recop

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COLLABORATORS			
	TITLE : recop		
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recop

1.1   ReCop Documentation

ReCop, the Copperlist Resourcer

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1.2   Introduction

Hi. These are the docs for ReCop. Basically, I wrote ReCop when I felt I

needed something to hack up other people's copper code when I was trying to

learn about low level display hacks etc., ok, I WANTED TO WRITE A SMALL

INTRO, we've all done it, nothing to be embarrassed about ;-)

I'm releasing this because

a) I found it useful

b) You might find it useful

c) I'm broke and some shareware donations would be nice :(

Please, have some sympathy for a poor student. I don't go to University

'til October and I'd rather sit here at home and write gorgeous Amiga

software packages which will blow your mind, rather than get a day job...

however if you'd rather I got a boring job (unskilled labour type thing)

then that's OK, I understand. Sniff sniff. :)

Recommended shareware donation is £5.00 (UKP).

OK. ReCop performs a similar role to ReSource (tm) except this one disassembles copper lists. It can disassemble one at any address in memory, or it can disassemble one from a file, or you can point it at a View structure and let it grind away, or you can use PIPES!

That's right. You can just pipe data into it, and get a disassembly out at the other end, which you pipe elsewhere... e.g. text formatter, assembler, you name it ;-)

This disassembly, however, uses the proper C= symbol names. You can have the original hex alongside the disassembly. You can also turn the Hardware Reference Manual style comments on or off.

Reassembling the copperlist is a simple process. Just run the resultant source file through your favourite assembler, and make sure the provided macros are in your include path (as well as the C= hardware includes), and all will be well. Tested with PhxAss 4.14, DevPac 2.15 and SNMA 1.955. Make sure you're in object module mode though, unless you're including the sourcefile yourself in another module. Enjoy!

1.3 Usage

Knock yourself out. ReCop uses a standard ReadArgs style command template, and not some lame Un*x crud. Here's the template:

F=FILE,A=ADDRESS/K,V=VIEW/K,L=LENGTH/K/N,TO/K,H=HEX/S, NC=NOCOMMENT/S,SYS/S,PIPE/S

FILE This is the name of the file containing the copperlist you wish to disassemble. Just a straightforward binary file. No Exe's or anything fancy like that. If you want support for that kind of thing, send mail to me , better still, send me some cash ;-)

At the moment, it stops when it gets to a CEND (i.e. a $FFFF,$FFFE). I'll put LENGTH in later for this.

ADDRESS This is the address of a copperlist in memory that you wish to disassemble. An address of 0 is ignored completely. The address you give will be rounded to the nearest word offset, so no naughty odd address errors I'm afraid. If you don't specify a length using the LENGTH keyword, then the routine stops when it gets to a CEND.

VIEW This is the address of a struct View that you wish to disassemble the copperlists of. If interlace is enabled, then the short frame copperlist gets disassembled too.

LENGTH This is the decimal number of copperlist instructions in the

copperlist that you've passed using the ADDRESS keyword.

TO This is the filename the disassembly is to be output to. If you

don't specify a filename then it all goes to the output stream,

whatever you've got that set up to be. You can't pipe it if

you use this keyword.

Not yet enabled.

HEX Show the raw hex alongside the commented disassembly.

NOCOMMENT Don't print comments about registers.

SYS Disassemble the currently running graphics.library copperlists.

This makes a private copy first, and arbitrates using

Disable()/Enable(), so dragging the screen won't crash it ;)

PIPE If you don't specify any arguments then ReCop assumes you're

being a total berk and shouts 'required argument missing'.

This was so that if somebody was running the command and didn't

know what it was, instead of getting a load of baloney from

ReCop treating the console input as a copperlist to be

disassembled, you had a chance to think about it :)

Specify PIPE and it'll treat stdin as a copperlist.

1.4   Bugs

Bugs in *MY* code? Never. ;)

1.5   To Do

Make ReCop pure and reentrant.

Make ReCop a shared library.

Make ReCop arbitrate (using Disable()/Enable()) for access to the memory

block (ADDRESS) or the struct View (VIEW).

Make FILE option obey LENGTH keyword.

1.6   Version log

39.12 (27.5.95) initial version

uploaded to Aminet

1.7   About the author

· Amiga advocate and C programmer

· Computing Science student (in a few months' time :)

· Pratchett fan (Ook?)

· Babylon 5 and X-Files fan

· U2 / Oasis / Elastica fan

· Author's favorite songs of above artists:

Even Better Than The Real Thing

The Fly

Acquiesce

Supersonic

Connection

Line Up

· Violently opposed to inadequately expressive forms of music which

required little talent to implement. (i.e. thinks Whigfield sucks big

time)

· Needs a job

· Enjoys Mini Kievs and thinks there should be more of such vending machines

· Is a devotee of Fidonet Region 25's AMIGA_PROG echo

· Usually ends up recieving flames from occupants of above echo ;)

· Has an annoying habit of writing documentation such that all references

to the author are in the third person ;-)

OK, OK, I'll stop! ;)

1.8   Contacting the author

You can reach me at these addresses:

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The recommended shareware donation for ReCop is £5 (Pounds Sterling). Only

cheques drawn on a British bank only, or EuroCheques (in Sterling), or US

Dollars will be accepted as payment. Please support the shareware concept.

Sending me cash for this will be treated as acknowledgement that you want

to see 'cool stuff' like octamed.datatype, mimemail.object and

macbinary.datatype in future. It'll also be an incentive. ;)

I'm also available for commercial projects, if you want to give me a job! ;)

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