

BootUte_2

COLLABORATORS

	<i>TITLE :</i> BootUte_2		
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REVISION HISTORY

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Chapter 1

BootUte_2

1.1 Contents

BootUte v2.7 (GIFTWARE) - 17th December 1995

Written by Paul Toyne

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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 :

- * asl.library v37.

for extended functionality the following libraries are also useful :

- * diskfont.library v36.
- * commodities.library v37.
- * iffparse.library v37.
- * rexsyslib.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.

DF0, 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 will be unloaded from memory after it has been executed.

1.9 Preferences options (page 1)

Preferences options (page 1)

Save (S)

Save the current preferences 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 preferences 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 zeros 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 preferences 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 preferences 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 requester instead of a flashing box.

Handle exceptions (X)

Handle most of the exceptions that cause 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 safely 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 '2.62').

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 screen mode 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 :-)

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

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.
CliExec is ©1995 TLS Software.
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Installer is ©1991-1993 Commodore Amiga Inc.

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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 BootUte 2 is now GiftWare

Registering BootUte 2

I have decided to change the status of BootUte from being ShareWare, to being GiftWare, what this means is that you no longer have to pay a set amount for the program.

If you use it for more than 28 days, you are obliged to send the author a gift to the value of what you think BootUte is worth, this may include things such as CD's, audio tapes, videos (PAL only), old computer games on any 3.5" format, old hardware, or even new hardware if you feel the usefulness of the program warrants it.

To find where to send the gift(s) see the Contacting Me section.

1.16 Updates of BootUte

Updates of BootUte

I will attempt to make updates of BootUte available from time to time, as the need arises, though I now don't plan on adding anything

further to the program because it is becoming a chore, rather than an enjoyment.

1.17 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.

2.5 Released 25-June-95

One quite major bug fixed that caused BootUte not to work on any machine running Workbench prior to version 2.1. I forgot that in order to have an ASL screen mode requester you need asl.library v38 or above.

Minor bug found that caused the PAL/NTSC selection to only work the first time it was selected.

2.6 β Released to 10-July-95 to 29-July-95
to 26 β 3

Only released to some beta-testers in order to help find a bug when running on an NTSC machine.

2.6 Released 30-July-95

Fixed quite a major bug that caused BootUte not to open it's screen when run on an NTSC machine, when the PAL monitor driver isn't installed in the 'DEVS:Monitors' directory.

Apparantly when you are asked if you want to create the BootUte directories in ENVARC: it only creates the TLS directory, and not the BootUte directory. I have been unable to duplicate this problem so I have left it as it is.

2.61 Released 03-August-95

Fixed the bug that caused BootUte to cause a guru on exit when run on a machine with more than 8 megs of free RAM.

2.62 Released 25-September-95

Fixed a major bug that could cause a crash if a certain combination of options were used.

CliExec

is included in the BootUte package now, this small program allows BootUte to execute programs that require command line arguments.

2.7 Released 17-December-95

Changed the program from Shareware to Giftware for several reasons :

I have lost interest in the project.
I don't have the time now I'm working.

I'm defecting to the
PC
early in 1996.

1.18 The future of BootUte

Future improvements and updates for BootUte

I have made the difficult decision to stop developing BootUte any further, though I still intend on supporting the product. If you require support, then please contact me, but please remember that if you use snail-mail, and require a reply you must include sufficient funds to cover the return postage.

I will still fix bugs in the program for as long as possible, until my Amiga either dies, or I decide to sell it.

1.19 Distribution

Distribution

BootUte 2 is ©1995 TLS Software.

The BootUte package may be distributed using any method, 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/README
- * BootUte_2/README.info
- * BootUte_2/Docs.info
- * BootUte_2/Docs/BootUte_2.doc
- * BootUte_2/Docs/BootUte_2.doc.info
- * BootUte_2/Docs/BootUte_2.guide
- * BootUte_2/Docs/BootUte_2.guide.info
- * BootUte_2/Docs/Register_BU.doc
- * BootUte_2/Docs/Register_BU.info
- * BootUte_2/Magic_WB/BootUte_2.info
- * BootUte_2/Magic_WB/Install.info
- * BootUte_2/Magic_WB/Install_IconX.info
- * BootUte_2/Magic_WB/README.info
- * BootUte_2/Magic_WB/Docs.info
- * BootUte_2/Magic_WB/Docs/BootUte_2.doc.info
- * BootUte_2/Magic_WB/Docs/BootUte_2.guide.info

* BootUte_2/Magic_WB/Docs/Register_BU.info

- * Any re-distribution must state that the copyright to the files is held by TLS Software.
- * No more than £2.50 (or your country's equivalent) may be charged for the disk containing BootUte.

All further development and distribution of the BootUte package may be stopped, at the discretion of TLS Software, if any of the previous conditions are broken.

1.20 Information about the author

Information about the author

I was born in February 1975 in a village called North Ferriby, near Hull in Yorkshire (now Humberside), in the wonderful country called England.

I have many interests, and sadly (as some will say) the interest in my Amiga has declined recently, mainly due to the fact that I am using computers all day at work, and I don't particularly want to use them at home in my spare time.

Other things have contributed to my lack of interest in my Amiga, such as my monitor breaking (CBM 1942 Dual-Sync), so I've been stuck using an old Hitachi colour TV through the RF modulator :(and the inability I have to run UNIX on my Amiga.

I do plan on keeping my Amiga for as long as possible, but I am intending on buying a
PC
early in 1996.

I am an avid fan of most types of motorsport, but I especially enjoy touring car racing, and rallying (though, unfortunately, both are too expensive for a poor student to participate in).

To contact me either

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(if you require a reply, please include sufficient funds for return postage)

Internet E-Mail

pt@dmu.ac.uk

World Wide Web (WWW)

<http://www.elsa.dmu.ac.uk/~pt>

or

<http://www.cms.dmu.ac.uk/~pt>

MUSH

MUSH is a multi-user game where lots of players from over the world connect to a particular server, they talk with other people who are connected, build things, and generally have a lot of fun.

Anyway I am on two different MUSHES, both of them in the UK, I am called Exodous on both of them. The addresses for them, if you're interested, are :

Absolute Mush : mush.foobar.co.uk port 6250.

Cybernet : jupiter.stayfree.co.uk port 6250.

1.21 Thanks and greetings

Thankyou's and greetings

I wish to thank the following people for their support

Oliver Norton - I said the day would never come, but it appears that it has, I'm going to get a

PC

.

Alan Parker - Glad to hear your placement job is going okay, now don't forget to reply to my mail :-)

Michael Morris - It's almost Christmas (yay) so I'll be over to see you in a few days.

That also means it's payday soon as well, so I'll finally have enough money to buy myself a new car.

Dave Jones - Nice fixes to PointerX to make it work with a hires pointer in DBLPAL, maybe you'll listen to me when I first tell you how to fix it?

Also, I'm sorry to say that I am defecting to the

PC

, but I will still get stuff off the net for you (PC double density disks okay?)

Martin Bastable - Well Martin, what can I say to you, the man who (Babbage) has it all (great computer and a woman :-), I'm still working on making something out of the mess I made on Friday 15th December, though it seems to be more and more promising each time I receive a reply from her.

Val Hite - Here it is, as promised, only a couple of weeks later than I said, the final planned version of BootUte, I do hope you like it, and don't go finding a million more bugs.

Darwin Steele - I don't know what to say (a first?) anyway hope you keep mailing me as our chats are great.

and last, but not least

My parents - For the things parents do, such as embarrass you in front of friends, by getting out all of those pictures taken when you were about 2 or 3 years old. Before I forget I'd also like to say thanks for the support you've given me.

Finally I hope you all have a wonderful Christmas (don't drink too much) and a prosperous new year.

1.22 CliExec

What is CliExec and how do I use it

CliExec is a simple program that is designed to be used with BootUte to enable you to run any program that requires CLI arguments. To use it type the following at the cli :

```
SETENV BUEXEC="command to execute"
```

Run BootUte, then load the program 'CliExec' into BootUte, select the appropriate preferences options, then select execute.

Examples of the SETENV command are :

```
SETENV BUEXEC="DIR RAM:"
```

SETENV BUEXEC="SSBOOT SWOS" (for Sensible Soccer)

1.23 PC

I said it would never happen, but it appears that it is.

"What? What?" I hear you say.

I'm going to get an IBM compatible PC, this is mainly due to the fact that for my final year project at university I will need to have UNIX and X-Windows installed on my computer unless I want to spend all of my spare time at the university using their UNIX workstations.

After carefully weighing up several factors I decided to go for a PC, and run Linux on it, as opposed to upgrading my Amiga to a suitable standard, then running Linux or NetBsd on that.

One of the main considerations was the cost, for a little more than it would cost me to upgrade my Amiga I could have a very high specification PC, that would be far more powerful than my Amiga would be, also I wouldn't be investing a considerable amount of money in a 'dead' machine as the Amiga really is.

I am intending on getting a PC with the following configuration :

- Pentium 120MHz Processor.
- 16 Megs RAM.
- 1 Gig Hard Disk (plus the 1/5 gig from my 1200).
- 15" Monitor capable of 1280x1024 non-laced.
- Tower Case.
- Quad Speed CD-ROM.
- SoundBlaster AWE32 SoundCard.

Probably some other stuff as well, but most of the stuff I have connected to my Amiga will be able to be used with a PC, ie modem, high density disk drive, printer etc. etc.

If you would like to discuss this decision with me (you won't change my mind though) then you can
contact me

.
