

Boards

COLLABORATORS

	<i>TITLE :</i> Boards		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

Boards

1.1 Boards.library: Table of contents

boards.library V 2.1

(c) by Torsten Bach (6-May-96)

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1.2 Boards.library: Introduction

The idea to write this library is the "expname.library" (c) by Richard Koerber. But the update-morale is not very good (only after release my first version -> new expname.library available) and the code is faulty. That`s why I wrote my own.

This library is able to decode the manufacturer ID and product ID of expansion boards. If the name of this board known, it is returned as string; otherwise you will receive a string "Unknown" and the decimal value of the ID.

If you found some unknown boards...:

Please send me the manufacturer name and id and the product name and id of all unknown boards fast as possible! :-)

You can use [ShowBoards](#) to list your boards.

Contact me under my [Address](#) .

1.3 Boards.library: Copyright

COPYRIGHT

This software and also the name "boards.library" is copyright by Torsten Bach. That means that you are NOT ALLOWED to modify the program and documentation in any way.

You are NOT allowed to use this software or any part of it for any other purpose than that one mentioned in its documentation. You are *NOT* allowed to resource any part of the packet.

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This package is FREEWARE. That means you are allowed to redistribute this package as long as you follow these points:

- It's not allowed to use the name "boards.library" for pseudo-libraries (especially Richard Koerber)
- You are allowed to add the boards.library (the original) to your own archives without the complete package without my permission. (But only for not commercial use !)
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1.4 Boards.library: Usage

USAGE

It is very simple to use the boards.library.

1. GetBoardName()

If you want to get the name of a special expansion board, you can pass the manufacturer ID and product ID directly to GetBoardName(). Set the pointer to the ConfigDev parameter to NULL if you want to do so...

If you want to get the name of all expansion boards or of a special expansion board, you have to get a ConfigDev structure first. Pass this structure to GetBoardName(), and ... :-)

2. NextBoardInfo()

You must use AllocBoardInfo() to allocate BoardInfo-structure. With some Flags you can manipulate the stringformat.

Then you can use NextBoardInfo() to fill the BoardInfo-structure. Many informations are available (all ASCII). For more informations see auto-docs+includes.

If you not use the BoardInfo-structure, you must be deallocate it with FreeBoardInfo().

1.5 Boards.library: ShowBoards

ShowBoards is a small tool which uses the boards.library. It lists all connected expansion boards, shows names (if possible), address , size, ManufacturerID, ProductID, Flags, Type.

If you use the argument "ALLKNOWN", all known boards are displayed.

If there are entries which are introduced by a 'unknown' instead of a name, you should send **me** ASAP a description of the missing board like this:

- ManufacturerID Manufacturer name

- ProductID Product name

e.g. Manufacturer #2167 Village Tronic

Product #12 Picasso II

Thanx for your support ...

1.6 Boards.library: address

E-MAIL

Please send bug-reports, board descriptions, flames to...

bach@deadline.snafu.de

SNAIL MAIL

You can send me a snail mail letter, too ...:

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Fachinger Str. 45 b

13591 Berlin

Germany

.. if anybody wrote c-includes, than send me this and i include it next version.

1.7 Boards.library: History

V 1.0 · First release

· Knows 150+ Boards

V 2.0

· added new Boards

· added new Offsets

· minor bug fixed (GetBoardName TRUE<->FALSE)

· Guide+Developer files rewritten

V 2.1

· added new Boards

1.8 Boards.library: Credits

"Thanks" to the following guys

- all people for sending me your board names
 - Special thanks to Stefan Sommerfeld for his support
 - all guys from ALiENDESiGN for Bugreports and new ideas and above all for the great "MCP", wich i can't work without.
 - T.F.A for the ASM-One (doesn't work on GFXCards :()
 - Commodore for the Amiga, one of the best computers!
- ... enjoy !!

1.9 Boards.library: Expname.library

Do not use Expname.library...Why ?

- V 1.4 - 2.1 can crash your system
 - V 2.0 - 2.2 FPU - routine is not correct
 - V 2.0 - 2.2 MMU - routine is a joke ! (every 68020+ have a MMU ??)
 - code is too long (many reloc hunks)
- ... only some examples.
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