History

COLLABORATORS

	TITLE : History		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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History

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```

1.2 1.0

```
1.0             No information.
```

1.3 2.0

```
2.0             First version I owned.
                ~~~~~~~~~~~~~~~~~~~~~~~
                \textdegree{} Only works on kickstart 2.x (Sometimes)
                \textdegree{} Written by Steve Tibbett.
```

1.4 3.0

```
3.0   28-Sep-94  Released only to ßeta testers
                ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
                \textdegree{} I (Dave Jones) took over.
                \textdegree{} Some obvious optimisations were made.
                \textdegree{} Now works on WorkBench 3, as I now patch the
                  Intuition/SetWindowPointerA() function as well as the
                  Intuition/SetPointer() function.
                \textdegree{} Added auto-detatch code, no more need to 'RUN  ←
                   PointerX'.
```

1.5 3.01

```
3.01  23-Oct-94  First Full Public Release - Appeared on AUI coverdisk
                ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
                \textdegree{} Fixed NewSetWindowPointer().
                  It no longer causes Enforcer hits.
                \textdegree{} If you now run PointerX twice, it'll Uninstall  ←
                   itself.
                \textdegree{} Uses FastMem if available.
                \textdegree{} Improved auto-detatch code.
                \textdegree{} Various small optimisations.
```

1.6 3.02

```
3.02 27-Oct-94   Not publically released. Released only to Beta testers
                ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
                \textdegree{} More PC relativity added.
                \textdegree{} Some obscure optimisations added.
```

1.7   3.03

```
 3.03 7-Nov-94    Not released : personal test version
                  ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
              \textdegree{} Code is now 100% PC Relative.
              \textdegree{} Code has had loads of optimisations made, both for  ←
                 speed
                and size, and is now as small and fast as possible.
              \textdegree{} Fixed a harmless bug in the auto-detatch code.
              \textdegree{} Removed some redundant code.
              \textdegree{} Finally removed some spelling mistakes in this doc!
                previous versions stated I was 21, Hmm.. too much Vodka..
                (or maybe not enough ;-)
```

1.8   3.04

```
 3.04 8-Nov-94    Second public release.
                  ~~~~~~~~~~~~~~~~~~~~~~~
              \textdegree{} Removed an enforcer hit that's been there since  ←
                 ?????
                My serial lead was broken, so my terminal wasn't getting
                the enforcer hit messages! Sorry!
              \textdegree{} Some more small optimisations, removal of duplicate  ←
                 code.
              \textdegree{} Now uses minimal amount of CPU time even when in the
                'busy' state. - Virtually nil when not 'busy'.
              \textdegree{} Corrected several mistakes in the docs, which  ←
                 referenced
                MoveVBR (One of my other programs) that's what you get
                for being lazy, and modifying another doc. ;-)
```

1.9   3.05

```
 3.05 26-Dec-94   Third public release - Uploaded to AmiNet.
                  ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
              \textdegree{} Uses an optimised SegSplit routine, 4 bytes saved!  ←
                 ;^)
              \textdegree{} Now includes a rather nice icon.
              \textdegree{} More spell checking done on docs ;-Þ
              \textdegree{} Funky new icon by Kirem Rahmani. [Spe3Kdr@Cardiff.ac  ←
                 .uk]

                This version seems to be the most spread version of all.
                Aminet rules! It has also appeared on the Amiga Shopper
                Subscribers disk, which Future Publishing kindly sent me
                a copy of. This is more like it! Take note AUI!
```

1.10   3.06

```
3.06 6-Feb-95    Internal Birthday version just to ßeta-Testers/Close Friends.
                 ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
                 \textdegree{} Some typos in docs removed. (And probably, some more
                   introduced! ;-)
                 \textdegree{} Removal of Sprite Garbage bug. Perhaps ;-Þ
                   Doesn't seem to appear anymore.
                 \textdegree{} Removed a bug which caused random crashes since v3 ←
                     .02
                   I Was taking stuff off the stack in reverse order to what
                   I was shoving them on in the Initialisation routine!
                   Anything which relied upon a2/d2 after setting the
                   busypointer crashed!
                 \textdegree{} Changed interrupt priority from 136 to 10 !
                   The pointer now seems to animate at a slighty faster
                   speed than before, but still uses the same amount of
                   CPU-Time ;-)
```

1.11   3.07

```
3.07 29-Mar-95   ßeta-test release.
                 ~~~~~~~~~~~~~~~~~~~
                 \textdegree{} Supports Hires sprites (Sometimes) ;-Þ
                   This version as far as I know, wasn't released, but I
                   may have inadvertantly sent it to a few people. (oops! ;-)
```

1.12   4.0

```
4.00 15-April-95 Fourth public release. PointerX is now Giftware!
                 ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
                 \textdegree{} Changed interrupt priority from 10 to -1
                   (Uses less CPU time - Hurrah! - Virtually nil when not in use)
                 \textdegree{} Added HiRes Support. Ta-da!
                   To All who requested it: Sorry it took so long, I got
                   a little lazy, and almost abandoned this project (Argh!)
                 \textdegree{} User can now select Sprite resolution via a shell  ←
                     Arg
                 \textdegree{} Now uses Spaces instead of Tabs in the doc/guide to
                   prevent looking ugly on non topaz font based Amiga's.
```

1.13   4.01

```
4.01 28-Aug-95   Fifth public release. (Quite a lot of work this time!)
                 ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
                 \textdegree{} Docs Spell Checking. (Again ;-)
                 \textdegree{} Guide file now works (Sorry! Don't know what  ←
                     happened
                   in v4.0! Guess I forgot to test it before release?)
                 \textdegree{} Misc code re-arranging. (Improved logic)
                 \textdegree{} As usual, a few optimisations!
```

```
\textdegree{} Added constant recognition string for VirusKillers
\textdegree{} Changed of busy-detection from word arithmetic to  ←
   long.
  (Should stop some instances of PtrX activating when it
   shouldn't.)
\textdegree{} Patches are now made between a Forbid()/Permit()  ←
   pair.
\textdegree{} Added SINGLEHAND option.
\textdegree{} Some programmers call SetPointer() with a zero for
   the address of PointerData in order to blank the pointer
   (For picture viewers e.t.c.) This was causing a few
    problems since ..? Now Fixed)
\textdegree{} Added recognition for some other busy-pointers.
   > Resource's SandGlass
   > Model 4D's Zzz Cloud
   > GBRoute's Watch
   > Personal Paint 4's No-Entry Sign
   > DPaint 3's 1.3 Cloud
   > Sound FX's 1.3 Cloud
     *NB - Note, that these cloud busy-ptrs may be used
      in other software too, and will therefore be
      automatically recognised.
\textdegree{} Completely re-wrote Seg-Split routines. Improvements ←
    :
   - No longer crashes Mungwall on removal
   - Now works from WorkBench or SHELL (How come no-one
     reported that it never worked from WorkBench before?)
   - Can now (For eg) be started from shell, and then quit
     by running from WorkBench (Or vice-versa)
   - Slightly more structured than the previous incarnation.
\textdegree{} Older versions allocated too more chipram for the  ←
   sprite
  than what was actually needed. (144 Bytes) Now, I alloc
  the correct amount (just a miniscule 68 Bytes)
\textdegree{} There is an Exec/CopyMem() call in the startup which ←
    dates
  back to Steve Tibbett days. I assumed it was the correct
  value, and so carried on. I now discover that it was
  copying 64 bytes of busypointer data instead of 16.
  So now PointerX init's a few CPU cycles faster!
\textdegree{}~Now reads Window/WD_Screen instead of GfxBase/ ←
   ActiveView.
  Should be friendlier to the OS.
\textdegree{}~Now sets Sprite-Resolution prior to setting  ←
   SpriteData.
  No more brief flickers of the Lo-res pointer when in
  Hi-res mode.
\textdegree{} No longer any chance of crashing while IPrefs  ←
   changes the
  screenmode e.t.c., Also removed a possible Enforcer hit.
\textdegree{} Uses approx 4k less memory! Now uses a 200 byte  ←
   stack instead
  of a 4K one, plus some startup code has now been moved, so it
  no longers stays in memory.
\textdegree{} Some people suggested I change the interrupt  ←
   priority to 0
  so I did. Hope it makes you feel better ?!
```

```
                    \textdegree{} Added Super hires switch for DBLPAL users.
```

1.14   4.01b

```
 4.01b 06-Sep-95  Bug fix release
                  ~~~~~~~~~~~~~~~
                  \textdegree{}~Fixed a bug, which meant that 4.01 crashed when run  ←
                     from
                   WorkBench.
                  \textdegree{} Removed a mungwall crash when quitting PointerX.
                  \textdegree{}~Spelt a name wrong in the thanks (Sorry Ronny! ;^)
```

1.15   4.02

```
 4.02 17-Nov-95   This time, I removed more code than I added!
                  ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
                  \textdegree{}~Done away with the task which sits around waiting
                    for a Ctrl-C signal. Now you have to reload PtrX
                    to remove it from memory.
                  \textdegree{} Moved everything into one hunk, cut down executable  ←
                     size.
                  \textdegree{} Better memory allocation.
                    Uses less than 2k overall mem usage!
                  \textdegree{} 120 Bytes shorter than v4.01b!
                  \textdegree{} Improved Sprite-mem alignment.
                  \textdegree{} Change Pointer HotSpot to centre of sprite.
```

1.16   4.03

```
 4.03 26-Nov-95
                  \textdegree{} Added some Workbench tooltype reading code.
                    currently supports SPRITERES and SINGLEHAND tooltypes.
                  \textdegree{}~One or two small optimisations.
```

1.17   4.04

```
 4.04 3-Dec-95    Bug Fix Release
                  ~~~~~~~~~~~~~~~
                  \textdegree{} Reorg was displaying a busy-pointer when it wasn't  ←
                     busy.
                    I Added some code which ignores the 'Delayed-busypointer'
                    tag, and it now seemed to work. It doesn't work as it should,
                    (It should wait a while, then display a busy pointer, but
                     maybe that's for later!) I'm a little too busy right now,
                    so this is an intermediate bug-fix release.
                  \textdegree{} Removed the .doc from the distribution
                    I decided it was a waste of space.
                  \textdegree{} Added 'commented-out' tooltypes to the Icon.
```

1.18   4.05

```
4.05 9-Mar-96    It's back!
                 ~~~~~~~~~~
             \textdegree{} Improved instruction pipelining for 68020+
             \textdegree{} No longer has the full $VER: string in the interrupt
               name (I forgot to null terminate !)
             \textdegree{} Changed the graphic data slightly, now the clock is
               completely symettrical. [To my eyes anyhow!]
             \textdegree{} Added some more icons! Thanks to Graham Maddox.
             \textdegree{} File size shrunk a little due to hunk manipulation.
```

1.19   4.06

```
4.06 13-Mar-96   Slight optimisation.
                 ~~~~~~~~~~~~~~~~~~~~~
             \textdegree{} Changed interrupt code so that it only redraws a  ←
                frame of
               animation if the busy pointer is currently visible.
               This was wasting loads of CPU time previously.
               Wish I'd only thought of it earlier.

               I'm unsure if I actually sent this to anyone! Oops!
               if not, I guess you'll never ever see it!
               Consider it a Pointer-X 'Rarity' ! ;^)
```

1.20   4.07

```
    4.07 19-Mar-96   Fixes, Optimisations e.t.c....
    ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
             \textdegree{} Each time the hands were drawn, they were both read  ←
                from
               tables, inverted, and anded together.
               I've now setup the tables as inverted data, so I don't
               need to invert them in real-time. This also meant that I
               had a spare scratch register free in my interrupt code,
               and no longer had to push & pull d2 ! ;^)
               What this means to you, the end user, is that your PtrX
               executable is shorter, and yup, you guessed it..
               a few nano-seconds FASTER!! (Only when actually busy)

             \textdegree{} No longer has the full $VER: string in the interrupt
               name (I forgot to null terminate !) Again!
             (See v4.05)
```

1.21   4.08

```
4.08 14-Apr-96   Released at the 'World Of Amiga show'.
                 ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

\textdegree{} One or two sneaky tricks to speed things up a little ←
    .
\textdegree{} Removed an enforcer hit that sneaked in in v4.06
\textdegree{} Removed a problem when removing PointerX, it reused ←
    some
    memory after freeing it, which sometimes caused a crash.