

BlitzDms

COLLABORATORS

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REVISION HISTORY

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Chapter 1

BlitzDms

1.1 BlitzDms Guide Contents

```
+-----+
|  -+ ** BlitzDms V1.10 by Anthony Brice & Paul Juhasz, 1996 ** +-  |
|                                                                    |
|              (C) Binary Systems 1996 - Shareware                 |
|                                                                    |
|  Gui window for use with multiple versions of the Dms executable  |
+-----+
```

What is BlitzDms?

.....An overview of this program

Installation & Needs

.....What is required to Install it

Features

.....The all important bits...

Main GUI

.....How do I use it then?

Config GUI

.....How do I set it all up?

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Legal
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DMS
.....Versions of DMS.

1.2 BlitzDms License

Amiga developers and damn proud of it! :-)

License and program restrictions

We make no heavy clauses to anyone wishing to use
BlitzDms
. We specify that
the program is supplied as is, and we will NOT be held responsible for any
damage, or problems it causes to the end user, no matter who it may be.

This program is distributed as
Shareware
, and the evaluation version remains
freely distributable via bulletin boards, magazine coverdisks, and other
mediums such as the internet or public domain libraries etc.

If the evaluation version of this program is given away on a magazine
coverdisk then we insist that a free copy is sent to us as a license fee
for distributing the evaluation version, and an optional plug in the magazine
should the editor see fit. You can find
contact
details at the end of this
document.

Public domain Libraries and PD Bulletin Boards are free to supply the evaluation
version of BlitzDms with no restrictions except the usual one: do not make any
profit on it - that's our business as we wrote the program.

This program remains copyrighted to

Anthony Brice
and
Paul Juhasz
, with the

exception of the DMS, PackDev and Lzx executables themselves which belong to the authors stated within the relevant documentation for those programs. Any attempts to disassemble or hex edit the program, mess with the documentation, or change the original archive structure counts as breaking the few restrictions we apply, and negates your right to have this program on your computer.

No versions of the

DMS

executable are included with this archive, nor are PackDev and Lzx, as these docs do not apply to those programs, which have their own usage and conditions which you should also read prior to using this gui. XDms2.0 and DiskSqueeze! compatibility has been included by prior arrangement with Adam Chapman and later agreement with Mr. Dirk Vael. :)

Apart from that we hope you get some use out of it, and pass it onto as many people as you like, provided the original archive containing this doc file, and the program, icon etc are not changed or any parts removed, and any keyfile you may have licensed from us remains in your possession only.

BlitzDms Keyfiles are supplied by

registering

the program with us (see details

later in the text) and we supply them to users who register, under a license which states that they may keep the key for their own use for as long as they wish, but it remains ours and may not be transferred, or sold to anyone else under any circumstances without consultation with either myself or Paul Juhasz and confirmation in writing with a PGP signature.

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1.3 Brief Overview

What is BlitzDms ?

BlitzDms is a

fully featured

Gui handler for the DMS disk masher system as

popular with demo coders and magazines. There's one hell of a lot of these out there already, and we'd be the first to admit that we did this program just as an exercise in programming, rather than to beat some of those, although we have in fact done just that. Make no mistake, BlitzDms is better than any other gui that performs the same functions, and we hold that opinion until anyone else can prove otherwise. And we've both seen more than a few in our time :-)

This gui window has been specifically written to work with multiple versions of

DMS

, something that no other window has ever offered to my knowledge, ←
and

is just one of the reasons why we make the bold claim above. If you have a version of DMS that is not supported by BlitzDms then please tell us about it and we'll add support into a future version. We welcome any suggestions that will help us improve BlitzDms to its maximum potential.

BlitzDms supports all of the functions that can be used from the shell for DMS, including test file and view file information, as well as reading a DMS file from hd and writing it to a disk, and compressing a disk to a file on hd, or another floppy. Note that the commands available depend upon what version of the DMS executable you are using, and the program automatically reflects this with the options available via the

Main GUI
, the
Config GUI
,

the

menus
or the
Tooltypes
.

The gui also has options to bypass validating the disk (if you feel brave enough), not display text files stored in the dms file when writing to a disk (such as those all-too-common BBS adverts) and other bits like removing delay prompts such as press return to continue, if you're all set to go and don't want to hang around. In fact every feature of BlitzDms from the font type (BlitzDms is font sensitive of course) with proper sizing of the console window can be customised via the gui, menus or tooltypes. The features are many and varied which was a deliberate effort on our part. A dms gui is meant to simplify use of DMS, and BlitzDms does this to the maximum.

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1.4 Installation & Requirements

Installation couldn't be easier - just drag BlitzDms with its ←
icon to any

convenient place or copy the whole directory to wherever you like as long as the program is not separated from its icon - that's all.

Requirements

Reqtools Library - © Nico Francois. Freely available. Not included.

DMS (any version) - © SDS Software. Freely distributable. Not included.

PackDev1.3+ - © 1994-1995 Christian Wasner, freely distributable and FreeWare.

Lzx V1.0+ - © 1995/96 Johnathan Forbes - Not included. Available as an evaluation archive from any good bbs, or the Aminet.

Kickstart 2.0+ and Wb2.0+ are required to run BlitzDms as it uses a GadTools gui system. We love Mui. But not THAT much :-)

This program has been tested on an A500, A2000, A3000 and an A4000. It should work just fine on any Amiga that runs WB2.04+, and we've yet to find one it doesn't like yet.

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1.5 The Main Window Gadgets

Here's a break down of the gui gadgets and what they do.

Main Window

Load o Selects a file to load in for decompressing to disk

Note: this gadget is ghosted when BlitzDms is in Read/Append mode as this information is not needed.

Save o Selects a file to save to when compressing a disk to a file.

Note: this gadget is ghosted when BlitzDms is in Write Mode as this information is not needed.

Drive o This gadget selects the drive you wish to extract dms files onto. It will configure itself with all relevant devices available, so if you have a Rad:, SDx:, FFx: or FHx: device, then the option will become available. If you mount a device after you have started BlitzDms then you will need to flick to the Preferences window and back to update the available device list.

Dble/High o If you have a high density drive then you can tell Dms to take that into account by using these two buttons. Normally it would default to Double.

Note: We have been unable - at this time - to find a way of automatically detecting if a virtual drive (rad:, ffx:) is high density or normal so this option's usage is entirely up to the user. If it doesn't work because you don't have a high density drive, then why bother trying this option? :-)

Run o If you use KCon: as an alternative console device, and don't have

it mounted as a Con: replacement, you can select it here. If you do have it set up to automatically replace the Con: device, then just select Con: as the CLI window will be correct anyway.

Note: in a later release we hope to be able to use this gadget for running dms as a background task enabling multiple operations asynchronously and progress monitors. The gadget is here for that purpose and functions as a console device selector until we put support for that in.

Start o This button will start DMS off doing its stuff. If no paths are selected when this gadget is clicked then it will prompt you for a load or save path depending on whether you are in Read or Write mode. The same applies to the AppWindow functions which will automatically trigger the start button when a dms file or a disk icon are dragged onto the main window, and start up in the appropriate mode. More on the AppWindow events later.

Preferences o This will simply switch you over to the BlitzDms Configuration window where you can set up even more options.

MX Buttons o This is the way to select what mode you wish DMS to run in. You can have Read, Append, Write, Repack, View, Test and Text. Some other gadgets may ghost out depending on what options your version of the dms executable supports. I.e. with SDS (DMS v1.11) selected, Append will not be selectable as it is an unsupported option with that version of Dms, so please don't make out a bug report :)

Prompt o Tick this for confirmation requesters when BlitzDms is about to go ahead with an action. This is a precaution for those who get confused as to the action of DMS in read or write mode, but as the n/a gadgets are ghosted when an option is invalid, then it's usually very clear exactly what DMS will do anyway. If you do have the program in Read mode, and the file it will write to already exists, then naturally BlitzDms will inform you that it is about to overwrite a file that already exists and you can abort if you wish.

Pause o If this is ticked then BlitzDms will pause after every action has been completed so you can see the console output. This means you will need to close the shell window manually after a disk has been written for example, but it means you can see what has happened at your own pace with a utility such as KCon with a scrollbar shell buffer which BlitzDms works with. It also acts as the DMS NoPause switch to avoid the "Press Return" after a Banner was shown.

Pause is never automatically used for operations such as test and view, as the drag and drop capabilities of BlitzDms mean you can test multiple files by dragging them onto the BlitzDms window.

The

Binary Systems

logo on the BlitzDms window actually functions as an AppWindow so you can drag .dms files onto it and they will appear in the load path and BlitzDms will startup in Write mode, whereas dragging a disk icon onto it will put BlitzDms into Read mode and start going. If you don't have filepaths

set up when you do this, you will be prompted to select them before Dms begins.

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1.6 The Config Window Gadgets

Here's a break down of the gui gadgets and what they do.

The Configuration window

- Banner o If the text gadget is ticked, then this filepath becomes active and you can select a text file of any kind to add into the .dms file when it is created. Naturally this is of no use when you are decompressing a file to a disk.
- Text o Tick this to suppress output of any of those text files when you are decompressing a disk. If you have it ticked in Read mode then BlitzDms will use an ascii banner, which is defined in the Banner filepath, to store with the created .DMS file that will be viewed when it's decompressed normally. If this banner does not exist and Text is ticked, then you will be prompted.
- Password o If you have the Crypt gadget ticked, then you can put a password into this string gadget and it will be used to encrypt/decrypt the .dms file as it is created/read. Remember the password though, as you will need it if you ever hope to decompress the disk file again.
- Crypt o If you tick this gadget then you will need to enter a password to compress a disk to a .dms file in the Password field. If you're Decompressing a file to a disk and it is encrypted with a password, then tick this option and put the password into the password field. If you don't know the password then I'm afraid it's beyond the capabilities of BlitzDms to help. :(
- Compress o This is the compression gadget. Cycle it to choose your preferred mode for DMS to work in. BEST,NONE,HEAVY1 or HEAVY2.
- Vers o This is a cycle gadget to select the version of DMS
 you wish to use with BlitzDms. If BlitzDms has no path set up ←
 for the Dms executable then cycling to the relevant version will prompt you to select it via a file requester before continuing. The same applies if it can not be found whenever it is selected in future, so you can reselect it if you moved the program since last using BlitzDms.
- Custom Font o Clicking in here will let you select the font you want to use for the BlitzDms gui window. Remember that BlitzDms is font sensitive, and it will default to topaz 8 if it can't use the defined font,

it doesn't exist, or the gui would be taller than the screen by using it.

- NoVal o This gadget tells dms to not validate the disk after it has been written to. This means workbench will automatically update it on the screen without having to remove, and insert the disk again after an operation.
- NoZero o Ticking this option will tell DMS to not display the bootblock of a disk as it is worked on.
- NoVrfy o Ticking this gadget will tell dms to NOT verify each track of the disk as it reads or writes to it. From DMS v1.53 upwards.
- Load o Click on this to load the prefs defined in the icon. Handy if you don't like how you've just configured it and want the last saved.
- Use o Click on this to use the current settings. They won't be written to disk so you'll have the old configuration when you reload the program. The same thing can be done by clicking the close gadget while in the prefs window, but please note that the quit confirm requester will not be displayed if you quit the main program after selecting use.
- Save o Click on this to save the current configuration to the icon file. This will save all of BlitzDms' settings, including window positions, paths to all the executables of DMS itself, the paths (but not filenames) of the load and save gadgets and the gadgets current settings.

Note: Saving configuration in the unregistered version will not work. You can still customise the program by editing the tooltype lines manually, but registering the program to receive a keyfile will let you save the config from the gui which is so much more practical :-)

- Slider o The slider gadgets are used to define the start and end track from where DMS should work on the disk.

Note: If you select Hi-Density then the slider gadgets will automatically update to allow for the extra tracks available on your disk drive.

- PakDev: Mode o If you have the Dms version gadget toggled to PKD, then you can select the way PKD will work on the disk when writing to a file.

ALL - PackDev will crunch all of the tracks.

DOS - PackDev will compress only valid dos tracks, ignoring empty tracks.

TRK - not implemented.

- Extension o To select the file-extension for .xdm or .dsq archives.

- WrkDir o This is a setting mainly for LZX and low memory conditions. It will only become active when packing version is selected as PKD as there is an intermediate file that needs to go somewhere. The default is T: which for most people is in Ram:t but there is

no need to re-assign it to anywhere if you are low on memory, or run a very tight ship, just cycle through to VIRT which will prompt for a temp dir that will be used instead. In order to satisfy LZX, a Device path has to be used for this option, choosing a directory or Assign will not be accepted. This setting and path are saved together with the rest of the configuration to the icon so you don't need to set it every time. The last option on this gadget is DEST - in this case PackDev and Lzx will use the destination directory of the archive as a work directory.

All of BlitzDms' configuration options are stored as tooltypes

so you can

manually edit them should you wish to do so, but saving config with the Config gadget will store the active configuration for all options anyway, including window positions for iconified and normal. You MUST keep an icon for BlitzDms with the main program for this reason alone. The save config button does not function in the evaluation version unless a valid keyfile is found!

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1.7 The Menus

The Menu commands

BlitzDms

has several options available on the menus to avoid cluttering up the gui too much as we wanted it font sensitive, and some people have been known to prefer huge fonts :)

- LoadPath o Lets you select the load file. Same as the Load Gadget.
Key: RAmiga L
- SavePath o Lets you select the save file. Same as the Save Gadget.
Key: RAmiga S
- StartDms o Let her rip and stand back :) Same as the Start Gadget.
Key: RAmiga D
- MenuBar o Sheer cosmetics :-)
- Select font o Pops up a font requester so you can choose your preferred font for BlitzDms to use from the main window. See note about fonts in the prefs notes elsewhere in the documentation.
Key: Ramiga F
- About o Pops up a little information requester about the program, and will show

registration
 details if applicable.
 You can also call this by pressing Ramiga A, or Help.

Quit o Will NOT let you quit the program :-)
 Key: RAMiga Q - the F10 and Esc keys will do the same.

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1.8 The Icon ToolTypes

ToolTypes available for customising BlitzDms

 Icon-image is Copyright ©1993 by Paul Juhasz

FontName o Name of font you want the BlitzDms gui to use.

FontSize o Size of font above. It must exist or BlitzDms will default to topaz font. Note that BlitzDms is fully font sensitive and will adjust its gui accordingly. If it can not fit in the current screen size then it will default to the system default font.

PubScreen o Name of preferred public screen to bump BlitzDms onto. Note that this is case sensitive and will default to Workbench if it can't find the specified one, or it isn't public.

Win_X o The X coordinate of the top/left BlitzDms window.

Win_Y o The Y coordinate of the top/left BlitzDms window.

Icon_X o The X coordinate of the top/left Iconified window.

Icon_Y o The Y coordinate of the top/left Iconified window.

Con_Left o The X coordinate of the console output window.

Con_Top o The Y coordinate of the console output window.

Con_Width o The width in pixels of the console window.

Con_Height o The height in pixels of the console window.

Alt_Left o The top/left X coordinate of the zoomed console window.

Alt_Top o The top/left Y coordinate of the zoomed console window.

- Alt_Width o The width in pixels of the zoomed console window.
- Alt_Height o The height in pixels of the zoomed console window.
- SDS_Exe o The path with DMS version 1.11 - SDS software
- PDX_Exe o The path with DMS version 1.53 - Paradox software
- TRB_Exe o The path with DMS version 2.02 - ParCon software
- PKD_Path o The path to the PKD binary PackDev. Normally C:
- LZX_Path o The path to LZX. Normally C:
- DMSVersion o Which version of
DMS
. Currently supports: SDS,PDX,TRB or PKD.
* See notes on DMS later in this documentation.
- Prompt o Yes or No. Do you want confirmation requestors when Start is clicked ?
- DMSMode o READ,APPEND,WRITE,REPACK,VIEW,TEST,TEXT.
* These options are dependent upon what version of Dms is used. With Version PKD selected, Repack will Write a .DMS file to a floppy or RAD: and repack it as a .xdm or .dsq file.
- Compress o BEST/NONE/HEAVY1 or HEAVY2
- Drive o Default drive to use. Usually Df0:
- Density o DD or HD - double density, or high density.
- NoVerify o On or Off.
- NoVal o On or Off.
- Text o On or Off.
* In READ mode this will need a BannerFile configured.
- Banner o Full path/name of text file to include when writing a .dms file.
- Pause o On or Off. This will pause the shell instead of closing it.
- Shell o CON:;, KCN:\$^1\$ or BRUN,\$^2\$ to be used for output console.
\$^1\$ Normally use KCon: only if you have it mounted as a separate device, else it is only possible to use the Con: device.
\$^2\$ BRUN isn't implemented yet...
- PKD_Mode o ALL, DOS or TRK - the latter not implemented.
-

- PKD_WrkDir o Can be either "T:" - this is the default.
 VIRT - same as VirtMem below or
 DEST - the archive's destination directory.
- VirtMem o Path to virtual memory device for LZX if applicable.
- LoadPath o Choose a default path for the Load gadget
- SavePath o Choose a default path for the Save gadget
- NoZero o On or Off. Suppress the bootblock display.
- Extension o PackDev/Lzx archive extension - either .xdm or .dsq

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1.9 The Features

Features (The good bit :))

BlitzDms

has an impressive feature list, some of which is listed below. ↔
 You'll

see just how powerful the program is on daily use, but we like to show off
 a touch :)

Font Sensitive. BlitzDms will autoadjust the gui dependent on the font type
 and size requested.

Public screen. BlitzDms lets you choose a public screen via the
 tooltypes
 . If
 it can't be found when BlitzDms first runs, it will auto run on
 Workbench. Public screen names are case sensitive, so if it
 doesn't appear to work, then check that it is a valid name,
 and that the screen is set as public.

App Window. This allows you to drag icons into the BlitzDms window. If they
 are recognized by the program as a .dms/.dsq/.xdm archive or a
 valid floppy/virtual disk, then the proper action will be taken
 - this will be reflected on the GUI as all gadgets will be
 updated to show the current setup.

Multiple Dms. You can use just about every version of Dms out there with this
 program. Just a matter of selecting the right one with the gui.
 BlitzDms will also keep track of the paths and names of every
 one of them, if you use several for some reason, and store this
 information within the config, so it knows instantly where the
 selected executable is, no matter where you keep them, even if

they are in separate drawers/partitions.

Dms options. BlitzDms supports all the options available in DMS executables. Obviously it won't let you dms to a high density drive if the executable you use doesn't have that option, and will ghost the options on the gui so you know instantly what's possible, and what's not. It handles all the usual commands such as Read, Write, Test and Repack. And will handle any compression method that the executable offers. The FMS single-file actions of DMS v2.02 (TRB) are not supported yet.

BlitzDms also supports the XDM/DSQ idea of using Lzx to archive a device-image. To use it, you will need to install PackDev v1.3+ and LZX v1.0+ on your system. Both these programs are freely distributable. PackDev, now v1.7, which reads a disk-image, is (c)

Christian Wasner
and Lzx, a new archiver to rival Lha and is

(c)

Johnathan Forbes
. are not included in this distribution as both have their separate distribution restrictions. You can pick up an evaluation version of LZX and the latest version of PackDev from most popular BBS', coverdisks, or ye-olde and faithful AmiNet.

XDM/DSQ archives created with BlitzDms are compatible with the following:

DiskSqueeze! by Dirk Vael, XDM2.0 by Adam Chapman and CCB by John Wells.

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1.10 How to Register

Registering BlitzDms

BlitzDms is distributed as shareware and while the evaluation archive is freely distributable, you are required to register the program if you wish to use it after a 14 day evaluation period. Registering the program with us will entitle you to a keyfile which we will send to you by whatever means you require and will unlock some of the BlitzDms options for your use. Please note that a keyfile given to you on receipt of your registration remains our property, but can be held by you indefinitely for using BlitzDms V1.0 and later updates as long as the keyfile is kept for your use only, and is neither sold or passed on to anyone else without the prior written permission of either of the BlitzDms authors, and signed with a PGP signature. Our PGP public keys are available

on request.

When you receive your BlitzDms keyfile you should rename it to BlitzDms.key and put it in the same path as the BlitzDms program to unlock the restrictions of the program.

In the evaluation version of BlitzDms the option for saving the config file is not available, and you have a forced requester which you can cancel 5-10 seconds after running the program.

Please remember that supporting shareware is the key to ensuring that the Amiga, which we all know and love, has a long future. A lot of time and effort has gone into making this program, and we're confident you can see the results. Please

don't pirate
this program or attempt to hack the executable, as you are
not only ripping us off, but killing the Amiga as well.

BlitzDms has a registration price of £10 - only english pounds are accepted. You can send either cash, PO or cheque (in English currency) to either of the

addresses
below, and receive your keyfile by any means you prefer, and we
will endeavour to process your registration as quickly as possible. Please
note that if you must send cash, then please send it recorded delivery to cover
both yourself and us, should it get mislaid or lost in the post.

A print out of this document is available should it be required, but please enclose an extra pound to cover the costs of mailing. When registering BlitzDms don't forget to stipulate how you want the keyfile sent. If by email then we will need your PGP Public Key so we can send it as a secure UUEncoded message to your email address upon receipt of fee, or if you want it sent via fidonet, then we will crash mail it to your point or node address also in UUEncoded format. Should you wish for it to be sent by sack-mail then we will post you a disk WB 2.04+ formatted with your keyfile, and the latest version of BlitzDms on as well.

If requesting your keyfile via fidonet or Email, then please stipulate if you want the latest version of the BlitzDms program sent to you as well and we will do so.

Please note that all BlitzDms keys will work with future updates to the program, but we reserve the right to discontinue work on BlitzDms at any time, so you will NEVER have to pay more for updates no matter how many there are!

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1.11 How to contact us

Authors contact details

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Comments and Support

Any comments may be directed to either of us, and we will do our best to answer your questions.

Registrations
can also be sent to either one of us,
or handled at Anthony's bulletin board, detailed below.

Comments regarding PackDev and LZX may be directed to the appropriate authors as we only use these programs, and didn't write them :-)

We will endeavour to process your registrations within 3 days of receipt, but please allow up to two weeks before querying the process. All messages that are regarding registration will be answered guaranteed. Naturally support for this program will be of a priority to registered users, should we be swamped with feedback.

Support BBS: +44 (181) 424 2065 - The BackYard BBS.

Should you wish to pick up your keyfile via a mailer, you can specify so and it will be put on hold for your fidonet address. Please specify a session password for this case so noone else can access the keyfile but yourself. You can then poll a few days later, allowing time for your cheque to clear, and collect your key - plus, if requested, an updated version of BlitzDms.

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1.12 Thanks

Without the support of the following people BlitzDms would ↔
probably have
never been as good a program as it is today. Our thanks go to:-

- Simon Archer for his excellent gui generating program which was used to create the gui for BlitzDms, and for his help in beta testing BlitzDms.
- Leslie Olding and Paul Lathwell who are outstanding beta testers and, due to their verbose reports, we didn't need to take on many others.
- Johnathan Forbes for creating the efficient LZX archiver
- Christian Wasner for writing PackDev.
- Adam Chapman for allowing us to include the distribution archive of XDms2.0 with BlitzDms and giving permission for us to support it in the program. As it happened, only the idea was used as all the action takes place inside BlitzDms itself instead of through a slow Dos script.
- Dirk Vael, author of DiskSqueeze!, who apparently had this idea before Adam Chapman and made sure we knew about it too... :*)
- Janice Bailey for her help in the layout of this guide and for keeping up the morale between long hours at the screen... And not to mention the fact that she cooks a great Spaghetti Bolognese :-)
- Phillip Snell and Paul Nuzzo for beta testing right near the end to ensure we got it working properly before releasing the program for once :-)
- To Mat Bettinson for our intensive IRC chat discussing the program and ways to improve upon it, and the quickest rapid fire list of problems I've ever seen. Dunno if you still hate it Mat, but you have to admit it's come a long way :-)
- And mostly our thanks go out to the Amiga and the community spirit it has always managed to instil into its users.

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1.13 DMS Executables

DMS is used to literally compress every block on a normal floppy ←
disk into
a crunched block which is stored in a file. That file can then be stored on a hard drive, or multiple disks can even be put onto one disk as compressed files which makes it rather handy for transporting PD software via bulletin boards or magazines. DMS isn't a bad program to use from the cli, but it can be confusing as hell for beginners, so why make life hard for yourself when a Gui can be used instead to take the trauma out of the dreaded shell.

The versions as BlitzDms sees them:

SDS - Dms V1.02, V1.03 and V1.11 by SDS software

- PDX - Dms V1.53 by SDS Software - Blackhawk/PARADOX
- TRB - Dms V2.02 Turbo by ParCon Software
- PKD - PackDev by Christian Wasner and LZX by Jonathan Forbes. Both available as archives from the AmiNet.

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