SlowReset - English Guide File

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COLLABORATORS

	TITLE : SlowReset - English Guide File		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY	Matthias Intemann	February 12, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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SlowReset - English Guide File

1.1 SlowReset - Guidefile

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                        SlowReset V1.54
                Public Release 3

        Copyright 1995 by Marco Krause
            All rights reserved

        - SlowReset is MailWare -
```

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1.2 Introduction

∗∗∗ Why should I use this nice peace of work. ∗∗∗

This program is for all those, who could not resist pressing the well known
three keys too early and then could not find some of their partitions or
files, because the system was not yet ready with writing. :)

People who do not have LED's connected to every hd (for what reason ever),
will find some use in SlowReset. They do not have to wait some seconds
before reset any longer, while not seeing, whether some drives are still
working or not.

That's where SlowReset starts it's work. A resethandler is installed, which
does following things in case of a reset:

1. An ARexx-script is being executed. Due to security-reasons this is only
   possible if the reset is being initiated by hotkey or the RESET-Option.
   This script should mainly be used to deactivate external programs. This
   might be useful when using cacheprograms, especially those with an
   activated SaveCache. The example-script, shiped with this program, quits
   PowerCache. This feature might also be usefull to quit message-systems
   like UMS, as it has some cache aswell.

2. Other resethandler are beeing signaled, if the reset was not initiated
   by pressing Ctrl-LAmiga-RAmiga. SlowReset waits for them to finish work.

3. When DOS is still writing, SlowReset acts as follows:

   Hotkey-reset:

     If the write-access is not being completed within 5 seconds, a
     requester will appear. The User can now decide, wether he wants to
     wait a bit longer or he wants to stop all disk-access and continue
     with the reset-procedure.

   Reset via RESET-option:

     If this feature is being used, SlowReset waits for DOS to finish
     writing. No requester apears.

   Ctrl-LAmiga-RAmiga reset:

     In this case SlowReset will also wait 5 seconds. But there will be no
     requester; all write-access will be stopped and the reset will be
     done.

   As soon as a reset has been initiated, SlowReset watches all necessary
   file-access. When drives have to be stopped, SlowReset holds back some
   disk-operating functions and waits for open files to be closed.

   To make this possible, some system-functions have to be patched. Some
   anti-virus systems may rumor here. This can be ignored.

4. If datatypes.library is installed (OS3), a soundfile is being played in
   the background. If several soundfiles are handed in, SlowReset choses
   one randomly. (option)

5. The screen can be faded to white. (option)

6. ...and can be faded to black. (option)

7. If a soundfile is played, wait for it to finish!

8. Removing all reset resistant programs. (Optional)

9. Reset

!!! Important !!!

There is a protection in the system, so that a reset can only be held back
for about 10 seconds. If there still is an active resethandler, the
keyboard-processor starts the reset-sequence anyway. This limitation is NOT
valid for a reset by hotkey, respectivly by RESET-option.

For this reason it is adviced to reset your Amiga by hotkey. This is the
only way, SlowReset can wait for all disk-activities to finish with full
reliability.

In spite of all protection-features of SlowReset,you should NOT reset your
Amiga too early on purpose!!! SlowReset can avoid the worst in many cases,
but it is not quaranteed that it allways is capeable of protecting your hd,
floppy or what ever.

1.3 Copyright

              *** Copyright-Information ***

SlowReset is MailWare. This means that when using this program frequently,
you should send a message to the author. This can be done via e-mail,
letter or postcard. The address can be found under
              Contact
                .

The copyright is owned by the author only. SlowReset may be freely given
for private usage,if there is not taken more than a copy fee. This fee must
not be more than 4 DM or $3 US when on a floppy-disk.

When SlowReset is being sold on a medium, this has to consist of at least
60% FD-software. The taking up in BBS-fileareas and the spreading over non
commercial nets is allowed.

The SlowReset-package has to remain unmodified. This goes for   the
arrangement as for the files themself. You may neither add files to the
archive nor remove files from it.

A commercial use or spreading of SlowReset is forbidden and only allowed with written permission of the author.

The author reserves the right to forbid spreading to everybody in case of braking the copyright-rules.

The author can not give any guarantees on the function of SlowReset. The user uses SlowReset at own risk. The author can not be fined for any kind of damge, which might me caused due to the usage of SlowReset.

Kuhlenkamp, December 19th, 1995

Marco Krause (Author of SlowReset)

1.4   System Requirements

*** System Requirements ***

SlowReset needs Kickstart 2.04 or higher. It also needs an Amiga with an external Keyboard. Well, an A1200 should also work.

1.5   Installation

*** How to install SlowReset ***

Installing SlowReset is quite easy. Just drag the SlowReset-icon into the WBStartup-drawer.

If you do not want SlowReset to be called each time Your system starts, just put the program where you want and start it depending on Your needs (whenever you want to!).

Once started, SlowReset acts like every other Commodity. This means that you may control it via 'Exchange' (Sys:Tools/Commodities/Exchange)!

1.6   Getting Started

*** Getting Started! ***

SlowReset can be started from shell or from the WB. When starting from the Workbench, there are the following Tooltypes available:

DONOTWAIT
   This Tooltype is only of importance, if you start SlowReset during the boot-up in the WBStartup-drawer. It tells the WB not to wait for SlowReset to finish.

CX_PRIORITY=<n>
   This is where you can set the commodity-priority of SlowReset. The valid range is from -128 to 127. This preset comes to use, e.g., when two

commodities wait for the same hotkey, the one with the higher priority
gets the message from the handler first.
Default: 0

RESET=<yes|no>
   By using 'RESET', a protected reset can be initiated. This reset is
   similar to the hotlkey-reset (incl. executing the ARexx-script). But
   there will be no requester, if DOS has not finished writing after 5
   seconds. SlowReset will wait for Dos to finish it's activity. This can
   come handy, when there is no user on the console.
   Default: no

RESETKEY=<hotkey>
   SlowReset can do a reset after the user has pressed a hotkey, which can
   be freely defined. A good choice would be, e.g., 'lalt ralt esc'. When
   the hotkey has been pressed, SlowReset signals all other installed
   reset handlers (like MicroDot) and waits for them to finish. This is
   only possible if those handlers are being installed AFTER SlowReset has
   been activated.

   There is another important reason for starting other handlers after
   running SlowReset: As SlowReset stops all drives and other handler might
   try to save some data before resetting the computer, all handlers,
   except SlowReset's one, should be executed, before SlowReset stops
   drive-access.

   Default: none

RESETSCRIPT=<arexx script>
   Here you can name the ARexx-Script to be called when resetting your
   Amiga via hotkey. For needs of security, this can only be done, when
   doing a hotkey-reset.
   Default: none

HARDRESET=<ALLWAYS/NEVER/RESETKEY>
   To assure that there are no resident programs active during the
   reboting, SlowReset offers the possibiltiy to remove such programs. When
   the option 'ALLWAYS' is selected, those programs are always removed, no
   matter wether the reset was initiated by hotkey or ctrl-amiga-amiga.
   'RESETKEY' stands for removing such programs only when the hotkey-reset
   has been done.If the option 'NEVER' is used or HARDRESET is not defined,
   resident programs are ignored ans remain active.
   Default: NEVER

FADEWHITE=<yes|no>
   The upper screen will be faded to white before reset.
   Default: no

FADEBLACK=<yes|no>
   The upper screen will fade to black before reset.FADEWHITE and FADEBLACK
   can be combined.
   Default: no

DELAY=<n>
   OS 2.04: n is the delay measured in 1/50 seconds after a color-change.
   Default: 1

```
    OS 3.0 or newer: delay gives you the posibility of slowing fading  down:
    if  you  already  use  'COLORJUMP=1'  and you still think, fading is too
    fast, just add some delay to it!
    Default: 0
```

COLORJUMP=<n>
```
    This tooltype will be ignored under OS2. It needs OS3. n  describes  the
    RGB-value   added   or   subtracted   to   the  current  color-value  each
    color-change.
    E.g.:

    COLORJUMP=2

    Startvalues:  R=0x00   G=0xaa   B=0xfc

    1. pass:       R=0x02   G=0xac   B=0xfe
    2. pass:       R=0x04   G=0xae   B=0xff
    3. pass:       R=0x06   G=0xb0   B=0xff
```
```
    The greater COLORJUMP, the faster and rougher the screen  fades.  Owners
    of  a graphics enhancer may realize the rough fading. Compared with AGA,
    graphics enhancers often only use 6 bits for color-values while AGA uses
    8 bits.  This  means that under AGA, there are 256 possible values, but
    when using a graphics enhancer, there mostly are only 64. This  roughens
    fading, but is not necessarily the case with all graphics enhancers.

    Default: If COLOJUMP is not defined, SlowReset tries to figure out the
             best value by refering to the bits per color-value.
```

SOUNDFILE=<file>
```
    SlowReset uses the datatypes.library to play a  sample.  This  is  being
    done  at the same time the screen fades. It is possible to evoke several
    sondfiles devided by '|'. SlowReset choses one  of  them  randomly  when
    resetting.  As  this feature uses datatypes.library, it can only be used
    with OS 3.0 or greater.
```

NOCRASHDETECT=<yes|no>
```
    A problem of all resethandler is the 'hanger', which can happen when the
    System has hung-up for some reason. Usually you press Ctrl-LAmiga-RAmiga
    and at first, nothing happens. In this case, mostly all the resethandler
    are  being  signaled,  but  can not work properly, cause of the instable
    system. In some of these occurrences SlowReset  recognizes  the  problem
    and  can  initiate  a  reset.  This  feature  can be disabled using this
    option.
    Default: no
```
```
You can use the keyword itself instead of  writing  '<keyword>=yes'.  E.g.:
'FADE' and 'FADE=yes' mean totally the same, when used as Tooltype. Putting
the keyword in brackets means the same  as  <keyword>=NO (e.g.:  'FADE=NO'
means the same '(FADE)' does.)
```
```
When  being  started  via  Shell,  the  keywords  are  just  alike,  accept
'DONOTWAIT', which would not be of any use. The usage of SlowReset is:
```
```
SlowReset CX_PRIORITY/K/N,RESET/S,RESETKEY/K,RESETSCRIPT/K,HARDRESET/K,
          FADEWHITE/S,FADEBLACK/S,DELAY/K/N,COLORJUMP/K/N,SOUNDFILE/K,
          NOCRASHDETECT/S
```

For further information on the keywords reference to your Amiga-DOS-Manual
for reading more about the switches.

1.7 Limitations

```
                  *** Limitations ***
```

- HAM-, EHB- and 24bit-screens are not faded.

- A reset done by a PC-keyboard can NOT be held back. If you dare to use
  this kind of keyboard, then use the
                  RESETKEY-option
                  .

- You can be more certain that write-acces can be finished on HDs then on
  floppy disks, as floppy disks are much slower.

- Driveaccess which does not use DOS can NOT be detected and can not be
  held back.

1.8 Credits

```
*** I wanna thank... ***
```

SAS Institute   for a great compiler and a never on the Amiga-market
                    seen support.

Dietmar Eilert   for the best editor ever! (GoldED)

Andreas Linnemann   for NewMode, some help and for beeing my cap to the
                    Cinemaxx :)

Matthias Intemann   (that's me, the translator!)

Frank Mattern   for doing such terrific work on the icons
                    (ARexx-icon created by Roman Patzner)

Stefan Raudonis   for running the Cosmos-BBS in Langwedel

Oliver Oster   the guys who've got the guts to betatest this great
Matthias Intemann   program! ;)
Andreas Linnemann
Marcel Eckhoff
Joerg Toegel

Telekom   for having the almost cheapest tele-charges ever -- NOT!

and to all those, who wrote me some stuff.

And last but not least: a big 'Hello World!' to all Cosmos-BBS user! ;)

1.9 Contact

*** How to contact the author ***

Mails, bugreports, flames, improvements and stuff are welcome. Please send
them to:

Snail-Mail:

  Marco Krause
 Kuhlenkamp 11
 27330 Asendorf
    (GERMANY)

E-Mail:
 Marco@Cosmos-L.gun.de

1.10 Updates

*** Where do I get updates? ***

New versions of SlowReset can be obtained in the Cosmos-BBS for free
download. Just log in, using username='Gast' and look for: "Amiga
Binaer/FreeDownload-Area/Sonstiges/".

By the way: this great BBS uses AmBoS!!!

Cosmos-BBS, Langwedel:

   19200 bps ZyXEL
                          > +49/(0)4232/94040
   19200 bps ZyXEL

   64000 bps X.75/V.110
                          > +49/(0)4232/94041
   64000 bps X.75/V.110

1.11 History

              *** What did I use? What came out when? ***

SlowReset was made with the following programs on an A4000/40:

SAS/C V6.56
GoldED V3
HWGRCS V5.6

*** History ***

V1.1 - V1.26   internal betas

```
V1.27   (20.06.95)   first public release

V1.45   (18.09.95)   - some bugfixes and optimisations
                     - SlowReset can be left even when other
                       programs altered the patched functions
                     - A reset can now be initiated via hotkey.
                       External resethandler are also being
                       informed. SlowReset waits for them to
                       finish.
                     - Using 'HARDRESET', resident programs can
                       be removed.
                     - SlowReset realizes if the upper screen is
                       being put back or is being closed.
                     - FADE and WHITESCREEN are replaced by
                       FADEBLACK and FADEWHITE.
                     - Execution of a ARexx-script when doing a
                       hotkey-reset.
                     - The flush-packet is nor being sent to all
                       drives in an appropiat way.
                     - If COLORJUMP is not set, a fitting value is
                       being figured out.
                     - SlowReset acts a lot more intelligent after
                       a reset. For further information read
                 Introduction
                                     - The whole thing is a lot more reliable.
                     - New icons. (great work, Frank! ;)
                     - fixed Enforcer-hit in the device-scanner

V1.54   (19.12.95)   - As the sound-datatype tells the programm, when the
                       sample has been finished with sinve v40, there was an
                       error under v39. Therefor, no soundfile could be
                       played. This is no problem any longer.
                     - If there are not enough free audio-channels for the
                       sample to be played, the sound-datatype waits for them
                       to be freed, without SlowReset being able to have any
                       influence on this. This ment, that SlowReset could not
                       continue. SlowReset now test the audio-channels to be
                       free, before calling the datatype and does not play
                       the sample, if there is no free channel.
                     - With the keyword (
                 'RESET'
                 ), a protected reset can be
                       initiated. This kind of reset is similar to the one
                       you do when pressing the hotkey, but there will be no
                       requester, if writing has not been finished after
                       five seconds. It just waits for writing to be done.
                     - You can now envoke more than one soundfile (option
                       'SOUNDFILE'). One of them is randomly chosen. They
                       must be seperated by '|'.
                     - In some cases, SlowReset recognizes a 'hanger' of
                       other handlers and does a reset before they have
                       finished (because they are not expected to finish
                       at all).
                     - Difficulties with some open shell-windows (Csh) are
                       gotten rid of.
                     - nothing-happens-bug fixed
```