in

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COLLABORATORS

	TITLE : in		
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

in

1.1 StackAttack

```
                                      -> StackAttack V1.2 <-

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1.2 Introduction

StackAttack is a little program that can kill/avoid strange or casual
GURUs. If one is running many programs that patch system routines
(many commodities and "hacks" do that) it might happen that more GURUs
than usual occure. The strange thing is that one time a certain operation
can bring up a GURU while another time nothing happens.

Very often the reason for such unmotivated GURUs is, that some or many
programs do not have enough Stack when one is running lots of system-

patches, hacks or commodities.

Each program that patches library functions increases the amount of stack
needed by these functions when they are called. If another program patches
one of these functions again the amount of needed Stack is increased again.

Example: Commodity "A" patches OpenWindow(). The new function has some
         variables on Stack, and therefore increases the Stack-Usage by
         30 Bytes.

   Commodity "B" patches OpenWindow() again. Commodity "A" is still
   running. The new function increases the Stack-Usage by 40 Byte.

   --> The overall Stack-Usage increases by (40+30) = 70 Bytes!!

Note: To be true, not all Patches might do that. For example if one
         patches OpenWindow() the following way, the Stack-Usage might
         not be altered:

   New function jumps to a subroutine (the variables on Stack are
   used by this subroutine), returns from it, and jumps to the
   original Function after that.

StackAttack patches CreateProc(), CreateNewProc(), RunCommand() and
SystemTagList() and alters the stack-size passed to them (depending on
what arguments you supply).

1.3 Requirements

At least AmigaOS 2.0 (V36) is required to run StackAttack.

1.4 Legal Stuff

StackAttack is Freeware. Do anything you want with it, but remember:
I can not be held responsible for any damage that might occure when using
StackAttack!

1.5 Installation

                 Use the supplied installation script to install StackAttack. It ←
                    will copy
StackAttack to SYS:C and add the following start line (the installation
script allows you to select at which position you want the line to be
inserted) to your S:startup-sequence

  C:StackAttack MIN=<minimal Stack> ADD=<additional Stack>

The installation script asks you what values you want to use for MIN
and ADD. If you don't know what values to pick accept the suggested
ones. Have a look at

```
                    Configuration
               Note:
```

o If you install StackAttack by hand then remember to put the start line
  after the "C:SetPatch QUIET" line.

  Experts: There's no need to start StackAttack immediately after SetPatch.
       If you know that certain programs do have enough stack you can
        put the StackAttack line after.

o If you have already used StackAttack (it's also part of PowerWindows) then
  change the "run <>NIL: C:StackAttack ..." line to "C:StackAttack ..."
  "Run" is no more required because now StackAttack allocs memory for a copy
  of the required routines and quits immediately. Now StackAttack only eats
  some hundred Bytes!!!

1.6   Configuration

The first time you can configure StackAttack with the installation script.
All other times you have to edit s:startup-sequence. The line with
"StackAttack" in it is the one you have to edit.

StackAttack has the following argument template:

  MINSTACK=MIN/N/K,ADDSTACK=ADD/N/K

MINSTACK is the minimum amount of stack in bytes a new process shall have.
The default of the operating system is 4000 (or was it 4096?). The value
suggested by the installation script is 5000. If you are still encountering
strange/casual GURUs try increasing ADDSTACK first.

With ADDSTACK you can specify how many bytes you want to be added to the old
value (the amount of Stack that would be used when StackAttack is not
running eventually corrected to MINSTACK (if it was lower))

Examples:

You start a program that usually uses a Stack-Size of 10000 Bytes:

```
Program     Arguments                      | New Stack Size
---------------------------------------+-----------------
                                       |
StackAttack MINSTACK=11000             |      11000
                                       |
StackAttack ADDSTACK=200               |      10200
                                       |
StackAttack MINSTACK=13000 ADDSTACK=400 |     13400
                                       |
StackAttack MINSTACK=5000              |      10000
                                       |
StackAttack MINSTACK=5000 ADDSTACK=600  |     10600
                                       |
```

If you are still encountering strange/casual/unmotivated GURUs try increa-
sing ADDSTACK, let's say by 100 or 200 Bytes. I think it is not necessary/
advisable setting MINSTACK to a higher value than 6000.

Of course you cannot expect StackAttack to kill every GURU. It can only kill
the ones which are caused by a too low stack!!

1.7 History

V 0.x   ??.??.??: – StackAttack was only part of PowerWindows

V 0.9   17.08.97: – First release outside from PowerWindows

V 1.0   06.09.97: – Fixed a stupid bug in CreateNewProc() patch

        – SystemTagList() patch will no longer do anything if
          no taglist was supplied or no NP_StackSize tag was
          found. C:ICONX and SYS:SYSTEM/SHELL did not get the
          correct stack if the STACK tooltype was used!? If you
          are a programmer please have a look at the "HELP ME!!"
          file!

V 1.1   11.09.97: – CreateProc() and RunCommand() patch no longer trash
          the "stack-register" (d4 for CreateProc() and d2 for
          RunCommand(). The registers were not really trashed,
          they just kept the corrected value.

V 1.2   03.11.97: – Specifying only ADDSTACK but no MINSTACK caused very
          big trouble!

        – The patches for CreateNewProc() and SystemTagList() no
          longer change the original taglist but make a clone,
          change it, and pass it to the old (ROM) routine. Anyway,
          if cloning fails, the original taglist will be patched,
          but this should only happen if you are very low on
          memory.

1.8 Author

StackAttack was created by:

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SOUTH TYROL - ITALY

Send bug reports, comments, to:

EMail: steger@pass.dnet.it

Write in german (prefered), italian or english!

1.9 Credits

Thanks fly to:

- Llorenç 'Llor69' Grau for the català translation of the FileAttack
  (installation utility) catalog

1.10 Other Software created by Georg Steger

  Image
_____

PowerCrawler V1.10 (SHAREWARE):

A Map-Editor with some incredible features:

        o Blocksize from 1 x 1 to 255 x 255
        o Mapsize from 2 x 2 to 32767 x 32767
        o Upto 10 Layers (not parallax) with Mask-Support
        o Localized
        o Userdefined Screenmodes/Fonts for Editscreen
        o Userdefined Font for Main Window on Workbench
        o Fontsensitive GUI
        o Userdefined Screenmode for BlockScreen
        o External Loader/Saver-Support
        o Many Draw-Tools (Freehand, Line, Rectangle, filled Rectangle,
          Airbrush,Fill) some with variable modes (vertical/horizontal
          Filling, OnePointPerRow/Column-Line, ...)
        o MAP-EDITING WITH VARIABLE ZOOM (1% - 100%)
        o Zoom Pre-Calculation for faster Editing
        o Fliptable for controlled flipping
        o Savable MAP-PREVIEW (1% - 100%)
        o Brushes. You can give them names, sort them, save them!
        o Mask-Creation inside program. Invert Mask. Load Mask as IFF-File.
        o Up to 6 projects in memory which can all have different settings,
          pictures, ...
        o Project-Saving/Loading which will save/load Map-Data,Settings,
          FileNames,Fliptable,Brushes,Mask in/from one file!
        o Shortcuts for nearly everything.
        o Popup-Menus for Brushes and Zoom.

```
        o Undo/Redo
        o Datatypes-Support
        o Iff-Library-Support
        o HAM/EHB-Mode-Support
        o Color0-Remapping and DRIPENS for good looking GUI in all modes!
        o OS-conform (hopefully)
        o Thousands of TOOLTYPES to change GUI, Flags for AllocBitmap,
          internal routines, ...
        o Loading/Saving settings to a file
        o Online Help
```

How to get the registerd Version of PowerCrawler:

        Send US$ 25 (DM 35) (LIRE 30000) CASH ONLY to the
        following address:

                        Georg Steger
                        Hochlercher 30

                        I-39030 St. Johann/Ahrntal

                        ITALY

        EMail: steger@pass.dnet.it

        YOU MUST INCLUDE: ONE EMPTY DISK
                          RETURN STAMPS

PowerWindows (Shareware):

This Program allows you to move Windows out of Screen!!!!!!! No joke!
It's real! The Windows also get an Iconify-Gadget which allows you to
iconify Windows in a 100 % compatible way! Check this out!! Tons of
features, works on GFX-Boards!!!

PowerWB (Shareware):

PowerWB improves the good (??) old (!!) standard Workbench of the Amiga a
little bit. I know there are more and more Workbench replacements coming
out, these days. Some of them are really good but anyway not everybody
of us will stop using the standard Workbench, whatever the reasons might
be (too much memory usage, incompatibility, too expensive, too slow etc.)

PowerWB adds the following new features to the Workbench:

- Two new gadgets will be added to the titlebar of the workbench windows.
  One to switch the "View by" mode ("Icon" / "Name") and the other to switch
  the "Show" mode ("Only Icons" / "All Files")

– PowerWB allows you to use the keyboard for some operations which normally
  can only be done by accessing the menu or the gadgets.

PowerIcons (Giftware):

This little commodity removes the border around the Icons when you drag
them. It makes color 0 of the Icons transparent. This program is especially
useful if you use NewIcons V3. NewIcons already removed the border around
the Icons but not when you dragged them.

WBAttack (Freeware):

WBAttack is a little program which allows you to change the backdrop mode
of the main Workbench window. It is (mainly) intended to be used with pro-
grams like Toolmanager which allow starting programs with a configurable
hotkey. As such hotkeys can be used in any occasion (it does not matter
which window or screen is the active one) accessing the icons of the main
Workbench window (by switching the Workbench backdrop mode off, which brings
the Workbench window automatically to front) will be very very easy.