

SwitchBoard

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COLLABORATORS

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

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Chapter 1

SwitchBoard

1.1 SwitchBoard is HERE. Let all rejoice

SwitchBoard V0.18 Public ©

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& Cougar Developments 1997.

Hiya folks..

You've just downloaded and dearchived the Amiga's most useful program. Switchboard. Please keep reading to find out more !!!

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1.2 Whats with all this crap ? Have I wasted my time ?

What is it ?

SwitchBoard is a GUI for (currently) 4 emulators... It supports AmigaVGB, the Amiga version of Virtual GameBoy, DarkNESS, the NES emulator, MasterGear, the Sega Master System & Game Gear emulator, and Wzonka-Lad the "other" GameBoy emulator. I must admit I forgot that MasterGear now has a GUI built in (Hiya Mark), but after all the work I'd done, I figured it might as well stay.

As you can see by the Version number it's at a very early stage and I intend on updating it quite a bit. I'm actually having quite a bit of fun with this. =)

I have seen both Emullauncher & DarkGUI and honestly only Emullauncher comes close to SwitchBoard. In someways Emullauncher is a little better as it supports a lot more Emulators than SwitchBoard does at the moment, but DarkGUI is for Darkness only and doesn't do much else.

Stay tuned for updates that should eventually kick both those programs and make them (like a Datsun 180b) totally obsolete. =)

1.3 What do I do with the files ?

Installation.

Just copy the main executable to any place you want it. No assigns are needed anymore, but you will need to create a prefs file, which can now be done within the SwitchBoard program.

The prefs file will be called "swbrd.prefs" and must reside in the same dir as the main executable. This allows you to delete the whole dir easily and not have to chase up odd files all over the place. But why would you want to delete it ?

Your OLD prefs file will continue to work. It is still a standard ASCII file. So don't delete the old file if you still have it ! Just load the old prefs file in and add Wzonka-Lad.

I will add an installer script some time in the future, basically when I have worked out how to write an installer script. I haven't look at writing one yet. Give me some time, it will come.

Funnily enough I cannot find any documentation on writing installer scripts. I have had a look at some of them and well they look....

interesting, to say the least. I could write one, but heck Im too lazy (why do you think I wrote this program), so just use DirOpus or something like that to copy the relevant files to the correct places.

The Keyfile for Wzonka-Lad needs to be either in the same dir as SwitchBoard or placed in the L: dir. This is due to the way that both Wzonka-Lad & SwitchBoard work.

1.4 Whadoolneed to get this running ?!

Requirements.

- . Any Amiga with atleast OS2.1 (come on, there aren't any WB1.3 users left are there still ?!) For Locale support.
- . Enough ram to run both Switchboard & the Emulators. (A little over 100K I think for SwitchBoard. Each emu will need more though.)
- . Reqtools.library is also needed. Not too sure about the Version required, but hey if it don't work then this could be the problem, use SnoopDos to find out. (I did not ask for a specific version, so this should not ever cause a problem, but....)
- . ASL.library is also needed.

1.5 How was it tested ?

Tested

This program was tested on the following configurations :

- . A1200/060 16 meg fast. OS/WB3.1 (AGA)
It ran fine and never crashed once (honestly). Okay I lie, it has crashed, but I do know why and I've fixed that bug.
- . A1200/020 4 meg fast. OS/WB3.0 (AGA)
- . A1200/030 Unsure as to mem etc !?

1.6 So you mean I have to pay ?

Whatware ?

This program is um... I dunno, lets make it cardware. Send me a postcard of some naked chicks from your home town (every place has postcards of naked chicks) =) If you're a female, then um don't get offended, and I dunno send

me something along the same lines (but not naked males :) hehehehe.
Basically it' free, I'm having fun coding this, and a postcard would be nice. If you are an author of a shareware program and wouldn't mind sending me a key file, I would appreciate that even more !

Send the cards to :

Rodney Norton
3 Lancia Drive
Ingleburn NSW
2565
Australia

Ps. A mate suggested I should make it "Under-Ware". =)

1.7 discl

Disclaimer.

If it stuffs anything etc, it aint my fault. There is no warranty yadda, yadda, yadda..... Don't come crawling to me if anything breaks.... Blah, blah, blah. Steal any part without permission and you won't be able to afford bus money, etc..

1.8 It's not full of shit is it ?

Does it work ?

Okay there are a number of things that do and don't work in this version. Here are the limitations:

- . Essentially there are no limitations, this is the full program, it is not a demo, nor is it crippled in anyway.
 - . At the moment only 1 Emulator can be run at a time. I have no real intention of changing this, unless you lot want me to... I can't see the reason as most Emu's use too much processor time to run more than one at a time.... Let me know.
 - . Prefs file is read and can now be written out. It does not have a requester for the saving as it is not necessary.
 - . Preferences must now be set using the Prefs editor, which is part of the main program.
 - . The prefs file is now saved to the current DIR that SwitchBoard was launched from, it will also look for the prefs file in the same directory.
 - . The Locale support has finally been added. Just copy the available
-

catalogs to their respective draws and SwitchBoard will run in that native language.

1.9 Blasted little roaches, they get everywhere nowadays !

Bugs/Undocumented Features :

If you find some bugs then please let me know. Otherwise I can't improve this program to achieve it's maximum potential !

- . If you choose Ram: from the file requester the Ram Disk: comes up and the spaces cause the program not to run ! I have set the default dir to ram: for the time being and I'll see what I can do about fixing this properly.
- . There is one Enforcer hit. When using the "Cheat" menu option. If you pass a Nil string, or choose "cancel" there is an enforcer hit at \$00000000. I can do little about this as it seems to be the Blitz Lib I'm using. I have confirmed this with the Author of the Lib Neil O'Rourke.
- . Nothing else to add, yet.... Anyone ?!

1.10 History. So how did I get to this point ?

History

Ah. The Fun bit =)

V0.01 (19/6/97)

Internal only. Not much working. Had the GUI done.

V0.02 (20/6/97)

Internal only.

About requester now works =) Hehehehe, I know working backwards... I'm learning as I go, so doing the 'About' requester allowed me to learn a number of things to progress further.

V0.03 (22/6/97)

Internal only.

After a few days break & breaking a few days I started back into it. My rooms a mess at the moment. I have books everywhere trying to learn this silly coding. Okay whats working now... Oh yeah, heaps.

- . File req now works.
- . Program now quits.
- . Launch button now does something (Runs AmigaVGB on my system)
- . The cycle gadget still does nothing but cycle. I can't figure out how to read the bloody thing =(

V0.04 (24/6/97)

Internal only.

Coming closer to the external releasing stage.
Now all the emulators run from my harddrive. =) I found a work around for reading the cycle gadget (stupid things). Its not perfect, but it does work. I just set a variable and increment it each time the gadget is released, then reset it to 0 when it hits the maximum gadget number. Its a Mickey Mouse (©) way of doing things, but it works... This idea actually came to me as I was going to bed late one night. Amazing how the brain thinks.

- . Changed About requesters from EasyRequest() to RTEZRequest(). Now needs OS2.0+

Not much else to add... I managed to get most things working, just a few more left !

V0.05 (25/6/97)

Sent for beta testing. Release Imminent :)

Woohooo. Okay major developments !

- . Everything now works ! I figured out the f**king string gadget. The command "gtgetstring" says nothing about requiring brackets ! (ie GTgetstring ()) Ah well, works now. This had me stumped for about a week.

- . Almost all the Requesters are uniform, except for AmigaVGB which uses ReqTools requesters for it's file loading. I'm now using ASL....

- . Switched from Reqtools requesters to ASL, I prefer ASL as it allows me to set patterns all in the one go... RT I need to use more commands, which means bigger program size....

V0.06 (26/6/97)

Sent for beta testing. Getting CLOSER !!!

- . SwitchBoard now supports prefs files !!! ('Bout bloody time too)

- . Small bug fixed : AmigaVGB would run twice if no cart was chosen the first time round, and then a cart chosen and launched.

- . Nothing else to add yet... Give me time =)

V0.07P (1/7/97)

First Public Release. (including Aminet)

Thought : Bugger it. It can go on my WWW page for the moment !

- . Added the emulators to menu items. Suggested By Simon Pym. I guess it's for those who have dud left mouse buttons ?! This caused me to have to rewrite a large portion of the program... See next item !
- . Cleaned up the code a bit, there are now less If/End If statments and more procedures being called.
- . Reduced the source by slightly less than 1k from previous version. Exe is larger though !
- . Removed the Beta requester from the public version + some other "junk" in the source.

V0.08B (6/7/97)

Internal only.

- . Okay I've added the Prefs GUI to the main executable.
 - . Prefs can now be read from a requester.
 - . Prefs can be saved to default "swbrd.prefs". No requester used.
 - . All Menu options work, now using same code as GTgadgets (Almost).
 - . Cleaned up code to use less If/End If conditions.
 - . Removed bug that had been in code for quite some time !
 - . This is also the first version that caused a GURU on my machine. I was freeing up windows that I hadn't opened. =)
 - . Fixed above mentioned bug. Luckily I save the source before each compile!
 - . Each emulator can be set in the prefs GUI, no more making your own prefs file. It is automatically set to the main code too.
 - . Removed 3 enforcer hits ! See even Blitz2 code can have enforcer hits. I was setting data to gadgets that did not exist. Not a smart thing to do.
 - . Prefs window now opens if there is no preferences set, forcing a person to edit their prefs before continuing !
 - . Fixed one or two more bugs. I stuffed the saving of the prefs file in one section. It would save a blank file ! (10/7/97)
 - . Removed some redundant code that was left from an old version. (10/7/97)
 - . Now ready for Beta test again.....
-

V0.09B (15/7/97)

Internal Only.

- . Damn found some bugs =(
- . The cycle gadget can get screwy and select the wrong thing, my fault. Fixed now. Just moved a variable to a later stage in program, it then does not get reset when jumping from the prefs GUI !
- . Thanks to Paul Morabito for telling me about the "ram disk:" bug. Damn thing. I've changed the default dir to ram: in the mean time.
- . Managed to <I think> fix a problem with Blitz 2 and may have most of troubles sorted out ! Means development time will speed up slightly. Well I believe I was wrong. It still keeps crashing !!!! <Blitz 2, NOT SwitchBoard>
- . Updated the copyright information, it now includes "Cougar Development" which is what I am going to call the name of the team that does the software. This will include the beta testers =) Aren't I nice ?
- . Fixed a silly bug that meant if you just set the string gadgets in the prefs GUI and quit that then those settings were NOT copied to the main part of the program...
- . Added a check for OS < 2.0 and the prog then puts up a requester and quits. I have not tested this as I could not be bothered setting up a KS1.3 disk and softkicking into 1.3... Anyone ?!

V0.10B (19/7/97)

Internal Only

- . Small bug fixes. Nothing too drastic.
 - . Cleaned up some code.
 - . Made exiting safer by not letting Blitz handle it all.
 - . May have problem with Blitz2 sorted out. I believe it's the debug module that causes all the problems. Just don't use it ! Better write non buggy code Huh ?! =) <For those who want to know it has a lot of enforcer hits which I believe are causing the problem>.<Nope I was wrong still crashes :-/ >
 - . Launch window now closes when editing prefs.
 - . Started work on the Game Genie cheat requester for AmigaVGB. This will be in the next version !
 - . Fixed a possible problem with the OS 1.3 checking. Still have not tested it yet. I was calling a wrong Requester routine.
-

- . Started work on another project called Y.A.P.C. Wait for this one !

V0.10P (24/7/97)

Second Public Release

- . Cleaned up a number of bugs in the Prefs section of the program. I was doing some silly things there, causing all sorts of problems.
- . Rewrote a chunk of the prefs editor code. Damn bugs.
- . Tested enough & now works satisfactorily. Yay !
- . Uploaded to Aminet again.
- . The problem with Blitz it seems is Blitz2 V2.23 crashes a lot. This is the version from BUM 10. I now have V2.24, and it's stable ! Yay !

V0.11B (26/7/97)

Internal Only.

- . Fixed the differences between this version & V0.10P. I am working on multiple versions at the same time & I found some bugs in the previous version that was ready to be uploaded.
- . Added GameGenie support to AmigaVGB ! There is only one problem. If you quit from the Requester there is an Enforcer hit. I don't know why, and it seems to a problem with the implementation of Reqtools.library in Blitz2, not my program. I have tested it in several other programs that I did not write & the Enforcer hit appears ! It should not cause any problems though.
- . Added version string info. Pain in the arse to implement, but it's done!

V0.12B (2/8/97)

Internal Only

- . Fixed one small bug in the saving routine. Same one I thought I had zapped a few times before.
- . Added windowlock() function to lock the window (busy pointer) when other SwitchBoard windows are open, ie the File Requester, About box, etc. This stops unwanted input into the program.

V0.13B (2/8/97)

Internal / Sent for Beta testing

- . Fixed a bug in the windowlock() function, it would not return the window to the unlocked (usable) position. I had forgotten to longword align the
-

returned output.

- . Added support for Wzonka-Lad !
- . Adjusted prefs editor & file to suit above adjustment.
- . Now sets it's own assign (swbrd:) so it will save the prefs file to the place it was launched from ! (Usually the current dir.)

V0.13B (4/8/97)

Internal Only

- . Fixed simple bug, the Prefs string gadgets were being reset even if you selected Cancel in the file requester !
- . Fixed menus to look better, they now have a black highlight rather than the grey they used to have !
- . Updated the About box to show the Emulators Supported.

V0.14B (13/8/97)

Internal Only

- . Fixed (c) to be ©. Blitz will not allow <alt>+"key" combinations as it reserves these for it's tokenising. I just did a "+chr\$()" instead.
- . Some small <very small> clean ups.
- . Ready for release again. Next version will be V1.0 ! I'm happy with SwitchBoard enough to up the Revision number to Version 1.
- . Adjusted the requester button's position slightly to line up with the rest of the gadgets.
- . Uploaded to my WWW page.

V0.15B (25/9/97)

Internal Only

- . Started adding Locale information. This looks like fun ! =)
- . I lied about the revision number. I did not really think about adding Locale support until recently.

V0.16B (26/9/97)

Internal Only

- . More Locale data added. It's taken me a while to jot down all the text inside of SwitchBoard.
- . Using ReCatIt to created my locale catalog. ReCatIt has some bugs....

V0.17B (26/9/97)

Internal Only

- . Rewrote a few small sections of the code. Including renaming one of the Locale functions.
- . Moved large parts of the code around. Amazingly one cannot call a function until it has been defined. ;) This caused the < OS2.1 check to fall over !

V0.18B (26/9/97)

Internal Only

- . Finished the catalog translations. Although English is built in, it looks better with the catalog installed.
- . Worked my way through lots of little problems. Text not centering properly, etc.
- . Finished Locale support. Now all I need is some more translations. Expect : German, Finnish atleast !

V0.18B (2/10/97)

Sent for Beta testing.

- . Fixed some small bugs in the Locale support.
- . Finally managed to get the program to compile again. It just refused for no known reason.
- . Added German (deutsch) catalog.

1.11 Looking into my crystal ball I can see.....

Future.....

- . Add more emulators to the program. I have seen Emulator Launcher (cant remember the authors name) and it's nice, but it's only a GUI to launch
-

them all from one easy place. Nice idea I suppose, but you cant choose files for some of them and others already have GUI's built in.

- . Please note: I cannot do anything to the actual emulators, like change screen modes or anything, so don't ask for that !
- . Stop listening to the beta testers =)
- . Redesign the GUI to accept more emulators. I can't see people wanting to cycle through 1/2 a dozen different emulators. Should I put a row of Gadgets or radio style buttons ?!
- . Suggestions anyone ?! Let me know what you want added and I'll do my best...
- . I have been thinking about making the GUI adapt to each type of emulator, so specific things can be selected for each one, like frame skip etc... This will increase the program size a lot, lemme know, I don't mind doing it, but if you want simple then it can stay that way !

1.12 greet

Greetoids Humanings.

Hellos to the following peoples....

Ville Helin : Wzonka-lad is amazing... Keep the work up. Lovin' the army ?

Leslie Ayling : You'd make a nicer chick =) (hehehehe Sorry)

Paul Morabito : Bug testers are us ! Thanks....

Simon Pym : Thanks for the program name matey....

Neil O'Rourke : Thanks mate, without your reqlib I would have been up the creek. It's helped a real lot !

Thomas Witter : Many many thanks for the German catalog file. Cheers =)

1.13 Cougar Developments

So Who Is Cougar Developments ?

Well basically Cougar Developments is just myself Rodney Norton, but since I'm not a selfish bastard & Beta testers do do a lot of work when testing your programs out I figured they should be included as part of the "team".

So who are we ?!

Rodney Norton : Main Programmer, Beta Tester & Concepts.

Leslie Ayling : Beta Tester. Computer programmer et al. Look out for
Trash-80, his TRS-80 emulator ! Brilliant stuff.

Simon Pym : Beta Tester.

Paul Morabito : Beta Tester.

Ville Helin : Part Time Beta Tester & Full time A.J. =)
(And all round nice guy)

1.14 About me =)

Author

Rodney Norton.

I'm a humble bank CSO living in Ingleburn NSW Australia.

I'm also getting too old for this shit.

Oh yeah, it's written in Blitz Basic][. I like this package, but it hates
my 060 ! It crashes more often than not, guru's all the time and refuses to
run most of the time, but otherwise it's great :)

I now know why. Blitz 2 V2.23 (SuperTED) from BUM 10 has a lot of bugs that
cause it to crash. I have a newer version (SuperTED V2.24) from Aminet and
this one is much better. It has stopped the random crashes. Although the
debugger module still causes a lot of problems and Enforcer hits !

Email me @

rodneyn@aic.net.au

If you have any suggestions....

Or view my WWW page Dedicated to emulators on the Amiga, where you'll find
the newest versions of this program.

[HTTP://www.aic.net.au/~rodneyn/](http://www.aic.net.au/~rodneyn/)
