.10 Preferences options (page 2)

Preferences options (page 2)

Save (S)

Save the current prefs to 'ENV:TLS/BootUte/BootUte.Prefs' and to
'ENVARC:TLS/BootUte/BootUte.Prefs'. Also returns back to the
                main
                    window.

Use (U)

Save the current prefs to 'ENV:TLS/BootUte/BootUte.Prefs'. Also
returns back to the
                main
                 window.

Prev (P)

Display the
                first preferences page
                    .

Cancel (C)

Forget all of the changes that have been made during the current
preferences options, and return to the
                main
                 window.

                        System Options

Force library versions (F)

    This feature enables you to change the versions of 'exec.library'
    'intuition.library', 'graphics.library' and 'dos.library' to new
    versions to make software think that your computer has a
    different ROM to the one it really contains.

    I do not advise using this option to set your library version to
    higher than the current version as it may cause your software to
    crash due to features being unimplemented.

    Options are : Don't force, V33 (1.2), V34 (1.3), V36 (2.0),
                  V37 (2.04), V38 (2.1), V39 (3.0) and V40 (3.1)

Task priority (T)

    Set the task priority of the program to execute. Valid ranges are
    from -128 to 127.

Alerts ---> Requesters (A)

    Patch the Alert() function to use a reuqester instead of a
    flashing box.

Handle exceptions (X)

    Handle most of the exceptions that cuase a GURU. This option is
    only available if
                EH-Pro
                 is installed on the computer.

Disable PCMCIA slot (L)

    Attempt to disable the PCMCIA slot to free up some memory. If you
    don't have a PCMCIA slot then this option is disabled.

                        Execute Options

Close screens on execute (O)

    Close all of BootUte's windows and screens before the program is
    executed, to make as much memory available as possible.

Stack size

    Set the size of the stack available for the running program.
    Making this value larger can stop many unexplained crashes.

Safe return to BootUte (R)

    Attempt to return to BootUte safetly if a program removes too
many items from the stack.

Pause slider (E)

    Pause for a specified time between pressing 'Execute' and the
program running to help you select keys etc. necessary to access
hidden parts of demo's.

Save copper list (I)

    Save the copper list pointer so that if a program doesn't put it
back correctly the Workbench will still be usable.

Save hardware registers (H)

    Save various hardware registers so that they can be restored when
a program has finished.

                                     DOS Options

DF0: (0)

    Allows you to set the status of DF0: This option is only
available if DF0: is present.

    Options are : Enabled or Disabled.

DF1: (1)

    Allows you to set the status of DF1: This option is only
available if DF1: is present.

    Options are : Enabled or Disabled.

DF2: (2)

    Allows you to set the status of DF2: This option is only
available if DF2: is present.

    Options are : Enabled or Disabled.

DF3: (3)

    Allows you to set the status of DF3: This option is only
available if DF3: is present.

    Options are : Enabled or Disabled.

BCPL DOS Functions (B)

    Patches all dos.library functions so that they accept the library
base in register A5 or A6, and return the result in D0 and D1.

       Sorry, this option has been temporarily disabled because it was
       causing lots of problems.

Disable CD Drive (D)

       Disables the CD drive by issuing it a CMD_STOP. If no CD drive is
       present (utilising CDTV.device or CD.device) then this option
       will be disabled.

1.11   AREXX port information

                                 AREXX port information

As only one copy of BootUte may be running at a time the AREXX port
name is :

         BOOTUTE

Many of the AREXX instructions return extended result information if
'OPTIONS RESULTS' has been used in the AREXX script.

After a command RC may hold the following results :

     -4 : The command was recognised, but illegal arguments were
          passed to it.
     -3 : BootUte doesn't know the command.
     -2 : There was insufficient memory for the function.
     -1 : Something was wrong.
      0 : Command was a success.
      5 : Command returned a warning.
     10 : Something was wrong.
     20 : Complete or severe failure.

             AREXX commands available in all versions

READBB   DF0/S,DF1/S,DF2/S,DF3/S

     Reads the bootblock from the specified drive if the drive exists
     and a disk is inserted.

WRITEBB   DF0/S,DF1/S,DF2/S,DF3/S

     Writes the currently loaded bootblock to the specified drive if
     the drive exists and a disk is inserted.

LOADBB   FILENAME/F

     Loads the specified file as a bootblock.

SAVEBB   FILENAME/F

Saves the currently loaded bootblock to a file.

CLEARBB

Clear the currently loaded bootblock from memory.

BBCHECKSUM   VALID/S,INVALID/S

Validate, or invalidate the current bootblock's checksum.

EXECUTE   BOOT/S,FILE/S

Execute either the currently loaded bootblock or file.

LOADFILE   FILENAME/F

Load the specified file as an executable.

UNLOADFILE

Remove the currently loaded executable file from memory.

ICONIFY   HIDE/S,SHOW/S

Iconify or uniconify BootUte's window.

ABOUT

Obtain some information about BootUte.

QUIT

Quit BootUte.

VERSION

Obtain the current version of BootUte (returned as '2.0').

LOADPREFS   FILENAME/F

Load the specified preferences filename.

SAVEPREFS   FILENAME/F

Save the current preferences to the specified file.

DEFAULTPREFS

Initialise all preferences to their defaults.

SPRITERES   LOW/S,HIGH/S

Set the sprite resolution (only on Kickstart 3.0 or better)

BLANKBORDER   YES/S,NO/S

Blank the border round the screen.

READADDR   CHIP/S,HCHIP/S,FAST/S

    Set the read address for bootblocks.

AUTOREAD   YES/S,NO/S

    Set the automatic bootblock reading status.

VBR   IGNORE/S,ADDRESS

    Set the VBR to a particular address, or reset it to it's default
    address.

ICONIFYTYPE   ICON/S,MENU/S,HIDE/S

    The type of iconification to use when bootUte is iconified.

SCREENMODE   MODE/F

    The screenmode to use for BootUte's screens. Defined either by
    using the Mode ID, or the mode name.

FONTNAME   FONT/F

    The font to use for BootUte's screens.

STACKSIZE   SIZE

    The size of stack to use when executing the program.

SAVECOPPER   YES/S,NO/S

    Whether or not to save the copper list.

SAVEHARDWARE   YES/S,NO/S

    Whether or not to save the hardware registers.

SHOW   BOOT/S,FILE/S

    Show an ASCII and HEX dump of the currently loaded bootblock or
    executable file.

    Sorry, this option isn't available yet.

PATCHFILE   FILENAME/F

    Patch the currently loaded executable with the specified patch
    file.

    Sorry, this option isn't available yet.

LIMITFAST   NA/S,0/S,0.5/S,1.0/S,2.0/S

    Set the amount of fast-ram to limit. Only works if your Amiga has

```
      fast-ram fitted.

FAKEFAST        NA/S,0.5/S,1.0/S,2.0/S

      Set  the amount of fake fast-ram to 'emulate'. Only works if your
      Amiga doesn't have fast-ram fitted.

LIMITCHIP       NA/S,0/S,0.5/S,1.0/S,1.5/S

      Set the amount of chip-rem to limit.

CLEARMEM        YES/S,NO/S

      Whether or not to clear unused memory before the program is run.

CHIPSET         BEST/S,OLD/S,ECS/S,AGA/S

      The  graphics chipset to emulate. Only works on Kickstart 3.0  or
      above.

DISPLAYTYPE     PAL/S,NTSC/S

      The display type to use.

AUDIOFILTER     ON/S,OFF/S

      The status of the audio filter.

CPU             68000/S,68010/S,68020/S,68030/S,68040/S

      The CPU to 'emulate'.

      It has come to my attention that several people think that this
      option will speed your computer up. I wish to state that it will
      not make your computer any faster.

FPU             NONE/S,68881/S,68882/S,68040/S

      The FPU to 'emulate'.

TRAPMOVESR      YES/S,NO/S

      Whether  or not to trap the Move SR,<ea> instruction. Only  works
      when a 68010 or better CPU is present.

SUPPORTCODE     ON/S,OFF/S

      Whether or not to enable the 68040's FPU support code. Only works
      if a 68040 is present.

SPEEDUP040      YES/S,NO/S

      Whether  or  not to enable the 68040 speedup. Only works  when  a
      68040 is present.

PROGCACHE       ON/S,OFF/S,BURST/S
```

    Set the status of the program (instruction) cache.

DATACACHE   ON/S,OFF/S,BURST/S

    Set the status of the data cache.

FORCELIBS   NONE/S,VERSION

    Set the library version to 'emulate' for 'exec.library',
    'dos.library', 'intuition.library' and 'graphics.library'.

TASKPRI   PRIORITY

    The task priority to execute the program at.

ALERTREQ   YES/S,NO/S

    Whether to patch Alert() to use requesters.

HANDLEEXCEPT   YES/S,NO/S

    Whether to use
                 EH-Pro
                   to trap illegal exceptions. Requires EH-Pro
    to be installed and running.

DISABLEPCMCIA   YES/S,NO/S

    Whether to disable the PCMCIA slot. Only available if you have
    got a PCMCIA slot.

DF0STATUS   ON/S,OFF/S

    Set the status of drive DF0:

DF1STATUS   ON/S,OFF/S

    Set the status of drive DF1:

DF2STATUS   ON/S,OFF/S

    Set the status of drive DF2:

DF3STATUS   ON/S,OFF/S

    Set the status of drive DF3:

BCPLDOS   ON/S,OFF/S

    Whether to patch all 'dos.library' functions so that they accept
    the library base in register A5 or A6, and return the result in
    D0 and D1.

    Sorry, this option has been temporarily disabled because it was
    causing lots of problems.

DISABLECD   YES/S,NO/S

Whether to disable the CD drive (using CMD_STOP). Only works if a
drive using CDTV.device or CD.device is installed.

CLOSESCREENS   YES/S,NO/S

Whether to close BootUte's screens on program execution to free
up some memory.

SAFERETURN   YES/S,NO/S

Attempt to return safely to BootUte if a program removes too
many items from the stack.

PAUSE   TIME

Set the amount of time to delay between executing the program and
it actually starting.

1.12 EH-Pro information

EH-Pro information

EH-Pro (Exception Handler-Professional) is an update to EH (Exception
Handler).

EH was written by Oliver Norton, a friend of mine, (Edge). It caused
illegal processor exceptions to invoke it, rather than causing a
GURU.

Oliver started development of EH-Pro in about March 1994, but has
since sold his Amiga. I have been given all of the features list for
EH-Pro, so I am going to be writing the 'update'. I also have his
source code, but I think it will be easier to start from scratch,
rather than trying to understand his code :-)

Expect EH-Pro to be released around July or August this year.

1.13 Disclaimer

Disclaimer

This software is provided "as is" without warranty of any kind, either
expressed or implied. By using it, you agree to accept the entire risk
as to the quality and performance of the program. Should the software
prove defective, you assume the cost of all necessary servicing,
repair or correction.

1.14   Copyrights

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                              Copyrights


BootUte 2.x     is ©1995 TLS Software.
BootUte         is a trademark (tm) of TLS Software.
IntuiHelp       is a trademark (tm) of TLS Software.

EH-Pro          is ©1995 TLS Software.

Installer       is ©1991-1993 Commodore Amiga Inc.

Amiga
Workbench
Kickstart       are registered trademarks of Commodore Amiga Inc.
```

The icons have come from collections available on Aminet. Some of
them have been modified slightly. I don't know who drew the icons,
but I hope they don't mind me using them.

All other Copyrights, Trademarks and Registered Trademarks are
acknowledged.

1.15   Registering BootUte 2

```
                      Registering BootUte 2
```

If you want to recieve the full version of BootUte 2, without the
annoying delays and requesters then follow the instructions below

You will also recieve a smart certificate.

UK or Europe

    1) Fill in the registration form (in docs/Register_BU.doc).

    2) Print it out
       (or write it neatly by hand if you don't have a printer)

    3) Mail it with 10 UK Pounds in CASH to :

            Paul Toyne
            1 Sherrard Drive,
            Sileby,
            Leicestershire
            LE12 7SG
            ENGLAND

Rest of the world

   Follow steps 1-3 as 'UK or Europe', but instead of 10 UK Pounds
    please include 15 UK Pounds in CASH.

Other ways to register

   If you are the first person to either find a bug, or translate
   the documentation into another language (in whole) then you will
   recieve a complementary registered version for your hard work.

Please allow up to 28 days for me to process your order because there
might be a new version imminent, and I'm sure that you would prefer
to have newer version.

1.16 History of BootUte

                          BootUte's history

1.x   Released between 01-Mar-94 and 20-Jan-95

        History deleted.

2.0   Released 21-Jan-95

        Complete re-write of BootUte, featuring many additions and
        changes. Including a poor screen-mode sizable GUI.

2.1   Released on the June 1995 coverdisk of Amiga User
        International

        Special version only for distribution by the magazine
        'Amiga User International'. Features a few more options than
        the public (2.0) version. Also a few minor bugs have been
        fixed.

2.2   Internal release

        This version fixed a few bugs found in the previous versions.
        It was released to a few beta-testers, but wasn't released
        publically.

2.3   Released 10-May-95

        Fixed yet more bugs that I have found (does anybody else find
        bugs ?).

        Now all features for registered users can be unlocked when an
        appropriate key-file is found.

2.4   Released 25-May-95

        Yet more bugs fixed, most of them minor.

        The unregistered version now has all features enabled to let
        people try it out fully before they decide to buy it, but
    there are several annoying delays and requesters to encourage
    them to register.

        Documentation partially re-written to reflect the fact that
        all features are available to all users.

    BCPL DOS option disabled due to several bugs. I will bring
    back this option as soon as I can work out why it is causing
    so many different problems.

1.17 The future of BootUte 2

                            Future improvements and updates for BootUte 2

I intend to fix all bugs in BootUte 2 as soon as I am notified of
them.

Improve the GUI layout system currently in use. This will enable the
GUI to be font and screen-mode sensitive. This will be implemented as
soon as I have enough spare time between doing university work and
working on
            Exception Handler Professional
            .

I am going to add an option where you can pass command line arguments
or Workbench tooltypes to a program when it is started. This will
make it possible to 'emulate' startup from the CLI/Shell or the
Workbench.

Any other suggestions about possible features will be greatly
appreciated.

1.18 Distribution

                                Distribution

BootUte 2 is ©1995 TLS Software.

The keyfile for BootUte MUST NOT be distributed.

The unregistered version may be distributed as long as the following
conditions are met :

  * The following files must be included, unchanged, in their original

```
    directory structure :

          * BootUte_2/BootUte_2
          * BootUte_2/BootUte_2.info
          * BootUte_2/Install
          * BootUte_2/Install.info
          * BootUte_2/Install_IconX
          * BootUte_2/Install_IconX.info
          * BootUte_2/Docs.info
          * BootUte_2/Docs/BootUte_2.guide
          * BootUte_2/Docs/BootUte_2.guide.info
          * BootUte_2/Docs/BootUte.doc
          * BootUte_2/Docs/BootUte.doc.info
          * BootUte_2/Docs/Register_BU.doc
          * BootUte_2/Docs/Register_BU.info
```

  * Any re-distribution must state that the copyright to the files is
     held by TLS Software.

                    Inclusion in a Public Domain library

                         Inclusion on a CD-ROM

                      Inclusion on a magazine disk
            All   further development and distribution of the BootUte package ←
                 will
be stopped, at the discretion of TLS Software, if either :

                 * A registered version is distributed by any party.
            or * Any of the previous conditions are broken.

If a registered version is distributed legal action may be taken
against the party whose copy has been distributed.

The magazine 'Amiga User International' MUST NOT distribute any version
of BootUte, apart from the special 2.1 AUI version, until they provide me
with :
        o The required free copy of the June 1995 magazine.
        o A decent reason for not supplying me with the magazine.
    and o until I state that they can distribute BootUte in writing.

1.19   Inclusion of BootUte in a Public Domain library

            Inclusion of BootUte in a Public Domain library

If you wish to include BootUte in a PD library then the following
conditions also apply :

  * No more that £2.50 (or your countries equivalent) may be charged
    for the disk containing BootUte.

  * You must send me :

```
        * A copy of your catalogue.
        * Details of your PD library for my records.
```

1.20   Inclusion of BootUte on a CD-ROM disk

```
            Inclusion of BootUte on a CD-ROM disk
```

If you wish to include BootUte on a CD-ROM disk, please contact me to
make sure that you have the latest (unhacked) version.

You must also send me a copy of the finished CD-ROM.

I give permission for BootUte to appear on 'Fred Fish' and 'Aminet'
CD-ROM's without the creator having to give me a copy of the CD-ROM.

1.21   Inclusion of BootUte on a magazine disk

```
            Inclusion of BootUte on a magazine disk
```

If you wish to include BootUte on a disk that comes with a magazine,
please contact me to make sure that you have the latest (unhacked)
version.

This includes, but is not limited to :
```
                        Cover disks.
                        Subscribers disks.
```

The following conditions also apply :

  * No more than £1.50 (or your countries equivalent) extra (on top
    of the normal price of the magazine) may be charged for the disk
    containing BootUte.

  * You must send me a copy of the issue with BootUte on the disk.

1.22   Information about the author

```
            Information about the author
```

I am 20 years old, and studying for a BSc.(hons) degree in Software
Engineering at De Montfort University in Leicester, England.

I am interested in swapping coding tips, ideas and algorithms with
other people, so if you are interested contact me.

Beginners are also welcome to write to me for help with programming
in 680x0 assembler, either with, or without the operating system.

To contact me either

    Snail-mail

        Paul Toyne
        1 Sherrard Drive,
        Sileby,
        Leicestershire
        LE12 7SG
        ENGLAND

    E-Mail (Internet - Until the end of June 1995)

        se2pt@dmu.ac.uk

If you have access to a WWW (World Wide Web) browser, and want more
information about me, or my computer and projects on-the-go then call
the following address :

        http://www.cms.dmu.ac.uk/~se2pt/

1.23 Thanks and greetings

                    Thankyou's and greetings

I wish to thank the following people for their support

    Oliver Norton - For helping out with a few ideas, and spotting
                     some stupid bugs.

    Alan Parker   - For making BootUte crash whenever I was showing
                     him new features - I'm suprised some of the code
                     even worked, it was that bad :-)

    Michael Morris - For letting me borrow his A500+ to test the code
                     on.

    Dave Jones   - I like the ideas you sent, I might even get round
                     to implementing them soon!

    My parents   - For feeding and keeping me.

I would also like to thank all of my beta-testers for doing a great
job, and to everybody who has registered.

If you happen to be from the 'Amiga User International' magazine
where the hell is my free copy? did you 'forget' to send it?
How many times do you need reminding?

If you are a programmer don't bother letting Amiga User International put your program on the coverdisk, you won't get bugger all, I haven't, and neither has a mate of mine – Dave Jones (Pointer-X 3 and above).