

## **Yam\_Blitz List**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> Yam_Blitz List	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
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<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## Yam\_Blitz List

### 1.1 INFORMATION

Blitz List.guide 1 feb 1999

contains Yam mail within the following dates

first: 1/Jan/1999 last: 31/Jan/1999

Encoding: quoted-printable

This transfer standard introduces strange characters into the final guide which may make some individual mail items harder to read.

### 1.2 Yam\_Blitz List.guide

**Infomation** What is this guide?

**You can tell I'm back cos I'm bombarding the list with questions ;)** James L Boyd

**Re: You can tell I'm back cos I'm bombarding the list with questions ;)** David McMinn

**Yet Another Progress Indicator** Tony Rolfe

**Re: Yet Another Progress Indicator** Curt Esser

**Re: Yet Another Progress Indicator** Tony Rolfe

**Re: Yet Another Progress Indicator** Curt Esser

**Re: Year 2000 ? So what ??? (Was: Digital War) And became OFFTOPIC!** Mikkel Løkke

**Re: Year 2000 ? So what ??? (Was: Digital War) And became OFFTOPIC!** Keresztes Tamás

**Re: Year 2000 ? So what ??? (Was: Digital War)** Mikkel Løkke

**Re: Year 2000 ? So what ??? (Was: Digital War)** Bob

**Re: Year 2000 ? So what ??? (Was: Digital War)** Eoghann Irving

**Re: Year 2000 ? So what ??? (Was: Digital War)** Mikkel Løkke

**Re: Year 2000 ? So what ??? (Was: Digital War)** Satan

**Re: Year 2000 ? So what ??? (Was: Digital War)** mike.child@sbu.ac.uk

**Re: Year 2000 ? So what ??? (Was: Digital War)** Mikkel Løkke

**Re: Year 2000 ? So what ??? (Was: Digital War)** Eoghann Irving

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Re: Year 2000 ? So what ??? (Was: Digital War) amorel  
Re: Year 2000 ? So what ??? (Was: Digital War) Anton Reinauer  
Re: Year 2000 ? So what ??? (Was: Digital War) amorel  
Re: Year 2000 ? So what ??? (Was: Digital War) Donovan Reeve  
Re: Year 2000 ? So what ??? Rui Carvalho  
Re: Year 2000 ? So what ??? Mikkel Løkke  
Re: Year 2000 ? So what ??? Rick Hodger  
Re: Year 2000 ? So what ??? Donovan Reeve  
Re: Year 2000 ? So what ??? amorel  
Yeah, Woo, More piracy! Loki  
xor Kai Gunter Brandt  
windows Paul  
Re: windows Curt Esser  
Re: windows Daniel Allsopp  
Re: windows Daniel Allsopp  
Re: Wierd Listwiev stuff. Curt Esser  
Re: Wierd Listwiev stuff. Mikkel Løkke  
Weird GFX card problem Curt Esser  
Re: Weird GFX card problem David Mcminn  
Re: Weird GFX card problem Paul  
Re: Weird GFX card problem Curt Esser  
WBInfo\_ function ??? Darklight  
Re: WBInfo\_ function ??? David Mcminn  
Re: WBInfo\_ function ??? Curt Esser  
Re: WaitAppEvent Curt Esser  
Re: WaitAppEvent Mikkel Løkke  
WaitAppEvent Darklight  
Re: WaitAppEvent David McMinn  
Vulcan "C.J.R.Jarvis"  
Ultimate Blitz CD David Mcminn  
Re: Ultimate Blitz CD mike.child@sbu.ac.uk  
Re: Ultimate Blitz CD Curt Esser  
Re: Ultimate Blitz CD mike.child@sbu.ac.uk  
Ultimate Blitz (no) CD David Mcminn  
Re: Ultimate Blitz (no) CD Lars Mogensen  
Re: Ultimate Blitz (no) CD et@enterprise.net  
Trying to subscribe.. help! Peter Price  
The ROM font blues. Mikkel Løkke  
Re: The ROM font blues. David Mcminn

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Re: The ROM font blues. Mikkel Løkke  
Re: The ROM font blues. David McMinn  
The ParpsVille! BlitzWeb website BootBlock/Carnage  
Re: The new Blitz Platform and religion amorel  
Re: The new Blitz Platform ;) Mikkel Løkke  
The Best Way To sell PD over The Net Rui Carvalho  
Text diagonally "Ott M. Aaloe"  
Re: Text diagonally David McMinn  
Re: Text diagonally Mikkel Løkke  
Re: Text diagonally Paul  
Re: Text diagonally David McMinn  
Re: Text diagonally Toby Zuijdveld  
Re: Swearing? Paul  
Swearing? Jamie Bentley  
Re: Swearing? Mikkel Løkke  
Re: Swearing? Loki  
Re: Swearing? eNTiTy  
Re: swearing (and lots of it :) ) Loki  
Re: swearing (and lots of it :) ) Donovan Reeve  
Re: swearing (and lots of it :) ) amorel  
swearing stocksjames  
Re: swearing Paul  
Re: swearing Mikkel Løkke  
Re: swearing Paul  
Re: swearing Simon Hitchen  
Re: swearing Mikkel Løkke  
Re: swearing Mikkel Løkke  
Re: swearing stocksjames  
Re: swearing Mikkel Løkke  
Re: swearing Loki  
Re: swearing Mikkel Løkke  
Re: swearing Loki  
Re: swearing Donovan Reeve  
Re: swearing Donovan Reeve  
Re: swearing Curt Esser  
Re: swearing Paul  
Re: swearing Anton Reinauer  
Re: swearing Mikkel Løkke  
Re: swearing Mikkel Løkke

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SV: Selling OrionIRC Anders Hasselqvist  
Re: SV: Selling OrionIRC Jonas Thorell  
Re: Surround Sound \*AND\* Piracy David McMinn  
Surround Sound Peter Thor  
Re: Surround Sound Keresztes Tamás  
Re: Surround Sound Mikkel Løkke  
Re: Surround Sound Peter Nightingale  
Re: Surround Sound Anton Reinauer  
Re: Surround Sound Anton Reinauer  
Re: Surround Sound Sami Näätänen  
Re: Surround Sound Sami Näätänen  
Re: Surround Sound Blitzwing  
Re: Surround Sound Mikkel Løkke  
SuperTED & RWE Loki  
Re: SuperTED & RWE Curt Esser  
Re: SuperTED & RWE Lars Mogensen  
SuperBitmaps Liz Tucker  
Re: Super Bitmaps Andre Beer  
Stop Gameb Checking Jake Frederick  
Re: Stop Gameb Checking David McMinn  
Re: Stop GameB checking "C.J.R.Jarvis"  
RE: Stop GameB checking "C.J.R.Jarvis"  
Re: Stop GameB checking Mikkel Løkke  
Re: Stop Gameb Checking Mikkel Løkke  
Re: Stop Gameb Checking Peter Thor  
Re: Stop GameB checking Anton Reinauer  
Stereo Sound Samples Daniel Allsopp  
Re: Stereo Sound Samples Mikkel Løkke  
Statements and Functions James L Boyd  
STAMP OUT PIRACY!!! Stuart Walker  
Re: STAMP OUT PIRACY!!! David McMinn  
Re: STAMP OUT PIRACY!!! Keresztes Tamás  
Re: STAMP OUT PIRACY!!! Rick Hodger  
Re: STAMP OUT PIRACY!!! Mikkel Løkke  
Re: STAMP OUT PIRACY!!! Paul  
Re: STAMP OUT PIRACY!!! Stuart Walker  
Re: STAMP OUT PIRACY!!! Anton Reinauer  
Source to code the Copper Frederic Laboureur  
Re: Source to code the Copper Mikkel Løkke

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Re: Source to code the Copper Frederic Laboureur  
Re: Source to code the Copper Dave  
Sorry but those mails went to list Bob  
Re: SMTP Delivery Error (fwd) Loki  
Re: SMTP Delivery Error (fwd) amorel  
SMTP Delivery Error (fwd) Toby Zuijdveld  
Re: SMTP delivery error (fwd) mike.child@sbu.ac.uk  
Re: SMTP Delivery Error (fwd) Loki  
Re: SMTP delivery error (fwd) Loki  
Re: SMTP Delivery Error (fwd) Toby Zuijdveld  
Re: SMTP Delivery Error (fwd) amorel  
Re: SMTP Delivery Error (fwd) amorel  
small error check ;) amorel  
sid amorel  
Re: sid Rui Carvalho  
Re: SHUT UP ABOUT PIRACY! Mikkel Løkke  
SHUT UP ABOUT PIRACY! Jamie Bentley  
Re: SHUT UP ABOUT PIRACY! Loki  
Re: SHUT UP ABOUT PIRACY! Toby Zuijdveld  
Re: SHUT UP ABOUT PIRACY! Toby Zuijdveld  
Serial Link Questions Daniel Allsopp  
Re: Serial Link Questions David McMinn  
Re: Serial Link Questions Anton Reinauer  
Re: Serial Link Questions Mikkel Løkke  
Re: Serial Link Questions David McMinn  
Re: Serial Link Questions Mikkel Løkke  
seperating a string... stocksjames  
Seperating a string.. Thomas Newsom  
Re: Seperating a string.. David McMinn  
Re: Seperating a string.. Thomas Newsom  
Semi Re: Fractal Encryption Thomas Cobb  
Re: Semi Re: Fractal Encryption Mikkel Løkke  
Re: Semi Re: Fractal Encryption Kai Gunter Brandt  
Re: Semi Re: Fractal Encryption Mikkel Løkke  
Re: Semi Re: Fractal Encryption aMIGA\_dUDE  
Re: Semi Re: Fractal Encryption Sami Näätänen  
Re: Semi Re: Fractal Encryption Scott  
Re: Semi Re: Fractal Encryption Mikkel Løkke  
Re: Semi Re: Fractal Encryption Mikkel Løkke

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Re: Semi Re: Fractal Encryption Loki  
Re: Semi Re: Fractal Encryption Scott  
Re: Semi Re: Fractal Encryption Thomas Cobb  
Selling OrionIRC Andrew Drays  
Re: Selling OrionIRC Mikkel Løkke  
Re: Selling OrionIRC Stuart Walker  
Re: Selling OrionIRC amorel  
Re: Selling OrionIRC Jonas Thorell  
Re: Selling OrionIRC David McMinn  
Re: Selling OrionIRC Jonas Thorell  
Re: Selling OrionIRC aMIGA\_dUDE  
Re: Selling OrionIRC Mikkel Løkke  
Re: Selling OrionIRC Mikkel Løkke  
Re: Selling OrionIRC Mikkel Løkke  
Re: Selling OrionIRC David McMinn  
Re: Selling OrionIRC Jonas Thorell  
SCSI (CDROM) Commands BootBlock/Carnage  
scrollvport Paul  
ScreenWidths and Heights! Bippy M  
Re: ScreenWidths and Heights! Curt Esser  
Re: ScreenWidths and Heights! David Mcminn  
Re: ScreenWidths and Heights! Mikkel Løkke  
Re: ScreenWidths and Heights! Frederic Laboureur  
screens and colors 2 Philippe Bovier  
screens and colors 1 Philippe Bovier  
scr=asc! "opi.plastic aka emil"  
Re: scr=asc! Mikkel Løkke  
Re: scr=asc! BaH  
Re: scr=asc! Curt Esser  
Re: scr=asc! Curt Esser  
Samples > 128kb Andreas Falkenhahn  
RE: Samples > 128kb "C.J.R.Jarvis"  
Re: Samples > 128kb Nick Chapman  
Sad programers (Was : AFS vs. FFS [increasingly offtopic]) :o) Mikkel Løkke  
RTGMaster.library Peter Thor  
rtgmaster Paul  
Re: rtgmaster Stuart Walker  
RTGMaster Peter Thor  
Re: rtgmaster Mikkel Løkke

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Re: rtgmaster Paul Burkey  
Re: rtgmaster Paul  
Re: resident evils David McMinn  
resident evils BaH  
Re: Resettimer & Ticks Replacement Peter Nightingale  
Requestors.. Andrew Drays  
Re: Requestors.. Curt Esser  
Re: Requestors.. Frederic Laboureur  
Rename function??? Darklight  
Re: Rename function??? Loki  
Re: Reading CD ROM ID Numbers Rick Hodger  
Re: Reading CD ROM ID Numbers Mikkel Løkke  
Re: Reading CD ROM ID Numbers Mikkel Løkke  
Re: Reading CD ROM ID Numbers Rick Hodger  
Re: Reading CD ROM ID Numbers Rick Hodger  
Re: Reading CD ROM ID Numbers Mikkel Løkke  
Re: read this dodgy diz - well its worth it! Rick Hodger  
Public Screens Simon Hitchen  
Re: Public Screens David McMinn  
Re: Public Screens Simon Hitchen  
Re: Public Screens Curt Esser  
Re: Public Screens Simon Hitchen  
Re: Priorities Peter Thor  
Priorities Peter Nightingale  
Re: Priorities David McMinn  
Re: Priorities Paul  
Re: Priorities David McMinn  
Re: Priorities Paul  
Re: Priorities Jamie Bentley  
Re: Priorities Peter Nightingale  
PPC Support? Jake Frederick  
Re: Pointers, Arrays and things Tony Rolfe  
Re: Pointers, Arrays and things David McMinn  
PIRACYING: another solution Dimas Caparros  
Re: PIRACYING: another solution Loki  
Re: PIRACYING: another solution Mikkel Løkke  
Piracy Frederic Laboureur  
Re: Piracy Matt Briggs  
Re: Piracy Paul Burkey

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Re: Piracy amorel  
Re: Piracy Toby Zuidveld  
Re: Piracy Rui Carvalho  
Re: Piracy Toby Zuidveld  
Re: Piracy Paul Burkey  
Peter Thor, please read this! Peter Nightingale  
Re: Peter Thor, please read this! Peter Nightingale  
Re: Peter Thor, please read this! Toby Zuidveld  
Peek amorel  
Re: PC vs. Amiga PIRACY :) Mikkel Løkke  
Re: PC vs. Amiga PIRACY :) Paul Burkey  
PC vs. Amiga PIRACY :) Jamie Bentley  
Re: PC vs. Amiga PIRACY :) amorel  
Re: Parallel Scanners (Offtopic) et@enterprise.net  
Palette 8,16 and 24-bit screenmode Anders Olausson  
Re: Palette 8,16 and 24-bit screenmode Mikkel Løkke  
Re: Palette 8,16 and 24-bit screenmode Paul Burkey  
Re: Palette 8,16 and 24-bit screenmode David McMinn  
Re: Palette 8,16 and 24-bit screenmode Frederic Laboureur  
OS Wait loops 2 David McMinn  
OS Wait loops David McMinn  
Re: OS Question Curt Esser  
OrionIRC (again!?) Andrew Drays  
Re: OrionIRC (again!?) Rui Carvalho  
Opening the exec lib "S.J.CROY"  
Re: Opening the exec lib Mikkel Løkke  
Re: Opening the exec lib David McMinn  
OpenBlitz... Frederic Laboureur  
OpenBlitz V1.30 Frederic Laboureur  
Re: OpenBlitz V1.30 Mikkel Løkke  
Ok,Ok, this one`s off topic, sort of,... Loki  
Re: Off-Topic Mikkel Løkke  
Odp: STAMP OUT PIRACY!!! Krzysztof Jonko  
Re: Odp: STAMP OUT PIRACY!!! Andrew "Notorious" Boyarintsev  
Re: Odp: STAMP OUT PIRACY!!! Loki  
Re: Odp: Public Screens Mikkel Løkke  
Odp: Public Screens Krzysztof Jonko  
Re: Odp: Public Screens Simon Hitchen  
Re:dodgy diz (sorry I was bored) David McMinn

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Re:dodgy diz Curt Esser  
Not Equal Jake Frederick  
Re: Not Equal Peter Thor  
Re: Not Equal Jonas Thorell  
Re: Not Equal Jonas Thorell  
Re: Not Equal Thomas Cobb  
New AmigaLibs.res (with ALL 3.1 includes) Frederic Laboureur  
Re: New AmigaLibs.res (with ALL 3.1 includes) amorel  
Never-ending arrays Tony Rolfe  
NCS V1.60 is out ! Frederic Laboureur  
Re: NCS V1.60 is out ! Frederic Laboureur  
Re: NCS V1.60 is out ! Frederic Laboureur  
Re: name\$= AND UPGRADES stocksjames  
name\$= stocksjames  
Re: name\$= David Mcminn  
Re: name\$= Anton Reinauer  
Re: name\$= stocksjames  
Re: name\$= stocksjames  
Re: name\$= David McMinn  
Re: name\$= Anton Reinauer  
Re: name\$= Mikkel Løkke  
Re: name\$= stocksjames  
Re: name\$= David McMinn  
Re: name\$= Anton Reinauer  
Re: name\$= Mikkel Løkke  
Re: name\$= stocksjames  
Re: name\$= Mikkel Løkke  
Re: name\$= David Mcminn  
My game and Mildred Dimas Caparros  
Re: My game and Mildred Paul  
Re: My game and Mildred Mikkel Løkke  
Re: My game and Mildred Sami Näätänen  
Re: Musical Resolution Nick Chapman  
MUI Text Fields.. Loki  
Mouse-disabling Andreas Falkenhahn  
Re: Mouse-disabling Mikkel Løkke  
Mouse Stuff Simon Hitchen  
Re: Mouse Stuff Loki  
Re: Mouse Stuff "S.J.CROY"

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Re: Mouse Stuff Paul Burkey  
Re: Mouse Stuff Curt Esser  
Re: Mouse Stuff Simon Hitchen  
Re: More screen and system related issues... Curt Esser  
Re: More screen and system related issues... Nick Chapman  
Re: More screen and system related issues... Mikkel Løkke  
More questions... James L Boyd  
Re: More questions... Simon Hitchen  
More piracy stuff. Loki  
Re: More piracy stuff. Rick Hodger  
Re: More piracy stuff. Anton Reinauer  
Re: More piracy stuff. amorel  
Re: More piracy stuff. Donovan Reeve  
MLine Paul  
Re: MLine Paul  
Re: MLine Mikkel Løkke  
Re: MLine Paul  
Re: MLine Mikkel Løkke  
Re: MLine Paul  
Re: MLine Anton Reinauer  
Misc thinks Mike Delling  
Re: Misc thinks Manfred Linzner  
Re: Misc thinks Curt Esser  
Mildred v1.27 Paul  
Re: Mildred v1.27 Paul  
Re: Mildred and AGA Paul  
Re: Mildred and AGA Mikkel Løkke  
Mildred and AGA Philippe Bovier  
Mildred "C.J.R.Jarvis"  
Re: Mildred David Mcminn  
Re: Mildred Paul  
Local support aMIGA\_dUDE  
Re: Local support Gustav Gnosselius  
Re: Local support Paul Burkey  
RE:Blitz Problems Matt Briggs  
line 1111 Paul  
Re: line 1111 Mikkel Løkke  
Re: line 1111 David Mcminn  
Libs! Hrafn

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Re: Libs! Nick Chapman  
Re: LibMan Curt Esser  
Re: LibMan Mikkel Løkke  
Re: LibMan Curt Esser  
Re: Keywait Mikkel Løkke  
Re: Keywait Roger Beausoleil  
Keywait Andreas Falkenhahn  
Re: Keywait Thomas Cobb  
Re: Keystroking Thomas Cobb  
Re: Keystroking Mikkel Løkke  
Keystrokes again Luca Carminati  
Re: Keystrokes Mikkel Løkke  
Keystrokes Luca Carminati  
Re: Keystrokes Luca Carminati  
Re: Keystrokes Mikkel Løkke  
Re: Keystrokes Luca Carminati  
Re: Keystrokes Thomas Cobb  
Re: Keystrokes Thomas Cobb  
Re: Keystrokes Thomas Cobb  
Re: Keystrokes Mikkel Løkke  
Re: Keystrokes Anton Reinauer  
Keystrokes Luca Carminati  
ILBM Paul  
Iconfy amorel  
Re: Iconfy Mikkel Løkke  
I'm daltonic (was Blitz Web Ring...) Rui Carvalho  
Re: I love screens David McMinn  
Re: I hate screens - (but where would we be without 'em) Curt Esser  
I hate screens David McMinn  
How to Subscribe - UnSubscribe Curt Esser  
How to open a full CLI window :) James L Boyd  
Re: How to open a full CLI window :) Curt Esser  
Re: How to open a full CLI window :) Loki  
Re: How to open a full CLI window :) Scott  
How do I subscribe? Stephen Lebed  
Re: How do I subscribe? David McMinn  
Help me PLEASE!!!! Matt Briggs  
Re: Help me PLEASE!!!! Mikkel Løkke  
Re: Help me PLEASE!!!! Paul Burkey

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Help me please! Matt Briggs  
Re: Help me please! Loki  
Re: Help me please! Curt Esser  
Re: Help me please! Nick Chapman  
Re:The new Blitz Platform ;) Donovan Reeve  
Re: HD Problems (offtopic) Eoghann Irving  
HB Rui Carvalho  
Re: HB Bob Akerberg  
Re: HB Mikkel Løkke  
GURU... Bippy M  
Re: GURU... Andrew "Notorious" Boyarintsev  
GTListviews Darklight  
GTListview-read only? Curt Esser  
Re: GTListview-read only? Thomas Cobb  
Re: GTListview-read only? Jean-Marc GIGANDET  
Re: GTListview not read-only? Thomas Cobb  
GTListview Andreas Falkenhahn  
Re: GTListview David McMinn  
Re: graphics.library James L Boyd  
Grand Theft Auto? Matt Briggs  
Goodbye! MinuteMan  
GFXBoard palettes Anders Olausson  
gfx-card test Paul  
Re: GFX Cards Mikkel Løkke  
Re: GFX Cards aMIGA\_dUDE  
Re: GFX Cards Frederic Laboureur  
Re: GFX Cards Mikkel Løkke  
Re: Gfx Card users please help Andre Beer  
GFX card palettes Curt Esser  
Re: GFX card palettes Paul  
Re: GFX card palettes Daniel Allsopp  
Re: GFX card palettes Paul Burkey  
Get rid of Robert Livesey! Matt Briggs  
Re: Get rid of Robert Livesey! Rui Carvalho  
Re: Get rid of Robert Livesey! Anton Reinauer  
Re: Get rid of Robert Livesey! Mikkel Løkke  
Re: Get rid of Robert Livesey! Andrew Guard  
Re: Get off List ? David McMinn  
Get off List ? Paul Morris

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Re: Get off List ? Rui Carvalho  
Re: Freq command Nick Chapman  
Re: Freq command Nick Chapman  
Free Publicity For Commercial Games and Applications! Stuart Walker  
Re: Free Publicity For Commercial Games and Applications! Blitzwing  
Re: Fractal Encryption Loki  
Fractal Encryption Jamie Bentley  
Re: Fractal Encryption Mikkel Løkke  
Re: Fractal Encryption Kai Gunter Brandt  
Re: Fractal Encryption Mikkel Løkke  
Re: Fractal Encryption Kai Gunter Brandt  
Found bug in VAL command aMIGA\_dUDE  
Re: Found bug in VAL command Anton Reinauer  
Re: Found bug in VAL command Curt Esser  
Re: Found bug in VAL command aMIGA\_dUDE  
Re: Found bug in VAL command Marc Le Douarain  
For David McMinn Stuart Walker  
Re: For David McMinn Toby Zuidveld  
Finding Disk Sizes Stuart Walker  
Re: Finding Disk Sizes Rick Hodger  
Re: Finding Disk Sizes Curt Esser  
Re: Finding Disk Sizes Thomas Newsom  
Re: Finding Disk Sizes Curt Esser  
FileInfoBlock stuff... James L Boyd  
Re: FileInfoBlock stuff... David McMinn  
fast ram "C.J.R.Jarvis"  
Re: fast ram David McMinn  
Re: fast ram Mikkel Løkke  
Executing programs from memory? Matt Briggs  
Re: Executing programs from memory? Manfred Linzner  
Executing Programmes Stuart Walker  
Re: Executing Programmes mike.child@sbu.ac.uk  
Re: Executing Programmes Loki  
Re: Executing Programmes Rui Carvalho  
Re: Executing Programmes Bippy M  
Re: Executing Programmes James L Boyd  
Re: Executing Programmes Curt Esser  
Re: Executing Programmes Rui Carvalho  
Re: Executing Programmes Rui Carvalho

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Re: Executing Programmes Tony Rolfe  
Re: Executing Programmes James L Boyd  
errorchecking Paul  
Re: errorchecking Mikkel Løkke  
Re: errorchecking Andrew Guard  
EOF : works and not works Christophe  
Re: EOF : works and not works Mikkel Løkke  
Re: EOF : works and not works Jean-Marc GIGANDET  
ENGiNE Adventure Code v1.B Matt Briggs  
Re: ENGiNE Adventure Code v1.B Rui Carvalho  
Encryption Loki  
Re: Encryption Mikkel Løkke  
Encrypting EXE files Matt Briggs  
Encrypting ASCII files. Loki  
re:cdxl "C.J.R.Jarvis"  
Double buffering and fd convert "S.J.CROY"  
Double Buffering (Was: Yet Another Progress Indicator) Mikkel Løkke  
Dongels Anton Reinauer  
Re: Dongels Curt Esser  
Re: Dongels Donovan Reeve  
Re: Dongels Donovan Reeve  
Re: dodgy diz Loki  
Display Library and superbitmaps Loki  
Re: Display Library and superbitmaps Mikkel Løkke  
Re: Display Library and superbitmaps Thomas Cobb  
Dir listings... Thomas Newsom  
Re: Dir listings... Curt Esser  
Re: Digital War (Was Piracy bla bla) Rui Carvalho  
Re: Digital War (Was Piracy bla bla) Anton Reinauer  
Re: Digital War (Was Piracy bla bla) Donovan Reeve  
Re: Digital War (Was Piracy bla bla) Donovan Reeve  
Re: Digital War (Was Piracy bla bla) Mikkel Løkke  
Re: Digital War (Was Piracy bla bla) Eoghann Irving  
Re: Digital War (Was Piracy bla bla) aMIGA\_dUDE  
Re: Digital War (Virii ???) Scott  
Developers CD Loki  
deletefile\_ and #? (or \*\* ;-)"opi.plastic aka emil"  
Debuggers! Loki  
Re: Debuggers! BootBlock/Carnage

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Re: Debuggers! amorel  
Re: Debuggers! Rick Hodger  
Re: Debuggers! Thomas Cobb  
Re: Debuggers! Loki  
Re: Debuggers! Mikkel Løkke  
Re: Debuggers! Loki  
Re: Debuggers! Rui Carvalho  
Re: Debuggers! David McMinn  
Re: Debuggers! Tony Rolfe  
Re: Debuggers! Mikkel Løkke  
Re: Debuggers! Mikkel Løkke  
Re: Debuggers! Loki  
Re: Debuggers! Mikkel Løkke  
Re: Debuggers! David McMinn  
Re: Debuggers! Jean-Marc GIGANDET  
Re: Debuggers David McMinn  
Date.. Day.. Loki  
CyberGraphX Problems Daniel Allsopp  
Re: CyberGraphX Problems Mikkel Løkke  
Re: CyberGraphX Problems James L Boyd  
CyberGraphics WriteChunkyArray Daniel Allsopp  
CyberGraphics Problem Fixed Daniel Allsopp  
Re: CyberGraphics Problem Fixed Curt Esser  
Re: CyberGraphics Problem Fixed David McMinn  
Re: CyberGraphics Problem Fixed James L Boyd  
Re: CyberGraphics Problem Fixed Mikkel Løkke  
Creating a game. Oliver Marks  
Re: Creating a game. Mikkel Løkke  
Re: Creating a game. Paul  
Re: Creating a game. Thomas Cobb  
Re: Creating a game. Mikkel Løkke  
Re: Creating a game. Oliver Marks  
Re: Creating a game. Paul  
Re: Creating a game. Mikkel Løkke  
Re: Creating a game. Paul  
Re: Creating a game. Mikkel Løkke  
Complicated Multiplayer Network Games. Mikkel Løkke  
Re: Collision Detection Nprint and AHI :( Mikkel Løkke  
Re: Collision Detection Nprint and AHI :( Oliver Marks

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Re: Collision Detection Nprint and AHI :( Daniel Allsopp  
Re: Collision Detection Nprint and AHI :( Paul  
Re: Collision Detection Nprint and AHI :( Oliver Marks  
Re: Collision Detection Nprint and AHI :( Paul  
Re: Collision Detection Nprint and AHI :( Donovan Reeve  
Re: Collision Detection Nprint and AHI :( James L Boyd  
Re: Collision Detection And Displays Mikkel Løkke  
Re: Collision Detection And Displays Oliver Marks  
Re: Collision Detection And Displays Paul  
Collision Detection :( Oliver Marks  
Re: Collision Detection :( Mikkel Løkke  
RE: CDXL Compiling (MPEG?) "C.J.R.Jarvis"  
Re: CDXL Compiling (MPEG?) Jake Frederick  
Re: CDXL Compiling (MPEG?) Jamie Bentley  
Re: CDXL Compiling (MPEG?) Mikkel Løkke  
Re: CDXL Compiling (MPEG?) aMIGA\_dUDE  
Re: CDXL Compiling (MPEG?) aMIGA\_dUDE  
Re: CDXL Compiling (MPEG?) Mikkel Løkke  
Re: CDXL Compiling (MPEG?) Mikkel Løkke  
Re: CDXL Compiling Mikkel Løkke  
CDXL Compiling Jamie Bentley  
Re: cdxl Mikkel Løkke  
cdxl "C.J.R.Jarvis"  
RE: cdxl "C.J.R.Jarvis"  
Re: cdxl Blitzwing  
Re: cdxl Centro Amiga  
Re: cdxl Rui Carvalho  
CDR or Master CD? Stuart Walker  
Re: CDR or Master CD? David McMinn  
Re: CDR or Master CD? Mikkel Løkke  
Re: CDR or Master CD? Rick Hodger  
Re: CDR or Master CD? Rui Carvalho  
Re: CDR or Master CD? amorel  
Re: CDR or Master CD? Mikkel Løkke  
Re: CDR or Master CD? Stuart Walker  
Can U help ME? Matt Briggs  
Re: Can U help ME? David McMinn  
C Include problem... James L Boyd  
Re: C Include problem... David McMinn

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Re: C Include problem... James L Boyd  
buffering Paul  
Re: buffering Anton Reinauer  
Re: buffering Nick Chapman  
Browser Uploads Eoghann Irving  
Re: Browser Uploads Mikkel Løkke  
Re: Browser Uploads Eoghann Irving  
Re: Browser Uploads Mikkel Løkke  
Re: Browser Uploads Andrew Guard  
Bringing it all back up. (piracy) "C.J.R.Jarvis"  
Re: Bringing it all back up. (piracy) Anton Reinauer  
Re: Bringing it all back up. (piracy) Donovan Reeve  
Re: Bringing it all back up. (piracy) Anton Reinauer  
Re: BLUE PETER CHRISTMAS COMPETITION (am I too late ?) stocksjames  
BltBitMapRastPort\_ Mikkel Løkke  
Re: BltBitMapRastPort\_ Andreas Falkenhahn  
BlitzCPUroutine for arcade game2 Philippe Bovier  
Re: BlitzCPUroutine for arcade game2 Mikkel Løkke  
Re: BlitzCPUroutine for arcade game2 James L Boyd  
Re: BlitzCPUroutine for arcade game2 Paul  
Re: BlitzCPUroutine for arcade game2 Frederic Laboureur  
Re: BlitzCPUroutine for arcade game2 Frederic Laboureur  
Re: BlitzCPUroutine for arcade game2 James L Boyd  
Re: BlitzCPUroutine for arcade game2 Mikkel Løkke  
Re: BlitzCPUroutine for arcade game2 Frederic Laboureur  
Re: BlitzCPUroutine for arcade game2 Paul  
Re: BlitzCPUroutine for arcade game2 Philippe Bovier  
Re: BlitzCPUroutine for arcade game2 Mikkel Løkke  
Re: BlitzCPUroutine for arcade game2 Mikkel Løkke  
Re: BlitzCPUroutine for arcade game2 Frederic Laboureur  
BlitzCD Bippy M  
Blitz Webring David Mcminn  
Blitz Web Ring - Subscription Rui Carvalho  
Re: Blitz Vs. Assembler Darklight  
Blitz Vs. Assembler Jamie Bentley  
Re: Blitz Vs. Assembler Mikkel Løkke  
Re: Blitz Vs. Assembler Mikkel Løkke  
Re: Blitz Vs. Assembler Darklight  
Re: Blitz Vs. Assembler Paul

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Re: Blitz Vs. Assembler Paul  
Re: Blitz Vs. Assembler Mikkel Løkke  
Re: Blitz Vs. Assembler David McMinn  
Re: Blitz Vs. Assembler David McMinn  
Re: Blitz Vs. Assembler Paul  
Re: Blitz Vs. Assembler James L Boyd  
Blitz Site Web Ring - Development Rui Carvalho  
Re: Blitz Site Web Ring Curt Esser  
Re: Blitz Site Web Ring Anton Reinauer  
Re: Blitz Site Web Ring Andre Beer  
Re: Blitz Site Web Ring Eoghann Irving  
Re: Blitz Site Web Ring BootBlock/Carnage  
RE: Blitz Site Web Ring "C.J.R.Jarvis"  
Re: Blitz Problems 2 Rui Carvalho  
Blitz Problems S9221846  
Re: Blitz Problems James L Boyd  
Re: Blitz Problems Simon Hitchen  
Re: Blitz Problems Eoghann Irving  
Re: Blitz Problems Mikkel Løkke  
Re: Blitz Problems Mikkel Løkke  
Re: Blitz Problems Loki  
Re: Blitz Problems Toby Zuijdveld  
Blitz Manual Nick Chapman  
Blitz developer list Andre Beer  
Re: Blitz CPU routine for arcade game "opi.plastic aka emil"  
Blitz CD for Sale.. Bippy M  
Beta testers wanted Curt Esser  
Average Size of Amiga Game Jamie Bentley  
AttachGTLList Gustav Gnosspelius  
Re: AttachGTLList Toby Zuijdveld  
Re: AttachGTLList Gustav Gnosspelius  
Re: AttachGTLList Loki  
ASM question David McMinn  
APPicon Benjamin VERNOUX  
AMOS source for free! Andre Beer  
Aminet request? Matt Briggs  
Re: Aminet request? Rui Carvalho  
Re: Aminet request? Paul  
Re: Aminet request? Mikkel Løkke

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Re: Aminet request? Andrew Guard  
Re: AmigaLibs.res 3.1 Mikkel Løkke  
Re: Amiga OS (was 3D Doom????) David McMinn  
Re: Amiga in General , Was : 3D Doom Game Maker Keresztes Tamás  
Airbus crashes from bad programming Anton Reinauer  
Re: Airbus crashes from bad programming Bob  
Re: Airbus crashes from bad programming Anton Reinauer  
Re: Airbus crashes from bad programming amorel  
Re: Airbus crashes from bad programming Anton Reinauer  
AHI Peter Thor  
Re: AHI Paul Burkey  
Re: AFS vs. FFS (increasingly offtopic) :o) Eoghann Irving  
Re: AFS vs. FFS (increasingly offtopic) :o) Anton Reinauer  
Re: AFS vs. FFS (increasingly offtopic) :o) Eoghann Irving  
Address of a pointer?? Tony Rolfe  
Re: Address of a pointer?? David McMinn  
Accessing main Amiga libraries. Chris McGonagle  
Re: Accessing main Amiga libraries. Manfred Linzner  
Re: Accessing main Amiga libraries. Toby Zuijdveld  
Re: Accessing main Amiga libraries. Toby Zuijdveld  
Accessing external progs and libs! Chris McGonagle  
Re: Accessing external progs and libs! David McMinn  
A Couple of questions Tony Rolfe  
Re: A Couple of questions David McMinn  
Re: A Couple of questions Mikkel Løkke  
Re: A Couple of questions Mikkel Løkke  
Re: <swear-word snipped> READ ME! Loki  
Re: <swear-word snipped> David McMinn  
Re: <swear-word snipped> Toby Zuijdveld  
3D Doom Game Maker Stuart Walker  
Re: 3D Doom Game Maker Mikkel Løkke  
Re: 3D Doom Game Maker Anton Reinauer  
Re: 3D Doom Game Maker Mikkel Løkke  
Re: 3D Doom Game Maker Anton Reinauer  
Re: 3D Doom Game Maker Mikkel Løkke  
Re: 3D Doom Game Maker Keresztes Tamás  
Re: 3D Doom Game Maker Anders Hasselqvist  
Re: 3D Doom Game Maker Mikkel Løkke  
Re: 3D Doom Game Maker Keresztes Tamás

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Re: 3D Doom Game Maker Robert R Mason  
Re: 3D Doom Game Maker Donovan Reeve  
24bit screenmodes Andreas Falkenhahn  
2000AD Problems Jamie Bentley  
Re: 2000AD Problems Mikkel Løkke  
Re: 2000AD Problems Loki  
Re: 2000AD Problems Rick Hodger  
Re: 2000AD Problems Evan Tuer  
Re: .q Mikkel Løkke  
.q Paul  
Re: .q David Mcminn  
Re: \*Semi\* Re: Fractal Encryption Thomas Cobb  
\*\* Re: Stop Gameb Checking \*\* Loki

### 1.3 You can tell I'm back cos I'm bombarding the list with questions ;)

([62.136.126.178] helo=all-hail.freemove.co.uk ident=James L Boyd)  
by mail9.svr.pol.co.uk with smtp (Exim 2.10 #1)  
id 105u9M-0004FV-00  
for blitz-list@netsoc.ucd.ie; Thu, 28 Jan 1999 16:18:36 +0000  
From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>  
Date: Thu, 28 Jan 1999 16:07:27 +0000  
Subject: You can tell I'm back cos I'm bombarding the list with questions ;)  
Hi all,  
Anyone see why this doesn't work?  
It looks perfect to me, but XOpa and Executive's various  
tools report no change in the priority of my program...  
(I've tried it with Executive disabled too, cos I know  
Executive plays around with the priorities.)  
Any corrections or help would be appreciated :)  
See ya,  
--  
James L Boyd - jamesboyd@all-hail.freemove.co.uk  
Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*  
Connected from Dundee, Scotland.  
(<http://surf.to/all-hail/>)

---

## 1.4 Re: You can tell I'm back cos I'm bombarding the list with questions ;)

28 Jan 99 16:59:10 0

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Thu, 28 Jan 1999 16:58:53 -0000

encoding: Quoted-printable

Subject: Re: You can tell I'm back cos I'm bombarding the list with questions ;)

On 28 Jan 99, at 16:07, James L Boyd wrote:

> Hi all,

>

> Anyone see why this doesn't work?

What doesn't work?

l) ^ V ][ l) Ml =A9 Ml ][ M Nl

d.mcminn@eee.rgu.ac.uk ICQ=3D16827694

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.5 Yet Another Progress Indicator

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 28 Jan 99 09:37:24 +1000

Subject: Yet Another Progress Indicator

This is a MIME encoded multipart message. The fact that you are reading this means you don't have a MIME capable mail program. You might still be able to read part of the mail's content, but some of it may require a MIME capable mail reader to decode. Following are some URLs where you can find MIME-capable mail programs for common platforms:

Amiga.....: MicroDot-II <http://www.vapor.com/>

Unix.....: Metamail <ftp://ftp.bellcore.com/nsb/>

Windows/Macintosh: Eudora <http://www.qualcomm.com/>

General info about MIME can be found at:

<http://www.cis.ohio-state.edu/hypertext/faq/usenet/mail/mime-faq/top.html>

--=\_8<==MD236B02FD4-29EEC444==8<=\_=

Encoding: 7bit

Hi,

I've attached a file YAPI.asc which is yet another progress indicator.

Please feel free to do anything you want with this. The code was copied from something I got from somewhere long forgotten, so I have no

claim on the original code.

However... can anyone explain what I have to do to make numbers overwrite the progress bar without overwriting the bar's colour. As you will see, the numbers form a little "box" in the middle of the bar, which looks silly.

Thanks.

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

www.shoalhaven.net.au/edgewater

--\_ =8<==MD236B02FD4-29EEC444==8<=\_ =

Encoding: plain (7/8 bit)

Content-Disposition: attachment; filename="YAPI.asc"

X-MD2-FilePath: Blitz2:Motel/converters/YAPI.asc

#PIList = 1 ; Gadget list number

Statement InitPI{Title\$,Mini.l,Maxi.l,Stopper.b}

SHARED PIMin.l, PIMax.l, Cancelled.b

PIMin.l = Mini

PIMax.l = Maxi

Cancelled.b = False

;------

;Basic values for indicator as offsets from top left corner of window

;

#pix1 = 20

#pix2 = 240

#piy1 = 20

#piy2 = #piy1+11

#h = #piy2+22

#min\_use = 3 ; Don't use PI if PIMax - PIMin <= this

If PIMax - PIMin > #min\_use

If Stopper = True

Borders On

BorderPens 2,1

TextGadget #PIList,(#pix1+#pix2)/2-26,#piy2+5,0,1," STOP "

EndIf

DefaultIDCMP 64

Window 2,190,90,#pix1+#pix2,#h,\$2!\$1000,Title\$,0,1,#PIList ;Basic window - draggable

; Activate 2 ;Activate window on initialisation

BorderPens 1,2

```
GadgetBorder #pix1,#piy1,#pix2-#pix1,#piy2-#piy1+1
col.b=1 ;Draw in 0% and 100% indicators.
WLocate #pix1-6,#piy2-4
Print "0%"
WLocate #pix2-26,#piy2-4
Print "100%"
Format "###" ;Format string for % Complete.
EndIf
End Statement
Function.b UpdatePI{Value.1}
SHARED PIMin, PIMax
If PIMax - PIMin > #min_use
If Value < PIMin Then Value = PIMin
If Value > PIMax Then Value = PIMax
;percentage.q = (Value - PIMin) * 100 / (PIMax - PIMin)
pos.l=((Value - PIMin) * 100 / (PIMax - PIMin))*(#pix2-#pix1)/100 ;Convert percentage to pixel values.
WBox #pix1,#piy1,#pix1+pos,#piy2,3 ;Draw main colour part of bar
col.b=2 ;Draw Highlights
Wline #pix1,#piy1,#pix1+pos,#piy1,2
Wline #pix1,#piy1,#pix1,#piy2,2
col=1 ;Draw Shadows
Wline #pix1,#piy2,#pix1+pos,#piy2,1
Wline #pix1+pos,#piy1,#pix1+pos,#piy2,1
ev.l = Event
While ev <> 0
If ev = 64
If GadgetHit = 1 AND EventWindow = 2
Function Return False
EndIf
EndIf
ev = Event
Wend
WindowOutput 2
WLocate ((#pix2-#pix1)/2),#piy1-9 ;Print Value as text
Print UStr$(Value)
EndIf
Function Return True
End Function
Statement KillPI{ }
```

```
SHARED PIMin, PIMax
If PIMax - PIMin > #min_use
CloseWindow 2
Free GadgetList #PIList
*win.window = Addr Window(0)
If *win\_window
Use Window 0
Activate 0
WindowOutput 0
EndIf
EndIf
End Statement
WbToScreen 0
InitPI{"Demo...",0,100,True}
For i = 0 To 100
VWait 5
If UpdatePI{i} = False
i = 100
EndIf
Next
KillPI{}
End
--=_8<==MD236B02FD4-29EEC444==8<=_=--
(end of MIME multipart message)
```

## 1.6 Re: Yet Another Progress Indicator

From: Curt Esser <camge@ix.netcom.com>

Date: Thu, 28 Jan 1999 05:09:51 -0500

Subject: Re: Yet Another Progress Indicator

Warning: This is a message in MIME format. Your mail reader does not support MIME. Some parts of this message will be readable as plain text.

To see the rest, you will need to upgrade your mail reader.

--BOUNDARY.1748361984.1

Hi Tony

On 27-Jan-99, Tony Rolfe wrote:

> Hi,

>

> I've attached a file YAPI.asc which is yet another progress indicator.

> Please feel free to do anything you want with this. The code was  
 > copied from something I got from somewhere long forgotten, so I have no  
 > claim on the original code.

>

> However... can anyone explain what I have to do to make numbers  
 > overwrite the progress bar without overwriting the bar's colour. As  
 > you will see, the numbers form a little "box" in the middle of the  
 > bar, which looks silly.

OK, here are a couple of modified versions.

The first one eliminates the "box" but flickers a bit and won't work right  
 at high speeds.

The double-buffered version is a bit more complicated, but looks OK at all  
 speeds.

Yours electronically,

Curt Esser

camage@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

--BOUNDARY.1748361984.1

Content-Disposition: attachment; filename="noBkgPI.asc"

Encoding: quoted-printable

#PIList =3D 1 ; Gadget list number

Statement InitPI{Title\$,Mini.l,Maxi.l,Stopper.b}

SHARED PIMin.l, PIMax.l, Cancelled.b, Ploc.w, bheight.b

PIMin.l =3D Mini

PIMax.l =3D Maxi

Cancelled.b =3D False

;------

;Basic values for indicator as offsets from top left corner of window

;

#pix1 =3D 20

#pix2 =3D 240

#piy1 =3D 20

#piy2 =3D #piy1+11

#h =3D #piy2+22

#min\_use =3D 3 ; Don't use PI if PIMax - PIMin <=3D this

If PIMax - PIMin > #min\_use

If Stopper =3D True

Borders On

BorderPens 2,1

```

TextGadget #PIList,(#pix1+#pix2)/2-26,#piy2+5,0,1," STOP "
EndIf
DefaultIDCMP 64
Window 2,190,90,#pix1+#pix2,#h,$2!$1000,Title$,0,1,#PIList ;Basic win=
dow - draggable
; Activate 2 ;Activate window on initiali=
sation
BorderPens 1,2
GadgetBorder #pix1,#piy1,#pix2-#pix1,#piy2-#piy1+1
col.b=3D1 ;Draw in 0% and 100% indicat=
ors.
WLocate #pix1-6,#piy2-(bheight/2)
Print "0%"
WLocate #pix2-26,#piy2-(bheight/2)
Print "100%"
Format "###" ;Format string for % Complete.
Ploc=3D((#pix2-#pix1)/2)+8 ;location for text printing
EndIf
End Statement
Function.b UpdatePI{Value.1}
SHARED PIMin, PIMax,Ploc,bheight
If PIMax - PIMin > #min_use
If Value < PIMin Then Value =3D PIMin
If Value > PIMax Then Value =3D PIMax
;percentage.q=3D (Value - PIMin) * 100 / (PIMax - PIMin)
pos.l=3D(((Value - PIMin) * 100 / (PIMax - PIMin))*(#pix2-#pix1)/100) =
;Convert percentage to pixel values.
WBox #pix1,#piy1,#pix1+pos,#piy2,3 ;Draw main colour part of bar
WBox #pix1+pos,#piy1,#pix2,#piy2,0 ;Draw blank part (to erase text)=
col.b=3D2 ;Draw Highlights
Wline #pix1,#piy1,#pix1+pos,#piy1,2
Wline #pix1,#piy1,#pix1,#piy2,2
col=3D1 ;Draw Shadows
Wline #pix1,#piy2,#pix1+pos,#piy2,1
Wline #pix1+pos,#piy1,#pix1+pos,#piy2,1
ev.l =3D Event
While ev <> 0
If ev =3D 64
If GadgetHit =3D 1 AND EventWindow =3D 2

```

```
Function Return False
EndIf
EndIf
ev =3D Event
Wend
WindowOutput 2
WJam 0
WLocate Ploc,#piy1-bheight+2 ;Print Value as text
Print UStr$(Value)
EndIf
Function Return True
End Function
Statement KillPI{ }
SHARED PIMin, PIMax
If PIMax - PIMin > #min_use
CloseWindow 2
Free GadgetList #PIList
*win.Window =3D Peek.l(Addr Window(0))
If *win
Use Window 0
Activate 0
WindowOutput 0
EndIf
EndIf
End Statement
WbToScreen 0
*SCR.Screen=3DPeek.l(Addr Screen(0))
bheight.b=3D*SCR\BarHeight
InitPI{"PI Demo...",0,100,True}
For i =3D 0 To 100
VWait 5
If UpdatePI{i} =3D False
i =3D 100
EndIf
Next
KillPI{ }
End
--BOUNDARY.1748361984.1
Content-Disposition: attachment; filename="DbuffPI.asc"
```



```

Encoding: quoted-printable
#PIList =3D 1 ; Gadget list number
#PIbit=3D1 ; PI bitmap number
#PRbit=3D2 ; printing bitmap
;-----
;Basic values for indicator as offsets from top left corner of window
;
#pix1 =3D 20
#pix2 =3D 240
#piy1 =3D 20
#piy2 =3D #piy1+11
#h =3D #piy2+22
#bhigh=3D 11
#min_use =3D 3 ; Don't use PI if PIMax - PIMin <=3D this
bpos.w=3DInt((#pix2-#pix1)/2-4)
BitMap #PIbit,#pix2-#pix1,#piy2-#piy1+1,2 ;size of pi, 4 colours
BitMap #PRbit,24,8,1 ;2 colours
Statement InitPI{Title$,Mini.l,Maxi.l,Stopper.b}
SHARED PIMin.l, PIMax.l, Cancelled.b,bheight.b
PIMin.l =3D Mini
PIMax.l =3D Maxi
Cancelled.b =3D False
If PIMax - PIMin > #min_use
If Stopper =3D True
Borders On
BorderPens 2,1
TextGadget #PIList,(#pix1+#pix2)/2-26,#piy2+5,0,1," STOP "
EndIf
DefaultIDCMP 64
Window 2,190,90,#pix1+#pix2,#h,$2$1000,Title$,0,1,#PIList ;Basic win=
dow - draggable
; Activate 2 ;Activate window on initiali=
sation
BorderPens 1,2
GadgetBorder #pix1,#piy1,#pix2-#pix1,#piy2-#piy1+1
col.b=3D1 ;Draw in 0% and 100% indicat=
ors.
WLocate #pix1-6,#piy2-(bheight/2)
Print "0%"

```

```

WLocate #pix2-26,#piy2-(bheight/2)
Print "100%"
Format "##" ;Format string for % Complete.
EndIf
End Statement
Function.b UpdatePI{Value.1}
SHARED PIMin, PIMax,Ploc,bheight,bpos
If PIMax - PIMin > #min_use
If Value < PIMin Then Value =3D PIMin
If Value > PIMax Then Value =3D PIMax
;percentage.q =3D (Value - PIMin) * 100 / (PIMax - PIMin)
pos.l=3D(((Value - PIMin) * 100 / (PIMax - PIMin))*(#pix2-#pix1)/100) =
;Convert percentage to pixel values.
Use BitMap #PIbit ;render changes on the unseen b=
itmap
;WBox #pix1,#piy1,#pix1+pos,#piy2,3 ;Draw main colour part of bar
;WBox #pix1+pos,#piy1,#pix2,#piy2,0 ;Draw blank part (to erase text=
)
Boxf 0,0,#pix2,#bhigh,0 ;the blank part
Boxf 0,0,pos,#bhigh,3 ;the coloured bar
col.b=3D2 ;Draw Highlights
Line 0,0,pos,0,col
Line 0,0,0,#bhigh,col
col=3D1 ;Draw Shadows
Line 0,#bhigh,pos,#bhigh,col
Line pos,0,pos,#bhigh,col
Use BitMap #PRbit ;print the %
BitMapOutput #PRbit ;on the printing bitmap
Locate 0,0
Print Str$(Value)
Free Shape 0 ;now copy it to the PI bitmap
GetaShape 0,0,0,24,8
CacheClearU_
Use BitMap #PIbit
VWait
Blit 0,bpos,2,0
;now show it in the window
BitMaptoWindow #PIbit,2,0,0,#pix1,#piy1,#pix2-#pix1,#bhigh+1
ev.l =3D Event

```

```
While ev <> 0
If ev =3D 64
If GadgetHit =3D 1 AND EventWindow =3D 2
Function Return False
EndIf
EndIf
ev =3D Event
Wend
EndIf
Function Return True
End Function
Statement KillPI{ }
SHARED PIMin, PIMax
If PIMax - PIMin > #min_use
CloseWindow 2
Free GadgetList #PIList
*win.Window =3D Peek.l(Addr Window(0))
If *win
Use Window 0
Activate 0
WindowOutput 0
EndIf
EndIf
End Statement
WbToScreen 0
*SCR.Screen=3DPeek.l(Addr Screen(0))
bheight.b=3D*SCR\BarHeight
InitPI{"PI Demo...",0,100,True}
For i =3D 0 To 100
VWait
If UpdatePI{i} =3D False
i =3D 100
EndIf
Next
KillPI{ }
End
--BOUNDARY.1748361984.1--
```

## 1.7 Re: Yet Another Progress Indicator

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 29 Jan 99 12:06:28 +1000

Subject: Re: Yet Another Progress Indicator

Encoding: 7bit

On Thu, 28 Jan 1999 05:09:51 -0500 Curt Esser said:

>

> OK, here are a couple of modified versions.

>

> The first one eliminates the "box" but flickers a bit and won't work right

> at high speeds.

>

Thanks very much, Curt. I'll give them a try soonest.

I've always wondered what double buffering was all about, so I'm getting some extra lessons for free.

Thanks again

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

[www.shoalhaven.net.au/edgewater](http://www.shoalhaven.net.au/edgewater)

## 1.8 Re: Yet Another Progress Indicator

From: Curt Esser <camge@ix.netcom.com>

Date: Fri, 29 Jan 1999 16:25:52 -0500

Subject: Re: Yet Another Progress Indicator

Hi Tony

On 28-Jan-99, Tony Rolfe wrote:

> I've always wondered what double buffering was all about, so I'm

> getting some extra lessons for free.

Well, it's not "real" double-buffering. I just used that for lack of a better term. It's just doing all the drawing and text printing on unseen bitmaps before being sent to the window, to eliminate the flickering.

Double buffering commonly means 2 identical bitmaps (or windows, or whatever) where the drawing is always done to whichever one is not being seen at the moment.

Then the seen and unseen images are swapped, and the process continues...

Yours electronically,

Curt Esser

[camge@ix.netcom.com](mailto:camge@ix.netcom.com)

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

---

### 1.9 Re: Year 2000 ? So what !?! (Was: Digital War) And became OFFTOPIC!

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 21 Jan 1999 08:40:54 +0200

Organization: A97

Subject: Re: Year 2000 ? So what !?! (Was: Digital War) And became OFFTOPIC!

Encoding: quoted-printable

Hello Keresztes.

On 21-Jan-99, Keresztes Tam=E1s wrote:

> its a pity that anyone with enough money can buy a soviet (now russian)=  
warhead . there are quite a few people on this planet who happily will d=  
etonate one in an american city . as i known the eastern block , it is mo=  
st likely that the russians already

> sold a few warheads.And what about china ? they have nuclear weapons , =  
too ....

You read entirely too much propaganda. IF anyone could buy (or indeed HAD=  
bought) nuclear weapons and wanted to detonate it in an american city, i=  
t would have been done. And no, you can't "just buy" russian nuclear weap=  
ons, because russia, (an all former soviet states that might still have n=  
uclear weapons) are still bound by the agreement between NATO and the for=  
mer Warzaw Pact members about not spreading nuclear weapons. I'm affraid =  
the nuclear holocaust is quite a long way away. Sorry.

Is this Year 2000 discussion just going WAY off topic, or is it just me ?=

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

## 1.10 Re: Year 2000 ? So what !?! (Was: Digital War) And became OFFTOPIC!

V5.0) with ESMTP; Thu, 21 Jan 1999 07:46:57 +0200

(8.8.7/8.8.7) with ESMTP id IAA05642 for <blitz-list@netsoc.ucd.ie>;

Thu, 21 Jan 1999 08:12:02 +0100

Date: Thu, 21 Jan 1999 07:55:22 +0100

From: "Keresztes Tamás" <tom@tombox.buvi.mata.v.hu>

Subject: Re: Year 2000 ? So what !?! (Was: Digital War) And became OFFTOPIC!

Encoding: 8bit

its a pity that anyone with enough money can buy a soviet (now russian) warhead . there are quite a few people on this planet who happily will detonate one in an american city . as i know the eastern block , it is most likely that the russians already sold a few

warheads.And what about china ? they have nuclear weapons , too ....

Mikkel =?iso-8859-1?Q?L=F8kke?= írta:

> Hello Satan.

>

> On 19-Jan-99, Satan wrote:

>

>> What about reflex nuclear response systems; both the US and USSR have/had them that if their not told to fire,

>> then they will, what happens if due to too little money and distractions, russia failed to reprogram or deactivate

>> the reflex system that is supposed to fire if the government is destroyed? we all die. how unfortunate.

>

> Well at least in the U.S. no nuclear missiles (including the reflex system) are launched without the proper key from the president, and the pentagon. Besides all reflex systems have been disabled, since the threat aof a massive nuclear attack has diminished.

>

> Regards

> --

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> fixed.

Hehe, I havn't seen one that work s 100% yet. The best one I've seen loos=  
es track of daylight savings and leap years.

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

## 1.12 Re: Year 2000 ? So what !?! (Was: Digital War)

Date: Mon, 18 Jan 1999 00:15:35 +0100

From: Bob <stifter@mira.cz>

Subject: Re: Year 2000 ? So what !?! (Was: Digital War)

Encoding: quoted-printable

>Lifts ? washing machines ? hospital equipment !?!? The only thing I can  
think of, of the top of my head, is VCR's and HiFi equipment. (Apart from  
PC's, natch)

Well some equipment needs to prescribe pills or to say hello or what.

Actually I do not understand why all those machines are time dependant.

Almost everything \*can\* function without time e.g. Washmachines

Lifts Powerplants etc. So at the end only computers \*should\*  
need a fix.

>Hehe, I havn't seen one that work s 100% yet. The best one I've seen



looses track of daylight savings and leap years.

I'm lucky I live here. All the machines around are fairly time independent

i.e. too old :) What I think some assholes will sell noncompliant ware

(like VCRs) around because people are dumb enough...

>Regards

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>+++++

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> Visit : <http://members.tripod.com/~FlameDuck>

>

### 1.13 Re: Year 2000 ? So what !?! (Was: Digital War)

From: Eoghann Irving <[eoghann-irving@usa.net](mailto:eoghann-irving@usa.net)>

Date: Mon, 18 Jan 1999 22:28:28 +0000

Subject: Re: Year 2000 ? So what !?! (Was: Digital War)

Encoding: quoted-printable

Hi Mikkel L=F8kke :)

On 17-Jan-99, Mikkel L=F8kke wrote:

> On 17-Jan-99, Eoghann Irving wrote:

>> Actually its not wintels you have to worry about. Its lifts,

>> hospital equipment, washing machines and more. All of which have

>> chips in them that use dates.

> I don't worry about Wintels, why should I ? I have an AMiGA. :o)

Well many of us use (have to often) PCs as well as Amigas and the Amigs is not immune to Y2K either. The OS is fine but the OS isn't a big problem on PCs either. Its all the other software. There are database, diary and spreadsheet programs on the Amiga which are not Y2K compliant.

> Lifts ? washing machines ? hospital equipment !?!? The only thing I

> can think of, of the top of my head, is VCR's and HiFi equipment.

> (Apart from PC's, natch)

All genuine cases those. I don't really understand WHY lifts and washing machines have been built that use date chips. But they do exist.

Hospital equipment is more explicable. There is a lot of hospital equipment which has parts which MUST be replaced at regular intervals. In an effort to remove human error from such things this equipment is designed to produce warning beeps, flash lights, stop working or whatever. Studies done in the UK last year showed that an considerable quantity of machinery would require new chips before 2000 or they would malfunction.

The Year 2000 bug is actually 3 separate problems conveniently lumped together by the press.

- 1) Specially written software (commonly used by banks, building societies, governments and other big companies)
- 2) Chips in a wide variety of electronic devices
- 3) Commercially available software.

Unfortunately most people only seem to consider the third of these which is the least serious one.

Have fun

-- =

Eoghann Irving ICQ:14497218 mailto:eoghann-irving@usa.net

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## 1.14 Re: Year 2000 ? So what !?! (Was: Digital War)

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

---

Date: Tue, 19 Jan 1999 04:50:27 +0200

Organization: A97

Subject: Re: Year 2000 ? So what !?! (Was: Digital War)

Encoding: quoted-printable

Hello Eoghann.

On 19-Jan-99, Eoghann Irving wrote:

>>> Actually its not wintels you have to worry about. Its lifts,  
>>> hospital equipment, washing machines and more. All of which have  
>>> chips in them that use dates.

>> I don't worry about Wintels, why should I ? I have an AMiGA. :o)

> Well many of us use (have to often) PCs as well as Amigas and the  
> Amigs is not immune to Y2K either. The OS is fine but the OS isn't a  
> big problem on PCs either. Its all the other software. There are  
> database, diary and spreadsheet programs on the Amiga which are not  
> Y2K compliant.

Switch to one that is then. And from what I've heard the OS on PC's (here=  
talking Win98, I know Linux is quite safe, for now) is so unstable after=  
year 2000, forgetting leap years and daylight savings, not to mention fa=  
iling to calculate the dayname correctly. =

>> Lifts ? washing machines ? hospital equipment ?!?!? The only thing  
> I

>> can think of, of the top of my head, is VCR's and HiFi equipment.

>> (Apart from PC's, natch)

> All genuine cases those. I don't really understand WHY lifts and  
> washing machines have been built that use date chips. But they do  
> exist.

And what would then happen to them ? I mean the date chip is hardly the c=  
rutial thing, is it ?

> Hospital equipment is more explicable. There is a lot of hospital  
> equipment which has parts which MUST be replaced at regular  
> intervals. In an effort to remove human error from such things this  
> equipment is designed to produce warning beeps, flash lights, stop  
> working or whatever. Studies done in the UK last year showed that an  
> considerable quantity of machinery would require new chips before  
> 2000 or they would malfunction.

That is too bad. But really, what do I care ? There is no reason at all w=  
hy this electronic equipment has date chips, replace them with 555 timers=  
, and hey presto ! I hardly think there is any epuipment any place (excep=  
ting computer) that have their operation DEPENDING on knowing the correct=

---

date.

> The Year 2000 bug is actually 3 separate problems conveniently lumped  
> together by the press.

> 1) Specially written software (commonly used by banks, building  
> societies, governments and other big companies)

This is not a problem, all special software is either replaced (the smart=  
thing) or patched (The MS way). This has allready been done in Denmark.

> 2) Chips in a wide variety of electronic devices

Like I said before, there are very few electronic devides where the date =  
chip is critical.

> 3) Commercially available software.

> Unfortunately most people only seem to consider the third of these  
> which is the least serious one.

Well, in the long term, not a big problem either. If the OS is year 2000 =  
copilant, just ask the OS for the date. Gheez.

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

### 1.15 Re: Year 2000 ? So what !?! (Was: Digital War)

Date: Tue, 19 Jan 1999 14:17:18 GMT

From: Satan <kaum6@central.susx.ac.uk>

Subject: Re: Year 2000 ? So what !?! (Was: Digital War)

What about reflex nuclear response systems; both the US and USSR have/had them that if their not told to fire, then they will, what happens if due to too little money and distractions, russia failed to reprogram or deactivate the reflex system that is supposed to fire if the government is destroyed? we all die. how unfortunate.

Dobbs

### 1.16 Re: Year 2000 ? So what !?! (Was: Digital War)

id 102cnM-0007Th-00; Tue, 19 Jan 1999 15:10:25 +0000

From: mike.child@sbu.ac.uk

Date: Tue, 19 Jan 1999 15:07:06 +0000

Subject: Re: Year 2000 ? So what !?! (Was: Digital War)

>what happens if due to too little money and distractions, russia failed to  
>reprogram or deactivate the reflex system that is supposed to fire if the  
>government is destroyed? we all die. how unfortunate.

At least it would probably end microsoft's world dominance of the software market. :)

Apologies for off topic waffle...

Mike Child

### 1.17 Re: Year 2000 ? So what !?! (Was: Digital War)

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Tue, 19 Jan 1999 20:39:26 +0200

Organization: A97

Subject: Re: Year 2000 ? So what !?! (Was: Digital War)

Encoding: quoted-printable

Hello Satan.

On 19-Jan-99, Satan wrote:

> What about reflex nuclear response systems; both the US and USSR have/h=  
ad them that if their not told to fire, =  
> then they will, what happens if due to too little money and distraction=  
s, russia failed to reprogram or deactivate =

---

> the reflex system that is supposed to fire if the government is destroy=
ed? we all die. how unfortunate.

Well at least in the U.S. no nuclear missiles (including the reflex syst=
em) are launched without the proper key from the president, and the penta=
gon. Besides all reflex systems have been disabled, since the threat aof =
a massive nuclear attack has diminished.

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

**1.18 Re: Year 2000 ? So what !?! (Was: Digital War)**

From: Eoghann Irving <eoghann-irving@usa.net>

Date: Wed, 20 Jan 1999 17:00:28 +0000

Subject: Re: Year 2000 ? So what !?! (Was: Digital War)

Encoding: quoted-printable

Hi Mikkel L=F8kke :)

On 19-Jan-99, Mikkel L=F8kke wrote:

> On 19-Jan-99, Eoghann Irving wrote:

>> Well many of us use (have to often) PCs as well as Amigas and the

>> Amigs is not immune to Y2K either. The OS is fine but the OS

isn't

>> a big problem on PCs either. Its all the other software. There are

>> database, diary and spreadsheet programs on the Amiga which are not

>> Y2K compliant.

> Switch to one that is then. =

On the Amiga there aren't THAT many to chose from in the first place.

> And from what I've heard the OS on PC's

> (here talking Win98, I know Linux is quite safe, for now) is so

> unstable after year 2000, forgetting leap years and daylight savings,

> not to mention failing to calculate the dayname correctly.

Linux as an OS won't suffer from Y2K problems, but software running on it may. Its much less of a problem though due to its open source nature. When such a program is discovered it will be quickly altered and recompiled.

>> All genuine cases those. I don't really understand WHY lifts and

>> washing machines have been built that use date chips. But they do

>> exist.

> And what would then happen to them ? I mean the date chip is hardly

> the crucial thing, is it ?

Well one of the problems is its not always obvious what will happen. =

In some cases the lifts simply won't work apparently. Which is real pain if its a tall building. :)

>> Hospital equipment is more explicable. There is a lot of hospital

>> equipment which has parts which MUST be replaced at regular

>> intervals. In an effort to remove human error from such things

this

>> equipment is designed to produce warning beeps, flash lights,

stop

>> working or whatever. Studies done in the UK last year showed that

>> an considerable quantity of machinery would require new chips

>> before 2000 or they would malfunction.

> That is too bad. But really, what do I care ? There is no reason at

> all why this electronic equipment has date chips, replace them with

> 555 timers, and hey presto ! I hardly think there is any equipment

> any place (excepting computer) that have their operation DEPENDING

on

> knowing the correct date.

---

Well as I've just explained over several messages now that isn't the case. While it might not be obvious why equipment uses this stuff. It may not even be SENSIBLE to use these chips. The fact is that a lot of equipment does.

What do you care? Well if you have a relative who needs regular medical attention then you should certainly care. People who rely on cheques from the Government or from any other large institution appearing on a certain date should also care. Chances are that you won't be affected. But almost certainly some people will be.

>> The Year 2000 bug is actually 3 separate problems conveniently >> lumped together by the press.

>> 1) Specially written software (commonly used by banks, building >> societies, governments and other big companies)

> This is not a problem, all special software is either replaced (the > smart thing) or patched (The MS way). This has already been done in

> Denmark.

Well in most countries that is not the case. Its possible that Denmark is three steps ahead of the rest of Europe but I suspect its not quite that simple.

First companies have to spend money to find the problem. In the UK last year apparently on 50% of businesses had even done that. Then they have to spend money fixing it (25% of businesses had done that last year). Our government is STILL working to get its own house in order on this.

>> 2) Chips in a wide variety of electronic devices

> Like I said before, there are very few electronic devices where the > date chip is critical.

You are incorrect on this as I have repeatedly explained.

>> 3) Commercially available software.

>> Unfortunately most people only seem to consider the third of these >> which is the least serious one.

> Well, in the long term, not a big problem either. If the OS is year > 2000 compliant, just ask the OS for the date. Gheez.

Doesn't help if all the applications you use use their own date format. It potentially means that businesses will have to spend millions upgrading to newer versions of software. That is assuming they realise they have a problem yet.

Have fun

---



-- =

Eoghann Irving ICQ:14497218 mailto:eoghann-irving@usa.net

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## 1.19 Re: Year 2000 ? So what !?! (Was: Digital War)

From: amorel <amorel@xs4all.nl>

Date: Thu, 21 Jan 1999 02:21:04 +0500

Subject: Re: Year 2000 ? So what !?! (Was: Digital War)

On 19-Jan-99, Satan wrote:

>What about reflex nuclear response systems; both the US and USSR have/had them

>all die. how unfortunate.

Uhm, afaik the megenisms to launch a rocket involve some stages of security. One of which is switching a lock with 2 keys, by 2 persons at the same moment and more of that. So makes me wonder why a berzerk y2k failing computer would fire out of its own. There`s never been made an independent deciding software for this kind of thing, like in the airbus.

I`m sorry, there will be no judgement day ;-)

--

Jeroen(and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040,hd, CD32

H.P. Lovecraft, Inc. \\ Good old C=64 Aura 12/16 sampler

Ever kissed a frog? ;-P \\ /Fatman analogue synth :D

Do you need music for your game/demo? \\ /Roland dr-5 and more ;-9

Have you got a recorddeal? ;) \\ /Check my music on aminet:

Contact me! amorel@xs4all.nl \\ /mods/hardc (ftp.wustl.eduetc.)

<http://www.xs4all.nl/~amorel/> \\ /or take a look at my homepage.

## 1.20 Re: Year 2000 ? So what !?! (Was: Digital War)

From: Anton Reinauer <anton@ww.co.nz>

Date: Thu, 21 Jan 1999 11:20:49 +1300

Subject: Re: Year 2000 ? So what !?! (Was: Digital War)

On 21-Jan-99, Eoghann Irving wrote:

> First companies have to spend money to find the problem. In the UK

> last year apparently on 50% of businesses had even done that. Then

> they have to spend money fixing it (25% of businesses had done that

> last year). Our government is STILL working to get its own house in  
> order on this.

And then they have to find experienced programmers to do the work (and pay them ridiculous wages!)- there's not enough programmers to do all the work in time (because it's all been left too late), only the important stuff like banks etc will get done- but a lot of smaller businesses won't or can't be made Y2K compliant by 2000.

--

Anton Reinauer <anton@ww.co.nz>

## 1.21 Re: Year 2000 ? So what !?! (Was: Digital War)

From: amorel <amorel@xs4all.nl>

Date: Thu, 21 Jan 1999 15:00:09 +0500

Subject: Re: Year 2000 ? So what !?! (Was: Digital War)

On 21-Jan-99, Anton Reinauer wrote:

>important stuff like banks etc will get done- but a lot of smaller  
>businesses won't or can't be made Y2K compliant by 2000.

And you know what? My anarchist nature wouldn't love much more than that chaos would struck at that time :-D

I've been doing a tiny bit of y2k work in my last job, but i'd never ever do it again, not even for a big wages. It's stupid work and it's like cleaning the mess someone else left. Just like removing bugs outof someone else's spaghetti code(whois since long gone and whose name isn't in the code anyway ;), but then worse.

--

Jeroen(and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040,hd, CD32

H.P. Lovecraft, Inc. \\ Good old C=64 Aura 12/16 sampler

Ever kissed a frog? ;-P \\ /Fatman analogue synth :D

Do you need music for your game/demo? \\ /Roland dr-5 and more ;-9

Have you got a recorddeal? ;) \\ /Check my music on aminet:

Contact me! amorel@xs4all.nl \\ /mods/hardc (ftp.wustl.eduetc.)

<http://www.xs4all.nl/~amorel/> \\ /or take a look at my homepage.

## 1.22 Re: Year 2000 ? So what !?! (Was: Digital War)

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Fri, 22 Jan 1999 18:11:31 +0500

Subject: Re: Year 2000 ? So what !?! (Was: Digital War)

---

On 18-Jan-99, Bob flashed:

>>Lifts ? washing machines ? hospital equipment ?!?!? The only thing I can  
>think of, of the top of my head, is VCR's and HiFi equipment. (Apart from  
>PC's, natch)

>Well some equipment needs to prescribe pills or to say hello or what.

>Actually I do not understand why all those machines are time dependant.

>Almost everything \*can\* function without time e.g. Washmachines

>Lifts Powerplants etc. So at the end only computers \*should\*

>need a fix.

>>Hehe, I havn't seen one that work s 100% yet. The best one I've seen

>looses track of daylight savings and leap years.

>I'm lucky I live here. All the machines around are fairly time independent

>i.e. too old :) What I think some assholes will sell noncompliant ware

>(like VCRs) around because people are dumb enough...

All that needs to happen with machinery that doesn't need to be time  
dependant is nothing, as they won't care if the time is correct or not.

Actually, VCRs fall in the same category as they don't need to know the  
correct century, only the correct relative time. They don't care what  
century it is.

catcha later,

Donovan Reeve (bubby.lnk@ispi.net)

## 1.23 Re: Year 2000 ? So what !?!

From: Rui Carvalho <grim@ip.pt>

Date: Mon, 18 Jan 1999 00:06:25 +0000

X-SenderInfo: 1; picture="http://www.ip.pt/~ip234558/ddds/grim.gif"

Organization: Dark Dreams Designs

Subject: Re: Year 2000 ? So what !?!

Encoding: quoted-printable

Hello Mikkel

Somewhere Mikkel L=F8kke wrote:

ML > I don't worry about Wintels, why should I ? I have an AMiGA. :o)

ML > Lifts ? washing machines ? hospital equipment ?!?!? The only thing I=  
can

ML > think of, of the top of my head, is VCR's and HiFi equipment. (Apart=  
from

ML > PC's, natch)

Just think about these:

---

ATM machines, bank computers, social security computers, police computers=  
 Nuclear Weapon computers, nuclear power plants, planes, trains, boats  
 (enough??)

Do you know that a USA Navy Ship drifted for 3H when they tested the bug =  
 in

their software! Imagine that instead of drifting it started shooting  
 Harpoons or Tomawaks!!!

-- =

Best Regards,

Rui Carvalho =ABgRiM=BB

\*=ABBBlitz Basic Source Code Site=BB\*

#Http://www.ip.pt/~ip234558 - Last Update: 05.01.99#

+-----+

| AFM 2 - 100% - Beta Testing |

+-----+

| Bubbles Project -> 50% Complete | =

+-----+

It is better to have tried and failed than to have failed to try, but  
 the result's the same.

## 1.24 Re: Year 2000 ? So what !?!

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Mon, 18 Jan 1999 23:48:28 +0200

Organization: A97

Subject: Re: Year 2000 ? So what !?!

Encoding: quoted-printable

Hello Rui.

On 18-Jan-99, Rui Carvalho wrote:

>> I don't worry about Wintels, why should I ? I have an AMiGA. :o)

>> Lifts ? washing machines ? hospital equipment ?!?!? The only thing I c=  
 an

>> think of, of the top of my head, is VCR's and HiFi equipment. (Apart f=  
 rom

>> PC's, natch)

> Just think about these:

> ATM machines, bank computers, social security computers, police compute=

rs,

> Nuclear Weapon computers, nuclear power plants, planes, trains, boats

> (enough??)

No, we don't have any nuclear power plants, the computers is hardly my problem I certainly wasn't the one to recommend using PC's and I'm not sure I would have any influence. My point, well there is nothing I can do about it anyway, so why should it matter to me ?

> Do you know that a USA Navy Ship drifted for 3H when they tested the bug in

> their software! Imagine that instead of drifting it started shooting

> Harpoons or Tomawaks!!!

Yeah, WinNT. And I'm sure nuclear cruise missiles have some sort of failsafe to prevent them from being launched due to a computer malfunction.

Regards

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Visit : <http://members.tripod.com/~FlameDuck>

**1.25 Re: Year 2000 ? So what !?!**

From: Rick Hodger <[rick.thehub@bigfoot.com](mailto:rick.thehub@bigfoot.com)>

Date: Tue, 19 Jan 1999 11:33:56 +0000

Organization: Pagan Software

Subject: Re: Year 2000 ? So what !!?

I watched as Rui Carvalho hammered "Re: Year 2000 ? So what !!?" out on their keyboard...

> ATM machines, bank computers, social security computers, police computers,

> Nuclear Weapon computers, nuclear power plants, planes, trains, boats

> (enough??)

Nuclear weapons? To the have set date when they fire themselves off?! :)

> Do you know that a USA Navy Ship drifted for 3H when they tested the bug in

> their software! Imagine that instead of drifting it started shooting

> Harpoons or Tomawaks!!!

Actually I've heard about that, they weren't testing te Y2K bug, they were testing the new WindowsNT based systems. And it crashed.

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>

<sb>Visit us at <http://www.thehub.u-net.com>

<sb>EMail us at [pagan@thehub.u-net.com](mailto:pagan@thehub.u-net.com)/

<sb>"Dafel: Bloodline" - The most acomplished RPG ever!

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team \*AMIGA\*

<sb>

<sb>Today is the first day of the rest of the mess.

## 1.26 Re: Year 2000 ? So what !!?

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Fri, 22 Jan 1999 18:21:22 +0500

Subject: Re: Year 2000 ? So what !!?

On 18-Jan-99, Rui Carvalho flashed:

>Do you know that a USA Navy Ship drifted for 3H when they tested the bug in

>their software! Imagine that instead of drifting it started shooting

>Harpoons or Tomawaks!!!

Yeah, they could have run aground too. It was a bug in windows that was the root cause. Hmmmm..., maybe the military should think of switching back to Amigas. They used to use quite a few of them you know, any they never had any problems like THAT!

;)

Donovan Reeve (bubby.lnk@ispi.net)

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## 1.27 Re: Year 2000 ? So what !?!

From: amorel <amorel@xs4all.nl>

Date: Sat, 23 Jan 1999 04:01:12 +0500

Subject: Re: Year 2000 ? So what !?!

>On 18-Jan-99, Rui Carvalho flashed:

>>Do you know that a USA Navy Ship drifted for 3H when they tested the bug in

>>their software! Imagine that instead of drifting it started shooting

>>Harpoons or Tomawaks!!!

So?

Btw, arent they doing that already quite often(Iraq for instance? =)

## 1.28 Yeah, Woo, More piracy!

([62.136.76.215] helo=194.152.64.35 ident=kewl)

by mail12.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 100iob-00072t-00

for blitz-list@netsoc.ucd.ie; Thu, 14 Jan 1999 09:11:45 +0000

From: Loki <loki@napalmdeath.freemove.co.uk>

Date: Thu, 14 Jan 1999 08:23:58 +0100

Organization: Satanic Dreams Software.

Subject: Yeah, Woo, More piracy!

Hello,

Ok, who thinks it should be made legal in all counties to pirate

Micro\$oft products?

Me, Me! :)

hehehe.

Hey wait, Oh shit,.. who would want to pirate Micro\$oft products?

Hahaha!

Cya,..

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384

<tsb>

<tsb>\*SATANIC DREAMS FOUNDER\*

<tsb>ADMIN: admin@satanicdreams.freemove.co.uk

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>

## 1.29 xor

Date: Tue, 19 Jan 1999 23:17:25 +0100

From: Kai Gunter Brandt <kai.brandt@cih.uib.no>

Subject: xor

Quote from Applied Cryptography

A symmetric algorithm. The plaintext is being XORed with a keyword to generate the chiphertext.

$P \text{ xor } K = C$

$C \text{ xor } K = P$

There's no security here. This kind of encryption is trivial to break, even without computers. It will only take a few seconds on a computer. Assume that the plaintext is english. Here's how to break it:

1. Discover the length of the key by a procedure known as 'counting coincidences'.

XOR the ciphertext against itself shifted various numbers of bytes, and count those bytes that are equal. If the displacement is a multiple of the key length, then something over 6% of the bytes will be equal. If it's not, then less than 0.4% will be equal (assuming a random key encrypting normal ASCII text; other plaintext will have different numbers): This is called the 'index of coincidence'. The smallest displacement that indicates a multiple of the key length is the length of the key.

2. Shift the ciphertext by that length and XOR it with itself. This removes the key and leaves you with plaintext XORed with the plaintext shifted the length of the key. Since english has 1.3 bits of real information per byte, there is plenty of redundancy for determining a unique decryption.

So it's just as safe as WordPerfect 'encryption'.

A bit technical this one.. But thewre is a lot of information about this on the net...

There is some one who have implimented MD5 for blitz... This is not working.. But i'm gonna see whats wrong andf then modify the source code ... Maybe make an encryption library for blitz??? I have a lot of descriptions, so i might have time to make a library...

Kai

Kai Gunter Brandt

Security & Cryptography Consultant

Tel. +4755940065

e-mail: kai.brandt@dataguard.no url: <http://www.dataguard.no/~kgb>

"Mary had a crypto key, she kept it in escrow,

and everything that Mary said, the Feds were sure to know."

-- Sam Simpson, July 9, 1998



## 1.30 windows

for blitz-list@netsoc.ucd.ie; Fri, 29 Jan 1999 19:59:16 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 29 Jan 99 19:58:40 +0000

Subject: windows

Encoding: 7bit

Hi.

I was wondering what would be needed to achieve a game running in a window on workbench.

My game screens are in chunky format and I am mainly thinking of output to chunky format workbench such as via cybergraphx or picasso96. Would WritePixelFormat8 work, having opened a window on workbench? Would it work in other colour formats such as 16bit, 24bit etc, or only in an 8-bit workbench?

Is there another established method for output to a window on workbench? Of course, AGA on a window wouldnt be very feasible, but to chunky it should be alright. I just dont know what functions or whatever you're meant to use. Any advice?

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

## 1.31 Re: windows

From: Curt Esser <camge@ix.netcom.com>

Date: Fri, 29 Jan 1999 17:37:31 -0500

Subject: Re: windows

Hi Paul,

Here's my probably irrelevant two cents worth:

On 29-Jan-99, Paul wrote:

> Hi.

>

> I was wondering what would be needed to achieve a game running in

> a window on workbench.

>

---

> My game screens are in chunky format and I am mainly thinking of  
> output to chunky format workbench such as via cybergraphx or  
> picasso96. Would WritePixelFormat8 work, having opened a window on  
> workbench? Would it work in other colour formats such as 16bit, 24bit  
> etc, or only in an 8-bit workbench?  
>  
> Is there another established method for output to a window on  
> workbench? Of course, AGA on a window wouldnt be very feasible, but to  
> chunky it should be alright. I just dont know what functions or  
> whatever you're meant to use. Any advice?

Just for fun, I tried sending my game to a window on my AGA 256 colour WB.  
It does work, but the animations look bad (because of the interlacing) when  
something moves.

This was using a simple BitmapToWindow command from the planar drawing  
bitmap.

I would imagine you'd get good results using WPA8 from a chunkie to a chunky  
WB window, although WPA8 is very slow on a planar screen because of the C2P  
conversion. (You can actually see the raster lines being drawn)

Yours electronically,

Curt Esser

cange@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

## 1.32 Re: windows

for blitz-list@netsoc.ucd.ie; Sat, 30 Jan 1999 16:35:55 +0000

From: Daniel Allsopp <daniel@thesnakepit.demon.co.uk>

Date: Sat, 30 Jan 1999 16:37:45 +0000

Subject: Re: windows

Hi Paul,

On 29-Jan-99, you wrote:

> Hi.

>

> I was wondering what would be needed to achieve a game running in  
> a window on workbench.

>

> My game screens are in chunky format and I am mainly thinking of  
> output to chunky format workbench such as via cybergraphx or  
> picasso96. Would WritePixelFormat8 work, having opened a window on

> workbench? Would it work in other colour formats such as 16bit, 24bit  
> etc, or only in an 8-bit workbench?

WritePixelFormat won't work on anything >8bit but as I was experimenting the other night with the CyberGraphX call WritePixelFormat\_ you can write the pixels to any depth screen I think. It works as a replacement for WPA8 and in my game, give about 10/12 fps extra in Lowres.

> Is there another established method for output to a window on  
> workbench? Of course, AGA on a window wouldnt be very feasible, but to  
> chunky it should be alright. I just dont know what functions or  
> whatever you're meant to use. Any advice?

I tried my game on workbench, and it run very fast (CyberGraphX), as you're normally dumping your chunky data to a window on another opened screen with WPA8, there's nothing stopping you dumping it to a window opened on workbench.

My experieince with this was very good....try it ;)

--

Cheers,

Daniel

<tsb>E-Mail: [daniel@thesnakepit.demon.co.uk](mailto:daniel@thesnakepit.demon.co.uk)

<tsb>URL: <http://www.thesnakepit.demon.co.uk/>

<tsb>

### 1.33 Re: windows

for blitz-list@netsoc.ucd.ie; Sat, 30 Jan 1999 16:38:44 +0000

From: Daniel Allsopp <[daniel@thesnakepit.demon.co.uk](mailto:daniel@thesnakepit.demon.co.uk)>

Date: Sat, 30 Jan 1999 16:40:25 +0000

Subject: Re: windows

Hi Paul,

On 29-Jan-99, you wrote:

One line should have said this

\*WritePixelFormat8 \*won't work on anything >8bit --

<tsb>E-Mail: [daniel@thesnakepit.demon.co.uk](mailto:daniel@thesnakepit.demon.co.uk)

<tsb>URL: <http://www.thesnakepit.demon.co.uk/>

<tsb>

---

### 1.34 Re: Wierd Listwiev stuff.

From: Curt Esser <camge@ix.netcom.com>

Date: Sat, 02 Jan 1999 10:35:21 -0500

Subject: Re: Wierd Listwiev stuff.

Encoding: quoted-printable

Hi Mikkel,

On 31-Dec-98, Mikkel L=F8kke wrote:

> On 31-Dec-98, Curt Esser wrote:

> =

>> The way I get around this is to adjust the height of the window to match

>> the height of the listview. See my "text reader in a window" example for

>> how I did this (it really puts the textfile into a GTlistview gadget)=

> =

> Okay. Also is there any way to get the actual width of the ListView display

> ? (Like a #GTLV\_InnerWidth tag or something. Havn't been able to find it

> myself, but that doesn't nessecarily mean it isn't there)

Not that I know. But I think it always uses the same widths for its borders, so maybe you can calculate the inside dimensions from this.

There are tags for setting the width of the scrollbar, and the space between

items if you want to change these...

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

### 1.35 Re: Wierd Listwiev stuff.

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sun, 03 Jan 1999 17:49:43 +0200

Organization: A97

Subject: Re: Wierd Listwiev stuff.

Encoding: quoted-printable

X-Info: <mailto:sf@xxl.ots.dk> in case of problems!

---

Hello Curt.

On 02-Jan-99, Curt Esser wrote:

```
>>> The way I get around this is to adjust the height of the window to
> match
>>> the height of the listview. See my "text reader in a window" example=
> for
>>> how I did this (it really puts the textfile into a GTlistview gadget=
)
>> =
>> Okay. Also is there any way to get the actual width of the ListView
> display
>> ? (Like a #GTLV_InnerWidth tag or something. Havn't been able to find =
it
>> myself, but that doesn't nessecarily mean it isn't there)
> Not that I know. But I think it always uses the same widths for its
> borders, so maybe you can calculate the inside dimensions from this.
Ah, well tough luck. I'll stop messing arround with ListView's and just b=
e getting on with the program now. Thanks a mil :o)
```

Regards

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Visit : <http://members.tripod.com/~FlameDuck>=

### 1.36 Weird GFX card problem

From: Curt Esser <camge@ix.netcom.com>

Date: Thu, 28 Jan 1999 05:27:15 -0500

Subject: Weird GFX card problem

Hi Everyone,

I released a test version of my game, to see if it works on GFX cards.

The reports show that it works fine on some systems, yet other users with almost identical systems get a crash as soon as the screen opens...

This includes both CV64 and PicassoIV users, with 030x25 - 060/PPC processors.

Immediately after opening the screen (using a screenmode requester, and opening the screen with "ScreenTags" and a taglist) a few people get a crash, most do not.

Right after opening the screen & window, I use the commands "SetCycle" and "Cycle" to make the letters on the title screen animate. Could this cause a problem with some systems (but not others)?

After that I load the data files (sounds, pics, module, etc...) but these all have error traps, so I suspect the cycling commands.

Or does anybody have any other ideas?

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

### 1.37 Re: Weird GFX card problem

28 Jan 99 12:05:55 0

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Thu, 28 Jan 1999 12:05:45 -0000

encoding: Quoted-printable

Subject: Re: Weird GFX card problem

What OS's and versions of the PIV/CGFX libraries are the problem users (y=eah

the users not the system ;) running? It may be that you've used something = which

---

requires an OS version higher than they've got.

Maybe.

l) ^ V ][ l) M =A9 M ][ M N

d.mcminn@eee.rgu.ac.uk ICQ=3D16827694

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

### 1.38 Re: Weird GFX card problem

for blitz-list@netsoc.ucd.ie; Thu, 28 Jan 1999 15:39:00 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 28 Jan 99 15:37:19 +0000

Subject: Re: Weird GFX card problem

Encoding: 7bit

Hi Curt,

> Immediately after opening the screen (using a screenmode requester, and  
> opening the screen with "ScreenTags" and a taglist) a few people get a  
> crash, most do not.

This happens to me whenever I attempt to open a screen with screenmode  
requester and screentags, WITH runtime errorchecking (debugger)

switched on. I'm not sure, but ModePro might interfere with it,  
although this only occurs when the picasso96 monitor driver (Pixel64)  
is active. When the rtg monitor is removed everything works fine.

However, your game worked fine for me here with p96 up and running.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

### 1.39 Re: Weird GFX card problem

From: Curt Esser <camge@ix.netcom.com>

Date: Fri, 29 Jan 1999 04:12:55 -0500

Subject: Re: Weird GFX card problem

Hi guys,

On 28-Jan-99, Paul wrote:

> Hi Curt,

>

---

>> Immediately after opening the screen (using a screenmode requester, and  
>> opening the screen with "ScreenTags" and a taglist) a few people get a  
>> crash, most do not.

>

> This happens to me whenever I attempt to open a screen with screenmode  
> requester and screentags, WITH runtime errorchecking (debugger)  
> switched on.

No, the debugger was off when I compiled the program. A bit more info:

The people with problems all report the error as

"Deadend - uninitialized trap 0 vector"

> I'm not sure, but ModePro might interfere with it,

> although this only occurs when the picasso96 monitor driver (Pixel64)

> is active.

Here are the reported results--

OK on:

A3000 060x40/PPC604Ex233

CV64 CGX v3

A4000 040x40

PicassoIV P96 v1.42

A4000 060x50/PPC604Ex233

CV64 CGFX v4

A1200T 030x50

Picasso 2+ P96

A3000 030x25

CV64 CGX v3.0 (runs OK, but slow)

A3000 040x40

Domino P96 (runs OK, but slow)

A3000 060x50/PPC403Ex200

CV-PPC CGX v4

A4000 040x40

PicassoIV P96 v1.42

--- 040x25

Pixel64 P96

A3000 060x??

Unknown GFX board

-----  
Crashes on:

A3000 040x35

PicassoIV P96

---



A1200T 030x50

CV64 CGX

A3000T 040x40

PicassoII CGX

A1200T 030x50

CV64 CGX v3.0

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

## 1.40 WBInfo\_ function ???

for blitz-list@netsoc.ucd.ie; Fri, 8 Jan 1999 15:21:59 +0000

From: Darklight <Darklight@jigsawdeziagn.demon.co.uk>

Date: Fri, 08 Jan 1999 15:19:52 -0000

Subject: WBInfo\_ function ???

hi blitzers,

this one is really bugging me.....

how do you use the WBInfo\_ function from the workbench.library???

i've had several attempts and it does nothing... it's supposed to call up the Workbench Information window about the named file i think... here's what i tried...

```
lock.l=Lock_("Ram:",#ACCESS_READ)
```

```
WBInfo_ lock,"test.info",Addr Screen (0)
```

```
UnLock_ (lock)
```

trying to get it to out up a Workbench Information window on the workbench screen about the file "test" which is in Ram:

hope you can help!

thanks,

James

## 1.41 Re: WBInfo\_ function ???

8 Jan 99 15:55:36 0

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Fri, 8 Jan 1999 15:55:33 -0000

encoding: Quoted-printable

---

Subject: Re: WBInfo\_ function ???

On 8 Jan 99, at 15:19, Darklight wrote:

> how do you use the WBInfo\_ function from the workbench.library???

>

> i've had several attempts and it does nothing... it's supposed to call u=

p

> the Workbench Information window about the named file i think... here's

> what i tried...

>

> lock.l=3DLock\_("Ram:",#ACCESS\_READ)

> WBInfo\_ lock,"test.info",Addr Screen (0)

> UnLock\_ (lock)

Is it supposed to be:

WBInfo\_ lock,"test",Peek.l(Addr Screen(0))

remembering that you have to have set up screen 0 first.

l) ^ V ][ l) Ml =A9 Ml ][ N N

d.mcminn@eee.rgu.ac.uk ICQ=3D16827694

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.42 Re: WBInfo\_ function ???

From: Curt Esser <camge@ix.netcom.com>

Date: Fri, 08 Jan 1999 14:06:47 -0500

Subject: Re: WBInfo\_ function ???

Warning: This is a message in MIME format. Your mail reader does not support MIME. Some parts of this message will be readable as plain text.

To see the rest, you will need to upgrade your mail reader.

--BOUNDARY.1748345128.1

Hi Darklight

On 08-Jan-99, Darklight wrote:

> hi blitzers,

> this one is really bugging me.....

>

> how do you use the WBInfo\_ function from the workbench.library???

Here is a function that works.

Yours electronically,

Curt Esser

[camge@ix.netcom.com](mailto:camge@ix.netcom.com)

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

---

```
--BOUNDARY.1748345128.1
Content-Disposition: attachment; filename="ShowInfo"
Encoding: quoted-printable
=2EShowInfo
; Statement : ShowInfo { directory, icon, screen number }
; author : James L Boyd - jamesboyd@all-hail.freemove.co.uk
; Puts the icon information requester (or replacement like
; SwazInfo/WBInfo) onto the requested screen.
; You supply :
; 1) The directory of the file,
; 2) The file name (IMPORTANT!!! DO NOT add .info onto the end!!!)
; also, the file doesn't have to have its own icon...
; 3) The screen number - therefore, you have to have a screen
; in use, but it can use ANY Intuition screen :)
; NOTE : For some reason, the icon information requester
; still pops up if you give it a non-existent file!
Statement ShowInfo { dir$,icon$,skreen.b }
*scr.Screen=3DPeek.l(Addr Screen(skreen)) ; get screen structure for wb=
info_() call
*lok.l=3DLock_(&dir$,#ACCESS_READ) ; get a lock on the directory for th=
e call
If *scr ; make sure we've got a screen structure
If *lok ; and a directory lock
If WBInfo_(*lok,&icon$,*scr) ; the Icon Info call!
Else Request "", "Error showing icon information!", "Oh..."
EndIf
UnLock_ *lok ; free our directory lock
Else Request "", "Couldn't get lock on directory!", "Oh..."
EndIf
Else Request "", "Doh!!!The programmer has asked for a non-existent scre=
en!", "Duh..."
EndIf
End Statement
--BOUNDARY.1748345128.1--
```

## 1.43 Re: WaitAppEvent

From: Curt Esser <camge@ix.netcom.com>

Date: Sat, 09 Jan 1999 09:55:33 -0500

Subject: Re: WaitAppEvent

Hi Darklight

On 09-Jan-99, Darklight wrote:

> hi blitz ppl,

>

> ok, now this really sucks..... i have an option in my current

> util that makes it "menufy" into the Workbench Tools menu.... BUT i then

> have to keep checking with a loop to see if it's been activated once

> menufied.... problem is, is that unlike WaitEvent, the AppEvent doesn't

> hold program execution, hence the use of a loop... i have seen ppl use

> vwait, but i personally use Delay\_() like so:

>

> Repeat : Delay\_(20) : Until AppEvent

>

> however, i still get reports from ppl on slower machines that this is

> eating up quite a bit of cpu time, surely there is some sort of

> WaitAppEvent that halts the program like WaitEvent, which would use far

> less cpu time?????

If you get BSS, the updated RI library allows you do do a proper waitevent  
for an AppItem

The alternative is to do it all through the OS commands.

Or use a longer delay time, if you don't mind a bit slower response to the  
menu item...

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

## 1.44 Re: WaitAppEvent

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sat, 09 Jan 1999 17:14:51 +0200

Organization: A97

---

Subject: Re: WaitAppEvent

Encoding: quoted-printable

Hello Darklight.

On 09-Jan-99, Darklight wrote:

> ok, now this really sucks..... i have an option in my curren=  
 t util  
 > that makes it "menufy" into the Workbench Tools menu.... BUT i then hav=  
 e to  
 > keep checking with a loop to see if it's been activated once menufied..=  
 =2E. =  
 > problem is, is that unlike WaitEvent, the AppEvent doesn't hold program=  
 > execution, hence the use of a loop... i have seen ppl use vwait, but i  
 > personally use Delay\_() like so:  
 > Repeat : Delay\_(20) : Until AppEvent  
 > however, i still get reports from ppl on slower machines that this is e=  
 ating  
 > up quite a bit of cpu time, surely there is some sort of WaitAppEvent t=  
 hat  
 > halts the program like WaitEvent, which would use far less cpu time????=  
 ?

Not that I know of. You should use WaitTOF\_ instead of Delay\_. That will =  
work. (Trust me).

Regards

-- =

+--+

```

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Visit : <http://members.tripod.com/~FlameDuck>

## 1.45 WaitAppEvent

for blitz-list@netsoc.ucd.ie; Sat, 9 Jan 1999 15:46:26 +0000

From: Darklight <Darklight@jigsawdezn.demon.co.uk>

Date: Sat, 09 Jan 1999 15:44:51 -0000

Subject: WaitAppEvent

hi blitz ppl,

ok, now this really sucks..... i have an option in my current util that makes it "menufy" into the Workbench Tools menu.... BUT i then have to keep checking with a loop to see if it's been activated once menufied.... problem is, is that unlike WaitEvent, the AppEvent doesn't hold program execution, hence the use of a loop... i have seen ppl use vwait, but i personally use Delay\_() like so:

```
Repeat : Delay_(20) : Until AppEvent
```

however, i still get reports from ppl on slower machines that this is eating up quite a bit of cpu time, surely there is some sort of WaitAppEvent that halts the program like WaitEvent, which would use far less cpu time???? thanks for the help,

James

## 1.46 Re: WaitAppEvent

for blitz-list@netsoc.ucd.ie; Sat, 9 Jan 1999 17:32:26 +0000

From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>

Organization: International House of Mojo

Date: Sat, 9 Jan 1999 17:25:06 -0000

encoding: Quoted-printable

Subject: Re: WaitAppEvent

On 9 Jan 99, at 17:14, Mikkell broke out long enough to write:

```
> > Repeat : Delay_(20) : Until AppEvent
```

```
>
```

```
> > however, i still get reports from ppl on slower machines that this is
```

```
> > eating up quite a bit of cpu time, surely there is some sort of
```

```
> > WaitAppEvent that halts the program like WaitEvent, which would use fa=
r
```

```
> > less cpu time?????
```

```
>
```

```
> Not that I know of. You should use WaitTOF_ instead of Delay_. That will
```

```
> work. (Trust me).
```

---

WaitTOF\_ would halt the program for 1 vbl, whereas Delay\_ 20 (yes, don't =  
 put  
 brackets, you're not using it as a function) is supposed to put the progra=  
 m  
 into a wait state for 20 vbIs, so it shouldn't cause slow down (even on sl=  
 ow  
 machines) and won't eat as much time as WaitTOF\_, although the difference =  
 is  
 probably tiny.

[] ^ V [] [ D ] M I =A9 M I [] N N

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.47 Vulcan

From: "C.J.R.Jarvis" <C.J.R.Jarvis@wkac.ac.uk>

Subject: Vulcan

Date: Wed, 27 Jan 1999 09:59:21 -0000

charset="iso-8859-1"

What I don't understand about vulcan, is that they cancel all their game  
 projects and then wonder why they're not making any money.

Chris

## 1.48 Ultimate Blitz CD

7 Jan 99 09:58:11 0

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Thu, 7 Jan 1999 09:58:02 -0000

encoding: Quoted-printable

Subject: Ultimate Blitz CD

It looks like I may finally have to buy BSS, so here's a couple of questio=  
 ns:

- 1) Can BSS still be bought through RWE?
- 2) If the Ultimate Blitz CD has BSS on it, is it worth getting that?

Thank you and goodnight.

[] ^ V [] [ I ] M I =A9 M I [] N N

d.mcminn@eee.rgu.ac.uk ICQ=3D16827694

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.49 Re: Ultimate Blitz CD

From: mike.child@sbu.ac.uk

Date: Thu, 7 Jan 1999 10:41:07 +0000

Subject: Re: Ultimate Blitz CD

Hello David

I bought the Ultimate Blitz CD not so long ago, basically to get BSS.

I don't regret it but mostly because its just reassuring to have a single CD with everything on it that I would need if any part of the Blitz system got screwed up and I had to reinstall. Apart from the upgraded TED, the biggest advantage of which is just the history menu (although multiple document windows are handy for cutting and pasting blocks of code from one project to another too), it hasn't made a lot of difference to the experience of using blitz.

The install script for BSS didn't work properly on my system either, although a bit of fiddling on my part solved that.

If you'd like to see exactly what you get for your money I could List the CD to a file and mail it to you.

It included a printed manual which is nicer than my original ring bound one, being a spiral-bound booklet, but the contents are the same old mess, and a few pages are accidentally blank.

BTW you may remember I was having trouble with blitz crashing on my 060 board - I have since worked out that using the ALT/hash keys to compile/run causes the crash, using compile/run from the menu all works OK.. weird, unexplained and worked-around!

Regards

Mike Child

## 1.50 Re: Ultimate Blitz CD

From: Curt Esser <camge@ix.netcom.com>

Date: Thu, 07 Jan 1999 23:26:36 -0500

Subject: Re: Ultimate Blitz CD

Hi David,

On 07-Jan-99, David Mcminn wrote:

> It looks like I may finally have to buy BSS, so here's a couple of  
> questions:  
>

> 1) Can BSS still be bought through RWE?

I think it can be bought only through GuildHall in the UK

---



>

> 2) If the Ultimate Blitz CD has BSS on it, is it worth getting that?

Ultimate Blitz CD \* DOES \* have BSS on it. It also has a full 2.1 version of Blitz (which you likely already have), BUM 9 & 10, some Blitz PD games disks with sources, several BUI disk magazines, and a bunch of examples which they apparently grabbed from Aminet/dev/basic

BSS is definately worth it, I think.

It has upgraded versions of many of the RI libraries (better GTmenu support and Appicons can now do a proper WaitEvent, to name just a few...)

Also a nice shape editor, the ability to add your own commands to the SuperTed menu, and online-help in SuperTed.

The online help consists of an AmigaGuide version of the manual, which will call up the appropriate place with the full description of the tokenized command.

If you get BSS, there is an upgrade patch for SuperTed on Aminet...

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

## 1.51 Re: Ultimate Blitz CD

id 0zyZji-0002aN-00; Fri, 8 Jan 1999 11:05:51 +0000

From: mike.child@sbu.ac.uk

Date: Fri, 8 Jan 1999 11:03:46 +0000

Subject: Re: Ultimate Blitz CD

I bought it from Weird Science's web site. Pretty sure Epic have it too but IIRC weird Science was cheaper (14.99 UKP) I think.

Regards

Mike Child

## 1.52 Ultimate Blitz (no) CD

8 Jan 99 14:18:03 0

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Fri, 8 Jan 1999 14:17:50 -0000

encoding: Quoted-printable

Subject: Ultimate Blitz (no) CD

---

To further drag this on, I got a call from Weird Science today saying that they didn't have any CDs left, they haven't been able to get any from Guildhall for a while and they only have the floppy version left (3 floppies). Can someone tell me if the floppy version still has BSS on it, because the guy on the phone was "err, uhhh, I just check,...its not written on the disks...." I'll check the manual..." by which time my money in the payphone ran out. They're going to dispatch it today, so before I call them up again, I need to know if I'm going to get stiffed for something totally useless.

David McMinn  
d.mcminn@eee.rgu.ac.uk ICQ=3D16827694  
[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

### 1.53 Re: Ultimate Blitz (no) CD

8 Jan 99 15:26:06 +0100

From: "Lars Mogensen" <LarsM@pf.dtu.dk>

Organization: PF\_GANGEN

Date: Fri, 8 Jan 1999 15:25:51 +0100

encoding: 7BIT

Subject: Re: Ultimate Blitz (no) CD

Hi David.

> To further drag this on, I got a call from Weird Science today saying that  
> they didn't have any CDs left, they haven't been able to get any from Guildhall  
> for a while and they only have the floppy version left (3 floppies). Can  
> someone tell me if the floppy version still has BSS on it  
BSS is NOT on the floppy version. I will have to get the CD version too.

--

Lars Mogensen \* LarsM@pf.dtu.dk \* Tlf. 28 24 75 01

## 1.54 Re: Ultimate Blitz (no) CD

for blitz-list@netsoc.ucd.ie; Sat, 9 Jan 1999 14:00:17 +0000

From: et@enterprise.net

Date: Sat, 9 Jan 1999 13:55:38 -0000

encoding: 7BIT

Subject: Re: Ultimate Blitz (no) CD

X-Confirm-Reading-To: et@enterprise.net

X-pmrqc: 1

> To further drag this on, I got a call from Weird Science today saying that  
> they didn't have any CDs left, they haven't been able to get any from Guildhall  
Try that Electronics Boutique shop upstairs in the Bon Accord  
centre - they definitiely had some Ultimate Blitz Ever CDs in there  
before Christmas, which may or may not have been what you were  
looking for.

## 1.55 Trying to subscribe.. help!

id 0zz0AL-0000no-00; Sat, 9 Jan 1999 15:19:05 +0000

From: Peter Price <peter@amigauni.u-net.com>

Date: Sat, 09 Jan 1999 15:19:35 +0100

Organization: Team AU

Subject: Trying to subscribe.. help!

Hello Blitzers,

I'm trying to subscribe to the mailing list, but the tried and tested method  
I used last time (I had to unsub. and now I want back on) doesn't seem to  
work any more.

Has the subscription method recently changed? If so, please mail me the new  
ones privately, or if possible, force-add peter@amigauni.u-net.com  
thanks. :)

Best Regards

--

Peter "Agima" Price \ Amiga Universe 1999 \

Member - Team AMIGA \ <http://www.amigauni.u-net.com> \

Member - AmiBench \ Bolder, bigger and better than ever! \

Member - aMozilla \ Reviews, tutorials, news and views \

Krazy KOSHan -----

Of the choice of two evils, I pick the one I've never tried before.

### 1.56 The ROM font blues.

(envelope-from FlameDuck@usa.net)  
(envelope-from FlameDuck@usa.net)  
From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>  
Date: Fri, 08 Jan 1999 13:04:19 +0200  
Organization: A97  
Subject: The ROM font blues.  
Encoding: quoted-printable

Hello.

Okay, I'm working on my own print routine for chunky displays, can someone please tell me how to find the ROM font bitmap (topaz 8), and how to address it (preferably in a system friendly way) ?

Greets,

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Visit : <http://members.tripod.com/~FlameDuck>

### 1.57 Re: The ROM font blues.

8 Jan 99 13:49:29 0  
From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>  
Organization: The Robert Gordon University, E&EE

Date: Fri, 8 Jan 1999 13:49:26 -0000

encoding: Quoted-printable

Subject: Re: The ROM font blues.

On 8 Jan 99, at 13:04, Mikkel L=F8kke wrote:

> Okay, I'm working on my own print routine for chunky displays, can someo=  
ne

> please tell me how to find the ROM font bitmap (topaz 8), and how to

> address it (preferably in a system friendly way) ?

You first load the font either Blitz (LoadFont) or OS (OpenDiskFont\_)

LoadFont 0,"topaz.font",8; this will get it from ROM

; get the TextFont structure of the font, this is what you would get if

; you done \*tf.TextFont =3D OpenDiskFont\_(...)

\*tf.TextFont =3D Peek.l(Addr IntuiFont(0) + 8)

OK, in the TextFont structure, you have tf\_YSize and tf\_Modulo which are =  
the y

size (rows) and x size (width in bytes) of the bitmap data for the font. T=

he

bitmap is pointed to by the tf\_CharData field (and is word padded with zer=

os,

if it isn't a word boundary number of pixels wide).

If the character you are trying to print is outwith the tf\_LowChar and

tf\_HiChar then the default character is printed (the last one in the bitma=

p).

The default character is found from tf\_HiChar - tf\_LowChar + 1. Which is a=

lso

the number of characters in bitmap.

You should get the "kerning" value from the array pointed to by tf\_CharKe=

rn

for the character number that you are going to print, and that is how many=

pixels to the right you should begin drawing the character. This value can=

be

negative.

There is also a pointer to an array of long words which describes the x

position and size of each character in the bitmap. Each long word in the a=

rray

is broken down into two words, the upper word is the x position (in pixel=

s)

that the character starts at in the bitmap and the lower word is the width=

of

the character.

Finally, for a monospaced font, you should update your current x position=

by

the `tf_XSize` field (note that in the previous two steps, the current x pos=

ition

was not changed).

For more information, see RKRMs chapter 29, section about how an amiga fo=

nt is

structured in memory.

l) ^ V ][ l) |M| =A9 |M| ][ N N

d.mcminn@eee.rgu.ac.uk ICQ=3D16827694

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.58 Re: The ROM font blues.

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Fri, 08 Jan 1999 15:58:16 +0200

Organization: A97

Subject: Re: The ROM font blues.

Encoding: quoted-printable

On 08-Jan-99, David Mcminn wrote:

>> Okay, I'm working on my own print routine for chunky displays, can som=

>> please tell me how to find the ROM font bitmap (topaz 8), and how to

>> address it (preferably in a system friendly way) ?

> You first load the font either Blitz (LoadFont) or OS (OpenDiskFont\_)

> LoadFont 0,"topaz.font",8; this will get it from ROM

> ; get the TextFont structure of the font, this is what you would get if=

> ; you done \*tf.TextFont =3D OpenDiskFont\_(...)

> \*tf.TextFont =3D Peek.l(Addr IntuiFont(0) + 8)

> OK, in the TextFont structure, you have `tf_YSize` and `tf_Modulo` which ar=

e the y =

> size (rows) and x size (width in bytes) of the bitmap data for the font=

=2E The =

> bitmap is pointed to by the `tf_CharData` field (and is word padded with =

zeros, =

> if it isn't a word boundary number of pixels wide).

> If the character you are trying to print is outwith the `tf_LowChar` and =  
 > `tf_HiChar` then the default character is printed (the last one in the bi=  
 tmap). =  
 > The default character is found from `tf_HiChar - tf_LowChar + 1`. Which i=  
 s also =  
 > the number of characters in bitmap.  
 > You should get the "kerning" value from the array pointed to by `tf_Char=  
 Kern =`  
 > for the character number that you are going to print, and that is how m=  
 any =  
 > pixels to the right you should begin drawing the character. This value =  
 can be =  
 > negative.  
 > There is also a pointer to an array of long words which describes the x=  
 =  
 > position and size of each character in the bitmap. Each long word in th=  
 e array =  
 > is bnroken down into two words, the upper word is the x position (in pi=  
 xels) =  
 > that the character starts at in the bitmap and the lower word is the wi=  
 dth of =  
 > the character.  
 > Finally, for a monospaced font, you should update your current x positi=  
 on by =  
 > the `tf_XSize` field (note that in the previous two steps, the current x =  
 position =  
 > was not changed).  
 > For more information, see RKRMs chapter 29, section about how an amiga =  
 font is =  
 > structured in memory.

I do not have the ROM kernal manuals. There is only ONE store in Denmark =  
 that sells AMiGA products, and they DON'T have any books :o(

And why is the system fririendly way allways so (relatively) complicated ?

Thanks,

-- =

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Visit : http://members.tripod.com/~FlameDuck=
```

### 1.59 Re: The ROM font blues.

8 Jan 99 16:11:41 0

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Fri, 8 Jan 1999 16:11:30 -0000

encoding: Quoted-printable

Subject: Re: The ROM font blues.

On 8 Jan 99, at 15:58, Mikkel L=F8kke wrote:

> I do not have the ROM kernal manuals. There is only ONE store in Denmark  
> that sells AMiGA products, and they DON'T have any books :o(

Ahh, well then check this out:

<http://www.redrobe.demon.co.uk/amiga/essentials.html>

> And why is the system friendly way allways so (relativly) complicated ?

Who said that was system friendly? No seriously though, there is nothing =  
about

whether that stuff will change, I mean its nearly the same for colourfonts=  
(more planes) and proportional fonts (different character with calculation=  
) ,

and it wouldn't change for OS3.5. You probably won't be able to do this in=  
later OSs on the new Amiga: they'll all have GFX cards standard, so fonts =  
will

probably be chunky anyway, and seeing as there is currently functions for  
printing text (Text\_ and PrintIText\_) this is a good indicator that you



probably shouldn't do stuff like this. But it won't take out any nuclear fusion

reactors you happen to have connected to your Mig.

l) ^ V ][ l) M =A9 M ][ M N

d.mcminn@eee.rgu.ac.uk ICQ=3D16827694

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.60 The ParpsVille! BlitzWeb website

From: "BootBlock/Carnage" <BootBlock@Bigfoot.com>

Subject: The ParpsVille! BlitzWeb website

Date: Sat, 2 Jan 1999 04:21:42 -0000

charset="iso-8859-1"

Encoding: 7bit

Hi!

Just to let you all know, I'm currently creating a big Blitz resource website. I've been meaning to for quite a while now, and finally got 'round to it! You can find out the result of an hour or two's work by going to the URL below:

[HTTP://Fly.to/ParpsVille](http://Fly.to/ParpsVille)

or if the above doesn't work (technical reasons), use:

[HTTP://www.parpssville.free-online.co.uk/blitzweb/](http://www.parpssville.free-online.co.uk/blitzweb/)

--

BootBlock/Carnage, from Grimsby, England. - ICQ#: 14864929

[HTTP://fly.to/ParpsVille](http://fly.to/ParpsVille) - Amiga/PC/PSX, Blitz2, Emulation, etc...

A1200T/020-28/iP166/2+4+32Mb/2.1+4.3Gb/56k/NEC4x4 (all in \*1\* case!)

## 1.61 Re: The new Blitz Platform and religion

From: amorel <amorel@xs4all.nl>

Date: Sun, 31 Jan 1999 21:28:45 +0500

Subject: Re: The new Blitz Platform and religion

Encoding: quoted-printable

On 31-Jan-99, Mikkel L=F8kke wrote:

>realise it, they live in total denial so as to hide their own ignorance.=

I

>mean a good 70% of the (Danish[and probably similar figures elsewhere])

>population live on a mass illusion, kept alive by Microsoft. what happen=

s

when

Well, the same goes for christian and other religions. It`s all in the nature. Most humans seek to be mislead in order to have some security onl=

y

existing in their imagination. That is because humanity is cursed by the knowledge of their own mortality. It disturbs many a person :-)

-- =

Jeroen(and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \\ Good old C=3D64 Aura 12/16 sampler=

=

Ever kissed a frog? ;-P\\ /Fatman analogue synth :D

Do you need music for your game/demo?\\ /Roland dr-5 and more ;-9

Have you got a recorddeal? ;) \\ /Check my music on aminet:

Contact me! amorel@xs4all.nl \\ /mods/hardc (ftp.wustl.eduetc=

=2E)

http://www.xs4all.nl/~amorel/ \\ /or take a look at my homepage=

=2E =

=

## 1.62 Re: The new Blitz Platform ;)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sun, 31 Jan 1999 17:23:48 +0200

Organization: A97

Subject: Re: The new Blitz Platform ;)

Encoding: quoted-printable

X-Info: mailto:sf@xxl.ots.dk in case of problems!

Hello Donovan.

On 30-Jan-99, Donovan Reeve wrote:

> On 27-Jan-99, Keresztes Tam=E1s flashed:

>> And the AmigaOS homepage states that one of their most important aim i=  
s to be

>> Win32 compatible.It can easily become an x86 based OS - dont forget : =  
they

>> chosen an x86

>> based kernel (QNX), not a ppc/mips/alpha based one .

> The AmigaOS homepage is NOT an official Amiga Inc. page. AI do NOT in=  
tend

> to waste the new AmigaOS by making it windoz compatible. That would ma=

ke it

> even slower and more bloated than windoz. Compatibility with ALL other=  
> systems (including Amiga Classic) is going to be secondary to the Amiga=  
OS

> and run as tasks, and mainly will be third party projects.

Yeah, the AMiGA Classic emulation is just so that there will be a rather =  
broard software base to launch the new machine.

> Also, QNX is ALSO on the PPC. However, it's a moot point because the =  
base

> processor for AmigaOS 5 is going to be neither of the above. They are =  
both

> far to old and limited. PPC, Alpha are OLD and getting older, x86 is  
> ancient and laughable (not even as good as 68XXX) and even MIPS is date=  
d.

Erm, MIPS is a company, not a brand as such. And calling the MIPS r10000 =  
dated is certainly unfair.

> There are MANY processors on the market superior to any of the above a=  
nd

> more and even better ones soon to be available. Even Motorola themselv=  
es

> have better chips than PPC coming out. There are also some relatively =  
new

No they don't.

> companys (to the processor market that is) which have some very interes=  
ting

> chips in developement. Intel have sat on their cans to long, and are g=  
oing

Really ? Which ?

> to get left in the dust. They never had enough imagination anyway. It =  
is

Well that's only partly true. Intel have made some of the most valuable i=  
nventions in home computing. It's only in the last two decades they've be=  
en unintuitive.

> not by accident that QNX didn't choose to support pentiums, but went wi=  
th

> PPC instead. QNX is looking to move on to a next-generation processor.=

> That is only one of the reasons they are excited about teaming up with

> Amiga. Another reason is that their ideals for QNX are very similar to=

Are they ? I don't see it anywhere on THIER homepage...

---

> the dreams of the Amiga community. To be a bit cutesy, it is the  
> proverbial match made in heaven. It is almost as if they have been  
> working since 1980 (before the Amiga was even conceived) to be ready to  
> meet our needs. The partnership with QNX made up my mind as to whether=  
> the new Amigas will have a chance to make a major impact in the world P=  
C  
> market. You bet! We are going to have a winner on our hands! The  
Ah, this is where I think you're wrong. I think most of the people that a=  
lready have PC's are getting tired of them, but they blame Microsoft. An=  
d they have no choice. I really don't think that Bill Gates is going to s=  
it around doing nothing, while his entire empire collapses. No way. He's=  
not stupid. Even if the future AMiGA is going to be a "winner" it will s=  
till lose, because it doesn't have the financial "punch" of the PC's.  
> hardware is really somewhat secondary. The new AmigaOS will be able  
> eventually to run on a number of different processor lines. PPC will  
> likely be one of them as QNX already supports it, but I doubt that any=  
> of the NEW Amiga machines will feature PPC as the newer processors are  
> both more powerful and more capable (as well as possibly less expensive=  
> due to newer manufacturing processes being implemented). The new Amiga=  
s  
> will have far fewer chips and very small motherboards because of much  
> higher integration, and will thus be MUCH cheaper to manufacture than  
> Amiga classics (and even Intel machines). The personal computer is  
> about to become truly personal. There will soon be no need for a pc  
> (generic, not IBM) to be any larger than a book, no matter how powerful=  
> it is. Add-on hardware cards will become only a few cm in size and  
> most possible functions will be built in in the first place. Standard  
> features will read like a list of all the most exotic add-ons available=  
> now, and few users will ever need any add-ons at all. The line between=  
This will probably take a while. The only processors that could be used f=  
or something like this are MIPS, and ARM.  
> consoles and pcs will definitely become pretty moot as computers become  
> smaller and consoles demand more of the power and features once reserved=  
> for computers. When graphics and sound reach the limits of human  
This has already happened. The Nintendo64 and SEGA DreamCast, have proce=  
ssing power equal to SillyGFX workstations. PC's (in general) are a joke.=  
It is the result of the Microsoft Monopoly.  
> perception (almost there now) and power and storage go beyond all  
> reasonable or even unreasonable personal needs (also getting close)

---

> then the only thing left is to make it all smaller and cheaper.  
 Well, no. There is much left to do before we reach "CyberDeck" type computers, as described in classic CyberPunk literature. One is getting a kicking fast network standard, and making it freely available.  
 > Those afraid of digital convergence need to understand that it doesn't mean losing any power, convenience or versatility. It is an idea whose time has come. I for one don't want to be stuck with a suit-case sized pc for the rest of my life. It's almost the year 2000. We should be  
 > should be headed for other planets by now and probably would be if it wasn't for wintels monopoly holding back technology 60 years worth in time

he  
 > last decade. If billygates wins, there's going to be another dark age coming in the new millennium with the people all serfs to the ruling class.

> Fortunately, that needn't happen because the new Amiga is coming. :u)  
 I agree. Except I'm not sure the AMiGA has potential selling market. The PC's owners are living in "Happy ignorance". For example I saw this 60 minutes interview with one of the top people at SUN Microsystems.

SUN: Well Windows98 is way obsolete.

60M: I use Windows98, and I don't think it's obsolete.

SUN: That's because you don't know any better.

And that, my friends is hitting the nail on the head. How do you explain to people that the A32000 computer they just bought is JUNK, and when they finally realise it, they live in total denial so as to hide their own ignorance. I mean a good 70% of the (Danish[and probably similar figures elsewhere]) population live on a mass illusion, kept alive by Microsoft. what happens when the illusion shatters ? We'll never know, coz some of the richest people in the world are never gonna let it happen, no matter what the cost.

> ...whew. Sorry, I didn't mean to write a book (especially a sorta off-topic one). When I get going, there's no stopping me. ;)

Heh, me neither.

Regards

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/\_\I\VVV\I/\_  
+++++  
Visit : <http://members.tripod.com/~FlameDuck=>

### 1.63 The Best Way To sell PD over The Net

From: Rui Carvalho <[grim@ip.pt](mailto:grim@ip.pt)>  
Date: Wed, 13 Jan 1999 19:06:11 +0000  
X-SenderInfo: 1; picture="<http://www.ip.pt/~ip234558/ddds/grim.gif>"  
Organization: Dark Dreams Designs  
Subject: The Best Way To sell PD over The Net  
Encoding: quoted-printable

Hello,  
That's a big title!!!!  
Have you ever tried to use the password option on LZX, LHA, DMS...  
When someone buys one of the disks you simply send the password!  
Simple but efective...

-- =  
Best Regards,  
Rui Carvalho =ABgRiM=BB  
\*=ABBlitz Basic Source Code Site=BB\*  
#[Http://www.ip.pt/~ip234558](http://www.ip.pt/~ip234558) - Last Update: 05.01.99#

+-----+  
| AFM 2 - 100% - Beta Testing |  
+-----+  
| Bubbles Project -> 50% Complete | =  
+-----+

You cannot kill time without injuring eternity.

## 1.64 Text diagonally

13 Jan 99 11:07:41 +0200 (EET)

From: "Ott M. Aaloe" <ott@okarvutid.ee>

Organization: Arvutisalong Enter

Date: Wed, 13 Jan 1999 11:07:13 +0300 (EETDST)

encoding: 7BIT

Subject: Text diagonally

Hi!

Any bright ideas how to output text diagonally onto a bitmap?

I need to write some text with large font and not just horizontaly but

erm...diagonally (45 deg) aswell ;)...

and antialias would be also good but that's too much to wish I

think...Any help welcome! Thanks!

\*\*\* Ott (ott@okarvutid.ee)

## 1.65 Re: Text diagonally

13 Jan 99 09:40:29 0

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Wed, 13 Jan 1999 09:40:14 -0000

encoding: Quoted-printable

Subject: Re: Text diagonally

On 13 Jan 99, at 11:07, Ott M. Aaloe wrote:

> Hi!

>

> Any bright ideas how to output text diagonally onto a bitmap?

> I need to write some text with large font and not just horizontaly but

> erm...diagonally (45 deg) aswell ;)... and antialias would be also good

> but that's too much to wish I think...Any help welcome! Thanks!

Could you get away with just doing each letter horizontally but they woul=

d go

diagonally as a string.

If not, you could try printing the text onto a spare bitmap, grabbing as =

a

shape, rotating and the blitting onto the real bitmap. That might be a bit=

slow

though if you have a very large font.

Or even if you did one letter at a time, you would only use the amount of memory that one letter can be rotated within, not the whole string, but then you would have to update the printing co-ordinates for each letter as you go.

l) ^ V ][ l) Ml =A9 Ml ][ M M

d.mcminn@eee.rgu.ac.uk ICQ=3D16827694

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.66 Re: Text diagonally

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Wed, 13 Jan 1999 15:59:18 +0200

Organization: A97

Subject: Re: Text diagonally

Encoding: quoted-printable

On 13-Jan-99, Ott M. Aaloe wrote:

> Hi!

> Any bright ideas how to output text diagonally onto a bitmap?

> I need to write some text with large font and not just horizontally but

> erm...diagonally (45 deg) aswell ;)...

> and antialias would be also good but that's too much to wish I =

> think...Any help welcome! Thanks!

Okay, there are two "easy" ways (RAM intensive and CPU intensive).

RAM intensive:

Do the font in Dpaint (or something), rotated 45 degrees for each letter.=

Now just print it diagonally.

CPU intensive:

Do it using vector fonts. Theoretically you could use the Intuifonts, but=

it's probably better (and a whole lot easier) to do the fonts yourself.

Hybrid:

Make a "Font" out of Vector points, and just blit a shape to each of these points. This will give an uglier result than any of the other two, but would require much less RAM and CPU time.

Note that vector fonts aren't limited to the 45 degrees, but can be written in any angles.

Regards



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Visit : http://members.tripod.com/~FlameDuck=
```

## 1.67 Re: Text diagonally

for blitz-list@netsoc.ucd.ie; Wed, 13 Jan 1999 16:54:16 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 13 Jan 99 16:53:28 +0000

Subject: Re: Text diagonally

Encoding: 7bit

> Hi!

>

> Any bright ideas how to output text diagonally onto a bitmap?

> I need to write some text with large font and not just horizontaly but

> erm...diagonally (45 deg) aswell ;)...

> and antialias would be also good but that's too much to wish I

> think...Any help welcome! Thanks!

You can simulate a rotation by performing seperate horizontal and vertical `shear' operations on the image, although doing it to get the right angle you want is a little tricky, but it is quite quick.

Ie, you print your text as normal.

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|+

+-----+

then perform a horizontal shear

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\\

\-----\

and then perform a verticle shear

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sorta thing. Once you get to 45 degrees things start to warp a bit.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

## 1.68 Re: Text diagonally

for blitz-list@netsoc.ucd.ie; Wed, 13 Jan 1999 20:19:48 +0000

From: "David McMinn" <[dmcminn@house-of-mojo.freemove.co.uk](mailto:dmcminn@house-of-mojo.freemove.co.uk)>

Organization: International House of Mojo

Date: Wed, 13 Jan 1999 20:12:17 -0000

encoding: Quoted-printable

Subject: Re: Text diagonally

Another thing you could do is if you are using a outline font then you ca=

n use

the glyph engine to rotate (any angle you want) the glyphs (characters), a=

nd

all you need to do is print each at the appropriate location.

The tags for it are OT\_RotateSin and OT\_RotateCos, and you'll need to do =  
stuff

with OpenEngine\_ and the like. There's some stuff in the diskfonttag.h OS  
include and probably in the bullet.library autodoc.

[ ] ^ V [ ] [ ] M I =A9 M I [ ] M N

dmcminn@house-of-mojo.freeserve.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.69 Re: Text diagonally

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Date: Thu, 14 Jan 1999 02:22:29 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=  
Subject: Re: Text diagonally

Encoding: quoted-printable

On 13-Jan-99, Mikkel L=F8kke set out across the seas with this message:

->> Any bright ideas how to output text diagonally onto a bitmap?

->> I need to write some text with large font and not just horizontaly

->> erm...diagonally (45 deg) aswell ;)...

->> and antialias would be also good but that's too much to wish I =

->> think...Any help welcome! Thanks!

->Okay, there are two "easy" ways (RAM intesive and CPU intensive).

Hmm, another really bodgy way :

(I am -so- great for stupid ideas:)

Print the text to a hidden bitmap, then grab each column of the text as a=  
shape, and blit it where you need it, but each column after is blitted on=

e

pixel higher or lower than the last =3D]

You can also do this sideways for some really bad italics ;]

-- =

\*\*\*\*\*

\*\*\* CAT TAG \*\*\* Do not taunt this tagline...

\*\*\*\*\*

\_\_\_\_\_ ^ \_

\_\_\_\_\_ V \_\_\_\_\_ ^ \_\_\_\_ -- Toby Zuijdveld --

\ \_\_\_\_ =ACV. \_\_\_\_\_ \_/

l) \_ ^ \_\_\_\_ V \ -EMail : <mailto:hotcakes@abacus.net.au>-

!! | =AC \ \ \ \ - HTTP : <http://abacus.net.au/hotcakes>

| \_ | // \_\_\_\_\_ // \_\_\_\_ // [ Last updated : 11=B701=B799 ]

! \_ \_ / VDTN.V

## 1.70 Re: Swearing?

for blitz-list@netsoc.ucd.ie; Sun, 24 Jan 1999 03:25:32 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 24 Jan 99 03:25:35 +0000

Subject: Re: Swearing?

Encoding: 7bit

> Heya,

>

> I've been gone for just over a week and your all fucking swearing.. in the  
> topics! :)

>

> Fucking good show, about bloody tme :)

>

> Oh shit, I just forgot, that stupid cunt over the road took my god damn  
> motherfucking lameass Monkey Island disk set, I'll kill the stupid cockwit...

>

> JB

>

> Swearing: Its never fun when everybody else is doing it.

>

No, it's just offensive.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

## 1.71 Swearing?

From: Jamie Bentley <sniper@technet2000.com.au>

Date: Sun, 24 Jan 1999 11:31:58 +0500

Organization: Sniper Productions

Subject: Swearing?

Heya,

I've been gone for just over a week and your all fucking swearing.. in the  
topics! :)

Fucking good show, about bloody tme :)

Oh shit, I just forgot, that stupid cunt over the road took my god damn  
motherfucking lameass Monkey Island disk set, I'll kill the stupid cockwit...

JB

Swearing: Its never fun when everybody else is doing it.

---

### 1.72 Re: Swearing?

(envelope-from FlameDuck@usa.net)  
(envelope-from FlameDuck@usa.net)  
From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>  
Date: Sun, 24 Jan 1999 09:01:16 +0200  
Organization: A97  
Subject: Re: Swearing?  
Encoding: quoted-printable

Hello Jamie.

On 24-Jan-99, Jamie Bentley wrote:

- > I've been gone for just over a week and your all fucking swearing.. in =  
the
- > topics! :)
- > Fucking good show, about bloody tme :)
- > Oh shit, I just forgot, that stupid cunt over the road took my god damn=  
> motherfucking lameass Monkey Island disk set, I'll kill the stupid cock=  
wit...
- > Swearing: Its never fun when everybody else is doing it.

Actually I thought it was quite funny....

Regards

-- =

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Visit : <http://members.tripod.com/~FlameDuck=>

## 1.73 Re: Swearing?

([62.136.19.7] helo=194.152.64.35 ident=kewl)

by mail4.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 104Mzw-00031j-00

for blitz-list@netsoc.ucd.ie; Sun, 24 Jan 1999 10:42:32 +0000

From: Loki <loki@napalmdeath.freemove.co.uk>

Date: Sun, 24 Jan 1999 10:18:14 +0100

Organization: Satanic Dreams Software.

Subject: Re: Swearing?

Hello Mikkel

Hiya, Mikkel... ,on 24-Jan-99 you wrote me about Re: Swearing?! :)

ML>> Hello Jamie.

ML>>

ML>> On 24-Jan-99, Jamie Bentley wrote:

ML>>

ML>>> I've been gone for just over a week and your all fucking swearing.. in

ML>>> the topics! :)

ML>>

ML>>> Fucking good show, about bloody tme :)

ML>>

ML>>> Oh shit, I just forgot, that stupid cunt over the road took my god

ML>>> damn motherfucking lameass Monkey Island disk set, I'll kill the

ML>>> stupid cockwit...

ML>>

ML>>> Swearing: Its never fun when everybody else is doing it.

ML>>

ML>> Actually I thought it was quite funny....

Me too!, I second that!

ML>>

ML>> Regards

Regards

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: [loki@napalmdeath.freemove.co.uk](mailto:loki@napalmdeath.freemove.co.uk)

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384

<tsb>

---

<tsb>\*SATANIC DREAMS FOUNDER\*  
<tsb>ADMIN: admin@satanicdreams.freemove.co.uk  
<tsb>AMINET: SDPackN.lha (docs/misc)  
<tsb>WWW: http://www.satanicdreams.freemove.co.uk/  
<tsb>IRC: Dalnet/#SatanicDreams  
<tsb>

## 1.74 Re: Swearing?

From: eNTiTy <entity@zeelandnet.nl>  
Date: Sun, 24 Jan 1999 14:48:47 +0100  
Subject: Re: Swearing?  
Encoding: quoted-printable  
On 24-jan-99, Loki wrote:  
>>>> Swearing: Its never fun when everybody else is doing it. ML>>  
>>> Actually I thought it was quite funny....  
> =  
> Me too!, I second that!  
> =  
Now, if it only were on-topic ;)  
-- =  
<tsb>[ /V=AF/=AF/=AF ]  
\*Email:\* entity@zeelandnet.nl  
\*IRC:\* IRCNet #AmigaNL  
\*ICQ:\* 14694739  
Member of \*A\*miga \*C\*oding \*S\*yndicate  
<tsb>  
<sb>

## 1.75 Re: swearing (and lots of it :) )

([62.136.78.183] helo=194.152.64.35 ident=disaintcool)  
by mail10.svr.pol.co.uk with smtp (Exim 2.10 #1)  
id 1057B1-0005J3-00  
for blitz-list@netsoc.ucd.ie; Tue, 26 Jan 1999 12:01:04 +0000  
From: Loki <loki@napalmdeath.freemove.co.uk>  
Date: Tue, 26 Jan 1999 11:55:52 +0100  
Organization: Satanic Dreams Software.  
Subject: Re: swearing (and lots of it :) )

---

Hello stocksjames

Hiya, stocksjames... ,on 26-Jan-99 you wrote me about Re: swearing! :)

[ sNiPPED sOME sHiTE ]

s>>>

s>>> Heh, have you seen some of those around the place lately? ;-0

s>>

s>> He alreaDY admitted to hypocrisy. In a way, long boring e-mails and

s>> swearing are all forms of spam, which you get enough of from mailing

s>> lists :(

It's not Technically spam tho is it,

It's just crap cluttering a mailing list like this :)

s>> P.s.

s>> There is no word for the frustration involved in programming- so maybe

s>> 'fcuk' is appropriate (I spelt it wrong so my mailer didn't change it to

I like `Fluck' ehehehehehe.

Just some of those lines you blurt out when your programs dont work:

What the Fluck is happening here?

Ahh, little Flucker,..

MotherFlucking arse-biscuit.

That shouldn't Flucking happen!

What the FLUCK!

No Flucking way!

Oh my Flucking god!

Oppps, pardon my Flucking Jap. :)

Ahhhemmm!

Hummm....

s>> XXXX). Perhaps someone could come up with a better word? Bitstards!

s>> Guring!

Barstuards?

s>> You crashing bitstard!

s>>

s>> Regards;

s>> James

s>>

Regards

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk



<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>  
<tsb>ICQ: 27181384  
<tsb>  
<tsb>\*SATANIC DREAMS FOUNDER\*  
<tsb>ADMIN: [admin@satanicdreams.freemove.co.uk](mailto:admin@satanicdreams.freemove.co.uk)  
<tsb>AMINET: SDPackN.lha (docs/misc)  
<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>  
<tsb>IRC: Dalnet/#SatanicDreams  
<tsb>

## 1.76 Re: swearing (and lots of it :) )

From: Donovan Reeve <bubby.lnk@ispi.net>  
Date: Sat, 30 Jan 1999 17:06:42 +0500  
Subject: Re: swearing (and lots of it :) )  
On 26-Jan-99, Loki flashed:  
>Oppps, pardon my Flucking Jap. :)  
>Ahhhemmm!  
>Hummm....  
>s>> XXXX). Perhaps someone could come up with a better word? Bitstards!  
>s>> Guring!  
>Barstuards?  
>s>> You crashing bitstard!  
My personal fave is "flunking billygate". ;)  
as in "Flunking billygate!!! This PCing son-of-a-wintel crashed and broke  
all my windozs!!! ;^D  
cach y'all later,  
Donovan Reeve (bubby.lnk@ispi.net)

## 1.77 Re: swearing (and lots of it :) )

From: amorel <amorel@xs4all.nl>  
Date: Sun, 31 Jan 1999 05:50:42 +0500  
Subject: Re: swearing (and lots of it :) )  
On 30-Jan-99, Donovan Reeve wrote:  
> My personal fave is "flunking billygate". ;)  
>as in "Flunking billygate!!! This PCing son-of-a-wintel crashed and broke  
>all my windozs!!! ;^D  
I see no real difference in saying flunk or fuck. It's the feeling and

motivation behind the word which does it. Not the word itself. What is wrong with fuck anyway, it's about the most intimate contact two humans can have :-). And of course when you swear you often don't take that swearing word literally.

--

Jeroen (and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \\ Good old C=64 Aura 12/16 sampler

Ever kissed a frog? ;-P \\ /Fatman analogue synth :D

Do you need music for your game/demo? \\ /Roland dr-5 and more ;-9

Have you got a record deal? ;) \\ /Check my music on aminet:

Contact me! amorel@xs4all.nl \\ /mods/hardc (ftp.wustl.edu etc.)

<http://www.xs4all.nl/~amorel/> \\ /or take a look at my homepage.

## 1.78 swearing

Date: Mon, 25 Jan 1999 11:11:03 +0000

From: stocksjames <stocksames@KNOCK.co.uk>

Organization: Our Lady & St. Patrick's College, Knock

Subject: swearing

Encoding: 7bit

Swearing's bad, mmm'kay?

It's a bad thing to do.. ...mmm'kay?

What's even worse is people who disapprove of it.

Swearing's cool!

Just don't do it on a mailing list.

Mmm-kay?

Mr Mackey

## 1.79 Re: swearing

for blitz-list@netsoc.ucd.ie; Mon, 25 Jan 1999 16:30:57 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 25 Jan 99 16:27:22 +0000

Subject: Re: swearing

Encoding: 7bit

Hi,

I'm going to be a hypocrite now and write a completely non-blitz reply,

> Swearing's bad, mmm'kay?

> It's a bad thing to do.. ...mmm'kay?

>

> What's even worse is people who disapprove of it.

> Swearing's cool!

> Just don't do it on a mailing list.

> Mmm-kay?

Sometimes swearin can be fun, when it is mutual, like humour. But this isn't always the case. I personally get offended by swearing, maybe that's old fashioned, but to me it is a sign of emotional blindness and isn't a manner of expressing things that is necessary, most of the time. Not only that but swearwords have the sting and potential harm that they do because of their violent nature, usually featuring abrupt starts, fast-burning interlude and abrupt ends, like `fuck'. It is very concise and contained, but containment is not the way to go. It also resembles a short sharp stab and really, if people want to go about fighting amongst themselves that's their business but not something I am inclined to do. There are other ways, but these are usually thought boring or untrendy. I agree that some things are better out than in, but not for the sake of it, and it can be a bit adolescent at times. And when it boils down to it, people who swear usually do so because they don't have a wider appreciation of the situation, and that just shows narrow mindedness, which is why when they look at those who don't like to swear they see that narrow mindedness somewhere inbetween, like a barrier. It's just that they associate it with belonging to the other person that causes the denial. If people are going to go about the place swearing, which at the end of the day is only a quick fix to patch over a greater problem, we'll just end up in a world where there really is something to cuss about, as if we weren't already that far gone.

I dont know if this sounds pompous or intellectual to you, it's not aimed at you personally it's just a general statement. But I will say this.. until people can swear without malice or intent of violence, swearing will continue to be a fashionable thing.

What do you think about it?

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

---

## 1.80 Re: swearing

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Mon, 25 Jan 1999 19:52:06 +0200

Organization: A97

Subject: Re: swearing

Encoding: quoted-printable

On 25-Jan-99, Paul wrote:

>> Swearing's bad, mmm'kay?

>> It's a bad thing to do.. ...mmm'kay?

>> =

>> What's even worse is people who disapprove of it.

>> Swearing's cool!

>> Just don't do it on a mailing list.

>> Mmm-kay?

> Sometimes swearin can be fun, when it is mutual, like humour. But this

> isn't always the case. I personally get offended by swearing, maybe

> that's old fashioned, but to me it is a sign of emotional blindness

> and isn't a manner of expressing things that is necessary, most of

> the time. Not only that but swearwords have the sting and potential

> harm that they do because of their violent nature, usually featuring

> abrupt starts, fast-burning interlude and abrupt ends, like `fuck'. It

> is very concise and contained, but containment is not the way to go.

> It also resembles a short sharp stab and really, if people want to go

> about fighting amongst themselves that's their business but not

> something I am inclined to do. There are other ways, but these are

> usually thought boring or untrendy. I agree that some things are

> better out than in, but not for the sake of it, and it can be a bit

> adolescent at times. And when it boils down to it, people who swear

> usually do so because they don't have a wider appreciation of the

> situation, and that just shows narrow mindedness, which is why when

> they look at those who don't like to swear they see that narrow

> mindedness somewhere inbetween, like a barrier. It's just that they

> associate it with belonging to the other person that causes the

> denial. If people are going to go about the place swearing, which at

> the end of the day is only a quick fix to patch over a greater

> problem, we'll just end up in a world where there really is something

> to cuss about, as if we weren't already that far gone.  
 > I dont know if this sounds pompous or intellectual to you, it's not  
 > aimed at you personally it's just a general statement. But I will say  
 > this.. until people can swear without malice or intent of violence,  
 > swearing will continue to be a fashionable thing.  
 > What do you think about it?

Actually I prefer people who swear instead of posting dull lengthy letter=  
 s with little or no point. :o)

Regards

-- =

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Visit : <http://members.tripod.com/~FlameDuck=>

**1.81 Re: swearing**

for blitz-list@netsoc.ucd.ie; Mon, 25 Jan 1999 19:31:16 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 25 Jan 99 19:31:18 +0000

Subject: Re: swearing

Encoding: 7bit

>> Sometimes swearin can be fun, when it is mutual, like humour. But this  
 >> isn't always the case. I personally get offended by swearing, maybe

>> that's old fashioned, but to me it is a sign of emotional blindness  
>> and isn't a manner of expressing things that is necessary, most of  
>> the time. Not only that but swearwords have the sting and potential  
>> harm that they do because of their violent nature, usually featuring  
>> abrupt starts, fast-burning interlude and abrupt ends, like `fuck'. It  
>> is very concise and contained, but containment is not the way to go.  
>> It also resembles a short sharp stab and really, if people want to go  
>> about fighting amongst themselves that's their business but not  
>> something I am inclined to do. There are other ways, but these are  
>> usually thought boring or untrendy. I agree that some things are  
>> better out than in, but not for the sake of it, and it can be a bit  
>> adolescent at times. And when it boils down to it, people who swear  
>> usually do so because they don't have a wider appreciation of the  
>> situation, and that just shows narrow mindedness, which is why when  
>> they look at those who don't like to swear they see that narrow  
>> mindedness somewhere inbetween, like a barrier. It's just that they  
>> associate it with belonging to the other person that causes the  
>> denial. If people are going to go about the place swearing, which at  
>> the end of the day is only a quick fix to patch over a greater  
>> problem, we'll just end up in a world where there really is something  
>> to cuss about, as if we weren't already that far gone.

>

>> I dont know if this sounds pompous or intellectual to you, it's not  
>> aimed at you personally it's just a general statement. But I will say  
>> this.. until people can swear without malice or intent of violence,  
>> swearing will continue to be a fashionable thing.

>

>> What do you think about it?

>

> Actually I prefer people who swear instead of posting dull lengthy letters with little or no point. :o)

>

Heh, have you seen some of those around the place lately? ;-0

Just having my little whinge.

BTW have you tried the new transparency stuff in mildred yet?

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

---

## 1.82 Re: swearing

id 104vjd-0003yP-00; Mon, 25 Jan 1999 23:48:01 +0000

From: "Simon Hitchen" <simon@gadge.u-net.com>

Organization: Gadge Software

Date: 25 Jan 99 23:33:40 +0000

Subject: Re: swearing

Encoding: quoted-printable

Hello Mikkel L=F8kke,

[Huge quote snipped]

=20

> Actually I prefer people who swear instead of posting dull lengthy

> letters with little or no point. :o)

I prefer people who know what a delete key is for ;-)

[Huge sig snipped]

--=20

Bye f'now

Simon

## 1.83 Re: swearing

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Tue, 26 Jan 1999 11:46:13 +0200

Organization: A97

Subject: Re: swearing

Encoding: quoted-printable

On 25-Jan-99, Paul wrote:

[-lecture on swearing removed-]

>>> What do you think about it?

>> Actually I prefer people who swear instead of posting dull lengthy letters with little or no point. :o)

> Heh, have you seen some of those around the place lately? ;-0

Oh, quite a few actually :o)

> BTW have you tried the new transparency stuff in mildred yet?

Erm, no. But I'm getting to it. I gonna write a real demo soon using tons of Mildred commands and stuff to show off tons of different chunky techniques.

---

Regards

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Visit : <http://members.tripod.com/~FlameDuck>=

## 1.84 Re: swearing

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Tue, 26 Jan 1999 11:48:34 +0200

Organization: A97

Subject: Re: swearing

Encoding: quoted-printable

On 26-Jan-99, Simon Hitchen wrote:

> [Huge quote snipped]

>> Actually I prefer people who swear instead of posting dull lengthy

>> letters with little or no point. :o)

> I prefer people who know what a delete key is for ;-)

I know what a delete key is for, but I wanted to keep the remark in conte=

xt. :o=FE

> [Huge sig snipped]

Hah, just use YAM. :o)



Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

### 1.85 Re: swearing

Date: Tue, 26 Jan 1999 11:04:20 +0000  
 From: stocksjames <stocksjames@KNOCK.co.uk>  
 Organization: Our Lady & St. Patrick's College, Knock  
 Subject: Re: swearing  
 Encoding: 7bit  
 Paul wrote:

>  
 >>> Sometimes swearin can be fun, when it is mutual, like humour. But this  
 >>> isn't always the case. I personally get offended by swearing, maybe  
 >>> that's old fashioned, but to me it is a sign of emotional blindness  
 >>> and isn't a manner of expressing things that is necessary, most of  
 >>> the time. Not only that but swearwords have the sting and potential  
 >>> harm that they do because of their violent nature, usually featuring  
 >>> abrupt starts, fast-burning interlude and abrupt ends, like `fuck'. It  
 >>> is very concice and contained, but containment is not the way to go.  
 >>> It also resembles a short sharp stab and really, if people want to go

>>> about fighting amongst themselves that's their business but not  
>>> something I am inclined to do. There are other ways, but these are  
>>> usually thought boring or untrendy. I agree that some things are  
>>> better out than in, but not for the sake of it, and it can be a bit  
>>> adolescent at times. And when it boils down to it, people who swear  
>>> usually do so because they don't have a wider appreciation of the  
>>> situation, and that just shows narrow mindedness, which is why when  
>>> they look at those who don't like to swear they see that narrow  
>>> mindedness somewhere inbetween, like a barrier. It's just that they  
>>> associate it with belonging to the other person that causes the  
>>> denial. If people are going to go about the place swearing, which at  
>>> the end of the day is only a quick fix to patch over a greater  
>>> problem, we'll just end up in a world where there really is something  
>>> to cuss about, as if we weren't already that far gone.

>>

>>> I dont know if this sounds pompous or intellectual to you, it's not  
>>> aimed at you personally it's just a general statement. But I will say  
>>> this.. until people can swear without malice or intent of violence,  
>>> swearing will continue to be a fashionable thing.

>>

>>> What do you think about it?

>>

>> Actually I prefer people who swear instead of posting dull lengthy letters with little or no point. :o)

>>

>

> Heh, have you seen some of those around the place lately? ;-0

He already admitted to hypocrisy. In a way, long boring e-mails and  
swearing are all forms of spam, which you get enough of from mailing  
lists :(

P.s.

There is no word for the frustration involved in programming- so maybe  
'fcuk' is appropriate (I spelt it wrong so my mailer didn't change it to  
XXXX). Perhaps someone could come up with a better word? Bitstards!

Guruing!

You crashing bitstard!

Regards;

James

## 1.86 Re: swearing

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Tue, 26 Jan 1999 16:28:41 +0200

Organization: A97

Subject: Re: swearing

Encoding: quoted-printable

Hello stocksjames.

On 26-Jan-99, stocksjames wrote:

[-Boring and totally tedious stuff removed-]

>>>> What do you think about it?

>>> =

>>> Actually I prefer people who swear instead of posting dull lengthy letters with little or no point. :o)

>>> =

>> =

>> Heh, have you seen some of those around the place lately? ;-0

> He already admitted to hypocrisy. In a way, long boring e-mails and

> swearing are all forms of spam, which you get enough of from mailing

> lists :(

I admit to nothing !! And the DEFINITION of SPAM is unsolicited commercial E-mail, which generally don't appear on any mailing lists. My E-mail is not unsolicited, (since it's a reply to someone else's E-mail) nor is it commercial (Really, it's not.) I would ask that you in the future confine yourself to the truth.

> P.s.

> There is no word for the frustration involved in programming- so maybe

Yes there is, you just don't know them yet. :o)

> 'fcuk' is appropriate (I spelt it wrong so my mailer didn't change it to

> XXXX). Perhaps someone could come up with a better word? Bitstards!

> Gurning!

Hahaha, you have a mailer that prevents swearing ? Hillarious, what will they think of next ?

Anyway, I hardly think there is a large number of people here using too many "four letter words" unless appropriate (Or to prove a point). And the

thing about finding substitute words such a feck instead of fuck is simply plain silly, you wouldn't even fool a four year old. =

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

### 1.87 Re: swearing

([62.136.79.151] helo=194.152.64.35 ident=loki)

by mail6.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 105ShH-0005x3-00

for blitz-list@netsoc.ucd.ie; Wed, 27 Jan 1999 10:59:47 +0000

From: Loki <loki@napalmdeath.freemove.co.uk>

Date: Wed, 27 Jan 1999 10:47:00 +0100

Organization: Satanic Dreams Software.

Subject: Re: swearing

Hello Mikkel

Hiya, Mikkel... ,on 26-Jan-99 you wrote me about Re: swearing! :)

ML>>

ML>> Anyway, I hardly think there is a large number of people here using too

ML>> many "four letter words" unless appropriate (Or to prove a point). And

ML>> the thing about finding substitute words such a feck instead of fuck is

ML>> simply plain silly, you wouldn't even fool a four year old.  
Yes, but you would fool a dodgy mail server that strips swear words :)))

ML>> Regards

Regards

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384

<tsb>

<tsb>\*SATANIC DREAMS FOUNDER\*

<tsb>ADMIN: admin@satanicdreams.freemove.co.uk

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>

## 1.88 Re: swearing

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Wed, 27 Jan 1999 15:55:24 +0200

Organization: A97

Subject: Re: swearing

Encoding: quoted-printable

Hello Loki.

On 27-Jan-99, Loki wrote:

> Hello Mikkel

> Hiya, Mikkel... ,on 26-Jan-99 you wrote me about Re: swearing! :)

>>> =

>>> Anyway, I hardly think there is a large number of people here using t=

oo

>>> many "four letter words" unless appropriate (Or to prove a point). An=

d

>>> the thing about finding substitute words such a feck instead of fuck =

is

>>> simply plain silly, you wouldn't even fool a four year old.

> Yes, but you would fool a dodgy mail server that strips swear words :))=

)

Indeed, because these servers run on PC's, which are considerably dumber =  
than four year olds. :o)

Regards

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Visit : <http://members.tripod.com/~FlameDuck>=

## 1.89 Re: swearing

([62.136.73.111] helo=194.152.64.35 ident=disaintcool)

by mail15.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 105bLd-00018U-00

for blitz-list@netsoc.ucd.ie; Wed, 27 Jan 1999 20:14:01 +0000

From: Loki <loki@napalmdeath.freemove.co.uk>

Date: Wed, 27 Jan 1999 19:17:53 +0100

Organization: Satanic Dreams Software.

Subject: Re: swearing

Hello Mikkel

Hiya, Mikkel... ,on 27-Jan-99 you wrote me about Re: swearing! :)

ML>> Hello Loki.

ML>>

ML>> On 27-Jan-99, Loki wrote:

ML>>> Hello Mikkel

ML>>> Hiya, Mikkel... ,on 26-Jan-99 you wrote me about Re: swearing! :)

ML>>

ML>>>>>

ML>>>>> Anyway, I hardly think there is a large number of people here using

ML>>>>> too many "four letter words" unless appropriate (Or to prove a

ML>>>>> point). And the thing about finding substitute words such a feck

ML>>>>> instead of fuck is simply plain silly, you wouldn't even fool a four

ML>>>>> year old.

ML>>

ML>>> Yes, but you would fool a dodgy mail server that strips swear words

ML>>> :)))

ML>>

ML>> Indeed, because these servers run on PC's, which are considerably dumber

ML>> than four year olds. :o)

YUP!... That be a good point there :).

Besides, swearing is cool, as long as it doesn't run to extremes, doesn't offend bystanders and isn't directed souly at the person.

ML>>

ML>> Regards

Regards

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: [loki@napalmdeath.freemove.co.uk](mailto:loki@napalmdeath.freemove.co.uk)

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384

<tsb>

<tsb>\*SATANIC DREAMS FOUNDER\*

<tsb>ADMIN: [admin@satanicdreams.freemove.co.uk](mailto:admin@satanicdreams.freemove.co.uk)

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>

---

## 1.90 Re: swearing

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Sat, 30 Jan 1999 16:26:35 +0500

Subject: Re: swearing

On 25-Jan-99, Paul flashed:

>adolescent at times. And when it boils down to it, people who swear  
>usually do so because they don't have a wider appreciation of the  
>situation, and that just shows narrow mindedness, which is why when  
>they look at those who don't like to swear they see that narrow  
>mindedness somewhere inbetween, like a barrier. It's just that they  
>associate it with belonging to the other person that causes the  
>denial. If people are going to go about the place swearing, which at  
>the end of the day is only a quick fix to patch over a greater  
>problem, we'll just end up in a world where there really is something  
>to cuss about, as if we weren't already that far gone.  
>I dont know if this sounds pompous or intellectual to you, it's not  
>aimed at you personally it's just a general statement. But I will say  
>this.. until people can swear without malice or intent of violence,  
>swearing will continue to be a fashionable thing.

Yup.

At the risk of sounding even more pompous, I have noticed that swearing often results from frustration and an inability to put ideas into better and more communicative words. The rest of the time, it results from the desire to shock or hurt. Once a person gets in the habit of it, it results from just plain thoughtlessness and kind of takes over the talking process. Take it from a person who has had a HUGE problem with swearing and wishes he could entirely eliminate it. Like a lot of other kids, I thought swearing was cool. Now it's a millstone around my neck. I HATE it.

Plus, I have found that Blitz does not respond to swearing at all!

In fact, swear words won't even tokenise! ;)

catch y'all later,

Donovan Reeve (bubby.lnk@ispi.net)

---



## 1.91 Re: swearing

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Sat, 30 Jan 1999 17:17:55 +0500

Subject: Re: swearing

Encoding: quoted-printable

On 26-Jan-99, Mikkel L=F8kke flashed:

>Anyway, I hardly think there is a large number of people here using too =  
many

>"four letter words" unless appropriate (Or to prove a point). And the th=  
ing

>about finding substitute words such a feck instead of fuck is simply pla=  
in

>silly, you wouldn't even fool a four year old. =

Kind of like "political correctness", huh?

It makes me feel better about it though. ;)

I probably should just admit that the english language is inadequit for  
some things. (oops, not to mention my spelling) ;u)

Donovan Reeve (bubby.lnk@ispi.net)

## 1.92 Re: swearing

From: Curt Esser <camge@ix.netcom.com>

Date: Sat, 30 Jan 1999 20:22:14 -0500

Subject: Re: swearing

Hi Donovan

On 30-Jan-99, Donovan Reeve wrote:

> Plus, I have found that Blitz does not respond to swearing at all!

> In fact, swear words won't even tokenise! ;)

Except ShapeShit.....

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

---

### 1.93 Re: swearing

for blitz-list@netsoc.ucd.ie; Sun, 31 Jan 1999 02:16:58 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 31 Jan 99 02:16:58 +0000

Subject: Re: swearing

Encoding: 7bit

> Plus, I have found that Blitz does not respond to swearing at all!

> In fact, swear words won't even tokenise! ;)

Perhaps there should be a reboot command called f\*\*\*

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

### 1.94 Re: swearing

From: Anton Reinauer <anton@ww.co.nz>

Date: Sun, 31 Jan 1999 21:24:22 +1300

Subject: Re: swearing

On 31-Jan-99, Donovan Reeve wrote:

I wasn't going to answer this, as it's cluttering the list, but I've had enough of this!

> On 25-Jan-99, Paul flashed:

>> adolescent at times. And when it boils down to it, people who swear  
>> usually do so because they don't have a wider appreciation of the  
>> situation, and that just shows narrow mindedness, which is why when  
>> they look at those who don't like to swear they see that narrow  
>> mindedness somewhere inbetween, like a barrier. It's just that they  
>> associate it with belonging to the other person that causes the  
>> denial. If people are going to go about the place swearing, which at  
>> the end of the day is only a quick fix to patch over a greater  
>> problem, we'll just end up in a world where there really is something  
>> to cuss about, as if we weren't already that far gone.

>

>> I dont know if this sounds pompous or intellectual to you, it's not  
>> aimed at you personally it's just a general statement. But I will say

---

>> this.. until people can swear without malice or intent of violence,  
>> swearing will continue to be a fashionable thing.

>

>

> Yup.

>

> At the risk of sounding even more pompous,

Yep!

> I have noticed that

> swearing often results from frustration and an inability to put ideas  
> into better and more communicative words. The rest of the time, it  
> results from the desire to shock or hurt. Once a person gets in the  
> habit of it, it results from just plain thoughtlessness and kind of  
> takes over the talking process.

And it is /very/ expressive when necessary- some people need a rocket  
put up them verbally from time to time. I've spent most of my life  
being pushed around by people- this probably was a major cause of my  
Chronic Fatigue Syndrome- I now stand up for myself, rather than hold  
all my emotions in, and feel much better for it.

I found I'm a very passionate person really, and need to have  
expression of those passions, If I stay `nice` and hold it all in, I'll  
end up putting an axe in some flucker's head!!! I find swearing a very  
/good/ tool in anger management! You must agree swearing is a good  
compromise, considering the alternative.

A lot of people on this list are very creative- to ban all swearing  
would be incredibly stifling for those people. If you want to be  
uptight and uncreative that's your problem- don't try and force that on  
to the rest of us! You may find that offensive, but I consider your  
patronising moralising rather offensive- oh no, how could you be  
offensive- you didn't swear, did you! You may not be like that, but I  
have met many people with your views who can very be nasty verbally,  
but hide under a veneer of respectability (and niceness), and can be  
brutal even though they never would swear!

I feel the small amount of swearing on this list is a fair compromise-  
very few people swear unnecessarily here- it usually is for a good  
reason. The ones that do throw abuse around for no reason make  
themselves look immature and wannabe, and stop it pretty quickly  
because of this!

> Take it from a person who has had a

---

> HUGE problem with swearing and wishes he could entirely eliminate it.

> Like a lot of other kids, I thought swearing was cool. Now it's a

> millstone around my neck. I HATE it.

Considering what some of the kids I've met have been through in their lives (incest, beatings, drug abuse from a young age, gang war etc), swearing doesn't even rate!

> Plus, I have found that Blitz does not respond to swearing at all!

> In fact, swear words won't even tokenise! ;)

Ah, but the computer flinches when I abuse it- it's a small consolation :-)

My 2 dollars worth!

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.1)

<<http://www.ww.co.nz/home/anton>>

## 1.95 Re: swearing

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sun, 31 Jan 1999 17:37:46 +0200

Organization: A97

Subject: Re: swearing

Encoding: quoted-printable

X-Info: <mailto:sf@xxl.ots.dk> in case of problems!

Hello Curt.

On 31-Jan-99, Curt Esser wrote:

>> Plus, I have found that Blitz does not respond to swearing at all!

>> In fact, swear words won't even tokenise! ;)

> Except ShapeShit.....

Wahahahahah. ;~)

Regards

-- =

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 Visit : <http://members.tripod.com/~FlameDuck=>

### 1.96 Re: swearing

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>  
 Date: Sun, 31 Jan 1999 17:38:53 +0200  
 Organization: A97  
 Subject: Re: swearing  
 Encoding: quoted-printable  
 X-Info: <mailto:sf@xxl.ots.dk> in case of problems!  
 On 31-Jan-99, Paul wrote:  
 >> Plus, I have found that Blitz does not respond to swearing at all!  
 >> In fact, swear words won't even tokenise! ;)  
 > Perhaps there should be a reboot command called f\*\*\*  
 Not something difficult to do. Just make a fuck.obj that calls ColdReboot=  
 \_ :o)

Regards  
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 Visit : <http://members.tripod.com/~FlameDuck=>

## 1.97 SV: Selling OrionIRC

From: "Anders Hasselqvist" <hassel@acc.umu.se>

Subject: SV: Selling OrionIRC

Date: Sun, 31 Jan 1999 23:03:53 +0100

charset="iso-8859-1"

Encoding: quoted-printable

>

>>Of all these I think only Wild Tracks will work on your system. If you =  
 have a

>>PPC that is.

>

>I suspected that most wouldn't. But that rather proves my point, =  
 doesn't it?

>And for PPC...no, I don't have one. Way too expensive for my liking =  
 (not to

>mention wallet). But are you trying to tell me that it will run on a =  
 gfx-card

>if I have a PPC but insists on AGA otherwise? Talk about clumsy =  
 programming.

>I seriously doubt that P96/Cgfx causes that much overhead to render it =  
 out

>of the question with plain 68k. Especially since I could play rather =  
 complex

>games on the gfx-card if I boot up ShapeShifter.

>

I think he meant that it is PPC only.

Bye,

Anders Hasselqvist

hassel@acc.umu.se

## 1.98 Re: SV: Selling OrionIRC

Date: 31 Jan 99 23:13:01 +0100

From: "Jonas Thorell" <jonasth@bahnhof.se>

Subject: Re: SV: Selling OrionIRC

encoding: 7bit

X-System: Amiga 3000/040@40 Mhz, 35 Meg, 3 Gig HD, 28k8

X-Hardware: Prelude soundcard, Vlab digitizer, Domino gfx-card

X-Hardware: Buddha IDE-controller, 24x CD-ROM

X-Software: Aweb, Miami, Thor, ScalOS, MCP and assorted bits of bytes...

X-UIN: 12427044

X-Misc-info: Who's reading this??

Anders Hasselqvist (hassel@acc.umu.se) wrote:

>>mention wallet). But are you trying to tell me that it will run on a  
>>gfx-card if I have a PPC but insists on AGA otherwise? Talk about clumsy  
>>programming. I seriously doubt that P96/Cgfx causes that much overhead to  
>>render it out of the question with plain 68k. Especially since I could play  
>>rather complex games on the gfx-card if I boot up ShapeShifter.  
>I think he meant that it is PPC only.

If he meant that, he's wrong according to my information. It will run  
on 68k. How well is another matter though.

---

Let me take you on a trip around the world and back, and you won't  
have to move. You just sit still. Now let your mind do the walking.

---

Windows isn't a virus -- viruses do something!

## 1.99 Re: Surround Sound \*AND\* Piracy

for blitz-list@netsoc.ucd.ie; Sat, 16 Jan 1999 00:46:48 +0000

From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>

Organization: International House of Mojo

Date: Sat, 16 Jan 1999 00:39:09 -0000

encoding: Quoted-printable

Subject: Re: Surround Sound \*AND\* Piracy

You could always do what the US Air force do when training their pilots i=  
n a  
simulator - put one microphone in one ear position, and another in the oth=  
er

ear, then just record as you would normally. When you play it back (speakers

near the ears) its in 3D!!

The only drawback is that you need an accurate model of the persons skull=

. You

could use this as the piracy protection dongle, as it won't work properly =

for a

'pirated' skull!!

[ ] ^ V [ ] [ ] M I =A9 M I [ ] N N

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.100 Surround Sound

Thu, 14 Jan 1999 22:29:23 +0100 (MET)

From: Peter Thor <thor@mailbox.swipnet.se>

Date: Thu, 14 Jan 1999 22:22:53 +0300

Organization: Nukleus

Subject: Surround Sound

Hello Blitzers!

I've thought about Surround Sound lately. Been a little curious of how the "system" works when it takes the sound into "surround mode".

So if anybody of you out there have got a clue of how to achieve surround or just know the theory concerning it I would be more than happy to hear from you.

Kind regards, Thor.

--

Peter Thor, Programmer Assembler/Blitz/C/C++

Irc: Joru (irc.stealth.net, #AmigaSWE/#Amiga/#Amigascene)

ICQ: 11277616, Alt-EMail: Joru@hotmail.com

Creative Amigans at: [www.ping.be/sillycat](http://www.ping.be/sillycat)

.- Amiga is it! -.

## 1.101 Re: Surround Sound

V5.0) with ESMTP; Fri, 15 Jan 1999 08:02:43 +0200

(8.8.7/8.8.7) with SMTP id IAA07028; Fri, 15 Jan 1999 08:08:47 +0100

From: "=?iso-8859-2?Q?Keresztes\_Tam=E1s?=" <tom@tombox.buvi.mata.hu>

Subject: Re: Surround Sound

---



Date: Fri, 15 Jan 1999 08:10:45 +0100

Encoding: 8bit

Its very simple.

everything which sounds only on either side goes to the appr. speaker.

if you play a sound on both sides , it will go to the "central" speaker.

if you play a sound on left , then negate the sample and play on the left at the time you will hear it on the 'surround' speaker.

---Eredeti üzenet---

Feladó: Peter Thor <thor@mailbox.swipnet.se>

Címzett: Blitzlist <blitz-list@netsoc.ucd.ie>

Dátum: 1999. január 14. 22:31

Tárgy: Surround Sound

>Hello Blitzers!

>

>I've thought about Surround Sound lately. Been a little curious of how the

>"system" works when it takes the sound into "surround mode".

>So if anybody of you out there have got a clue of how to achive surround or

>just know the theory conserning it I would be more than happy to hear from

>you.

>

>Kind regards, Thor.

>--

>Peter Thor, Programmer Assembler/Blitz/C/C++

>Irc: Joru (irc.stealth.net, #AmigaSWE/#Amiga/#Amigascene)

>ICQ: 11277616, Alt-EMail: Joru@hotmail.com

>Creative Amigans at: www.ping.be/sillycat

>.- Amiga is it! -.

## 1.102 Re: Surround Sound

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Fri, 15 Jan 1999 23:48:27 +0200

Organization: A97

Subject: Re: Surround Sound

Encoding: quoted-printable

Hello Peter.

On 14-Jan-99, Peter Thor wrote:

---

> I've thought about Surround Sound lately. Been a little curious of how =  
the

> "system" works when it takes the sound into "surround mode".

> So if anybody of you out there have got a clue of how to achive surroun=  
d or

> just know the theory conserning it I would be more than happy to hear f=  
rom

> you.

I don't want to argue with that other guy who replied, but it doesn't mak=  
e any sense.

I don't know how to play anything out of the center speaker, but I'm sure=  
simply playing it in left & right won't do the trick. To play something =  
in the rear speaker, you have to turn the fase of the sound 90 degrees. (=

Sorry :o(

Regards

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Visit : <http://members.tripod.com/~FlameDuck>=

### 1.103 Re: Surround Sound

for blitz-list@netsoc.ucd.ie; Sat, 16 Jan 1999 01:53:54 +0000

From: "Peter Nightingale" <rajpete@andos.freemove.co.uk>

Subject: Re: Surround Sound

Date: Sat, 16 Jan 1999 01:53:04 -0000

charset="iso-8859-1"

Encoding: 7bit

Peter Thor wrote:

>Hello Blitzers!

>

>I've thought about Surround Sound lately. Been a little curious of how the

>"system" works when it takes the sound into "surround mode".

>So if anybody of you out there have got a clue of how to achieve surround or

>just know the theory concerning it I would be more than happy to hear from

>you.

>

>Kind regards, Thor.

Morning, everybody,

I read an article about surround sound in Focus not so long ago... The

general idea was that if reflections off the pinna (flappy bit of the ear)

and the shoulder, and conduction through the skull (for sounds >1000Hz)

could be emulated and played through inner ear headphones, the sound would

contain all the directional information. But everyone's pinna is different,

so at the moment the average pinna is used, and the average distance from

the shoulder to the ear, which works OK but not great. I have no idea how to

achieve this in Blitz tho! :<

### 1.104 Re: Surround Sound

From: Anton Reinauer <anton@ww.co.nz>

Date: Sun, 17 Jan 1999 13:03:47 +1300

Subject: Re: Surround Sound

On 15-Jan-99, Peter Thor wrote:

> Hello Blitzers!

>

> I've thought about Surround Sound lately. Been a little curious of how

> the "system" works when it takes the sound into "surround mode". So if

> anybody of you out there have got a clue of how to achieve surround or

> just know the theory concerning it I would be more than happy to hear  
> from you.

You just play the same sample in a left and right channel, and fade the sound volumes from one channel to another, so it sounds like your monsta (or whatever), is moving around you. Also you can play the same sample again in another channel, just slightly delayed for an echo effect- to immitate a large room etc.

Check out AHI- I think it can do some of these things for you :-)

With DVD you can have sounds in 5 different positions (Front, LF, RF, LR, RR + sub-woofer), so you can really give a lot of info on the player's surroundings through sound- cool!!!!

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.1)

<<http://www.ww.co.nz/home/anton>>

## 1.105 Re: Surround Sound

Tue, 19 Jan 1999 12:08:14 +1300

From: Anton Reinauer <anton@ww.co.nz>

Blitz-List <blitz-list@netsoc.ucd.ie>

Date: Tue, 19 Jan 1999 12:10:50 +1300

Subject: Re: Surround Sound

On 18-Jan-99, Rick Hodger wrote:

>> With DVD you can have sounds in 5 different positions (Front, LF,  
>> RF, LR, RR + sub-woofer), so you can really give a lot of info on  
the

>> player's surroundings through sound- cool!!!!

>

> That's surround sound, exactly what he was talking about,

Yes, apparently `Saving Private Ryan` used this in theatres with Dolby Digital sound, so the bullets seemed to be wizzing right past your ear - it's very freaky!!!

> and it isn't

> limited to DVD...most bought tapes/films have surround sound now.

Yes, isn't it called NiCam stereo- stereo speakers in the front and a

rear speaker- I think.

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed  
for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.1)

<<http://www.ww.co.nz/home/anton>>

## 1.106 Re: Surround Sound

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Fri, 22 Jan 1999 22:15:43 +0200

Subject: Re: Surround Sound

Encoding: quoted-printable

15-Jan-99 Wrote Mikkel L=F8kke:

>Hello Peter.

>On 14-Jan-99, Peter Thor wrote:

>> I've thought about Surround Sound lately. Been a little curious of how=  
the

>> "system" works when it takes the sound into "surround mode".

>> So if anybody of you out there have got a clue of how to achive surrou=  
nd or

>> just know the theory conserning it I would be more than happy to hear =  
from

>> you.

>I don't want to argue with that other guy who replied, but it doesn't ma=  
ke

any

>sense.

>I don't know how to play anything out of the center speaker, but I'm sur=  
e

>simply playing it in left & right won't do the trick. To play something =  
in

the

>rear speaker, you have to turn the fase of the sound 90 degrees. (Not su=  
re

>this is correct english pronounciation). This is ofcourse for Dolby surr=  
ound,

---

>I don't know how other surround sounds AT3 and THX works. Sorry :o(  
 You mean AC3 I think. THX isn't a sound system, but it is in fact quality=  
 certificate in the same way THX2 is.

Here is listed all surround systems I know.

Namereal channelscomment

\*\*\*\*\*=

\*\*

Ultra stereo 2same as Dolby surround, but not made in

Dolby laborations

Dolby surround2

Dolby Digital5.15 channels and active subwuffer  
 modification channel

DTS6same as DDigital, but uses own subwoffer  
 channel and all channels are less packed

SDDS8ALL CHANNELS ARE UNPACKED!!! The best sound  
 system at the moment

## 1.107 Re: Surround Sound

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Sat, 23 Jan 1999 11:43:36 +0200

Subject: Re: Surround Sound

19-Jan-99 Wrote Anton Reinauer:

>On 18-Jan-99, Rick Hodger wrote:

>

>>> With DVD you can have sounds in 5 different positions (Front, LF,

>>> RF, LR, RR + sub-woofer), so you can really give a lot of info on

>the

>>> player's surroundings through sound- cool!!!!

>>

>> That's surround sound, exactly what he was talking about,

> Yes, apparently `Saving Private Ryan' used this in theatres with Dolby

>Digital sound, so the bullets seemed to be wizzing right past your ear

>- it's very freaky!!!

>> and it isn't

>> limited to DVD...most bought tapes/films have surround sound now.

> Yes, isn't it called NiCam stereo- stereo speakers in the front and a

>rear speaker- I think.

No the NiCam stereo is the name for the storing system of the sound.

the sound system is called Dolby surround or ultra stereo if no fees to the dolby laborations. :)

and the system have "four" channels left right center and rear and some amplifiers can filter the Bass out and direct that to subwoofer.

so the sound sytem is said to have 2.1 channels the point one represents subbwoofer channel. This subwoofer channel in dolby surround isn't really a channel, but in Dolby digital uses modification codes to that so it's a litle bit more like "real" channel even that it do not contain real sound data.

Well back to Dolby surround. :)

That system uses only two true channels and uses some "tricks" to output the two extra channels (center and rear).

So the sound channels goes like this.

take right sound data

make inverted copy of it (negate the amplitude)

take left sound data

take average of left and right inverted

the sound left will be played through rear speakers (normally bass filtered out)

average of right and left

play this from center

sub center data from right and play it from right speaker

sub center data from left and play it from left speaker

This is only the basics, but this is enough for anybody wanting to put surround sounds to games.

PS. If all your friends are movie lunatics you will find out that you are beging to come one as well :)

## 1.108 Re: Surround Sound

From: Blitzwing <blitzwing@goldweb.com.au>

Date: Mon, 25 Jan 1999 00:06:05 +1000

Subject: Re: Surround Sound

Encoding: quoted-printable

I don't want to argue with that other guy who replied, but it doesn't make any sense.

> I don't know how to play anything out of the center speaker, but I'm sure simply playing it in left & right won't do the trick. To play something in the rear speaker, you have to turn the phase of the sound 90 degrees.

(Not sure this is correct english pronunciation). This is ofcourse for =  
Dolby surround, I don't know how other sourround sounds AT3 and THX works=  
=2E Sorry :o(

> Regards

Not to be picky but it's AC3, and phase not fase, and I think you'll find=  
you've got to shift phase by 180 degrees to move the sound to the rear. =  
with regards to playing things, remember a stereo signal is contains 2 si=  
gnals essentially, this gives you left and right signals, pro logic conta=  
ins 5 signals encoded which provides a separate signal for each channel o=  
f the system, and AC3 is what's known as 5.1 where it had the 5 channels =  
of pro logic plus a ".1" or sixth channel for (in good systems) non fadin=  
g bass/sub woofer output. twiddling with what comes out where is - for la=  
ck of a better model - as simple as a channel mask

And for those of you that think it's some simple tricks to get a fake sur=  
round sound effect, it's not, pro logic / AC3 (and others) can move and p=  
lace sounds anywhere in a within the confines of the speakers (assuming t=  
hey're where they ought to be) with full panning effect from anywhere to =  
anywhere

Blitzwing

## 1.109 Re: Surround Sound

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Mon, 25 Jan 1999 19:54:23 +0200

Organization: A97

Subject: Re: Surround Sound

Encoding: quoted-printable

Hello Blitzwing.

> I don't want to argue with that other guy who replied, but it doesn't m=  
ake any sense.

>> I don't know how to play anything out of the center speaker, but I'm =  
sure simply playing it in left & right won't do the trick. To play someth=  
ing in the rear speaker, you have to turn the fase of the sound 90 degree=  
s. (Not sure this is correct english

>> pronunciation). This is ofcourse for Dolby surround, I don't know ho=  
w other sourround sounds AT3 and THX works. Sorry :o(

> Not to be picky but it's AC3, and phase not fase, and I think you'll fi=

---



nd you've got to shift phase by 180 degrees to move the sound to the rear=  
 =2E with regards to playing things, remember a stereo signal is contains =  
 2 signals essentially, this gives you  
 > left and right signals, pro logic contains 5 signals encoded which prov=  
 ides a separate signal for each channel of the system, and AC3 is what's =  
 known as 5.1 where it had the 5 channels of pro logic plus a ".1" or sixt=  
 h channel for (in good systems) non  
 > fading bass/sub woofer output. twiddling with what comes out where is -=  
 for lack of a better model - as simple as a channel mask  
 AT3/AC3, who cares. It's not like anyone here can afford it anyway. And I=  
 'm sorry, but in Denmark we spell phase as fase. =  
 > And for those of you that think it's some simple tricks to get a fake s=  
 urround sound effect, it's not, pro logic / AC3 (and others) can move and=  
 place sounds anywhere in a within the confines of the speakers (assuming=  
 they're where they ought to be) with  
 > full panning effect from anywhere to anywhere  
 Yeah, but that doesn't make the "tricks" more complicated.

Regards

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Visit : <http://members.tripod.com/~FlameDuck>

## 1.110 SuperTED & RWE

[[62.136.42.234] helo=194.152.64.35 ident=kewl]  
by mail3.svr.pol.co.uk with smtp (Exim 2.10 #1)  
id 0zy4sq-0004br-00  
for blitz-list@netsoc.ucd.ie; Thu, 7 Jan 1999 02:09:13 +0000  
From: Loki <loki@napalmdeath.freemove.co.uk>  
Date: Thu, 07 Jan 1999 01:55:58 +0000  
Organization: Satanic Dreams Software.  
Subject: SuperTED & RWE

Hello,

Just wondering... What is THE latest version of SuperTED?

Is it 2.52?

And anybody know exactly what IS happening with RWE (Red When Exited)?

I've heard so much stuff, and it's all different.. Is there going to be anymore updates?

I heard something about Guildhall putting BSS on the BlitzCD without RWE's permission.. Is that true?, If so, I can see why they wouldn't want to update it.

Thanks..

Oh yeah,.. Whilst I think about it..

I've got this really weird thing happening with Blitz,.. It crashes when I quit the Editor. The funny thing is, it only GURU's when I save a file. IE, If I load the editor, then just hit "Quit", it exits properly. But if I load the editor, load a file, save it, then exit. The screen closes and goes back to WB, then 2 seconds later it'll GURU. This is just extremely annoying rather than anything else. I thought it might be something to do with my libs?

Any Ideas?

Cya,..

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: [loki@napalmdeath.freemove.co.uk](mailto:loki@napalmdeath.freemove.co.uk)

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384

<tsb>

<tsb>\*SATANIC DREAMS FOUNDER\*

<tsb>ADMIN: [admin@satanicdreams.freemove.co.uk](mailto:admin@satanicdreams.freemove.co.uk)

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>

## 1.111 Re: SuperTED & RWE

From: Curt Esser <camge@ix.netcom.com>

Date: Thu, 07 Jan 1999 23:33:07 -0500

Subject: Re: SuperTED & RWE

Hi Loki

On 06-Jan-99, Loki wrote:

> Hello,

>

> Just wondering,.. What is THE latest version of SuperTED?

> Is it 2.52?

Yes

> And anybody know exactly what IS happening with RWE (Red When Exited)?

> I've heard so much stuff, and it`s all different.. Is there going to be

> anymore updates?

Not from RWE, I don't think.

> Oh yeah,.. Whilst I think about it,.

> I've got this really weird thing happening with Blitz,.. It crashes

> when I quit the Editor. The funny thing is, it only GURU`s when

> I save a file. IE, If I load the editor, then just hit "Quit", it

> exits properly. But if I load the editor, load a file, save it,

> then exit. The screen closes and goes back to WB, then 2 seconds

> later it'll GURU. This is just extremely annoying rather than anything

> else. I thought it might be something to do with my libs?

If it's not a total crash, but is one of those "Program failed Suspend -

Reboot" requesters, try running snoopdos to see what is going wrong...

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

## 1.112 Re: SuperTED & RWE

8 Jan 99 10:02:36 +0100

From: "Lars Mogensen" <LarsM@pf.dtu.dk>

Organization: PF\_GANGEN

Date: Fri, 8 Jan 1999 10:02:03 +0100

encoding: 7BIT

Subject: Re: SuperTED & RWE

---

>> And anybody know exactly what IS happening with RWE (Red When Exited)?

>> I've heard so much stuff, and it's all different.. Is there going to be

>> anymore updates?

>

> Not from RWE, I don't think.

RWE have stopped their development for the Amiga :-)

--

Lars Mogensen \* LarsM@pf.dtu.dk \* Tlf. 28 24 75 01

### 1.113 SuperBitmaps

([62.136.26.28] helo=freeserve.net ident=pagansoft.freeserve.co.uk)

by mail4.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 0zwufs-0003BP-00

for blitz-list@netsoc.ucd.ie; Sun, 3 Jan 1999 21:03:00 +0000

From: Liz Tucker <liz@pagansoft.freeserve.co.uk>

Date: Sun, 03 Jan 1999 21:03:01 +0000

Subject: SuperBitmaps

Hi,

I forget who is having problems with superbitmaps but I have found pencilled into my Blitz manual (as it is missing from the text) that the flag for a superbitmap is \$80 This flag is used in the Window command.

Perhaps this is causing the problem.

--

See you,

Liz.

<tsb>

<sb>Amiga Programmer Blitz/C/Asm Member of Team \*AMIGA\*

<sb>/liz@pagansoft.freeserve.co.uk/

<tsb>

<tsb>\*Pagan Software Team Leader\*

<sb>/pagan@thehub.u-net.com/

<sb>\_#http://www.thehub.u-net.com/#\_

<tsb>\*Current Project - Dafel:Bloodline\*

<tsb>

---

## 1.114 Re: Super Bitmaps

From: Andre Beer <j.beer@abo.freiepresse.de>  
Date: Fri, 01 Jan 1999 14:31:15 +0100  
Organization: BEER PRODUCTIONS - Software for Amiga  
Subject: Re: Super Bitmaps  
Encoding: quoted-printable

Hi Oliver!

I use a superbitmap (bitmap larger than actually display) in my program GeoWorld. It runs also fine on a gfx card (tested on a BVisionPPC).

I've copied some code from the program source:

```
; this source loads the bitmap in window 0
pic$=3D>Your_Picture"
ILBMInfo pic$
width=3DILBMWidth
height=3DILBMHeight
BitMap 0,width,height,5 ; open pic$ with width+height+32 colours
LoadBitMap 0,pic$,0
posx=3D0 : posy=3D0
Window 0,0,0,a,b,$400|$100|$80|$8,a$,#draw,#back,0,0
Use BitMap 0
; use this source in your main routine
If key=3D76 Then posy-InnerHeight : Gosub move_bitmap ; up
If key=3D77 Then posy+InnerHeight : Gosub move_bitmap ; down
If key=3D78 Then posx+InnerWidth : Gosub move_bitmap ; right
If key=3D79 Then posx-InnerWidth : Gosub move_bitmap ; left
; this code moves the bitmap
move_bitmap:
Use Window 0
PutSuperBitMap
posx=3DQLimit(posx,0,width-InnerWidth)
posy=3DQLimit(posy,0,height-InnerHeight)
PositionSuperBitMap posx,posy
Return
```

Hope this is of some help for you...

Happy new year and good luck with your blitz projects to you all.

--

Bye now!

Andre

---

---

-----  
\_\_ B E E R P R O D U C T I O N S

/// Andr=E9 + Ronny Beer, Siedlung 6, 09548 Deutscheinsiedel

V/// Tel. 037362/76934 - EMail j.beer@abo.freiepresse.de :-)

V// Homepage: <http://www.freiepresse.de/home/jubee>

Projects: GeoWorld - Geography on your Amiga

BlitzBasic-Developer-Site

---

## 1.115 Stop Gameb Checking

From: Jake Frederick <gonzo@acadia.net>

Date: Thu, 14 Jan 1999 08:00:41 +0500

Subject: Stop Gameb Checking

What's an easy way to stop the GameB command from checking the joypad buttons until they've been released? I'm trying to eliminate the autofire thing so the player has to hit the button every time they want to fire instead of just holding it down.

--

-If the doors of perception were cleansed everything would appear to man as it truly is, infinite.-

## 1.116 Re: Stop Gameb Checking

14 Jan 99 13:13:50 0

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Thu, 14 Jan 1999 13:13:37 -0000

encoding: Quoted-printable

Subject: Re: Stop Gameb Checking

On 14 Jan 99, at 8:00, Jake Frederick wrote:

> What's an easy way to stop the GameB command from checking the joypad

> buttons until they've been released? I'm trying to eliminate the autofir=

e

> thing so the player has to hit the button every time they want to fire

> instead of just holding it down. -- -If the doors of perception were

> cleansed everything would appear to man as it truly is, infinite.-

That won't work, as the hardware in a joypad will make it appear as if th=

e

---

person using it is pressing and releasing it, only very quickly. The only =  
ways  
round this (I'll be happy to be proven wrong) are to decrease your program=  
's  
sensitivity to fire being pressed, to a more humanly capable speed i.e. onl=  
y  
accept fire button presses every 3rd frame or something.  
l) ^ V ][ l) Ml =A9 Ml ][ M M  
d.mcminn@eee.rgu.ac.uk ICQ=3D16827694  
[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

### 1.117 Re: Stop GameB checking

From: "C.J.R.Jarvis" <C.J.R.Jarvis@wkac.ac.uk>

Subject: Re: Stop GameB checking

Date: Thu, 14 Jan 1999 14:18:23 -0000

charset="iso-8859-1"

Hello there

In TimeCampaign I simply use a counter which is set at 0. When the  
person fires it is set to 1 and each loop I say  
if gun\count>0 then gun\count+1  
this means you can set a rate of fire for the weapon. (very useful when  
working with different types of weapon). Then you say  
if gun\count>=gun\limit then gun\count=0  
voila you're ready to fire again. Doesn't discount your autofire problem,  
but makes the firing more realistic. I remember once I'd put Xenon II on  
Autofire and left it to make a cup of tea. When I came back it was still  
flying along, happily killing all in its path :)  
Chris

### 1.118 RE: Stop GameB checking

From: "C.J.R.Jarvis" <C.J.R.Jarvis@wkac.ac.uk>

Subject: RE: Stop GameB checking

Date: Thu, 14 Jan 1999 14:52:03 -0000

charset="iso-8859-1"

On 14-Jan-99, C.J.R.Jarvis set out across the seas with this message:  
->voila you're ready to fire again. Doesn't discount your autofire  
->but makes the firing more realistic. I remember once I'd put Xenon

->Autofire and left it to make a cup of tea. When I came back it was  
 ->flying along, happily killing all in its path :)  
 And you didn't crash into the walls? =]  
 Well it did eventually, but it did fine up until then.  
 Chris

## 1.119 Re: Stop GameB checking

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 14 Jan 1999 17:12:08 +0200

Organization: A97

Subject: Re: Stop GameB checking

Encoding: quoted-printable

Hello C.J.R.Jarvis.

On 14-Jan-99, C.J.R.Jarvis wrote:

```
> In TimeCampaign I simply use a counter which is set at 0. When the
> person fires it is set to 1 and each loop I say
> if gun\count>0 then gun\count+1
> this means you can set a rate of fire for the weapon. (very useful when=
> working with different types of weapon). Then you say
> if gun\count>=3Dgun\limit then gun\count=3D0
> voila you're ready to fire again. Doesn't discount your autofire proble=
m,
> but makes the firing more realistic. I remember once I'd put Xenon II o=
n
> Autofire and left it to make a cup of tea. When I came back it was stil=
l
> flying along, happily killing all in its path :)
Just a very small comment. Wouldn't it just be easier to START at gun\lim=
it, (or #GUNLIMIT1) and then count down to zero ? I'm sure it's faster :o=
)
```

Regards

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Visit : http://members.tripod.com/~FlameDuck=

```

## 1.120 Re: Stop Gameb Checking

```

(envelope-from FlameDuck@usa.net)
(envelope-from FlameDuck@usa.net)
From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>
Date: Thu, 14 Jan 1999 17:26:50 +0200
Organization: A97
Subject: Re: Stop Gameb Checking
Encoding: quoted-printable
Hello Jake.
On 14-Jan-99, Jake Frederick wrote:
> What's an easy way to stop the GameB command from checking the joypad b=
uttons
> until they've been released? I'm trying to eliminate the autofire thing=
so
> the player has to hit the button every time they want to fire instead o=
f just
> holding it down.
It's easier to how than explain (This is with Joyb(1) since I don't know =
how GameB works):
jc.b=3DFalse
Repeat
WaitTOF_
if JoyB(1)=3D1 then jc.b=3DTrue

```

---

```

if JoyB(1)=3D0 and jc.b=3DTrue
;Fire in the hull.
jc.b=3DFalse
EndIf
Until Rawstatus($45)
But like chris allready mentioned, thiis will not eliminate AutoFire swit=
ches.

```

Regards

-- =

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```

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Visit : <http://members.tripod.com/~FlameDuck>=

### 1.121 Re: Stop Gameb Checking

Thu, 14 Jan 1999 22:29:58 +0100 (MET)  
From: Peter Thor <thor@mailbox.swipnet.se>  
Date: Thu, 14 Jan 1999 22:28:11 +0300  
Organization: Nukleus  
Subject: Re: Stop Gameb Checking

Warning: This is a message in MIME format. Your mail reader does not support MIME. Some parts of this message will be readable as plain text. To see the rest, you will need to upgrade your mail reader.

--BOUNDARY.121337672.2

Jake Frederick humbled:

> What's an easy way to stop the GameB command from checking the joypad buttons

> until they've been released? I'm trying to eliminate the autofire thing so

> the player has to hit the button every time they want to fire instead of just

> holding it down.

I've used a method like this in an old game of mine who could be played by two players at the same time by using separate joysticks.

It uses some counters to check if the player pressed the kickbutton, then the playercharacter should kick for a certain amount of time.

The player has to release the kickbutton in order to kick again.

I've attached the source for you to study.

--

Peter Thor, Coder Asm/Blitz/C/C++

Irc: Joru (irc.stealth.net, #AmigaSWE/#Amiga/#Amigascene)

ICQ: 11277616, Alt-EMail: Joru@hotmail.com

Creative Amigans at: [www.ping.be/sillycat](http://www.ping.be/sillycat)

.- Amiga is it! -.

--BOUNDARY.121337672.2

Content-Disposition: attachment; filename="Kickcheck.asc"

Encoding: quoted-printable

Content-Description: Example of checking if player is kicking or not + delay on kick

;If CheckCount=3D#CheckDelay ;should we check the buttons now?

CheckCount=3D0

If Joyb(Players)=3D1 ;if kickbutton pressed on correct joystick

Kick=3DTrue ;start kick

If KickCount<#KickTime ;and kickingtimer is less than length of kick=

Fire=3DTrue ;used for selecting frame to show (kicking =

frame or walking/jumping frame etc)

KickCount+1 ;increase kickingtimer

Else ;kickingtimer has reached its end

Kick=3DFalse ;stop the kick

EndIf

Else ;the player didnt press kickbutton

If Kick=3DTrue ;but if it SHOULD kick

If KickCount<#KickTime ;.. same as above

Fire=3DTrue ;..

KickCount+1

```
Else
Kick=3DFalse
EndIf
Else
KickCount=3D0 ;reset kickingtimer, now player can kick ag=
ain
EndIf
EndIf
;..
;additional buttonchecks
;
;EndIf
--BOUNDARY.121337672.2--
```

## 1.122 Re: Stop GameB checking

From: Anton Reinauer <anton@ww.co.nz>

Date: Sun, 17 Jan 1999 12:45:56 +1300

Subject: Re: Stop GameB checking

On 15-Jan-99, C.J.R.Jarvis wrote:

```
>
>
> On 14-Jan-99, C.J.R.Jarvis set out across the seas with this message:
>
> ->voila you're ready to fire again. Doesn't discount your autofire
> ->but makes the firing more realistic. I remember once I'd put Xenon
> ->Autofire and left it to make a cup of tea. When I came back it was
> ->flying along, happily killing all in its path :)
>
> And you didn't crash into the walls? =]
```

>

> Well it did eventually, but it did fine up until then.

Yeah, you just sat in the middle and had it on autofire in the first level, and you did better than if you actually tried to shoot the aliens!!!! :)

--

Anton Reinauer <anton@ww.co.nz>

---

## 1.123 Stereo Sound Samples

for blitz-list@netsoc.ucd.ie; Mon, 4 Jan 1999 16:58:37 +0000

From: Daniel Allsopp <daniel@thesnakepit.demon.co.uk>

Date: Mon, 04 Jan 1999 16:56:24 +0000

Subject: Stereo Sound Samples

Hi all,

Ive been trying to get some stereo samples playing using AHI in Blitz. Using my own LoadSound routine I can determine if the sound is 8bit or 16bit and in Stereo or Mono.

I know that the sample is in Stereo cause it play's in Stereo through Multiview etc. However when I play it through the Blitz AHI routines I can only hear it out of one speaker.

My question, does a stereo sound sample have to be played through two seperate audio channels, for example in AHI I would play through channels 1 and 2? I would have thought the AHI would automatically do this for you because you set a type in the Tags to tell AHI what kind of sample you're playing.

--

Cheers,

Daniel

<tsb>E-Mail: daniel@thesnakepit.demon.co.uk

<tsb>URL: <http://www.thesnakepit.demon.co.uk/>

<tsb>

## 1.124 Re: Stereo Sound Samples

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Tue, 05 Jan 1999 22:12:39 +0200

Organization: A97

Subject: Re: Stereo Sound Samples

Encoding: quoted-printable

X-Info: <mailto:sf@xxl.ots.dk> in case of problems!

Hello Daniel.

On 04-Jan-99, Daniel Allsopp wrote:

> Ive been trying to get some stereo samples playing using AHI in Blitz. =

Using

> my own LoadSound routine I can determine if the sound is 8bit or 16bit =  
and

> in Stereo or Mono.

Nice, you gonna publish this routine sometime ?

> I know that the sample is in Stereo cause it play's in Stereo through

> Multiview etc. However when I play it through the Blitz AHI routines I =  
can

> only hear it out of one speaker.

> My question, does a stereo sound sample have to be played through two

> seperate audio channels, for example in AHI I would play through channe=  
ls 1

> and 2? I would have thought the AHI would automatically do this for you=

> because you set a type in the Tags to tell AHI what kind of sample you'=  
re

> playing.

Hmmm, are you sure your AHI prefs are using stereo sound ? That might be =  
one of the reasons. Anyway try playing the sample in both channels, if it=  
works it works. I havn't done much (or indeed any) AHI programming, but =  
all my AHI problems have been caused by using the Fast mono + (or whateve=  
r) sound mode.

Regards

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Visit : <http://members.tripod.com/~FlameDuck>

## 1.125 Statements and Functions

([62.136.121.248] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail3.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 106kOz-0000uB-00

for blitz-list@netsoc.ucd.ie; Sun, 31 Jan 1999 00:06:13 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sat, 30 Jan 1999 23:56:03 +0000

Subject: Statements and Functions

Encoding: quoted-printable

Hi,

I've just uploaded my latest StatsFuncs.lha file to dev/basic,  
with 16 statements and 62 functions.

There's a lot of pretty useful stuff in there, so have a look,  
but most of it is really only of use for Intuition programming.

There are replacements for Exists (locks file until program ends!),  
ScreenHeight/Width, easy getting of screen font heights, file date  
reading, comment reading/setting, and lots more.

If anybody has any updates to it, please contact me.

It should appear in a couple of days...

And thanks to Sami N=E4=E4t=E4nen and Simon Hitchen for their solutions  
to my simple time problem ;)

See ya,

-- =

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

Connected from Dundee, Scotland. =

(<http://surf.to/all-hail/>)=

## 1.126 STAMP OUT PIRACY!!!

for blitz-list@netsoc.ucd.ie; Tue, 12 Jan 1999 00:16:00 +0000

From: Stuart Walker <stuart@digital-images.demon.co.uk>

Date: Tue, 12 Jan 1999 00:13:58 +0000

Subject: STAMP OUT PIRACY!!!

Hello,

Has anybody got any ideas on how to develop and/or programme some kind of  
anti-piracy system? I remember, someone said a few weeks ago, that when a  
friend tried to copy Half Life, it named the destination CD as Pirate Copy

and it wouldn't work. Does anybody have any idea how to programme a system which would do this?

I think that once this system has been programmed, it should be given to all software developers and publishers. I'm sure that everybody knows that Titan Computer are upset by the high piracy on thier software. Something has to be done about it!!! Any ideas?

Best Regards

Stuart Walker

Digital Images

## 1.127 Re: STAMP OUT PIRACY!!!

for blitz-list@netsoc.ucd.ie; Tue, 12 Jan 1999 00:40:06 +0000

From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>

Organization: International House of Mojo

Date: Tue, 12 Jan 1999 00:32:42 -0000

encoding: Quoted-printable

Subject: Re: STAMP OUT PIRACY!!!

On 12 Jan 99, at 0:13, Stuart broke out long enough to write:

> Has anybody got any ideas on how to develop and/or programme some kind of

> anti-piracy system? I remember, someone said a few weeks ago, that when a

> friend tried to copy Half Life, it named the destination CD as Pirate Copy

> and it wouldn't work. Does anybody have any idea how to programme a system

> which would do this?

That Pirated Copy thing sounds like they've went back to the Amiga games era,

when people created their own disk formats, only pirates are too dumb to realise it.

Nothing will ever be totally safe - just look at how long people have been

protecting software and look at how much of it can be pirated. Must be near

100%. Perhaps the CD id number you were discussing a while ago would be the

best way to go, or maybe there is some way of reading the CD (batch) serial



l  
number. You can do this with PC floppies, when you format them you are told the  
d the  
serial#, and you can't change it (not that I've ever bothered trying), but you  
you  
can read them. So maybe its the same with CDs?  
> I think that once this system has been programmed, it should be given to  
> all software developers and publishers. I'm sure that everybody knows that  
at  
> Titan Computer are upset by the high piracy on thier software. Something  
> has to be done about it!!! Any ideas?  
I'm sure that people would pay you if you developed a totally safe scheme, so  
, so  
you wouldn't need to give it away. And anyway, something that is not put onto  
nto  
the CD at manufacturing time (i.e. serial number) or built into the computer  
er  
hardware (even this can be worked around - chipped PSX anyone?) will be done in  
ne in  
software, and if it can be done, it can be undone. There's probably a few dodgy  
dodgy  
geezers in software companies, and if they get their hands on the universal  
l  
protection scheme, then every (professional) pirate will be able to get their  
heir  
hands on it as well.  
Afterthought: if you're program really requires the original CD then someone  
one  
will crack the program so it doesn't ask for the CD. However, this may not be  
be  
applicable to the Amiga market any more, I don't see that there would be many  
any  
professional (i.e. make a living out of) software crackers.  
Sorry about the doom and gloom, but you can't spend too much time on something  
thing  
which may end up being a waste of time (RoboCop3 + dongle?).  
PS. Did you write the original Space Station, as reviewed in the PD section in  
n in  
AF about a year ago?  
[] ^ V [] [ ] M =A9 M [] [ N N  
dmcminn@house-of-mojo.freemove.co.uk  
[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

---

**1.128 Re: STAMP OUT PIRACY!!!**

V5.0) with ESMTP; Tue, 12 Jan 1999 08:40:04 +0200

(8.8.7/8.8.7) with SMTP id IAA03759; Tue, 12 Jan 1999 08:45:41 +0100

From: "=?iso-8859-1?Q?Keresztes\_Tam=E1s?=" <tom@tombox.buvi.mata.v.hu>  
<blitz-list@netsoc.ucd.ie>

Subject: Re: STAMP OUT PIRACY!!!

Date: Tue, 12 Jan 1999 08:48:02 +0100

Encoding: 7bit

> Has anybody got any ideas on how to develop and/or programme some kind of  
> anti-piracy system? I remember, someone said a few weeks ago, that when a  
Nothing will ever be totally safe - just look at how long people have been  
protecting software and look at how much of it can be pirated. Must be near  
on

On the contrary , there is an absolutely safe method. If it doesn't worth  
copying , there will be no problem with  
protection. Just like Wing Commander III . The price was about \$70 (1994) ,  
4 empty cd costed \$80 . I'm quite  
sure no one bothered with copying . (At the time).

**1.129 Re: STAMP OUT PIRACY!!!**

From: Rick Hodger <rick.thehub@bigfoot.com>

Date: Tue, 12 Jan 1999 10:50:36 +0000

Organization: Corrupted Software

Subject: Re: STAMP OUT PIRACY!!!

I watched as Stuart Walker hammered "STAMP OUT PIRACY!!!" out on their  
keyboard...

> Has anybody got any ideas on how to develop and/or programme some  
kind of

> anti-piracy system? I remember, someone said a few weeks ago, that  
when a

> friend tried to copy Half Life, it named the destination CD as  
Pirate Copy

> and it wouldn't work. Does anybody have any idea how to programme a  
system

> which would do this?

> I think that once this system has been programmed, it should be  
given to all

---

> software developers and publishers. I'm sure that everybody knows  
that Titan

> Computer are upset by the high piracy on thier software. Something  
has to be

> done about it!!! Any ideas?

It's impossible to program something that would prevent software  
piracy, there are always ways round it...I know, I've tried.

A friend of mine wasn't far off completing something tho, but I lost  
touch with him :/

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>

<sb>Visit us at <http://www.thehub.u-net.com>

<sb>EMail us at [/pagan@thehub.u-net.com/](mailto:pagan@thehub.u-net.com)

<sb>"Dafel: Bloodline" - The most acomplished RPG ever!

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team \*AMIGA\*

<sb>

<sb>If you drink, don't drive. Don't even putt.

## 1.130 Re: STAMP OUT PIRACY!!!

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Tue, 12 Jan 1999 15:36:33 +0200

Organization: A97

Subject: Re: STAMP OUT PIRACY!!!

Encoding: quoted-printable

On 12-Jan-99, Stuart Walker wrote:

> Hello,

> I think that once this system has been programmed, it should be given t=  
o all

> software developers and publishers. I'm sure that everybody knows that =  
Titan

> Computer are upset by the high piracy on thier software. Something has =  
to be

> done about it!!! Any ideas?

---

Well if you eventually DO develop a 100% safe anti-piracy software you have to keep it to yourself, and 100% secret, or someone will find out, and break it. It's that simple. Also, you have to make the system so complicated that nobody will have the time to bother cracking it, since it's much easier to just buy the game.

I remember System 3 had a revolutionary (at the time) copy protection algorithm. It took almost years to develop, and 15 minutes to crack. (Printed at the bottom of the inside cover of the manual for Last Ninja 2: This game cannot be cracked, so don't waste your time." In fifteen minutes, it was not only cracked, it was also transferred to disc as well.)

Also, you might want to look into the CDCop encryption scheme. It SHOULD work (as it is a combination of hardware/software protection). It will at least deter some of the less professional thieves out there.

Regards

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Visit : <http://members.tripod.com/~FlameDuck>

**1.131 Re: STAMP OUT PIRACY!!!**

for blitz-list@netsoc.ucd.ie; Tue, 12 Jan 1999 15:36:38 +0000  
From: "Paul" <paulwest@stationone.demon.co.uk>  
Organization: private

Date: 12 Jan 99 15:36:44 +0000

Subject: Re: STAMP OUT PIRACY!!!

Encoding: 7bit

Keresztes Tam s,

> Nothing will ever be totally safe - just look at how long people have been  
> protecting software and look at how much of it can be pirated. Must be near  
> on  
>  
>  
> On the contrary , there is an absolutely safe method. If it doesn't worth  
> copying , there will be no problem with  
> protection. Just like Wing Commander III . The price was about \$70 (1994) ,  
> 4 empty cd costed \$80 . I'm quite  
> sure no one bothered with copying . (At the time).

>  
I agree. I have always believed that if you put something on a pedestal, saying how good it is and making it something that attracts people, and yet placing ownership upon it, it causes others to feel that they are being disallowed something in their life and the process they go through to try and readdress the balance is called theft/piracy. At the other end of the scale, if you don't place false status on something you may think the world would be very boring, and to most people of the present day it would, because they're not ready for that kind of life, yet.

Personally I have a big thing against theft, I'm not entirely sure why but I also have a big thing against false status so you figure it out.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

## **1.132 Re: STAMP OUT PIRACY!!!**

for blitz-list@netsoc.ucd.ie; Tue, 12 Jan 1999 18:15:42 +0000

From: Stuart Walker <[stuart@digital-images.demon.co.uk](mailto:stuart@digital-images.demon.co.uk)>

Date: Tue, 12 Jan 1999 16:46:50 +0000

Subject: Re: STAMP OUT PIRACY!!!

Hello Keresztes

---

> Nothing will ever be totally safe - just look at how long people have been  
> protecting software and look at how much of it can be pirated. Must be  
near

> on

We know that, but if we can develop some kind of system which would put  
sales up, it can only be good!

Best Regards

Stuart Walker

Digital Images

### **1.133 Re: STAMP OUT PIRACY!!!**

From: Anton Reinauer <anton@ww.co.nz>

Date: Wed, 13 Jan 1999 10:43:21 +1300

Subject: Re: STAMP OUT PIRACY!!!

On 13-Jan-99, Paul wrote:

> Personally I have a big thing against theft, I'm not entirely sure why  
> but I also have a big thing against false status so you figure it out.

I think we'll let /you/ figure that out Paul ;)

--

Anton Reinauer <anton@ww.co.nz>

### **1.134 Source to code the Copper**

Date: Wed, 20 Jan 1999 21:51:56 +0100

From: Frederic Laboureur <alphasnd@sdv.fr>

Subject: Source to code the Copper

Encoding: quoted-printable

Hello Blitzers,

=20

Anyone has got some source code to handle the Amiga copper  
on standard intuition screen (like Copper-Demon). It's a fully  
legal technique and very system friendly (except it's simply ignored  
by the GFX cards). But if one the GFX card could emulate this one,  
it could be cool :-). Source code/examples are very welcome has the  
RKM don't show how setup an AGA friendly rainbow...

Bye,

Fred.

-----

---

^ ^ ^ ^ Fr=E9d=E9ric Laboureur (Fred)  
 \_/\_/\_/  
 / ^ ^ u ^ n ^ \ E-Mail Address: alphasnd@sdv.fr  
 (o o \_/(o o)\\_o o)  
 \_/\_ /// | | \ \ \_ \ Only Amiga makes it possible  
 (o\_o)// (o o) \ (o\_o) Quality software for the Amiga  
 `...` `...` `...`  
 F-Base TheBoss F-Bench AlphaSOUND - FANTAISIE Software (1998)  
 -----=  
 =20

### 1.135 Re: Source to code the Copper

(envelope-from FlameDuck@usa.net)  
 (envelope-from FlameDuck@usa.net)  
 From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>  
 Date: Thu, 21 Jan 1999 06:02:41 +0200  
 Organization: A97  
 Subject: Re: Source to code the Copper  
 Encoding: quoted-printable

Hello Frederic.  
 On 20-Jan-99, Frederic Laboureur wrote:  
 > Anyone has got some source code to handle the Amiga copper  
 > on standard intuition screen (like Copper-Demon). It's a fully  
 > legal technique and very system friendly (except it's simply ignored  
 > by the GFX cards). But if one the GFX card could emulate this one,  
 > it could be cool :-). Source code/examples are very welcome has the  
 > RKM don't show how setup an AGA friendly rainbow...  
 I think it just patches the system copperlist to change the colour every =  
 line. It's really not so hard to do. I once had an example of how to do i=  
 t, (in ASM) but I don't anymore. Sorry. I'll try and see if I can get it =  
 again for you.

Regards  
 -- =  
 +--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+  
 | M i k k e l L =F8 k k e | \_ \_  
 ^ + + | \_ )  
 / \ | alias | | \  
 + \_\_\_\_\_ . \_ \_ +





### 1.137 Re: Source to code the Copper

for blitz-list@netsoc.ucd.ie; Sat, 23 Jan 1999 03:45:55 +0000

From: "Dave" <dave@nbsamiga.demon.co.uk>

Subject: Re: Source to code the Copper

Date: Sat, 23 Jan 1999 02:10:58 -0000

charset="iso-8859-1"

Encoding: 7bit

Hi,

Just a thought...if you are programming the copper using os screens...then you should build a user copperlist using the library commands (graphics or intuition...I can't remember...it's been a long while since I did this) and attaching it to a screens viewport. The only problem do that is it requires the screen to be remade, and then the display to be remade, so that would rule out using it for fancy constantly changing colour effects, but it is the only 100% safe way to mess with a screens copperlist. And you really shouldn't be programming aga chips directly anyway, as it's not very safe, and not very future proof.

Dave

### 1.138 Sorry but those mails went to list

Date: Mon, 18 Jan 1999 00:43:19 +0100

From: Bob <stifter@mira.cz>

Subject: Sorry but those mails went to list

Sorry some personal mails went to list

while they should not.

Bob

### 1.139 Re: SMTP Delivery Error (fwd)

([62.136.76.215] helo=194.152.64.35 ident=kewl)

by mail12.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 100iod-00072t-00

for blitz-list@netsoc.ucd.ie; Thu, 14 Jan 1999 09:11:47 +0000

From: Loki <loki@napalmdeath.freemove.co.uk>

Date: Thu, 14 Jan 1999 08:20:44 +0100

Organization: Satanic Dreams Software.

Subject: Re: SMTP Delivery Error (fwd)

---

Encoding: binary

Hello Toby

Hiya, Toby... ,on 14-Jan-99 you wrote me about SMTP Delivery Error (fwd)! :)

TZ>> On 14-Jan-99, stockjames and Anton Reinauer set out across the seas with

TZ>> this message:

TZ>>

TZ>> ->>There was this good bit in Aliens where they went downstairs and

TZ>> ->>killed. Their lifesigns all went dead. =

TZ>>

TZ>> For a start, that's completely irrelevant. Now you're just clogging up

TZ>> the list with crap.

TZ>>

TZ>> ->>Is anyone fed up with this topic yet!!!?????!!?!?!?!?!?!?!?!?!?!?!

TZ>>

TZ>> -> I've found the topic *\*very\** interesting!! -especially Toby's

TZ>> ->have a number of other people (it's a /very/ important subject for us

TZ>> ->programmers) - just because one person (ie: /you/) doesn't like it,

TZ>> ->mean we all *\*shouldn't\** discuss it!!! =

TZ>>

TZ>> He's like the only person that's indicated they don't wanna talk about

TZ>> the issue, and since this is a *\*programmers'\** list, I can only imagine

TZ>> it's because he pirates =3D]

What is a pirate? I mean, what makes you a pirate?

Well, it's using software that you have not got the right to use.

Software you haven't payed for,. Remember those dodgy stickers  
on the old games "Piracy is theft"?

So, if you have 1 SINGLE, SINGLE piece of Shareware you use regualy,  
and you haven't registered, you are effectivly a pirate.

Just though I'd mention that.

Although in the eyes of the law, there is a *\*HUGE\** difference  
between being a mass distributor and a user.

10 years maximum penalty in the UK, so y`all remember that if your  
one of those people who sits there with his CD-Writer banging out  
50 copies of the latest PSX/PC title a day :)

TZ>> -> And look- I didn't even swear once!!!! ;-)

TZ>>

TZ>> Shit yeh!

TZ>> Oops ;]

hehehe.

Regards

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384

<tsb>

<tsb>\*SATANIC DREAMS FOUNDER\*

<tsb>ADMIN: admin@satanicdreams.freemove.co.uk

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>

## 1.140 Re: SMTP Delivery Error (fwd)

From: amorel <amorel@xs4all.nl>

Date: Thu, 14 Jan 1999 15:07:09 +0500

Subject: Re: SMTP Delivery Error (fwd)

On 14-Jan-99, Loki wrote:

>So, if you have 1 SINGLE, SINGLE piece of Shareware you use regualy,

>and you haven't registered, you are effectivly a pirate.

>Just though I'd mention that.

And I do NOT believe there is anyone outthere who doesnt have 1 or more illegal pieces of software. I know I do.

And i find these references to formatting harddisks et all really pathetic, it will make you as much of a lamer as pirates.

--

Jeroen(and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040,hd, CD32

Uhm.... \\ Good old C=64 Aura 12/16 sampler

Ever kissed a frog? ;-P\\ /Fatman analogue synth :D

Do you need music for your game/demo?\\ /Roland dr-5 and more ;-9

Have you got a recorddeal? ;) \\ /Check my music on aminet:

Contact me! amorel@xs4all.nl \\ /mods/hardc (ftp.wustl.eduetc.)

<http://www.xs4all.nl/~amorel/> \\ /or take a look at my homepage.

## 1.141 SMTP Delivery Error (fwd)

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Date: Thu, 14 Jan 1999 17:17:33 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=  
 Subject: SMTP Delivery Error (fwd)

Encoding: quoted-printable

On 14-Jan-99, stockjames and Anton Reinauer set out across the seas with =  
 this

message:

->>There was this good bit in Aliens where they went downstairs and

->>killed. Their lifesigns all went dead. =3D

For a start, that's completly irrelevant. Now you're just clogging up th=

e

list with crap.

->>Is anyone fed up with this topic yet!!!???!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?

-> I've found the topic \*very\* interesting!! -especially Toby's

->have a number of other people (it's a /very/ important subject for us

->programmers) - just because one person (ie: /you/ ) doesn't like it,

->mean we all \*shouldn't\* discuss it!!! =3D

He's like the only person that's indicated they don't wanna talk about th=

e

issue, and since this is a \*programmers'\* list, I can only imagine it's

because he pirates =3D3D]

-> And look- I didn't even swear once!!!! ;-)

Shit yeh!

Oops ;]

-- =

\*\*\*\*\*

\*\*\* CAT TAG \*\*\* Don't get stuck in a closet -- wear yourself out.

\*\*\*\*\*

-----^\_

\_\_\_\_\_v\_\_\_\_\_^\_\_\_\_ -- Toby Zuijdveld --

\\_\_\_\_=ACV. \_\_\_\_\_/

l) ^\_\_\_\_ v\ -EMail : <mailto:hotcakes@abacus.net.au>-

!! |=AC\\ \ - HTTP : <http://abacus.net.au/hotcakes>

|\_| //\_\_\_\_ //\_\_\_\_ // [ Last updated : 14=B701=B799 ]

!\_\_\_\_/VDTN.V

## 1.142 Re: SMTP delivery error (fwd)

From: mike.child@sbu.ac.uk

Date: Thu, 14 Jan 1999 17:10:24 +0000

Subject: Re: SMTP delivery error (fwd)

->And i find these references to formatting harddisks et all really

->pathetic, it will make you as much of a lamer as pirates.

>

>How? Why? It's the risk they take.

No, I have to say, if I knew that a program on my hard drive contained an executable routine that reformatted my hard drive without asking me then I would not want that program on my hard drive.

No amount of assurances from the coder that the routine COULD NEVER RUN unless xyz "no keyfile etc.." would convince me.

All programmers make mistakes. Most install scripts are buggy in my experience.

All it takes is one erronous jump.

How about, you've got the keyfile and are totally legit, but due to a disk error the program thinks its not there. There are always unforeseeable circumstances.

Most programmers are very arrogant about their own programs infallibility.

I know this, because I program!

I do not trust any progammer's ability that far.

Lets hope it's the coder's own hard drive that gets trashed by accident. Then they can read their own disclaimer. :)

Software protection should PREVENT software theft NOT take revenge for it.

I would never include such a routine in a program I made for my own use - I simply couldn't guarantee that whether by my error, or some weird system glitch, the routine might not kick in.

Think about how many people have died due to errors in real world computer systems - wasn't there about 4 AIRBUS crashes (the worlds first airliner where the computer could override the pilot) - due to a dumb programming error?

(I only heard that from a bloke down the pub tho'!)

Always assume your programs are bugged. Remember SKYNET :) :))

Regards

Mike Child

---

## 1.143 Re: SMTP Delivery Error (fwd)

id 100t8q-0005VC-00; Thu, 14 Jan 1999 20:13:20 +0000

([62.136.64.124] helo=194.152.64.35 ident=kewl)

by mail4.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 100t8O-0002we-00

for blitz-list@netsoc.ucd.ie; Thu, 14 Jan 1999 20:12:52 +0000

From: Loki <loki@napalmdeath.freemove.co.uk>

Date: Thu, 14 Jan 1999 19:38:34 +0100

Organization: Satanic Dreams Software.

Subject: Re: SMTP Delivery Error (fwd)

Encoding: binary

Hello amorel

Hiya, amorel... ,on 14-Jan-99 you wrote me about Re: SMTP Delivery Error (fwd)! :)

a>> On 14-Jan-99, Loki wrote:

a>>

a>>> So, if you have 1 SINGLE, SINGLE piece of Shareware you use regualy,

a>>> and you haven` t registered, you are effectivly a pirate.

a>>> Just though I` d mention that.

a>>

a>> And I do NOT believe there is anyone outthere who doesnt have 1 or more

a>> illegal pieces of software. I know I do.

a>>

a>> And i find these references to formatting harddisks et all really

a>> pathetic, it will make you as much of a lamer as pirates.

Me?, I dont condone using routines that are designed to damage

a user`s hardware!

Regards

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384

<tsb>

<tsb>\*SATANIC DREAMS FOUNDER\*

<tsb>ADMIN: admin@satanicdreams.freemove.co.uk

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>

---

## 1.144 Re: SMTP delivery error (fwd)

([62.136.64.124] helo=194.152.64.35 ident=kewl)

by mail4.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 100t8T-0002we-00

for blitz-list@netsoc.ucd.ie; Thu, 14 Jan 1999 20:12:57 +0000

From: Loki <loki@napalmdeath.freemove.co.uk>

Date: Thu, 14 Jan 1999 20:00:22 +0100

Organization: Satanic Dreams Software.

Subject: Re: SMTP delivery error (fwd)

Encoding: binary

Hello mike.child@sbu.ac.uk

Hiya, mike.child@sbu.ac.uk... ,on 14-Jan-99 you wrote me about Re: SMTP delivery error (fwd)! :)

m>>

m>> ->And i find these references to formatting harddisks et all really

m>> ->pathetic, it will make you as much of a lamer as pirates.

m>>>

m>>> How? Why? It's the risk they take.

m>>

m>> No, I have to say, if I knew that a program on my hard drive contained an

m>> executable routine that reformatted my hard drive without asking me then

m>> I would not want that program on my hard drive.

Nor me :), I remember DayDream BBS had something nasty incorporated

into it,.. And the programmer just said:

If you use cracked key files, I am not responsible for any damage

that may occur to your hardware :)

And then went on to hint at certain little things that might happen.

Or something like that :)

m>> No amount of assurances from the coder that the routine **COULD NEVER RUN**

m>> unless xyz "no keyfile etc.." would convince me.

m>> All programmers make mistakes. Most install scripts are buggy in my

m>> experience.

m>> All it takes is one erroneous jump.

EXACTLY!

m>> How about, you've got the keyfile and are totally legit, but due to a

m>> disk error the program thinks its not there. There are always

m>> unforeseeable circumstances.

It's a bad way to code, using hardware/software damaging routines.

It's just a shame that some people resort to it!

---

m>> Most programmers are very arrogant about their own programs  
m>> infallibility. I know this, because I program!  
m>> I do not trust any programmer's ability that far.  
m>> Lets hope it's the coder's own hard drive that gets trashed by accident.  
m>> Then they can read their own disclaimer. :)  
AHahaha!  
m>> Software protection should PREVENT software theft NOT take revenge for  
m>> it.  
AHahahahah! lol.  
m>> I would never include such a routine in a program I made for my own use -  
m>> I simply couldn't guarantee that whether by my error, or some weird  
m>> system glitch, the routine might not kick in.  
m>>  
m>> Think about how many people have died due to errors in real world  
m>> computer systems - wasn't there about 4 AIRBUS crashes (the worlds first  
m>> airliner where the computer could override the pilot) - due to a dumb  
m>> programming error? (I only heard that from a bloke down the pub tho'!)  
m>> Always assume your programs are bugged. Remember SKYNET :)) :))  
m>>  
m>> Regards  
m>> Mike Child  
m>>  
Incorporating such routines deters me from using software, rather than  
urges me to. I dont know about you lot... But no matter how good a program  
was, no matter how much I needed it, if I thought there was destructive  
code within it, I would not buy it, nor would I use it..  
m>>  
m>>  
Regards  
--  
<tsb>  
<tsb>\*CONTACTING ME:\*\n<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk\n<tsb>WWW: http://www.napalmdeath.freemove.co.uk/\n<tsb>ICQ: 27181384\n<tsb>\n<tsb>\*SATANIC DREAMS FOUNDER\*\n<tsb>ADMIN: admin@satanicdreams.freemove.co.uk\n<tsb>AMINET: SDPackN.lha (docs/misc)\n<tsb>WWW: http://www.satanicdreams.freemove.co.uk/\n<tsb>IRC: Dalnet/#SatanicDreams\n<tsb>

---



## 1.145 Re: SMTP Delivery Error (fwd)

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Fri, 15 Jan 1999 01:52:07 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=  
 Subject: Re: SMTP Delivery Error (fwd)

Encoding: quoted-printable

On 14-Jan-99, amorel set out across the seas with this message:

->On 14-Jan-99, Loki wrote:

->>So, if you have 1 SINGLE, SINGLE piece of Shareware you use regualy,

->>and you haven't registered, you are effectivly a pirate.

->>Just though I'd mention that.

->And i find these references to formatting harddisks et all really

->pathetic, it will make you as much of a lamer as pirates. =

How? Why? It's the risk they take.

-- =

\*\*\*\*\*

\*\*\* CAT TAG \*\*\* ERROR: CPU not found

\*\*\*\*\*

-----^\_

\_\_\_\_\_v\_\_\_\_\_^\_\_\_ -- Toby Zuijdveld --

\\_\_\_ =ACV. \_\_\_\_\_/

l) \_^\_\_\_ v\ -EMail : <mailto:hotcakes@abacus.net.au>-

!! |=AC\\ - HTTP : <http://abacus.net.au/hotcakes>

|\_\_\_|//\_\_\_\_//\_\_\_// [ Last updated : 14=B701=B799 ]

!\_\_\_/VDTN.v

## 1.146 Re: SMTP Delivery Error (fwd)

From: amorel <amorel@xs4all.nl>

Date: Fri, 15 Jan 1999 05:24:21 +0500

Subject: Re: SMTP Delivery Error (fwd)

On 14-Jan-99, Loki wrote:

>Me?, I dont condone using routines that are designed to damage

No => anyone in general who`d do these things

## 1.147 Re: SMTP Delivery Error (fwd)

From: amorel <amorel@xs4all.nl>

Date: Fri, 15 Jan 1999 05:25:32 +0500

Subject: Re: SMTP Delivery Error (fwd)

On 15-Jan-99, Toby Zuijdveld wrote:

>How? Why? It's the risk they take.

Not really. Read another reply on your email why. Also I am almost certain that it is also illegal.

--

Jeroen(and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040,hd, CD32

Uhm.... \\ Good old C=64 Aura 12/16 sampler

Ever kissed a frog? ;-P\\ /Fatman analogue synth :D

Do you need music for your game/demo?\\ /Roland dr-5 and more ;-9

Have you got a recorddeal? ;) \\ /Check my music on aminet:

Contact me! amorel@xs4all.nl \\ /mods/hardc (ftp.wustl.eduetc.)

<http://www.xs4all.nl/~amorel/> \\ /or take a look at my homepage.

## 1.148 small error check ;)

Fri, 15 Jan 1999 21:43:18 +0100 (CET)

From: amorel <amorel@xs4all.nl>

Date: Fri, 15 Jan 1999 21:42:43 +0500

Subject: small error check ;)

About quake TF, I meant August last year, 1998 ofcourse :)

## 1.149 sid

From: amorel <amorel@xs4all.nl>

Date: Mon, 25 Jan 1999 22:17:47 +0500

Subject: sid

Im using the XDBsoundssystemlib for being able to play sid songs, but I dont seem to be able to get it playing. Though I've triple checked my syntax and i do everything according to the docs. All functions concerned return true, it just doesnt startt. Any idea on this, or a lib which does play sids? I just only want to code playroutines myself if absolutely necessary :-)

--

Jeroen(and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040,hd, CD32

H.P. Lovecraft, Inc. \\ Good old C=64 Aura 12/16 sampler  
Ever kissed a frog? ;-P\\ /Fatman analogue synth :D  
Do you need music for your game/demo?\\ /Roland dr-5 and more ;-9  
Have you got a recorddeal? ;) \\ /Check my music on aminet:  
Contact me! amorel@xs4all.nl \\ /mods/hardc (ftp.wustl.eduetc.)  
<http://www.xs4all.nl/~amorel/> \\ /or take a look at my homepage.

## 1.150 Re: sid

From: Rui Carvalho <grim@ip.pt>  
Date: Wed, 27 Jan 1999 20:17:53 +0000  
X-SenderInfo: 1; picture="http://www.ip.pt/~ip234558/ddds/grim.gif"  
Organization: Dark Dreams Designs  
Subject: Re: sid  
Encoding: quoted-printable  
Hello amorel  
Somewhere amorel wrote:  
a > Im using the XDBsoundsystemlib for being able to play sid songs, but =  
I  
a > dont seem to be able to get it playing. Though I've triple checked my=  
a > syntax and i do everything according to the docs. All functions conce=  
rned  
a > return true, it just doesnt startt. Any idea on this, or a lib which =  
does  
a > play sids? I just only want to code playroutines myself if absolutely=  
a > necessary :-)  
Ever tried compiling the code ;)  
-- =  
Best Regards,  
Rui Carvalho =ABgRiM=BB  
<tsb>  
I like work ... I can sit and watch it for hours.  
=ABH<http://www.ip.pt/~ip234558> - Last Update: 05.01.99=BB  
=ABICQ:28959421=BB  
<tsb>Projects  
Bubbles -> |-----50%-----|  
AFM2 -> |-----100%| (Bug Fixing)  
<tsb>

### 1.151 Re: SHUT UP ABOUT PIRACY!

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Tue, 12 Jan 1999 15:40:40 +0200

Organization: A97

Subject: Re: SHUT UP ABOUT PIRACY!

Encoding: quoted-printable

Hello Jamie.

On 12-Jan-99, Jamie Bentley wrote:

> We've HAD ENOUGH ABOUT BLOODY PIRACY!

No, we havn't.

> If you want to avoid it, make a stupidly big game (so less people will = want

> it over the net), give it manual protection (with black on black) and h= ave the

> code for the manual protection in 5 spots, all encoded with random frac= tal

> encryption!!!!

1. A stupidly big game can be copied over on a CD costing less than a qu= id. Scratch that idea.

2. Manual Protection ? Great so instead of playing a game you can spend a= ll your time trying too figure out what the protection code is instead. (= Not to mention that manual protections are the easiest to crack). Scratch= that idea aswell.

3. Random fractal encryption, now there's a thought, so instead of "Pleas= e wait, loading", we'd have "Please wait, Decrypting password. Please com= e back tomorrow." Scratch that idea.

> NOW SHUT UP ABOUT PIRACY!!!! I'VE HAD IT!

Well, you really aren't the only person on the list...

Regards

-- =

+--+

| M i k k e l L =F8 k k e | \_ \_

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+++++  
Visit : <http://members.tripod.com/~FlameDuck=>

## 1.152 SHUT UP ABOUT PIRACY!

From: Jamie Bentley <[sniper@technet2000.com.au](mailto:sniper@technet2000.com.au)>

Date: Tue, 12 Jan 1999 21:13:46 +0500

Organization: Sniper Productions

Subject: SHUT UP ABOUT PIRACY!

Okay,

We've HAD ENOUGH ABOUT BLOODY PIRACY!

If you want to avoid it, make a stupidly big game (so less people will want it over the net), give it manual protection (with black on black) and have the code for the manual protection in 5 spots, all encoded with random fractal encryption!!!!

NOW SHUT UP ABOUT PIRACY!!!! I'VE HAD IT!

You have received mail:

Re: STAMP -----

Re: STAMP OUT -----

AAARGH!

JB

## 1.153 Re: SHUT UP ABOUT PIRACY!

[62.136.106.230] helo=194.152.64.35 ident=kewl)

by mail10.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 100Bea-00064q-00

for blitz-list@netsoc.ucd.ie; Tue, 12 Jan 1999 21:47:12 +0000

From: Loki <[loki@napalmdeath.freeweb.co.uk](mailto:loki@napalmdeath.freeweb.co.uk)>

Date: Tue, 12 Jan 1999 21:40:19 +0100

Organization: Satanic Dreams Software.

Subject: Re: SHUT UP ABOUT PIRACY!

Encoding: binary

Hello Mikkel

Hiya, Mikkel... ,on 12-Jan-99 you wrote me about Re: SHUT UP ABOUT PIRACY!! :)

ML>> Hello Jamie.

ML>>

ML>> On 12-Jan-99, Jamie Bentley wrote:

ML>>

ML>>> We've HAD ENOUGH ABOUT BLOODY PIRACY!

ML>>

ML>> No, we havn't.

I haven't either :), It's a good subject :)

And it's not REALLY off-topic.

I mean any software related issue is on-topic.??

ML>>

ML>>> If you want to avoid it, make a stupidly big game (so less people will

ML>>> want it over the net), give it manual protection (with black on black)

ML>>> and have the code for the manual protection in 5 spots, all encoded

ML>>> with random fractal encryption!!!!

ML>>

ML>> 1. A stupidly big game can be copied over on a CD costing less than a

ML>> quid. Scratch that idea. 2. Manual Protection ? Great so instead of

ML>> playing a game you can spend all your time trying to figure out what

ML>> the protection code is instead. (Not to mention that manual protections

ML>> are the easiest to crack). Scratch that idea aswell. 3. Random fractal

ML>> encryption, now there's a thought, so instead of "Please wait, loading",

ML>> we'd have "Please wait, Decrypting password. Please come back tomorrow."

ML>> Scratch that idea.

HAHAHAHAHhahahahaha, That made me laugh :))))

ML>>> NOW SHUT UP ABOUT PIRACY!!!!!! I'VE HAD IT!

ML>>

ML>> Well, you really aren't the only person on the list...

ML>>

ML>>

ML>> Regards

Regards

--

<tsb>  
 <tsb>\*CONTACTING ME:\*\n
 <tsb>E-MAIL: loki@napalmdeath.freemove.co.uk\n
 <tsb>WWW: http://www.napalmdeath.freemove.co.uk/\n
 <tsb>ICQ: 27181384\n
 <tsb>\n
 <tsb>\*SATANIC DREAMS FOUNDER\*\n
 <tsb>ADMIN: admin@satanicdreams.freemove.co.uk\n
 <tsb>AMINET: SDPackN.lha (docs/misc)\n
 <tsb>WWW: http://www.satanicdreams.freemove.co.uk/\n
 <tsb>IRC: Dalnet/#SatanicDreams\n
 <tsb>

## 1.154 Re: SHUT UP ABOUT PIRACY!

From: Toby Zuijdveld <hotcakes@abacus.net.au>  
 Blitz List <blitz-list@netsoc.ucd.ie>  
 Date: Wed, 13 Jan 1999 02:08:15 +0500  
 Organization: =?iso-8859-1?Q?Res=A1stance?=  
 Subject: Re: SHUT UP ABOUT PIRACY!  
 Encoding: quoted-printable  
 On 12-Jan-99, Jamie Bentley set out across the seas with this message:  
 -> Re: STAMP ----  
 -> Re: STAMP OUT ----  
 Hmmm, but Piracy isn't 5 letters long =3D]  
 -- =  
 \*\*\*\*\*  
 \*\*\* CAT TAG \*\*\* Hate your life? Don't worry, it will eventually go  
 \*\*\*\*\* away by itself.  
 \_ \_ \_ \_ \_ ^ \_ \_  
 \_ \_ \_ \_ \_ V \_ \_ \_ \_ \_ ^ \_ \_ -- Toby Zuijdveld --  
 \ \_ \_ =ACV. \_ \_ \_ \_ \_ /  
 | ) \_ ^ \_ \_ V \ -EMail : mailto:hotcakes@abacus.net.au-  
 !! | =AC\\ \ \ \ - HTTP : http://abacus.net.au/hotcakes  
 | \_ | // \_ \_ // \_ \_ // [ Last updated : 11=B701=B799 ]  
 ! \_ \_ / \DTN.V

## 1.155 Re: SHUT UP ABOUT PIRACY!

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Wed, 13 Jan 1999 23:15:19 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=  
 Subject: Re: SHUT UP ABOUT PIRACY!

Encoding: quoted-printable

On 13-Jan-99, Loki set out across the seas with this message:

->I haven't either :), It's a good subject :)

It is, isn't it =3D]

->And it's not REALLY off-topic.

->I mean any software related issue is on-topic.??

Well, as long as the original software in question was written in Blitz, =

or

the hackers in question use Blitz ;]

-- =

\*\*\*\*\*

\*\*\* CAT TAG \*\*\* Unbreakable toys are good for breaking other toys.

\*\*\*\*\*

-----^\_

\_\_\_\_\_V\_\_\_\_\_^\_\_\_ -- Toby Zuijdveld --

\\_\_\_ =ACV. \_\_\_\_\_\_/

l) \_^\_\_\_ V\ -EMail : <mailto:hotcakes@abacus.net.au>-

!! |=AC\\ - HTTP : <http://abacus.net.au/hotcakes>

|\_| //\_\_\_\_\_ //\_\_\_ // [ Last updated : 11=B701=B799 ]

!\_\_\_/VDTN.V

## 1.156 Serial Link Questions

for blitz-list@netsoc.ucd.ie; Wed, 20 Jan 1999 17:10:04 +0000

From: Daniel Allsopp <daniel@thesnakepit.demon.co.uk>

Date: Wed, 20 Jan 1999 17:04:41 +0000

Subject: Serial Link Questions

Encoding: quoted-printable

Hi all,

I recently started to implement serial links into my game using the blitz= serial commands. Not the RI FastSerial ones.

Anyway, what I was doing first, which worked, was sending ONE packet of d=



ata

over the link everytime I clicked the mouse. The other computer was then scanning every frame for incoming packets of data. This worked fine.

Now, I've started to send two packets over, using a small loop like :

```
For loop=3D1 to 2
```

```
Send_Packet{"PACKET NUMBER"+Str$(loop)}
```

```
Next loop
```

Then the other machine is waiting for packets every frame :

```
packet$=3D""
```

```
Receive_Packet{ }
```

```
If packet$<>"" ; Something was grabbed from the port
```

```
Print packet$ =
```

```
End If
```

But when I'm doing this instead of printing both packets which are being sent it prints (and therefore only receives) the SECOND packet which is sent. Occasionaly, I do get the first packet appearing but I need it to happen every time, maybe even with 15 packets sent in a loop.

I thought the Serial Buffer was meant to store the data in a queue which = is

processed in turn each time you Receive a packet.

I'm using the functions like this : =

```
Statement Send_Packet{packet$}
```

```
WriteSerialString 0,packet$+Chr$(13),3
```

```
End Statement
```

```
Statement Receive_Packet{ }
```

```
SHARED packet$
```

```
=
```

```
packet$=3DReadSerialString(0)
```

```
End Statement
```

Also, what exactly do the flags do for the WriteSerialString?? The one at= the end, DoIO and TrueString?

Any ideas on how to get this working?

BTW, I'm opening the serial port with the following command :

```
If
```

```
OpenSerial("serial.device",0,115200,#ser_flag_eofmodel#ser_flag_highspeed=
```

```
!#ser_flag_queuedbrk)=3D0
```

```
tcp_result=3DFalse
```

```
Else
```

```
SetSerialBuffer 0,65536
```

SetSerialLens 0,64,64,2

tcp\_result=3DTrue

End If

This is the same on BOTH machines.

-- =

Cheers,

Daniel

<tsb>E-Mail: [daniel@thesnakepit.demon.co.uk](mailto:daniel@thesnakepit.demon.co.uk)

<tsb>URL: <http://www.thesnakepit.demon.co.uk/>

<tsb>=

## 1.157 Re: Serial Link Questions

for blitz-list@netsoc.ucd.ie; Wed, 20 Jan 1999 21:12:15 +0000

From: "David McMinn" <[dmcminn@house-of-mojo.freemove.co.uk](mailto:dmcminn@house-of-mojo.freemove.co.uk)>

Organization: International House of Mojo

Date: Wed, 20 Jan 1999 21:04:21 -0000

encoding: Quoted-printable

Subject: Re: Serial Link Questions

On 20 Jan 99, at 17:04, Daniel broke out long enough to write:

> Also, what exactly do the flags do for the WriteSerialString?? The one a=  
t

> the end, DoIO and TrueString?

The flags look like they force the IO to happen straight away (DoIO).

<insane>

I think truestring maybe just tells the OS (or maybe Blitz?) that the dat=  
a

buffer you are sending is a string, and that a NULL in the data string is =  
to be

taken as end of this transmission. Yes it sounds wrong and probably is, bu=  
t

you'd think that a function with a flag like that would be called

WriteSerialBuffer and you pass an address to the command, and setting that=  
flag

would tell it to stop at a NULL.

</insane>

> Any ideas on how to get this working?

I tried using 2 copies of WinUAE, with a loopback serial cable (shortage =  
of

Amigas, awkward to connect A->PC) which didn't work at all - so if you want to

send me another Amiga to test it that would be OK I guess...

[ ] ^ V [ ] [ ] M =A9 M [ ] [ ] M M

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.158 Re: Serial Link Questions

From: Anton Reinauer <anton@ww.co.nz>

Date: Thu, 21 Jan 1999 11:23:54 +1300

Subject: Re: Serial Link Questions

On 21-Jan-99, Daniel Allsopp wrote:

> Hi all,

>

> I recently started to implement serial links into my game using the

> blitz serial commands. Not the RI FastSerial ones.

Will you make your routines available to the list when you get them working- as I for one would be interested in them, as I want to have a modem link as well as the TCP/IP one in my game? :)

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.1)  
<<http://www.ww.co.nz/home/anton>>

## 1.159 Re: Serial Link Questions

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 21 Jan 1999 05:59:19 +0200

Organization: A97

Subject: Re: Serial Link Questions

Encoding: quoted-printable

Hello Daniel.

On 20-Jan-99, Daniel Allsopp wrote:

---

> Hi all,  
> I recently started to implement serial links into my game using the blitz  
tz  
> serial commands. Not the RI FastSerial ones.  
Have you tried the fastserial ones ? It might solve the problem.  
> Anyway, what I was doing first, which worked, was sending ONE packet of  
data  
> over the link everytime I clicked the mouse. The other computer was the  
n  
> scanning every frame for incoming packets of data. This worked fine.  
> Now, I've started to send two packets over, using a small loop like :  
> For loop=3D1 to 2  
> Send\_Packet{"PACKET NUMBER"+Str\$(loop)}  
> Next loop  
> Then the other machine is waiting for packets every frame :  
> packet\$=3D""  
> Receive\_Packet{ }  
> If packet\$<>"" ; Something was grabbed from the port  
> Print packet\$ =  
> End If  
> But when I'm doing this instead of printing both packets which are bein=  
g  
> sent it prints (and therefore only receives) the SECOND packet which is=  
> sent. Occasionally, I do get the first packet appearing but I need it to=  
> happen every time, maybe even with 15 packets sent in a loop.  
> I thought the Serial Buffer was meant to store the data in a queue whic=  
h is  
> processed in turn each time you Receive a packet.  
No. The serial buffer (and indeed all electric buffers) works like this, =  
the external signal (in this case from the serial cable) reaches the port=  
=2E Now the port it self cannot sotre any data, so instead it puts it in=  
a buffer, where the information is kept until the system reads it, or un=  
til another serial message is recieved. So the problem is that your secon=  
d packet is overwriting the first one. You need to synchronize the two sys=  
tems, and make sure that the data is read before sending another one. Usu=  
ally you would use the RTS/CTS wires for this (of XOn/XOff handshaking if=  
you're a sad person with out at least a 7 wire cable.) Or you could writ=  
e your own handshaking routine. I think the OS does all this for you, so =  
it might be enough to set the serial .device to use RTS/CTS handshaking, =

---

otherwise I think the RIFastSerial Library does all this for you. If not =  
I guess you'll have to write the routine for yourself.

> I'm using the functions like this : =

> Statement Send\_Packet{packet\$}

> WriteSerialString 0,packet\$+Chr\$(13),3

> End Statement

> Statement Receive\_Packet{ }

> SHARED packet\$

> =

> packet\$=3DReadSerialString(0)

> End Statement

> Also, what exactly do the flags do for the WriteSerialString?? The one =  
at

> the end, DoIO and TrueString?

I dunno. My guess is that DoIO , uses systemcalls, and no DoIO uses hardw=  
aregisters. And the TrueString probably determine wheter the string is =  
NULL terminated, or EOL (\$0A) terminated. I don't know which it considers=  
a Truestring, one is true to the system, another is true to serial comun=  
ications.

> Any ideas on how to get this working?

I think so. Haven't I covered this allready ? :o) If you want any more he=  
lp, let me know.

Regards

-- =

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Visit : <http://members.tripod.com/~FlameDuck>

## 1.160 Re: Serial Link Questions

for blitz-list@netsoc.ucd.ie; Thu, 21 Jan 1999 18:25:33 +0000

From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>

Organization: International House of Mojo

Date: Thu, 21 Jan 1999 18:17:36 -0000

encoding: Quoted-printable

Subject: Re: Serial Link Questions

> another serial message is recieved. So the problem is that your second

> packet is overwriting the first one. You need to synchronize the two

It could be that because the DoIO flag is set (assuming it sends it

immediately as I thought earlier) that the first packet is not getting a c=

hance

to be sent, so effectively it is being overwritten \*before\* it is sent.

Didn't get a chance to try though.

[] ^ V [] [ D ] M =A9 M [] [ N M

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.161 Re: Serial Link Questions

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 21 Jan 1999 22:10:22 +0200

Organization: A97

Subject: Re: Serial Link Questions

Encoding: quoted-printable

On 21-Jan-99, David McMinn wrote:

>> another serial message is recieved. So the problem is that your second=

>> packet is overwriting the first one. You need to synchronize the two

> It could be that because the DoIO flag is set (assuming it sends it =

> immediately as I thought earlier) that the first packet is not getting =

a chance =

> to be sent, so effectively it is being overwritten \*before\* it is sent.=

Now that would eally be scary.

Regards

-- =

+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+

```

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Visit : http://members.tripod.com/~FlameDuck=

```

**1.162 seperating a string...**

Date: Mon, 25 Jan 1999 11:08:40 +0000  
 From: stocksjames <stocksjames@KNOCK.co.uk>  
 Organization: Our Lady & St. Patrick's College, Knock  
 Subject: seperating a string...

Encoding: 7bit

I did something similar, when I was doing a 'phospher persistence' effect in a war game...

```

for i=0 to len(string)/2
temp$=left two characters of main string
string=string-left two characters
print temp$
use a darker colour
print temp$
use an even darker colour
print temp$
next!!!

```

You are using commas to seperate parts of the string?  
 like,this,yes?  
 you'd need a repeat loop..  
 anyway, I'm just pointing out that I 'killed' parts of the string I'd already dealt with....  
 Goodbye!  
 James

## 1.163 Seperating a string..

([195.92.234.156] helo=allhours.karoo.co.uk ident=kartkexy)  
by svr-a-02.core.theplanet.net with smtp (Exim 2.10 #2)  
id 103RyW-0001OX-00  
for blitz-list@netsoc.ucd.ie; Thu, 21 Jan 1999 21:49:18 +0000  
From: Thomas Newsom <thomas.newsom@allhours.karoo.co.uk>  
Date: Thu, 21 Jan 1999 19:25:10 +0100  
Organization: The Open All Hours BBS @ +44-(0)1482-345494 & +44-(0)1482-447576 24 hours  
Subject: Seperating a string..

Hi,

I don't think this is too hard to setup as a Statement or a function but I cannot get it to work here no matter how I do it :/

What I am attempting to do is to get a string via edit\$(128) from a file already opened, that bit is no problem, what I want to do then is seperate the inputted string into seperate parts, the inputted string is similar to this..

This,is,a,long,string,I,want,to,seperate

I want each word within the string into either dimmed list or into a dimmed variable as a seperate item.

Anyone?

Cheers

--

Tom.

AKA The Jeepster - An AMIGA BBS and proud of it! - MEMBER <:> \*Team AMIGA\*

Email : Jeepster@allhours.karoo.co.uk <-> <http://www.karoo.net/allhours>

ICOA Member <:> ICOA Installer WG Member <:> The Grimms one's Beta Tester!

## 1.164 Re: Seperating a string..

for blitz-list@netsoc.ucd.ie; Thu, 21 Jan 1999 23:37:44 +0000  
From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>  
Organization: International House of Mojo  
Date: Thu, 21 Jan 1999 23:29:49 -0000  
encoding: Quoted-printable  
Subject: Re: Seperating a string..

On 21 Jan 99, at 19:25, Thomas broke out long enough to write:

> I don't think this is too hard to setup as a Statement or a function but=

I

---



> cannot get it to work here no matter how I do it :/  
 >  
 > What I am attempting to do is to get a string via edit\$(128) from a file  
 > already opened, that bit is no problem, what I want to do then is sepea=  
 te  
 > the inputted string into sepearte parts, the inputted string is similar =  
 > this..  
 >  
 > This,is,a,long,string,I,want,to,seperate  
 >  
 > I want each word within the string into either dimmed list or into a  
 > dimmed variable as a sepearte item.

```
Dim List word.s(100)
```

```
Separate{lyne$}
```

```
SHARED word()
```

```
pos2.w =3D 1
```

```
pos1.w =3D Instr(lyne$,"")
```

```
While pos1
```

```
If AddItem(word())
```

```
word() =3D Mid$(lyne$,pos2,pos1-pos2)
```

```
End If
```

```
pos2 =3D pos1 + 1
```

```
pos1 =3D Instr(lyne$,"",pos2)
```

```
Wend
```

```
; Get the final word if there are any more characters to process
```

```
If Len(lyne$)>pos2
```

```
If AddItem(word()) Then word()=3DMid$(lyne$,pos2,Len(lyne$)-pos2+1)
```

```
End If
```

```
End Statement
```

```
Separate{"This,is,a,long,string,I,want,To,seperate"}
```

```
ResetList word()
```

```
While NextItem(word())
```

```
NPrint word()
```

```
Wend
```

```
Clickmouse
```

```
End
```

```
[] ^ V [] [ ] M I =A9 M I [] M M
```

```
dmcminn@house-of-mojo.freemove.co.uk
```

```
http://members.xoom.com/David_McMinn
```

## 1.165 Re: Seperating a string..

([195.92.234.234] helo=allhours.karoo.co.uk ident=kartkexy)

by svr-a-05.core.theplanet.net with smtp (Exim 2.02 #2)

id 103lfD-0007f1-00

for blitz-list@netsoc.ucd.ie; Fri, 22 Jan 1999 18:50:39 +0000

From: Thomas Newsom <thomas.newsom@allhours.karoo.co.uk>

Date: Fri, 22 Jan 1999 16:35:49 +0100

Organization: The Open All Hours BBS @ +44-(0)1482-345494 & +44-(0)1482-447576 24 hours

Subject: Re: Seperating a string..

On 22-Jan-99, David McMinn wrote:

>> This, is, a, long, string, I, want, to, seperate

>> I want each word within the string into either dimmed list or into a

>> dimmed variable as a seperate item.

[code cut]

Thanks Dave that works fine :) It wasn't that different from my last stab at it, the only real difference was yours worked and mine didn't. Ah well...

Cheers

--

Tom.

AKA The Jeepster - An AMIGA BBS and proud of it! - MEMBER <:> \*Team AMIGA\*

Email : Jeepster@allhours.karoo.co.uk <-> <http://www.karoo.net/allhours>

ICOA Member <:> ICOA Installer WG Member <:> The Grimms one's Beta Tester!

## 1.166 Semi Re: Fractal Encryption

Date: Mon, 18 Jan 1999 04:40:32 -0800 (PST)

From: Thomas Cobb <thomcobb@yahoo.com>

Subject: Semi Re: Fractal Encryption

> > In which case XOR

> > encryption is exactly as effective, but less CPU intensive.

Can someone explain to me what is wrong with xor encryption. Surely if the key is long enough (say the length of the thing you are going to encrypt) then it is going to be pretty hard to crack.

Thom

---

DO YOU YAHOO!?

Get your free @yahoo.com address at <http://mail.yahoo.com>

---

# 1.167 Re: Semi Re: Fractal Encryption

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Mon, 18 Jan 1999 23:52:06 +0200

Organization: A97

Subject: Re: Semi Re: Fractal Encryption

Encoding: quoted-printable

Hello Thomas.

On 18-Jan-99, Thomas Cobb wrote:

>>> In which case XOR

>>> encryption is exactly as effective, but less CPU intensive.

> Can someone explain to me what is wrong with xor encryption. Surely

> if the key is long enough (say the length of the thing you are going

> to encrypt) then it is going to be pretty hard to crack.

Actually it's impossible to crack, without at least a partial key, and I = think XOR encryption rules :o)

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

## 1.168 Re: Semi Re: Fractal Encryption

Date: Tue, 19 Jan 1999 12:44:52 +0100

From: Kai Gunter Brandt <kai.brandt@odont.uib.no>

Subject: Re: Semi Re: Fractal Encryption

At 11:52 PM 1/18/99 +0200, you wrote:

>Hello Thomas.

>

>On 18-Jan-99, Thomas Cobb wrote:

>

>>>> In which case XOR

>>>> encryption is exactly as effective, but less CPU intensive.

>

>> Can someone explain to me what is wrong with xor encryption. Surely

>> if the key is long enough (say the length of the thing you are going

>> to encrypt) then it is going to be pretty hard to crack.

>

>Actually it's impossible to crack, without at least a partial key, and I think XOR encryption rules :o)

>

>

It's only impossible if the key is as long as the "text" and the key is 100% random...

Text XOR Key = Encrypted

Encrypted XOR Key = Text

It's possible to "take away" the key then you just have the Text XOR'ed and then you can use statistics and you have the Decrypted text.

It's harder if the text/key is small.

I'll post the solution to this within a few days...

Kai

## 1.169 Re: Semi Re: Fractal Encryption

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Tue, 19 Jan 1999 20:34:45 +0200

Organization: A97

Subject: Re: Semi Re: Fractal Encryption

---

Encoding: quoted-printable

Hello Kai.

On 19-Jan-99, Kai Gunter Brandt wrote:

>>>>> In which case XOR

>>>>> encryption is exactly as effective, but less CPU intensive.

>> =

>>> Can someone explain to me what is wrong with xor encryption. Surely

>>> if the key is long enough (say the length of the thing you are going

>>> to encrypt) then it is going to be pretty hard to crack.

>> =

>> Actually it's impossible to crack, without at least a partial key, and=

I

>> think XOR encryption rules :o)

> It's only impossible if the key is as long as the "text" and the key is=

> 100% random...

Erm no. The key doesn't have to be random. And in the previous text it wa=

s said that the key was long enough. =

> Text XOR Key =3D Encrypted

> Encrypted XOR Key =3D Text

> It's possible to "take away" the key then you just have the Text XOR'ed =

and

> then you can use statistics and you have the Decrypted text.

> It's harder if the text/key is small.

Erm, no. What would you XOR the text with if you don't have the key ? You=

don't even know how long the key is.

> I'll post the solution to this within a few days...

Do that.

Regards

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Computers can not make random numbers. Without having random seed which isn't gerated by the computer. That keyboard rubbish in PGP isn't there just for the fun of it you know!

--

--

Is your Amiga safe? Or you already using ProPassWord.

--

V//Amiga// Team AMIGA RC5

--

603e+ 233/040 PowerUP, 32 Meg, BVision, Zip, CD-Rom. Kickstart 3.1  
PortJr, Pace56 External Voice. ISP <http://www.wirenet.co.uk/>  
ICQ 21765436

## 1.171 Re: Semi Re: Fractal Encryption

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Fri, 22 Jan 1999 20:38:34 +0200

Subject: Re: Semi Re: Fractal Encryption

Encoding: quoted-printable

19-Jan-99 Wrote Mikkel L=F8kke:

>Hello Kai.

>On 19-Jan-99, Kai Gunter Brandt wrote:

>>>>> In which case XOR

>>>>> encryption is exactly as effective, but less CPU intensive.

>>> =

>>>> Can someone explain to me what is wrong with xor encryption. Surely=

>>>> if the key is long enough (say the length of the thing you are going=

>>>> to encrypt) then it is going to be pretty hard to crack.

>>> =

>>> Actually it's impossible to crack, without at least a partial key, an=

d I

>>> think XOR encryption rules :o)

>> It's only impossible if the key is as long as the "text" and the key i=

s

>> 100% random...

>Erm no. The key doesn't have to be random. And in the previous text it w=

as

>said that the key was long enough. =

>> Text XOR Key =3D Encrypted

>> Encrypted XOR Key =3D Text  
>> It's possible to "take away" the key then you just have the Text XOR'ed=  
and  
>> then you can use statistics and you have the Decrypted text.  
>> It's harder if the text/key is small.  
>Erm, no. What would you XOR the text with if you don't have the key ? Yo=  
u  
>don't even know how long the key is.  
>> I'll post the solution to this within a few days...  
>Do that.  
Well As Mikkel said if the key is as long as the encrypted data the  
decrypting is 100 percently IMPOSSIBLE!!!!  
Even if you have part of the key you can't decrypt the data, because you  
don't know the rest of the key. You can luckily get the part where the  
partial part of key is, but you should firstly guess, which part to decry=  
pt  
with the keyfile part. This is due to the fact that it can be obtained  
anywhere from the start to the end, but you don't know this location.

## 1.172 Re: Semi Re: Fractal Encryption

From: "Scott" <scott@assembler.free-online.co.uk>

Subject: Re: Semi Re: Fractal Encryption

Date: Sat, 23 Jan 1999 16:21:16 -0000

charset="iso-8859-1"

Encoding: 8bit

On 23/1/1999, Sami Näätänen had this to say:

[About 400 previous messages about encryption snipped]

> Well As Mikkel said if the key is as long as the encrypted data the  
> decrypting is 100 percently IMPOSSIBLE!!!!  
> Even if you have part of the key you can't decrypt the data, because you  
> don't know the rest of the key. You can luckily get the part where the  
> partial part of key is, but you should firstly guess, which part to decrypt  
> with the keyfile part. This is due to the fact that it can be obtained  
> anywhere from the start to the end, but you don't know this location.

Just a couple of rhetorical questions on this:

1 - If XOR encryption, when used in this way, is 'IMPOSSIBLE' to crack,  
why hasn't the US government made a law against it? They have with RSA  
encryption, and we all know that isn't impossible to crack. It just takes an



excessive amount of time that usually isn't worth the effort involved.

2 - Kai Gunter Brandt posted a detailed explanation on how to break XOR encryption. I haven't personally tried it, but it seems perfectly feasible.

3 - This whole subject came up because of the topic of piracy, and software protection. At the end of the day, any encrypted computer program must somehow decrypt itself to run. Thus, if XOR encryption is used, the key must be contained somewhere within. Even if the key is pseudo-random generated by a routine, this must be contained within the program, and is then at the mercy of anyone with a disassembler.

Bottom line:

No encryption is 'impossible' to crack when enough intelligence, mathematics and time is applied. The best anyone can really hope for is to make it so time-consuming, that the majority of people won't bother.

Regards,

Scott

scott@assembler.free-online.co.uk

Damn the prime directive, give the Borg Windows 3.1 - Lt. Worf

## 1.173 Re: Semi Re: Fractal Encryption

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sun, 24 Jan 1999 08:52:32 +0200

Organization: A97

Subject: Re: Semi Re: Fractal Encryption

Encoding: quoted-printable

On 21-Jan-99, aMIGA\_dUDE wrote:

>>>>> In which case XOR

>>>>> encryption is exactly as effective, but less CPU intensive.

>>> =

>>>> Can someone explain to me what is wrong with xor encryption. Surely=

>>>> if the key is long enough (say the length of the thing you are going=

>>>> to encrypt) then it is going to be pretty hard to crack.

>>> =

>>> Actually it's impossible to crack, without at least a partial key, an=

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>>> think XOR encryption rules :o)

>> =

>> It's only impossible if the key is as long as the "text" and the key is  
 s  
 >> 100% random...  
 > Computers can not make random numbers. Without having random seed  
 > which isn't gerated by the computer. That keyboard rubbish in PGP  
 > isn't there just for the fun of it you know!

Yes they can.

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

### 1.174 Re: Semi Re: Fractal Encryption

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sun, 24 Jan 1999 09:13:03 +0200

Organization: A97

Subject: Re: Semi Re: Fractal Encryption

Encoding: quoted-printable

Hello Scott.

On 23-Jan-99, Scott wrote:

> [About 400 previous messages about encryption snipped]

>> Well As Mikkel said if the key is as long as the encrypted data the  
>> decrypting is 100 percently IMPOSSIBLE!!!!

>> Even if you have part of the key you can't decrypt the data, because y=ou  
ou

>> don't know the rest of the key. You can luckily get the part where the=  
>> partial part of key is, but you should firstly guess, which part to de=  
crypt

>> with the keyfile part. This is due to the fact that it can be obtained=  
>> anywhere from the start to the end, but you don't know this location.

> Just a couple of rhetorical questions on this:  
Well, I think I'll answer them anyway.

> 1 - If XOR encryption, when used in this way, is 'IMPOSSIBLE' to crack,=  
> why hasn't the US government made a law against it? They have with RSA=  
> encryption, and we all know that isn't impossible to crack. It just ta=  
kes an

> excessive amount of time that usually isn't worth the effort involved.  
Because the RSA algorithm is a matter of national security. And isn't it =  
ironic that in a country where you can buy a handgun for about \$200, only =  
requiring a drivers license as ID, you aren't allowed to use heavy encry=  
ption systems ?

> 2 - Kai Gunter Brandt posted a detailed explanation on how to break XOR=  
> encryption. I haven't personally tried it, but it seems perfectly feas=  
ible.

Erm, I haven't tried it either (have no reason to) but as far as I could s=  
ee the explanation he gave is very easy to circumvent. It only works on "=  
Novel" type texts, things like DATA aso. (for example a binary program) w=  
ould be totally impossible to break in that manor.

> 3 - This whole subject came up because of the topic of piracy, and soft=  
ware

> protection. At the end of the day, any encrypted computer program must=  
> somehow decrypt itself to run. Thus, if XOR encryption is used, the ke=  
y must

> be contained somewhere within. Even if the key is pseudo-random genera=  
ted

> by a routine, this must be contained within the program, and is then at=  
the

> mercy of anyone with a disassembler.

True, to a point. First of all it's not at the mercy of ANYONE who has a =

---

disassembler. It's at the mercy of anyone with a disassembler who knows what to look for. And it certainly is an easy way of deterring lamers, (Let's face it there are no Elite Crackers left on the AMiGA.) so if for no other reason at all, this would prove so little trouble for the programmer, and a major pain for the cracker that there is no reason not to do it.

> Bottom line:

> No encryption is 'impossible' to crack when enough intelligence, mathematics

> and time is applied. The best anyone can really hope for is to make it so time-

> consuming, that the majority of people won't bother.

I agree, up to a certain point.

Regards

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Visit : <http://members.tripod.com/~FlameDuck>

### 1.175 Re: Semi Re: Fractal Encryption

[62.136.19.7] helo=194.152.64.35 ident=kewl)

by mail4.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 104Mzx-00031j-00

for blitz-list@netsoc.ucd.ie; Sun, 24 Jan 1999 10:42:34 +0000

From: Loki <loki@napalmdeath.freemove.co.uk>

Date: Sun, 24 Jan 1999 10:21:22 +0100

Organization: Satanic Dreams Software.

Subject: Re: Semi Re: Fractal Encryption

Encoding: binary

Hello Mikkel

Hiya, Mikkel... ,on 24-Jan-99 you wrote me about Re: Semi Re: Fractal Encryption! :)

ML>> On 21-Jan-99, aMIGA\_dUDE wrote:

ML>>

ML>>>> >>> >>>>>> In which case XOR

ML>>>> >>> >>>>>> encryption is exactly as effective, but less CPU

ML>>>> >>> >>>>>> intensive.

ML>>>> >>>

ML>>>> >>> >>>> Can someone explain to me what is wrong with xor encryption.

ML>>>> >>> >>>> Surely if the key is long enough (say the length of the

ML>>>> >>> >>>> thing you are going to encrypt) then it is going to be

ML>>>> >>> >>>> pretty hard to crack.

ML>>>> >>>

ML>>>> >>> Actually it's impossible to crack, without at least a partial

ML>>>> >>> key, and I think XOR encryption rules :o)

ML>>>>

ML>>>> It's only impossible if the key is as long as the "text" and the key

ML>>>> is 100% random...

ML>>

ML>>> Computers can not make random numbers. Without having random seed

ML>>> which isn't gerated by the computer. That keyboard rubbish in PGP

ML>>> isn't there just for the fun of it you know!

ML>>

ML>> Yes they can.

I agree! Taking the seed from the Timer is RANDOM! Well as random as it gets! Who the hell is going to get the EXACT millisecond twice?

Huh?

ML>>

ML>> Regards

Regards

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>  
<tsb>ICQ: 27181384  
<tsb>  
<tsb>\*SATANIC DREAMS FOUNDER\*  
<tsb>ADMIN: [admin@satanicdreams.freemove.co.uk](mailto:admin@satanicdreams.freemove.co.uk)  
<tsb>AMINET: SDPackN.lha (docs/misc)  
<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>  
<tsb>IRC: Dalnet/#SatanicDreams  
<tsb>

## 1.176 Re: Semi Re: Fractal Encryption

From: "Scott" <[scott@assembler.free-online.co.uk](mailto:scott@assembler.free-online.co.uk)>

Subject: Re: Semi Re: Fractal Encryption

Date: Sun, 24 Jan 1999 11:13:57 -0000

charset="iso-8859-1"

Encoding: 7bit

Hello Mikkel,

On 24/1/1999 you said:

>> [About 400 previous messages about encryption snipped]

>>> Well As Mikkel said if the key is as long as the encrypted data the

>>> decrypting is 100 percently IMPOSSIBLE!!!!

>>> Even if you have part of the key you can't decrypt the data, because you

>>> don't know the rest of the key. You can luckily get the part where the

>>> partial part of key is, but you should firstly guess, which part to decrypt

>>> with the keyfile part. This is due to the fact that it can be obtained

>>> anywhere from the start to the end, but you don't know this location.

>> Just a couple of rhetorical questions on this:

> Well, I think I'll answer them anyway.

I thought you might (<:

>> 1 - If XOR encryption, when used in this way, is 'IMPOSSIBLE' to crack,

>> why hasn't the US government made a law against it? They have with RSA

>> encryption, and we all know that isn't impossible to crack. It just takes an

>> excessive amount of time that usually isn't worth the effort involved.

> Because the RSA algorithm is a matter of national security. And isn't it ironic

> that in a country where you can buy a handgun for about \$200, only requiring a

> drivers license as ID, you aren't allowed to use heavy encryption systems ?

Without wishing to sound argumentative, what I meant was - why doesn't everyone

use 'Text-Length-Random-Key-XOR-Encryption' if it's so secure? (TLRKXE - what

a catchy acronym!) It IS secure from a zero-knowledge, mathematical viewpoint, but it is less secure because of the key security aspect. I know we are getting off the beaten track here, but remember the point I made about encrypting computer programs below.

>> 2 - Kai Gunter Brandt posted a detailed explanation on how to break XOR

>> encryption. I haven't personally tried it, but it seems perfectly feasible.

> Erm, I haven't tried it either (have no reason to) but as far as I could see the

> explanation he gave is very easy to circumvent. It only works on "Novel" type

> texts, things like DATA aso. (for example a binary program) would be totally

> impossible to break in that manor.

I see your point. I presume it works on text because you can recognize when you have part or all of the key because you can read the text. Perhaps though, since binary programs are mainly made up of a selection of machine-code instructions, it would be possible to analyse each comparison for certain codes to see if you were close - for example \$4E71 = NOP and \$4EF9 = JMP (I think!) Anyway, let's just hope no-one bothers eh?

>> 3 - This whole subject came up because of the topic of piracy, and software

>> protection. At the end of the day, any encrypted computer program must

>> somehow decrypt itself to run. Thus, if XOR encryption is used, the key must

>> be contained somewhere within. Even if the key is pseudo-random generated

>> by a routine, this must be contained within the program, and is then at the

>> mercy of anyone with a disassembler.

> True, to a point. First of all it's not at the mercy of ANYONE who has a

> disassembler. It's at the mercy of anyone with a disassembler who knows what

> to look for. And it certainly is an easy way of deterring lamers, (Let's face it there

> are no Elite Crackers left on the AMiGA.) so if for no other reason at all, this

> would prove so little trouble for the programmer, and a major pain for the cracker

> that there is no reason not to do it.

I think you knew what I meant, but yes, I agree it probably does deter 'lamers'.

>> Bottom line:

>> No encryption is 'impossible' to crack when enough intelligence, mathematics

>> and time is applied. The best anyone can really hope for is to make it so time-

>> consuming, that the majority of people won't bother.

> I agree, up to a certain point.

Why thankyou!

Regards,

Scott

scott@assembler.free-online.co.uk

Damn the prime directive, give the Borg Windows 3.1 - Lt. Worf

## 1.177 Re: Semi Re: Fractal Encryption

Date: Mon, 25 Jan 1999 04:14:29 -0800 (PST)  
From: Thomas Cobb <thomcobb@yahoo.com>  
Subject: Re: Semi Re: Fractal Encryption

>  
> >> Text XOR Key = Encrypted  
>  
> >> Encrypted XOR Key = Text  
>

I couldn't get the algorithm to crack it to work, any chance of a simple example?

Thom

---

DO YOU YAHOO!?

Get your free @yahoo.com address at <http://mail.yahoo.com>

## 1.178 Selling OrionIRC

From: Andrew Drays <amiga@ticon.net>  
Date: Fri, 29 Jan 1999 22:18:02 -0500  
Organization: A&M Orionsoft  
Subject: Selling OrionIRC

Hello Blitzers,

I am selling my Source and rights to develop OrionIRC to whomever wants it.. I know there's a couple other people in here who have been working on IRC clients who may be interested in my source..

I, regrettably am going to be selling my amiga and everything I have for it.. in about a month.. and I certainly won't be needing my source for OrionIRC nor will I need to continue development..

Although I believe and KNOW that OrionIRC is a good program.. it needs someone more devoted to the platform to finish it's work..

I appreciate everyone's help that's been in here.. and helped me.. You guys are great..

Thanx a lot..

Cheers!

--

<TSB>

E-Mail -amiga@ticon.net- Andrew Drays - ( Condore )

IRC - us.undernet.org #amirc #amigachat - Janesville, WI 53546

Webpage <http://www.ticon.net/~amiga>

<TSB>

---



**1.179 Re: Selling OrionIRC**

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sat, 30 Jan 1999 10:58:24 +0200

Organization: A97

Subject: Re: Selling OrionIRC

Encoding: quoted-printable

X-Info: mailto:sf@xxl.ots.dk in case of problems!

Hello Andrew.

On 30-Jan-99, Andrew Drays wrote:

> I am selling my Source and rights to develop OrionIRC to whomever wants=  
it.. I

> know there's a couple other people in here who have been working on IRC=

> clients who may be interested in my source.. =

> I, regrettably am going to be selling my amiga and everything I have fo=  
r it..

> in about a month.. and I certainly won't be needing my source for orion=  
IRc

> nor will I need to continue development.. =

You of all people, my heart bleeds for you. Good luck on whatever platfor=  
m you choose, (You'll need it) but trust me, things will never be the sam=  
e again. (Say goodbye to the sense of security)

> Although I beleive and KNOW that OrionIRC is a good program.. it needs =  
someone

> more devoted to the platform to finish it's work.. =

Really ? When is it gonna beat amirc ?

> I appreciate everyone's help that's been in here.. and helped me.. You =  
guys

> are great.. =

We are, aren't we :o)

Regards

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+++++
Visit : http://members.tripod.com/~FlameDuck=

```

### 1.180 Re: Selling OrionIRC

From: Stuart Walker <stuart@digital-images.demon.co.uk>  
 blitz-list@netsoc.ucd.ie  
 Date: Sat, 30 Jan 1999 09:21:20 +0000  
 Subject: Re: Selling OrionIRC

Hello Andrew

> I, regrettably am going to be selling my amiga and everything I have for  
 it..

> in about a month.. and I certainly won't be needing my source for orionIRc  
 > nor will I need to continue development..

Why are you leaving now?! Things are just starting to get better now!!! Come  
 on, just stay until summer at least and then you will see all kinds of great  
 titles like Kijitsu Warriors, Digital Soccer, Space Station 3000, Wipeout  
 2097, Lambda, F1 Grand Prix etc.

Best Regards  
 Stuart Walker  
 Digital Images

### 1.181 Re: Selling OrionIRC

From: amorel <amorel@xs4all.nl>  
 Date: Sat, 30 Jan 1999 18:40:54 +0500  
 Subject: Re: Selling OrionIRC

>> I, regrettably am going to be selling my amiga and everything I have for  
 >it..

>> in about a month.. and I certainly won't be needing my source for orionIRc

>> nor will I need to continue development..

>Why are you leaving now?! Things are just starting to get better now!!! Come I wonder, why selling your Amiga? I doubt you get a fair amount of money on it. I'd just keep it and buy whatever fancy pc I'd need :-)

Also, all the emails I read about ppl leaving the Amiga sound so dramatic.

Them why do it? Can't a person have 2 or more platforms?

--

Jeroen(and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \\ Good old C=64 Aura 12/16 sampler

Ever kissed a frog? ;-P \\ /Fatman analogue synth :D

Do you need music for your game/demo? \\ /Roland dr-5 and more ;-9

Have you got a recorddeal? ;) \\ /Check my music on aminet:

Contact me! amorel@xs4all.nl \\ /mods/hardc (ftp.wustl.eduetc.)

<http://www.xs4all.nl/~amorel/> \\ /or take a look at my homepage.

## 1.182 Re: Selling OrionIRC

Date: 30 Jan 99 19:22:10 +0100

From: "Jonas Thorell" <jonasth@bahnhof.se>

Subject: Re: Selling OrionIRC

encoding: 7bit

X-System: Amiga 3000/040@40 Mhz, 35 Meg, 3 Gig HD, 28k8

X-Hardware: Prelude soundcard, Vlab digitizer, Domino gfx-card

X-Hardware: Buddha IDE-controller, 24x CD-ROM

X-Software: Aweb, Miami, Thor, ScalOS, MCP and assorted bits of bytes...

X-UIN: 12427044

X-Misc-info: Who's reading this??

Stuart Walker (stuart@digital-images.demon.co.uk) wrote:

>Why are you leaving now?! Things are just starting to get better now!!! Come  
>on, just stay until summer at least and then you will see all kinds of great  
>titles like Kijitsu Warriors, Digital Soccer, Space Station 3000, Wipeout  
>2097, Lambda, F1 Grand Prix etc.

I don't what all of those titles are but I suspect at least one or two will never be finished (:. But speaking of another thing regarding games development in particular: those programming games, do \*not\* require AGA. Requiring more than ECS is just fine but the A3000 users with gfx-card shouldn't be left out in the cold. Sixth sense investigations is a prime example of a game that would run just fine on just about anything but it requires AGA.

Maybe it's just me that's selfish since that's the equipment I'm having but...

---

I hardly dare to buy a game today. The advertisements seldom states the graphics requirements and it's a problem getting hold of Amiga magazines where I live (I don't have the time to hunt around for a web-page that might tell it) and the game itself can be hard to find too as well.

Examples of games I have no idea if they'll run on an ECS+gfx card machine due to the above reasons:

"Zombie Massacre" (the webpage doesn't tell), "Blade", ""Star fighter", "Eat the whistle", "OnEscapee", "Wasted dreams", "Final Odyssey", "The strangers", "Putty squad", "Wild tracks", "Pinball Pro", "Bubble heroes".

Not that I would have bought everyone if they indeed work on that kind of configuration but I doubt everyone will. And since I don't know...well, you get the idea. And the games would run just fine on gfx-card had the programmers only had bothered with it.

Those games that really gets me interested and can run on my system does get bought. If it takes advantage of AHI, so much the better.

Sorry about the rambling.

---

Let me take you on a trip around the world and back, and you won't have to move. You just sit still. Now let your mind do the walking.

---

"Sir, are you absolutely sure? It would mean changing the bulb"

### 1.183 Re: Selling OrionIRC

for blitz-list@netsoc.ucd.ie; Sat, 30 Jan 1999 20:38:32 +0000

From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>

Organization: International House of Mojo

Date: Sat, 30 Jan 1999 20:30:05 -0000

encoding: Quoted-printable

Subject: Re: Selling OrionIRC

> I don't what all of those titles are but I suspect at least one or two

They all (or most) look like they might be Digital Images games?...

[ ] ^ V [ ] [ ] M =A9 M [ ] [ ] M M

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.184 Re: Selling OrionIRC

Date: 30 Jan 99 22:44:23 +0100

From: "Jonas Thorell" <jonasth@bahnhof.se>

Subject: Re: Selling OrionIRC

encoding: 7bit

X-System: Amiga 3000/040@40 Mhz, 35 Meg, 3 Gig HD, 28k8

X-Hardware: Prelude soundcard, Vlab digitizer, Domino gfx-card

X-Hardware: Buddha IDE-controller, 24x CD-ROM

X-Software: Aweb, Miami, Thor, ScalOS, MCP and assorted bits of bytes...

X-UIN: 12427044

X-Misc-info: Who's reading this??

David McMinn (dmcminn@house-of-mojo.freereserve.co.uk) wrote:

>> I don't what all of those titles are but I suspect at least one or two

> They all (or most) look like they might be Digital Images games?...

Probably but I hadn't heard of "Digital Soccer" and "Kijitsu Warriors".

---

Let me take you on a trip around the world and back, and you won't  
have to move. You just sit still. Now let your mind do the walking.

---

Taxes are not levied for the benefit of the taxed.

## 1.185 Re: Selling OrionIRC

From: "aMIGA\_dUDE" <aMIGA\_dUDE@assign.u-net.com>

Organization: Author of ProPassWord

Date: 31 Jan 99 11:16:46 +0000

Subject: Re: Selling OrionIRC

X-Face: (\_q}6lZ;BQops9` }X~b69)+\*BiJl\_ur1MVm@7?1L%b8~r^vjuPaA+\*y\_KvLLQF.~mMmTO5@)C56oH;@6Zw(D).-Fw!a+i58

Encoding: 7bit

Well amorel thats what you thought on the Sat, 30 Jan 1999 18:40:54 +0500 this is what I think,

>

> >> I, regrettably am going to be selling my amiga and everything I have for

> >it..

> >> in about a month.. and I certainly won't be needing my source for orionIRc

> >> nor will I need to continue development..

>

> >Why are you leaving now?! Things are just starting to get better now!!! Come

>

> I wonder, why selling your Amiga? I doubt you get a fair amount of money  
> on it. I'd just keep it and buy whatever fancy pc I'd need :-)

>

> Also, all the emails I read about ppl leaving the Amiga sound so dramatic.

> Them why do it? Can't a person have 2 or more platforms?

I have Amiga1200/PPC with 17" Monitor and next to it is my PC  
Windows98 with 15" Monitor. I use my Amiga more than PC. The PC is  
use for 3D stuff. And any way if you have a PC way not buy  
\_Amiga Forever\_ if you need the space that why you get the best of  
both worlds. Ow year the only reason that my Amiga has bigger  
montior is because I am on more of the time.

--

--

Is your Amiga safe? Or you already using ProPassWord.

--

V//AmigaV// Team AMIGA RC5

--

603e+ 233/040 PowerUP, 32 Meg, BVision, Zip, CD-Rom. Kickstart 3.1  
PortJr, Pace56 External Voice. ISP <http://www.wirenet.co.uk/>  
ICQ 21765436

## 1.186 Re: Selling OrionIRC

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sun, 31 Jan 1999 17:25:35 +0200

Organization: A97

Subject: Re: Selling OrionIRC

Encoding: quoted-printable

X-Info: <mailto:sf@xxl.ots.dk> in case of problems!

Hello amorel.

On 30-Jan-99, amorel wrote:

>>> I, regrettably am going to be selling my amiga and everything I have =  
for

>> it..

>>> in about a month.. and I certainly won't be needing my source for ori=  
onIRc

>>> nor will I need to continue development.. =

>> Why are you leaving now?! Things are just starting to get better now!!=  
! Come

! Come

> I wonder, why selling your Amiga? I doubt you get a fair amount of mone=  
y  
> on it. I'd just keep it and buy whatever fancy pc I'd need :-)  
Heh, as would (and probably has) anyone else. I know several people.  
> Also, all the emails I read about ppl leaving the Amiga sound so dramat=  
ic.  
> Them why do it? Can't a person have 2 or more platforms?  
No. It's a bit like having two religions. There is no such thing as a Gre=  
ek Catholic :o)

Regards

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Visit : <http://members.tripod.com/~FlameDuck>=

**1.187 Re: Selling OrionIRC**

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>  
Date: Sun, 31 Jan 1999 17:34:51 +0200  
Organization: A97  
Subject: Re: Selling OrionIRC  
Encoding: quoted-printable  
X-Info: mailto:sf@xxl.ots.dk in case of problems!  
Hello Jonas.

On 30-Jan-99, Jonas Thorell wrote:

> Stuart Walker (stuart@digital-images.demon.co.uk) wrote:

>> Why are you leaving now?! Things are just starting to get better now!!=

! Come

>> on, just stay until summer at least and then you will see all kinds of=

great

>> titles like Kijitsu Warriors, Digital Soccer, Space Station 3000, Wipe=

out

>> 2097, Lambda, F1 Grand Prix etc.

> I don't what all of those titles are but I suspect at least one or two =

will

> never be finished (: But speaking of another thing regarding games dev=

elopement

Hahah. Ageed.

> in particular: those programming games, do \*not\* require AGA. Requiring=

more

> than ECS is just fine but the A3000 users with gfx-card shouldn't be le=

ft

> out in the cold. Sixth sense investigations is a prime example of a gam=

e that

> would run just fine on just about anything but it requires AGA. =

I agree. Unfortunately many here are novices when it comes to programing =

such things. I mean it's so much easier to just use a copper screen. I fo=

r one (And I KNOW there are others) am only starting to get the hang of d=

oing "real" system friendly programming, and I havn't actually gotten the=

hang of it yet. (And I'm still rather "In the dark" when trying to figur=

e out how to do a system friendly, non-RTGMaster graphics board compatibl=

e game.)

> Maybe it's just me that's selfish since that's the equipment I'm having=

but...

No it's not. It's the programmers who are selfish. "Well, at least it wor=

ks okay on \*MY\* computer setup".

> I hardly dare to buy a game today. The advertisements seldom states the=

graphics

> requirements and it's a problem getting hold of Amiga magazines where I=

live

> (I don't have the time to hunt around for a web-page that might tell it=

) and

> the game itself can be hard to find too as well.



I agree.

> Examples of games I have no idea if they'll run on an ECS+gfx card machine

> due to the above reasons:

> "Zombie Massacre" (the webpage doesn't tell), "Blade", ""Star fighter",=

> "Eat the whistle", "OnEscapee", "Wasted dreams", "Final Odyssey", "The =

> "Putty squad", "Wild tracks", "Pinball Pro", " Bubble heroes". =

Of all these I think only Wild Tracks will work on your system. If you have a PPC that is.

> Not that I would have bought everyone if they indeed work on that kind of

> configuration but I doubt everyone will. And since I don't know...well,=

> you get the idea. And the games would run just fine on gfx-card had the=

> programmers only had bothered with it.

Once again I agree. Get your act together people. :o)

> Those games that really gets me interested and can run on my system does

> get bought. If it takes advantage of AHI, so much the better.

Heh. Well AHI is only good for anyone with a sound card. For "ordinary" good old 1985'ish paula sound, it sucks eggs in a huge way.

> Sorry about the rambling.

Heheh, at least you're not the only one :o)

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

## 1.188 Re: Selling OrionIRC

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sun, 31 Jan 1999 17:43:47 +0200

Organization: A97

Subject: Re: Selling OrionIRC

Encoding: quoted-printable

X-Info: <mailto:sf@xxl.ots.dk> in case of problems!

On 31-Jan-99, aMIGA\_dUDE wrote:

>>>> I, regrettably am going to be selling my amiga and everything I have= for it..

>>>> in about a month.. and I certainly won't be needing my source for or= ionIRc

>>>> nor will I need to continue development.. =

>>> Why are you leaving now?! Things are just starting to get better now!= !! Come

>> I wonder, why selling your Amiga? I doubt you get a fair amount of mon= ey

>> on it. I'd just keep it and buy whatever fancy pc I'd need :-)

>> Also, all the emails I read about ppl leaving the Amiga sound so drama= tic.

>> Them why do it? Can't a person have 2 or more platforms?

> I have Amiga1200/PPC with 17" Monitor and next to it is my PC

> Windows98 with 15" Monitor. I use my Amiga more than PC. The PC is

> use for 3D stuff. And any way if you have a PC way not buy =

> \_Amiga Forever\_ if you need the space that why you get the best of

> both worlds. Ow year the only reason that my Amiga has bigger

> montior is because I am on more of the time.

Erm, Amiga Forever uses UAE, right ? That's why. UAE is crap and has no A= GA support. (Last I looked)

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

## 1.189 Re: Selling OrionIRC

for blitz-list@netsoc.ucd.ie; Sun, 31 Jan 1999 17:24:51 +0000  
From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>  
Organization: International House of Mojo  
Date: Sun, 31 Jan 1999 17:16:22 -0000  
encoding: Quoted-printable  
Subject: Re: Selling OrionIRC  
>> I have Amiga1200/PPC with 17" Monitor and next to it is my PC  
>> Windows98 with 15" Monitor. I use my Amiga more than PC. The PC is u=  
se  
>> for 3D stuff. And any way if you have a PC way not buy \_Amiga  
>> Forever\_ if you need the space that why you get the best of both world=  
s.  
>> Ow year the only reason that my Amiga has bigger montior is because =  
I  
>> am on more of the time.  
>  
> Erm, Amiga Forever uses UAE, right ? That's why. UAE is crap and has no  
> AGA support. (Last I looked)  
WinUAE is actually OK (providing you have a P-II or high end Pentium). As=

long

as you use the uaegfx card, with Picasso96 or something. It doesn't really= need

AGA support, unless you are developing something AGA specific, which not m= any

people are, and for testing you could always get a beta-tester with AGA.

Also, when using Blitz with it, you should use the BSS version of the debugger, WinUAE doesn't like any other version. Something I've found out = many

times. !\*"\$% @@=A3@^=A3.

() ^ V [] () MI =A9 MI [] NI NI

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.190 Re: Selling OrionIRC

Date: 31 Jan 99 22:20:56 +0100

From: "Jonas Thorell" <jonasth@bahnhof.se>

Subject: Re: Selling OrionIRC

encoding: 8bit

X-System: Amiga 3000/040@40 Mhz, 35 Meg, 3 Gig HD, 28k8

X-Hardware: Prelude soundcard, Vlab digitizer, Domino gfx-card

X-Hardware: Buddha IDE-controller, 24x CD-ROM

X-Software: Aweb, Miami, Thor, ScalOS, MCP and assorted bits of bytes...

X-UIN: 12427044

X-Misc-info: Who's reading this??

Mikkel Løkke (FlameDuck@usa.net) wrote:

>> in particular: those programming games, do \*not\* require AGA. Requiring

>> more than ECS is just fine but the A3000 users with gfx-card shouldn't be

>> left out in the cold. Sixth sense investigations is a prime example of a

>> game that would run just fine on just about anything but it requires AGA.

>I agree.

Thank you. I'm not alone in finding that situation silly. Especially considering that gfx-cards in general are so much better than AGA in just about every respect. Speed, no of colours and the resolution.

The way I see it, games programmers should think about this:

Does the game really need more than what ECS offers? If it doesn't, don't require it (Superfrog wouldn't be any better with glorious AGA-graphics or RTG graphics after all). If it does, give the option of choosing between AGA and

RTG.

>Unfortunately many here are novices when it comes to programing such  
>things. I mean it's so much easier to just use a copper screen.

Indeed.

>I for one (And I KNOW there are others) am only starting to get the hang of doing  
>"real" system friendly programming, and I havn't actually gotten the hang of  
>it yet. (And I'm still rather "In the dark" when trying to figure out how to  
>do a system friendly, non-RTGMaster graphics board compatible game.)

Hm, but when (or is it if?) you do get the hang of it, the long struggle will  
pay off.

>> Maybe it's just me that's selfish since that's the equipment I'm having  
>> but...

>No it's not. It's the programmers who are selfish. "Well, at least it works  
>okay on \*MY\* computer setup".

Which is fine, barely but still, if it's a PD/freeware program. Not when we're talking  
about commercial releases.

>> "Zombie Massacre" (the webpage doesn't tell), "Blade", ""Star fighter",  
>> "Eat the whistle", "OnEscapee", "Wasted dreams", "Final Odyssey", "The  
>> strangers", "Putty squad", "Wild tracks", "Pinball Pro", "Bubble heroes".

>Of all these I think only Wild Tracks will work on your system. If you have a  
>PPC that is.

I suspected that most wouldn't. But that rather proves my point, doesn't it?  
And for PPC...no, I don't have one. Way too expensive for my liking (not to  
mention wallet). But are you trying to tell me that it will run on a gfx-card  
if I have a PPC but insists on AGA otherwise? Talk about clumsy programming.  
I seriously doubt that P96/Cgfx causes that much overhead to render it out  
of the question with plain 68k. Especially since I could play rather complex  
games on the gfx-card if I boot up ShapeShifter.

>> Those games that really gets me interested and can run on my system does  
>> get bought. If it takes advantage of AHI, so much the better.

>Heh. Well AHI is only good for anyone with a sound card.

That would be me.

>For "ordinary" good old 1985'ish paula sound, it sucks eggs in a huge way.  
Partly. It works well with Paula if configured right. Besides, Myst uses it  
so it does work fine for the games and Paula combo. AmigaAMP uses it to good  
effect as well. But since Paula is so well established, a fallback to no-AHI  
would perhaps be a good idea.

---

Let me take you on a trip around the world and back, and you won't  
have to move. You just sit still. Now let your mind do the walking.

---

Any program will expand to fill available memory.

---

## 1.191 SCSI (CDROM) Commands

From: "BootBlock/Carnage" <BootBlock@Bigfoot.com>

Subject: SCSI (CDROM) Commands

Date: Sun, 24 Jan 1999 17:12:32 -0000

charset="iso-8859-1"

Encoding: 7bit

Hi,

Can someone tell me where to get a doc file (any Amiga/PC format) on SCSI(-2) CDROM commands? A sort of command set type of thing.

Thanks in advance!

--

BootBlock/Carnage, from Grimsby, England. - ICQ#: 14864929

[HTTP://fly.to/ParpsVille](http://fly.to/ParpsVille) - Amiga/PC/PSX, Blitz2, Emulation, etc...

A1200T/020-28/iP166/2+4+32Mb/2.1+4.3Gb/56k/CDD3600 SCSI ReWriter (in 1 case!)

## 1.192 scrollvport

for blitz-list@netsoc.ucd.ie; Sun, 3 Jan 1999 15:49:53 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 3 Jan 99 15:49:17 +0000

Subject: scrollvport

Encoding: 7bit

Hi.

I'm having some problems getting ScrollVPort\_ to work properly. This is with regards to outputting to a double or triple buffer (double or triple height) screen on a graphics card.

The following code:

```
*VP_ViewPort=ViewPort(0)
```

```
*VP\DyOffset=buf*PrefDisplayHeight
```

```
ScrollVPort_ *VP
```

does not work, and yet:

```
*VP_ViewPort=ViewPort(0)
```

```
*Ras.RasInfo=*VP\RasInfo
```

```
*Ras\RyOffset=buf*PrefDisplayHeight
```

```
ScrollVPort_ *VP
```

does work, except that it loses about 10 frames/second!

---

When i use DyOffset in the ViewPort, which is what I'm sure you're meant to use, I might be fortunate enough for it to appear to work for a few moments and then the screen goes blank. When that problem doesn't occur and I'm in 320x240 for example, the verticle position has absolutely no effect so you only ever see the top buffer.

Any ideas? I'm using picasso96 and Pixel64.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

### 1.193 ScreenWidths and Heights!

([62.136.69.38] helo=194.152.64.35 ident=stingent)

by mail4.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 105M0X-0005KO-00

for blitz-list@netsoc.ucd.ie; Wed, 27 Jan 1999 03:51:19 +0000

From: Bippy M <[BippyM@stingent.freemove.co.uk](mailto:BippyM@stingent.freemove.co.uk)>

Date: Wed, 27 Jan 1999 03:41:28 +0000

Subject: ScreenWidths and Heights!

Hi,

Could some kind person, gimme a little code that shows me how to get the width and height of a screen please, and maybe also explain TAGlists a little, with some example code (Please keep the 2 codes separate if possible)..

Also the Blitz commands Screenwidth and screenheight don't work on any bigger than 640/256 :(

Thanks

--

x-----| [BippyM@Stingent.freemove.co.uk](mailto:BippyM@Stingent.freemove.co.uk) |-----x

||

| --- Stingent BBS: 24hrz 7 Dayz --- 01332 740984 --- |

| -----Stingent----- |

| - Mark Green "Bippy M" | Fido @ 2:256/306.9 | Fluffy @ 888:120/0 - |

||

x-----| [BippyM@Stingent.freemove.co.uk](mailto:BippyM@Stingent.freemove.co.uk) |-----x

## 1.194 Re: ScreenWidths and Heights!

From: Curt Esser <camge@ix.netcom.com>

Date: Wed, 27 Jan 1999 04:38:30 -0500

Subject: Re: ScreenWidths and Heights!

Warning: This is a message in MIME format. Your mail reader does not support MIME. Some parts of this message will be readable as plain text.

To see the rest, you will need to upgrade your mail reader.

--BOUNDARY.1748217960.2

Hi Bippy

On 26-Jan-99, Bippy M wrote:

> Hi,

>

> Could some kind person, gimme a little code that shows me how to get the  
> width and height of a screen please, and maybe also explain TAGlists a  
> little, with some example code (Please keep the 2 codes seperate if  
> possible)..

I have attached an example of getting the screen information.

There is an example on my web page of using screentags - I have posted it here before, so I won't piss off everyone by posting it again.

If you don't have web-access let me know and I will email you a copy.

Later...

--

He who hesitates loses the parking spot.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

--BOUNDARY.1748217960.2

Content-Disposition: attachment; filename="ScreenInfo.asc"

;demo of getting screen information

;last modified JAN 10 1999

;by Curt Esser <camge@ix.netcom.com>

;===== MUST have Blitzlibs:amigalibs.res as

;===== resident in your compiler options!

WBStartup

NoCli

FindScreen 0 ;get information on the active screen

;normally (but not always) the front screen

---



```
;*SCR will point to a Screen structure
*SCR.Screen=Peek.l(Addr Screen (0))
;---- OK, Got it! Now let's gather some information:
Gosub getScreenInfo
;---- let's make a window, using the information:
winwidth.w=400
winx.w=(swidth.w-winwidth)/2 ;we'll center it on the screen
winhi.w=sheight.w-20 ;and make it a bit shorter than the screen
winy.w=bheight.b+2 ;and put it just below the title bar
title$="Screen Info :"
Window 0,winx,winy,winwidth,winhi,$8!$400!$1000,title$,dpen.w,bpen.w
;---- now let's print the Screen's info in our window
Repeat
Free IntuiFont 0
LoadFont 0,font$,fontY.w ;we'll use the screen's font
WindowFont 0
NPrint " "
NPrint " Screen = ",stitle$
WPrintScroll
NPrint " Font = ",font$
WPrintScroll
NPrint " Font size= ",fontY
WPrintScroll
NPrint " Width = ",swidth.w," pixels"
WPrintScroll
NPrint " Height = ",sheight.w," pixels"
WPrintScroll
NPrint " TitleBar = ",bheight.b," pixels"
WPrintScroll
NPrint " Front Pen= ",bpen.w
WPrintScroll
NPrint " Back Pen = ",dpen.w
WPrintScroll
NPrint " "
WPrintScroll
If *NXT.Screen
NPrint " -- Press {RETURN} to continue --"
Else
NPrint " No other screens opened "
```

```

EndIf
WPrintScroll
NPrint " "
WPrintScroll
ev.l=WaitEvent
If ev=$400 AND *NXT
*SCR.Screen=*NXT.Screen
Gosub getScreenInfo
NPrint "=====
WPrintScroll
Else
ev=$200 ;if no other screens, fake a close-gadget hit :)
EndIf
Until ev=$200 AND EventWindow=0
End
getScreenInfo
stitle$=Peek$ (*SCR>Title) ;the screen's title
font$=Peek$ (*SCR\Font\ta_Name) ;screen font's name
fontY.w=*SCR\Font\ta_YSize ;font height
swidth.w=*SCR\Width ;screen's width
sheight.w=*SCR\Height ;and height
bheight.b=*SCR\BarHeight ;height of it's title bar
dpen.w=*SCR\DetailPen AND $FF ;the drawing pen colours
bpen.w=*SCR\BlockPen AND $FF
*NXT.Screen=*SCR\NextScreen ;the next screen, if any
Return
--BOUNDARY.1748217960.2--

```

## 1.195 Re: ScreenWidths and Heights!

27 Jan 99 09:59:51 0

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Wed, 27 Jan 1999 09:59:37 -0000

encoding: Quoted-printable

Subject: Re: ScreenWidths and Heights!

On 27 Jan 99, at 3:41, Bippy M wrote:

> Could some kind person, gimme a little code that shows me how to get the  
> width and height of a screen please, and maybe also explain TAGlists a

> little, with some example code (Please keep the 2 codes separate if possible)..

If you've opened your screen using Blitz commands then you could do:

```
*scr.Screen =3D Peek.l(Addr Screen(#screen_num))
```

```
sw.w =3D *scr\Width
```

```
sh.w =3D *scr\Height
```

If you are using OS commands, then you will already have the \*scr pointer=

(and

don't need to do the first line above), and if you are using the NLibs, yo=

u do

```
*scr.Screen=3DNScreen(...) when you open the screen (and don't do the fir=
st line
```

above)

----- SEPARATOR -----

A taglist is an array of tag items, each tag item being a newtype consist=
ing

of two longwords. The first longword is the tag that you want to change
(normally some option for i.e. a gadget or a window etc). The second longw=
ord

is the data you want to use with the tag, which is tag specific and
explanations can be found where the tags are listed (Autodocs).

To create a tag list, you create an array of TagItem newtypes, i.e.

```
Dim tags.TagItem(10)
```

Then you start filling in your tag items starting from index 0 in the arr=
ay:

```
tags(0)\ti_Tag =3D #SOME_TAG_HERE, data_for_tag.l
```

Finally you signify the end of the tag list with #TAG\_DONE (or #TAG\_END o=
r 0,

they're all the same)

```
tags(1)\ti_Tag =3D #TAG_DONE ; You don't need to specify data when =
you are
```

```
; ending the tag list
```

Now, when you require the use of the tag list, if you are using a OS comm=
and,

you pass the address of the first tag item, i.e.

```
GT_SetGadgetAttrsA_ *mygadget,&tags(0)
```

However, if you are using the NLibs, then you do not need to include the =
&

symbol on the front of the tag list, i.e.

NWindow 0,x,y,w,h,tags(0)

If you DON'T want to use any tags, then just specify 0 as the tag list parameter to the command.

```
----- SEPARATOR -----
; An example, requires amigalibsii.res or above
Dim asltags.TagItem(10)
; Tell ASL screenmode requester to do width gadget
asltags(0)\ti_Tag=3D#ASLSM_DoWidth,-1
; Tell ASL screenmode requester to do height gadget
asltags(1)\ti_Tag=3D#ASLSM_DoHeight,-1
; Tell ASL screenmode requester to do depth slider
asltags(2)\ti_Tag=3D#ASLSM_DoDepth,-1
; Tell ASL screenmode requester to use 640 as minimum width
asltags(3)\ti_Tag=3D#ASLSM_MinWidth,640
; Tell ASL screenmode requester to use 400 as minimum height
asltags(4)\ti_Tag=3D#ASLSM_MinHeight,400
; Tell ASL screenmode requester to use 3 bitplanes as minimum depth
asltags(5)\ti_Tag=3D#ASLSM_MinDepth,3
; End the tag list
asltags(6)\ti_Tag=3D#TAG_DONE
; Show the Screenmode requester
scrmd.l=3D AllocAslRequest_(#ASL_ScreenModeRequest,0)
If scrmd
AslRequest_ scrmd,&asltags(0)
FreeAslRequest_ scrmd
End If
End
l) ^ V ][ l) |V| =A9 |V| ][ |N |N
d.mcminn@eee.rgu.ac.uk ICQ=3D16827694
http://members.xoom.com/David_McMinn
```

## 1.196 Re: ScreenWidths and Heights!

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Wed, 27 Jan 1999 16:20:31 +0200

Organization: A97

Subject: Re: ScreenWidths and Heights!

Encoding: quoted-printable

Hello Curt.

On 27-Jan-99, Curt Esser wrote:

> On 26-Jan-99, Bippy M wrote:

>> Could some kind person, gimme a little code that shows me how to get t=he

>> width and height of a screen please, and maybe also explain TAGlists a=

>> little, with some example code (Please keep the 2 codes seperate if

>> possible)..

> I have attached an example of getting the screen information.

> There is an example on my web page of using screentags - I have posted =it

> here before, so I won't piss off everyone by posting it again.

Really, I hardly think people are going to be pissed of about something l=ike that. To my knowledge the list gets new subscribers all the time, and=many might have missed it the first time arround.

> If you don't have web-access let me know and I will email you a copy.

Talk about customer suport.... :o) At the school I worked at we had just =bought 4 new PC's. The supplier "forgot" to include the network card, so =we called him up, and we had the cards within a week. So far so good. The= n he had forgotten to include the driver software, we phoned him again, a= nd he sent us two discs. Naturally the drivers on the discs where for an = entirely different card than the ones he had sent. So we phoned him up ag= ain, we where starting to get just a little bit anoyed, anyway he told us= that we could just go to winfiles and get the drivers. Being an AMiGA ow= ner, and not familiar with either Winfiles or Drivers, I itryed looking i= t up in the phone book. No such thing. Imagine my surprise when I found o= ut winfiles was on the Internet. And how did that idiot down at the store= imagine us getting files from the Internet without having Internet ? No = answer. So about this time I was so fed up with the total incompetance of= the PC store clerk that I decided to go home and download them myself, p= ut them on a Jaz disc and bring them to work the next day. It took about = 15 minutes. How difficult is that then ?!?!?

Anyway I'm totally of topic here so I'll just shut up now.

Regards

-- =

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```

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/\ | | V V V | | _
+++++
Visit : http://members.tripod.com/~FlameDuck=

```

## 1.197 Re: ScreenWidths and Heights!

From: Frederic Laboureur <alphasnd@sdv.fr>

Date: Wed, 27 Jan 1999 19:01:09 +0100

Organization: Fantaisie Software

Subject: Re: ScreenWidths and Heights!

Encoding: quoted-printable

Hi, =

> On 27 Jan 99, at 3:41, Bippy M wrote:

> =

>> Could some kind person, gimme a little code that shows me how to get t=  
he

>> width and height of a screen please, and maybe also explain TAGlists a=

>> little, with some example code (Please keep the 2 codes separate if

>> possible)..

> =

> If you've opened your screen using Blitz commands then you could do:

> =

> \*scr.Screen =3D Peek.l(Addr Screen(#screen\_num))

> sw.w =3D \*scr\Width

> sh.w =3D \*scr\Height

> =

> If you are using OS commands, then you will already have the \*scr point=

er

> (and don't need to do the first line above), and if you are using the  
> NLibs, you do \*scr.Screen=3DNScreen(...) when you open the screen (and= don't  
> do the first line above)

Just a little precision, on the NLibs you can use the NScreenWidth() = and  
NScreenHeight() commands which works simply well and doesn't requiers any= pointers...

Bye,  
Fred.

-----=  
-----

^ ^ ^ ^ Fr=E9d=E9ric Laboureur (Fred)

\_/\_/\_/\_ =

^ ^ u ^ ^ n ^ ^ \ E-Mail Address: alphasnd@sdv.fr =

(o o \_/(o o)\ \_o o) =

\_/\_/// || \ \ \_/\_ Only Amiga makes it possible

(o\_o)//(o\_o)\(o\_o) Quality software for the Amiga

`\_`\_`\_`\_`\_`=

F-Base TheBoss F-Bench AlphaSOUND - FANTAISIE Software (1998)

-----=  
-----

## 1.198 screens and colors 2

From: "Philippe Bovier" <bovier@club-internet.fr>

Organization: NightLight Team

Date: 17 Jan 99 10:42:35 -0100

Subject: screens and colors 2

Encoding: 7bit

hello,

- De-archivreur is a program for crunch and decrunch archive. His main window are 3 bitplans but the shapes used in the window appeared in only 4 colors but the shapes have also 3 bitplans but De-archivreur only show 4 colors. De-Archivreur is codes in Blitz mode.

- De-archivreur have also the possibility to show a pattern in all this window but if someone try to use a pattern with more than 8 colors, there is not the good colors in the window but very differents strange

colors but with a pattern colored with the MWB colors, It's OK.

(Untill now because I'm not sure if the pattern we try has 4 or more colors).

Finally the problem is:

What is the method to use correctly a brush, a shape in 3 bitplans in 3 bitplans screen, etc.. in a WB program ???

--

Philippe Bovier ( \*Mrod\* ) mailto:Bovier@club-internet.fr

----->> Friend's project in Blitz Basic <<-----

- De-Archiveur1.3 -> Aminet - FileFrog -> In progress

- XFD GUI Package -> In progress - BUBBLE AGA -> stand by

## 1.199 screens and colors 1

From: "Philippe Bovier" <bovier@club-internet.fr>

Organization: NightLight Team

Date: 17 Jan 99 10:33:15 -0100

Subject: screens and colors 1

This is a MIME encoded multipart message. The fact that you are reading this means you don't have a MIME capable mail program. You might still be able to read part of the mail's content, but some of it may require a MIME capable mail reader to decode. Following are some URLs where you can find MIME-capable mail programs for common platforms:

Amiga.....: MicroDot-II <http://www.vapor.com/>

Unix.....: Metamail <ftp://ftp.bellcore.com/nsb/>

Windows/Macintosh: Eudora <http://www.qualcomm.com/>

General info about MIME can be found at:

<http://www.cis.ohio-state.edu/hypertext/faq/usenet/mail/mime-faq/top.html>

--=\_8<==MD236A1BC6B-17E81423==8<=\_=

Encoding: 7bit

Hello,

My friend give me this little code and want to know:

LoadFont 0,"topaz.font",8

first he want to know if It's possible to hide the screen1.

Screen 0,0,0,640,256,3,\$00029000,"Ecran 1",1,2

and after the screen2 are in the workbench screen in hires-lace with more color if possible than the wb screen open in hires.

Window 0,20,20,600,216,\$000000F,"Ecran 2",1,2

My friend doesn't arrive to catch the screen1. He want to know if It's



possible to open a pubscreen and hide at the same time for after open  
a window in more colors than the wb.

I'm personally impossible for me to make that but a surprise is  
possible maybe.

--

Philippe Bovier ( \*Mrod\* ) mailto:Bovier@club-internet.fr

----->> Friend's project in Blitz Basic <<-----

- De-Archiveur1.3 -> Aminet - FileFrog -> In progress

- XFD GUI Package -> In progress - BUBBLE AGA -> stand by

--\_8<==MD236A1BC6B-17E81423==8<=\_=

Encoding: base64

Content-Disposition: attachment; filename="Test.bb2"

X-MD2-FilePath: Empty:Test.bb2

AAAgIMMBIDAsInRvcGF6LmZvbnQiLDgAICA7IGonYWltZXJhaXMgZmFpcmUgZGlzcGFyYW10cmUg  
bGUgc2NyZWVuIHBhcnBkZXJyaWVvZSBtb24gV29ya2JlbnNoACAgO3BvdXIgcG91dm9pciB2b2ly  
IG1vbiB1dGlsaXRhaXJlIHBhcnBkZXNzdXMgbW9uIFdvcmtiZW5jaAAgIDttb24gZWNYYW4gMSBk  
ZXZyYWlzlGV0cmUgaW52aXNpYmxlIGegbCdvZWlsAAAgIM8BICAgICAgICAwLDAsMCw2NDAsMjU2  
LDMsJDAwMDI5MDAwLClJFY3JhbiAxIiwxLDIAACAgO3RhbmdRpcyBxdWUgbW9uIGVjcmFuIDlgbHVp  
IGRldnJhaXMgYXBwYXJhaXRyZSBzdXIgbW9uIFdvcmtiZW5jaAAgIDtjZSBxdWkgbWUgcGVybWV0  
cmFpcyBkJ2FmZmljaGFpcyBtb24gZWNYYW4gMiBlbiBoYXV0ZSBYXNvbHV0aW9uIGVudHJlbGFj  
ZQAIDtZdXIgbW9uIFdvcmtiZW5jaCB1biBoYXV0IHJlc29sdXRpb24AACAgxQEgICAgICAgIDAs  
MjAsMjAsNjAwLDIxNiwmMDAwMDAwMEYslkVjcmFuIDlilLDEsMgAAICA7TGUgc2V1bCBwcm9ibGVt  
ZSBjJ2VzdCBxdWUgamUgbidhcnJpdmUgcGFzIGegY2FjaGVyIG1vbiB1Y3JhbiAxACAgO3NpIHR1  
IGxlIHBldXggamUgdm91ZHJhaXMgcXVlIHR1IHBvc2UgbGEgcXVlc3Rpb24uLgAAICCAAgAAICCA  
AgAAO3R1IHBldXggZXhlY3V0ZSBsZSBwcm9ncmFtbWUgcG91ciBtaWV1eCBjb21wcmVuZHIIGxl  
IHByb2JsZW11Li4uLi4uAA==

--\_8<==MD236A1BC6B-17E81423==8<=\_=

(end of MIME multipart message)

## 1.200 scr=asc!

From: "opi.plastic aka emil" <opi@abyss.lodz.pdi.net>

Date: Mon, 04 Jan 1999 22:49:39 +0100

Organization: kalkowiecie nie-zorganizowany

Subject: scr=asc!

Yello,

U guys out there! Please, i'm sick of lookin in \*.bb2 format scr  
why? b'koz i never got full working exampel.... some of  
commands are untokenised.... it's drawing me creazy =-)

please, if u wanna spread yours scr save it as ascii  
 zdroofka!  
 --  
 opi.plastic <opi@amigascne.org>  
 amiga+linux+net+grass+ascii+scene = phuunnn

**1.201 Re: scr=asc!**

(envelope-from FlameDuck@usa.net)  
 (envelope-from FlameDuck@usa.net)  
 From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>  
 Date: Sat, 09 Jan 1999 15:43:23 +0200  
 Organization: A97  
 Subject: Re: scr=asc!

Encoding: quoted-printable

On 09-Jan-99, BaH wrote:

>> please, if u wanna spread yours scr save it as ascii  
 > I'd agree, as sometimes, on my system at least, the tokenisation comes =  
 up =  
 > as ????? on some of the commands. With an exact copy of that program =  
 > loaded from it's ASCII source, all the tokens come up okay, and it =  
 > compiles no problem.  
 > It's not that much of an effort to save the source as ASCII anyways. S=  
 o =  
 > why not, folks ?

First of let me state that I too agree that sources should be spread as A=  
 SCII. Next of I'll say that the reason some sources aren't saved as ASCII=  
 was that no versions of TED (and indeed not all versions of SuperTED) co=  
 uld Export source as ASCII. Not much point in being upset, it's ust annoy=  
 ing, that's al, anyway most of the times it's quite easy to guess which c=  
 ommands are missing...

Regards

-- =

+--+

| M i k k e l L = F 8 k k e | \_ \_

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+++++++
Visit : http://members.tripod.com/~FlameDuck=

```

## 1.202 Re: scr=asc!

Subject: Re: scr=asc!

Date: Sat, 9 Jan 99 14:37:45 +0000

From: BaH <brucey@thenet.co.uk>

Hi,

>please, if u wanna spread yours scr save it as ascii

>

I'd agree, as sometimes, on my system at least, the tokenisation comes up as ????? on some of the commands. With an exact copy of that program loaded from it's ASCII source, all the tokens come up okay, and it compiles no problem.

It's not that much of an effort to save the source as ASCII anyways. So why not, folks ?

regards

Brucey

## 1.203 Re: scr=asc!

From: Curt Esser <camge@ix.netcom.com>

Date: Sat, 09 Jan 1999 09:58:50 -0500

Subject: Re: scr=asc!

Hi BaH

On 09-Jan-99, BaH wrote:

> Hi,

>

>> please, if u wanna spread yours scr save it as ascii  
>>  
>  
> I'd agree, as sometimes, on my system at least, the tokenisation comes up  
> as ????? on some of the commands. With an exact copy of that program  
> loaded from it's ASCII source, all the tokens come up okay, and it  
> compiles no problem.  
> It's not that much of an effort to save the source as ASCII anyways. So  
> why not, folks ?

Yes, I agree too! Sure, it loads a bit slower the first time. But this really doesn't matter for the small examples we post here.

Yours electronically,

Curt Esser

[camge@ix.netcom.com](mailto:camge@ix.netcom.com)

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

## 1.204 Re: scr=asc!

From: Curt Esser <[camge@ix.netcom.com](mailto:camge@ix.netcom.com)>

Date: Sat, 09 Jan 1999 10:10:24 -0500

Subject: Re: scr=asc!

Encoding: quoted-printable

Hi Mikkel

On 09-Jan-99, Mikkel L=F8kke wrote:

> =

> First of let me state that I too agree that sources should be spread as=  
> ASCII. Next of I'll say that the reason some sources aren't saved as  
ASCII

> was that no versions of TED (and indeed not all versions of SuperTED)  
could

> Export source as ASCII. Not much point in being upset, it's ust annoyin=  
g,

> that's al, anyway most of the times it's quite easy to guess which  
commands

> are missing...

Well, it's always been possible with all versions of TED and SuperTed to mark the entire source as a "block", then "Save Block" to disk. Blocks a=  
re

ALWAYS saved as ascii.

---

As usual, this isn't explained in the manual, but I discovered it by accident.

So if you think you can't save as ascii with your version of TED, give it= a try.

Yours electronically,

Curt Esser

camage@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

## 1.205 Samples > 128kb

via sendmail with P:esmtprinet\_hosts/T:smtp

(sender: <Andreas.Falkenhahn@gmx.de>)

id <m0zzSKB-002pT7C@rhoen.regio.net>

for <blitz-list@netsoc.ucd.ie>; Sun, 10 Jan 1999 22:23:07 +0100 (MET)

(Smail-3.2.0.100 1997-Dec-8 #1 built 1997-Dec-13)

From: Andreas Falkenhahn <Andreas.Falkenhahn@gmx.de>

Date: Sun, 10 Jan 1999 22:19:41 +0100

Organization: Airsoft Softwair

Subject: Samples > 128kb

Hi !!

I recently found some source that plays samples which are bigger than 128kb from disk. But is it also possible to play those samples without using diskbuffers? Just load the sample in ram and then play it....possible?

--

Greetings,

Andreas

email: Andreas.Falkenhahn@gmx.de Software Failure of Airsoft

Softwair, Coder

WWW: <http://www.airsoft.home.pages.de> A1200/040T, 40mhz, 2.0GB HD, 18MB

Ram, 33.600 Modem

"Windows95 is bug free" Bill Gates in `95...."We fixed over 5000 bugs since the release of Win95" Bill Gates in `98

"AMiGA iS BACK.....BACK FOR THE FUTURE!", Pedro Tyschtschenko on the Theme of Amiga CD

**1.206 RE: Samples > 128kb**

From: "C.J.R.Jarvis" <C.J.R.Jarvis@wkac.ac.uk>

Subject: RE: Samples > 128kb

Date: Mon, 11 Jan 1999 13:53:54 -0000

charset="ISO-8859-1"

>I recently found some source that plays samples which are bigger than 128kb from disk.

Ooh - can I have this?

Chris

**1.207 Re: Samples > 128kb**

for blitz-list@netsoc.ucd.ie; Sun, 17 Jan 1999 13:25:07 +0000

From: "Nick Chapman" <scillo@geocities.com>

Subject: Re: Samples > 128kb

Date: Sun, 17 Jan 1999 13:20:52 -0000

charset="iso-8859-1"

Encoding: 7bit

Hi.

You could load the sample into FastRAM and then stream it into chip from there. I could write some code if you like.

Nick / Skillo

-----Original Message-----

From: Andreas Falkenhahn <Andreas.Falkenhahn@gmx.de>

Date: 10 January 1999 21:23

Subject: Samples > 128kb

>Hi !!

>

>I recently found some source that plays samples which are bigger  
>than 128kb from disk. But is it also possible to play those samples  
>without using diskbuffers? Just load the sample in ram and then  
>play it...possible?

>

>--

>Greetings,

>

> Andreas

>

---

>email: Andreas.Falkenhahn@gmx.de Software Failure of Airsoft  
>Softwair, Coder  
>WWW: <http://www.airsoft.home.pages.de> A1200/040T, 40mhz, 2.0GB HD,  
18MB  
>Ram, 33.600 Modem  
>  
>"Windows95 is bug free" Bill Gates in `95...."We fixed over 5000 bugs since  
>the release of Win95" Bill Gates in`98  
>"AMiGA iS BACK.....BACK FOR THE FUTURE!", Pedro Tyschtschenko on the Theme  
>of Amiga CD  
>  
>

## 1.208 Sad programers (Was : AFS vs. FFS [increasingly offtopic]) :o)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>  
Date: Tue, 05 Jan 1999 18:23:10 +0200  
Organization: A97  
Subject: Sad programers (Was : AFS vs. FFS [increasingly offtopic]) :o)  
Encoding: quoted-printable  
X-Info: <mailto:sf@xxl.ots.dk> in case of problems!  
On 03-Jan-99, Eoghann Irving wrote:

[-Argh !-]

>>> Come on. I want to use my computer. Buggy programs shouldn't

> bring

>>> down the entire computer or the filesystem.

> =

>> Yes, I completely agree- go tell all these programmers to stop

>> being naughty!

> Well its not just the programmers. Sometimes its simply a memory thing

> (thats what causes IBrowse crashes on my system mainly).

Ah, memory thing. I blame programers. Make sure you actually own the memo=  
ry you use. (HINT)

> Also (and getting somewhat on topic again) Blitz programming can cause

> a lot of crashes I find. Which is another good reason to have a

> stable file system. :)

Well, yes, since most (Well at least SOME) Blitz programers don't have a =  
fundamental knowledge of the AMiGA hardware, the OS, and how to use it pr=  
operly.

Anyway, all programing can cause crashes, I have yet to see a single prog=  
ram, that given the right circumstances, wouldn't crash.

Regards

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Visit : <http://members.tripod.com/~FlameDuck>=

## 1.209 RTGMaster.library

Sun, 3 Jan 1999 02:27:59 +0100 (MET)

From: Peter Thor <thor@mailbox.swipnet.se>

Date: Sun, 03 Jan 1999 02:26:26 +0300

Organization: Nukleus

Subject: RTGMaster.library

Hello all Blitzers!

I've been trying out RTGMaster.library from withinn Blitz now here on my  
system for a while, but are still struggeling with some problems.

If you're interested in trying out an executable program for me and replying  
how it looked and worked for you I would be very much glad =)

Kind regards, Thor.

--

Peter Thor, Coder Asm/Blitz/C/C++

Irc: Joru (irc.stealth.net, #AmigaSWE/#Amiga/#Amigascne)

ICQ: 11277616, Alt-EMail: Joru@hotmail.com

Creative Amigans at: [www.ping.be/sillycat](http://www.ping.be/sillycat)

.- Amiga is it! -.



## 1.210 rtgmaster

for blitz-list@netsoc.ucd.ie; Sat, 2 Jan 1999 21:39:59 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 2 Jan 99 21:38:29 +0000

Subject: rtgmaster

Encoding: 7bit

Hi.

Has anyone converted rtgmaster.library for blitz yet?

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

## 1.211 Re: rtgmaster

for blitz-list@netsoc.ucd.ie; Sun, 3 Jan 1999 11:29:50 +0000

From: Stuart Walker <stuart@digital-images.demon.co.uk>

Date: Sun, 03 Jan 1999 11:28:53 +0000

Subject: Re: rtgmaster

Hello Paul

> Has anyone converted rtgmaster.library for blitz yet?

While we're on the subject (if you can use rtgmaster.library with Blitz),

how would you use the following commands:Screen, window, Bitmap, Show

Bitmap, Show Palette, Bitmaptowindow

Thanks.

Stuart Walker

## 1.212 RTGMaster

Sun, 3 Jan 1999 15:17:29 +0100 (MET)

From: Peter Thor <thor@mailbox.swipnet.se>

Date: Sun, 03 Jan 1999 15:16:02 +0300

Organization: Nukleus

Subject: RTGMaster

Hello,

Due to the military service I'll have to leave the miggy and coding for about

---

2 weeks, if anyone of you would like to have the example executable of using RTGMaster.library with Blitz, please contact David McMinn (dmcminn@house-of-mojo.freemove.co.uk) and he'll send you the example. Kind regards, Thor.

--  
Peter Thor, Coder Asm/Blitz/C/C++  
Irc: Joru (irc.stealth.net, #AmigaSWE/#Amiga/#Amigascne)  
ICQ: 11277616, Alt-EMail: Joru@hotmail.com  
Creative Amigans at: www.ping.be/sillycat  
.- Amiga is it! -.

### 1.213 Re: rtgmaster

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>  
Date: Sun, 03 Jan 1999 17:50:55 +0200  
Organization: A97  
Subject: Re: rtgmaster

Encoding: quoted-printable  
X-Info: mailto:sf@xxl.ots.dk in case of problems!

On 02-Jan-99, Paul wrote:  
> Has anyone converted rtgmaster.library for blitz yet?  
Yes. Peter Thor has a quite nice version lying around. But he's in the army now, so there :o) You thinking of adding it to Mildred ?

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

## 1.214 Re: rtgmaster

for blitz-list@netsoc.ucd.ie; Mon, 4 Jan 1999 04:33:48 +0000

Date: Mon, 04 Jan 1999 04:27:06 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: rtgmaster

Encoding: 7bit

Stuart Walker wrote:

> > Has anyone converted rtgmaster.library for blitz yet?

>

> While we're on the subject (if you can use rtgmaster.library with Blitz),

> how would you use the following commands:Screen, window, Bitmap, Show

> Bitmap, Show Palette, Bitmaptowindow

You wouldn't. rtgmaster.library is an alternative to using the OS (or the blitz methods) you can't mix the two without using c2p or p2c. That would be a silly thing to do since it would ruin the reason for using rtgmaster in the first place. I've not actually used rtgmaster myself, I never saw a reason to do so and the mildred lib gives you even less incentive.

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.demon.co.uk> >

## 1.215 Re: rtgmaster

for blitz-list@netsoc.ucd.ie; Mon, 4 Jan 1999 15:35:23 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 4 Jan 99 15:35:36 +0000

Subject: Re: rtgmaster

Encoding: 7bit

> On 02-Jan-99, Paul wrote:

>

> > Has anyone converted rtgmaster.library for blitz yet?

>

> Yes. Peter Thor has a quite nice version lying around. But he's in the army now, so there :o) You thinking of adding it to Mildred ?

No, its a standalone system. But it might be useful for opening screens and handling doublebuffering and gfx-card output.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

## 1.216 Re: resident evils

for blitz-list@netsoc.ucd.ie; Sun, 10 Jan 1999 13:16:36 +0000

From: "David McMinn" <[dmcminn@house-of-mojo.freemove.co.uk](mailto:dmcminn@house-of-mojo.freemove.co.uk)>

Organization: International House of Mojo

Date: Sun, 10 Jan 1999 13:09:17 -0000

encoding: Quoted-printable

Subject: Re: resident evils

On 10 Jan 99, at 13:10, BaH broke out long enough to write:

> I am just getting back into Blitz, after being away for a while, and hav=  
e

> noticed I seem to have a significant piece of software missing. The file

> is either called "bb2objtypes.bb2" or "bb2objtypes.res" depending on the

> particular example sources. If someone can point me in the right directi=  
on

> for this file I'd be most grateful, as I've never seen or used it before

> now. Apart from that, everything seems to be going fine, and hopefully,

> before long I'll have some coding done.

All it is, is the blitz2 object newtypes in a resident, as found at the b=

ack

of the manual. But they came with every blitzlibs disk which were also on =

the

BUMs.

[ ] ^ V [ ] [ ] M I =A9 M I [ ] M M

[dmcminn@house-of-mojo.freemove.co.uk](mailto:dmcminn@house-of-mojo.freemove.co.uk)

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.217 resident evils

Subject: resident evils

Date: Sun, 10 Jan 99 13:10:35 +0000

From: BaH <brucey@thenet.co.uk>

Hi,

I am just getting back into Blitz, after being away for a while, and have noticed I seem to have a significant piece of software missing.

The file is either called "bb2objtypes.bb2" or "bb2objtypes.res" depending on the particular example sources.

If someone can point me in the right direction for this file I'd be most grateful, as I've never seen or used it before now.

Apart from that, everything seems to be going fine, and hopefully, before long I'll have some coding done.

Thanks in advance

Brucey

## 1.218 Re: Resettimer & Ticks Replacement

for blitz-list@netsoc.ucd.ie; Mon, 4 Jan 1999 18:35:18 +0000

From: "Peter Nightingale" <rajpete@andos.freemove.co.uk>

Subject: Re: Resettimer & Ticks Replacement

Date: Tue, 29 Dec 1998 20:37:52 -0000

charset="iso-8859-1"

Encoding: 7bit

Andreas Falkenhahn wrote:

>Hi Bippy

>Am 28-Dez-98 schrieb Bippy M:

>> Hallooo!

>> okay what I'd like to know is.. what would be the asm/system equivalent

>of

>> the Resettimer/ticks commands as these add a Huge amount of code, making

>> the exe over 5k bigger?

>

>ResetTimer() and Ticks() are timer.device related commands. If you

>want to do this in asm you`ve to open the device, start reading clock and

>so on. I attach you some code I use when I'm programming something

>in C. It's in asm and you can easily adapt it to blitz.

So, are ResetTimer() and Ticks() completely independent of the screenmode?

If so I can replace my primitive timing code!

Have a happy new year all

Peter Nightingale

rajpete@andos.freemove.com

## 1.219 Requestors..

From: Andrew Drays <amiga@ticon.net>

Date: Sat, 02 Jan 1999 12:26:10 -0500

Organization: A&M Orionsoft

Subject: Requestors..

Hello,

I've recently posted a little mail about changing requestors.. the default "volume 'x' not found" requester.. etc.. well.. After much research.. I have gotten virtually nowhere.. :) Autodocs have been a big help.. but my current dilemma is this.. arq does it! in a sense.. all it does it modify the requester intuition settings.. and it's able to detect when a requester is coming up.. thus, it is possible to change the text, as well.. since there seems to be default system requestors already allocated in OS ROM.. or a style.. otherwise arq would not be possible.. oir could it be looking for tags that cpecific programs bring up? because ARQ does NOT work at intercepting the Directory Opus 5+ requestors.. (as far as I can see) ...

Theroies?

Cheers!

--

<TSB>

E-Mail -amiga@ticon.net- Andrew Drays - ( Condore )

IRC - us.undernet.org #amirc #amigachat - Janesville, WI 53546

Webpage <http://www.ticon.net/~amiga>

<TSB>

## 1.220 Re: Requestors..

From: Curt Esser <camge@ix.netcom.com>

Date: Sun, 03 Jan 1999 03:41:01 -0500

Subject: Re: Requestors..

Hi Andrew

On 02-Jan-99, Andrew Drays wrote:

> Hello,

>

> I've recently posted a little mail about changing requestors.. the default

> "volume 'x' not found" requester.. etc.. well.. After much research.. I

> have gotten virtually nowhere.. :) Autodocs have been a big help.. but my

---

> current dilemma is this.. arq does it! in a sense.. all it does it modify  
> the requester intuition settings.. and it's able to detect when a  
requester  
> is coming up.. thus, it is possible to change the text, as well.. since  
> there seems to be default system requesters already allocated in OS ROM..  
> or a style.. otherwise arq would not be possible.. oir could it be  
looking  
> for tags that cpecific programs bring up? because ARQ does NOT work at  
> intercepting the Directory Opus 5+ requesters.. (as far as I can see) ...  
>  
> Theroies?

Arq patches Intuitions requester routines to point to it's own code, rather than the standard system requester code. It then returns the results back to Intuition just as the normal requester routines would have done.

I don't have Dopus, but I suppose that it replaces the system's requesters too?

If so, it is doing the same thing, but patching the code to point to IT's requester routine, rather than the system's. So it would over-write Arq's patch with it's own, thereby disabling Arq.

Anyway, here is what you would have to do:

- \* Determine exactly where in memory the system's code that calls up a requester is
- \* Determine where in memory your routine is
- \* Somehow make Intuition hold off on any unprocessed calls for requesters
- \* Read and save the parts of Intuition's code that you are going to patch
- \* Overwrite Intuitions code with a patch that makes it jump to your code
- \* Allow Intuition to process requester "requests" again

---

Now, all requester "requests" will go through your routine.

You will now have to process them all, as Arq does, and pass the results back to Intuition in the exact way the normal code would have done.

To unhook your code, you would again need to get Intuition to hold requester requests, put back the code you patched over, and tell Intuition it's OK to process the requester requests again.

As for how to actually DO this, I haven't a clue. I have done similar stuff on a 8 bit Apple II, but there were no complications like other programs running, or other patches to worry about, and all the system routines were found in definat unchangable memory locations. Good luck if you attempt this.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

**1.221 Re: Requestors..**

Date: Sun, 03 Jan 1999 18:18:36 +0100

From: Frederic Laboureur <alphasnd@sdv.fr>

Subject: Re: Requestors..

Encoding: quoted-printable

Hi,

>\* Determine exactly where in memory the system's code that calls up a  
>requester is

>

>\* Determine where in memory your routine is

>

>\* Somehow make Intuition hold off on any unprocessed calls for requestors

>

>\* Read and save the parts of Intuition's code that you are going to patch

>

>\* Overwrite Intuitions code with a patch that makes it jump to your code

>

>\* Allow Intuition to process requester "requests" again

You should use the SetFunction\_() OS command which allow you to patch  
any library calls very easely (and properly BTW).

Bye,

Fred.

-----  
/\\_/\_/\_/\_ Fr=E9d=E9ric Laboureur (Fred)

\_\_\_/\_/\_

/ ^ ^ u ^ ^ n ^ ^ \ E-Mail Address: alphasnd@sdv.fr

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\_/ \_ /// || \ \ \_ \\_ Only Amiga makes it possible

(o\_o) // (o o) \ (o\_o) Quality software for the Amiga

`\_ \_ ' ` \_ \_ ' ` \_ \_ '

F-Base TheBoss F-Bench AlphaSOUND - FANTAISIE Software (1998)

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## 1.222 Rename function???

for blitz-list@netsoc.ucd.ie; Fri, 8 Jan 1999 22:27:33 +0000  
From: Darklight <Darklight@jigsawdesign.demon.co.uk>  
Date: Fri, 08 Jan 1999 22:26:16 -0000  
Subject: Rename function???

hello ppl,  
ok, now that i can call up the standard Workbench Information requester on a file (thanks to David McMinn and Curt), now i need to know if there is any way to call up the standard Rename window from a program, just like you have selected an icon, then selected the rename option from the Icon menu in workbench.... i have looked through then Autodocs and can't find anything about it... apart from the DOS function Rename\_ , but his don't bring up the standard requester.... do i have to create my own window and string gadget myself? i know it's not THAT hard to do, but at least if i could use the same as Workbench it looks more standardised and will be font sensing!  
hope you can help,  
thanks,  
James

## 1.223 Re: Rename function???

([62.136.90.84] helo=194.152.64.35 ident=kewl)  
by mail9.svr.pol.co.uk with smtp (Exim 2.10 #1)  
id 0zylCQ-0005yU-00  
for blitz-list@netsoc.ucd.ie; Fri, 8 Jan 1999 23:20:15 +0000  
From: Loki <loki@napalmdeath.freemove.co.uk>  
Date: Fri, 08 Jan 1999 23:15:44 +0000  
Organization: Satanic Dreams Software.  
Subject: Re: Rename function???

Hello Darklight  
Hiya, Darklight... on 08-Jan-99 you wrote me about Rename function???! :)  
D>> hello ppl,

---

D>> ok, now that i can call up the standard Workbench Information  
D>> requester on a file (thanks to David Mcminn and Curt), now i need  
D>> to know if there is any way to call up the standard Rename window  
D>> from a program, just like you have selected an icon, then selected  
D>> the rename option from the Icon menu in workbench.... i have looked  
D>> through then Autodocs and can't find anything about it... apart from  
D>> the DOS function Rename\_ ,but his don't bring up the standard  
D>> requester.... do i have to create my own window and string gadget myself?  
D>> i know it's not THAT hard to do, but at least if i could use the same as  
D>> Workbench it looks more standardised and will be font sensing!  
I dont know how to do it, but I'd just like to point out that you will have  
to consider the people who use Scalos or DOpus in place of WB.  
As there seem to be a growing amount.  
I'm not sure what you are trying to acheive? But why not just do your very  
own "font-sensing" requestor?

Regards

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: [loki@napalmdeath.freemove.co.uk](mailto:loki@napalmdeath.freemove.co.uk)

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384

<tsb>

<tsb>\*SATANIC DREAMS FOUNDER\*

<tsb>ADMIN: [admin@satanicdreams.freemove.co.uk](mailto:admin@satanicdreams.freemove.co.uk)

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>

## 1.224 Re: Reading CD ROM ID Numbers

with SMTP id <0F4Y00BEG7ZGXV@hermes.ucd.ie> for blitz-list@netsoc.ucd.ie; Sat,

2 Jan 1999 20:09:43 +0000 (GMT)

(Exim 1.82 #2) id 0zwAGI-0007mf-00; Fri, 01 Jan 1999 19:30:00 +0000

Date: Thu, 31 Dec 1998 19:50:50 +0000

From: Rick Hodger <[rick.thehub@bigfoot.com](mailto:rick.thehub@bigfoot.com)>

Subject: Re: Reading CD ROM ID Numbers

Organization: Corrupted Software

---

<http://www.yam.ch>

encoding: quoted-printable

I watched as Mikkel L=F8kke hammered "Re: Reading CD ROM ID Numbers" out on their keyboard...

>>> There's a thought. Perhaps people when burning a CD should include that ID

>>> file on the actual CD???

>> Very good idea, but the 1st track would need to be a data track and some

>> people's speakers will go "pop!" when played. And having the 1st track a

>> data track wouldn't be great, because skipping it everytime would become a

>> little bit annoying....

> Erm, certain music CD I've seen have a data track as the last track (often containing MPEG streams of their Music Videos, or some sort of PC-Only Interactive Information [Blerg]). Also, these CD's, when played in most normal CD players will not display the last (Data) track...

True, but the amiga software doesn't support that, I have such a CD and all the CD-Players in the house display data tracks whether they're at the beginning or at the end of the CD.

-- =

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>

<sb>Visit us at <http://www.thehub.u-net.com>

<sb>EMail us at [pagan@thehub.u-net.com](mailto:pagan@thehub.u-net.com)/

<sb>"Dafel: Bloodline" - The most accomplished RPG ever!

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team \*AMIGA\*

<sb>

<sb>Life's a bitch, and then you're reincarnated.

## 1.225 Re: Reading CD ROM ID Numbers

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sat, 02 Jan 1999 12:43:19 +0200

Organization: A97

---

Subject: Re: Reading CD ROM ID Numbers

Encoding: quoted-printable

X-Info: mailto:sf@xxl.ots.dk in case of problems!

On 31-Dec-98, Rick Hodger wrote:

>> [-Blah blah blah -]

>>> Anyway, here's how you get a CD's ID number:

>>>TOCCDID\$=3D"ID"+Right\$("0000"+Str\$(TotalTracksOnCD.b),2)+Right\$(Hex\$(L=

>>> rack2.l),6)+Right\$(Hex\$(AddressOfLastTrack.l),6)

>> Erm, this doesn't give a unique number each time. =

> Yes it does, although some music CD's when re-released can have

> different ID numbers compared to the original although usually because

> the original gold-disc has been remastered. If it doesn't work for

> you, then you're doing something wrong.

No, I'm just doing the maths. Unique means that each single CD has it's own number, not each 10.000. Something is hardly unque if there are tousands of it.

>> I mean a copied CD would

>> have the same ID as the original, right ? Well, some PC games can

> only be

>> played from the CD that installed them. How is this possible ?

> Yes, but those games I've found use a checksum area on the start of

> the disc, and unless you can stop you're CD-W software from correcting

> that error you can't copy the CD. Another I've seen is when

> attempting to copy the CD, it somehow changes it's own name (Half-Life

> on the PC does this, a friend tried to copy it so he could have a

> death-match and the copied CD's name was something like "Pirate Copy).

Hrmmm, any theories on how this can be ?

Regards

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+++++
Visit : http://members.tripod.com/~FlameDuck=

```

## 1.226 Re: Reading CD ROM ID Numbers

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sat, 02 Jan 1999 12:47:19 +0200

Organization: A97

Subject: Re: Reading CD ROM ID Numbers

Encoding: quoted-printable

X-Info: <mailto:sf@xxl.ots.dk> in case of problems!

Hello Rick.

On 31-Dec-98, Rick Hodger wrote:

>> ->They aren't on the CD, those are gotten from a CDID file stored on

>> ->your hard-disk. CD's do \*not\* contain any information about their

>> ->contents other than a standard Table of Contents which just

> contains

>> ->data like the offsets of the tracks, nos of tracks etc.

>> There's a thought. Perhaps people when burning a CD should include

> that ID

>> file on the CD???

> Yeah, great idea, few probs tho:

> a) You have to have the burnt copy of the CD before you can create an

> ID file for it.

Not really a huge problem tho'. You could in reality use the ISO image.

> b) Even if you burnt a copy, created the ID file, then made another

> gold-disc with the ID file included, that would alter the CD offsets

> and screw up the ID number.

Oh, this one is real easy to solve. Reserve some space for the ID number.=

> c) That would mean every CD in existence would have to have a data

> track to contain the ID file, even music CD's.

No problem either. In fact they could have the a sort of "checksum/ID thi=

ngy track."

> d) The ID nos, are AFAIK limited to the miggy. PC's use a different  
> method, and I haven't seen much of Mac CDPlayers so I can't comment on  
> them.

Are you sure ? A friend of mine has a CD player that recogninses somethin=  
g it calls a CD Serial number. Which does that use AMiGA or PC ?

> Frankly, it wouldn't be worth the effort.

Famous last words.

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

## 1.227 Re: Reading CD ROM ID Numbers

From: Rick Hodger <[rick.thehub@bigfoot.com](mailto:rick.thehub@bigfoot.com)>

Date: Sun, 03 Jan 1999 13:22:19 +0000

Organization: Corrupted Software

Subject: Re: Reading CD ROM ID Numbers

Encoding: quoted-printable

I watched as Mikkel L=F8kke hammered "Re: Reading CD ROM ID Numbers" out  
on their keyboard...

> On 31-Dec-98, Rick Hodger wrote:

>>> [-Blah blah blah -]  
>>>> Anyway, here's how you get a CD's ID number:  
>>>>  
TOCCDID\$=3D"ID"+Right\$("0000"+Str\$(TotalTracksOnCD.b),2)+Right\$(Hex\$(Leng=  
thOfT  
>>>> rack2.l),6)+Right\$(Hex\$(AddressOfLastTrack.l),6)  
>>> Erm, this doesn't give a unique number each time. =  
>> Yes it does, although some music CD's when re-released can have  
>> different ID numbers compared to the original although usually  
because  
>> the original gold-disc has been remastered. If it doesn't work for  
>> you, then you're doing something wrong.  
> No, I'm just doing the maths. Unique means that each single CD has  
it's own number, not each 10.000. Something is hardly unque if there  
are thousands of it.  
You know fine rightly what I mean, stop trying to be a funny git.  
>>> I mean a copied CD would  
>>> have the same ID as the original, right ? Well, some PC games can  
>> only be  
>>> played from the CD that installed them. How is this possible ?  
>> Yes, but those games I've found use a checksum area on the start of  
>> the disc, and unless you can stop you're CD-W software from  
correcting  
>> that error you can't copy the CD. Another I've seen is when  
>> attempting to copy the CD, it somehow changes it's own name  
(Half-Life  
>> on the PC does this, a friend tried to copy it so he could have a  
>> death-match and the copied CD's name was something like "Pirate  
Copy).  
> Hrmmm, any theories on how this can be ?  
Nope, I've never written software for a CD-W so I couldn't say.  
-- =  
<sb>Rick Hodger - Programmer for #Pagan Software#  
<sb>  
<sb>Visit us at <http://www.thehub.u-net.com>  
<sb>EMail us at [pagan@thehub.u-net.com](mailto:pagan@thehub.u-net.com)/  
<sb>"Dafel: Bloodline" - The most acomplished RPG ever!  
<sb>  
<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick  
<sb>Team \*AMIGA\*  
<sb>  
<sb>Everything takes longer than you think.

---

## 1.228 Re: Reading CD ROM ID Numbers

From: Rick Hodger <rick.thehub@bigfoot.com>

Date: Sun, 03 Jan 1999 13:27:46 +0000

Organization: Corrupted Software

Subject: Re: Reading CD ROM ID Numbers

Encoding: quoted-printable

I watched as Mikkel L=F8kke hammered "Re: Reading CD ROM ID Numbers" out on their keyboard...

> Are you sure ? A friend of mine has a CD player that recognises something it calls a CD Serial number. Which does that use AMiGA or PC ?

Couldn't say. You'd have ask the author of the program, there is no set standard for recognising a CD. It's left completely up to the author of the program.

There is practically unlimited ways of recognising a CD in a CD-ROM drive, plus there are so many shareware programs with their own ways of doing it, even if you could introduce a standard people wouldn't bother because they'd have to provide a converter to convert their own format to the standard.

I have two CDPlayers on my miggy, between them they use about 4-5 different methods of storing CD info, CDID, OptyDatabase, CDDDB and CDDDB/CDID hybrid.

-- =

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>

<sb>Visit us at <http://www.thehub.u-net.com>

<sb>EMail us at [/pagan@thehub.u-net.com/](mailto:/pagan@thehub.u-net.com/)

<sb>"Dafel: Bloodline" - The most acomplished RPG ever!

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team \*AMiGA\*

<sb>

<sb>The world's so terrible that one can only make fun of it.

---



### 1.229 Re: Reading CD ROM ID Numbers

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sun, 03 Jan 1999 17:56:55 +0200

Organization: A97

Subject: Re: Reading CD ROM ID Numbers

Encoding: quoted-printable

X-Info: mailto:sf@xxl.ots.dk in case of problems!

Hello Rick.

On 03-Jan-99, Rick Hodger wrote:

>>>> [-Blah blah blah -]

>>>>> Anyway, here's how you get a CD's ID number:

>>>>> =

> TOCCDID\$=3D"ID"+Right\$("0000"+Str\$(TotalTracksOnCD.b),2)+Right\$(Hex\$(LengthOfT

>>>>> rack2.l),6)+Right\$(Hex\$(AddressOfLastTrack.l),6)

>>>> Erm, this doesn't give a unique number each time. =

>>> Yes it does, although some music CD's when re-released can have

>>> different ID numbers compared to the original although usually

> because

>>> the original gold-disc has been remastered. If it doesn't work for

>>> you, then you're doing something wrong.

>> No, I'm just doing the maths. Unique means that each single CD has

>> it's own number, not each 10.000. Something is hardly unque if there

>> are tousands of it.

> You know fine rightly what I mean, stop trying to be a funny git.

I know you know what you mean, I just wanted to know if you knew what I meant ?

(Which you didn't, obviously.) And I don't find it funny at all.

Regards

-- =

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+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
Visit : http://members.tripod.com/~FlameDuck=

```

### 1.230 Re: read this dodgy diz - well its worth it!

From: Rick Hodger <[rick.thehub@bigfoot.com](mailto:rick.thehub@bigfoot.com)>

Date: Mon, 11 Jan 1999 19:56:37 +0000

Organization: Corrupted Software

Subject: Re: read this dodgy diz - well its worth it!

I watched as C.J.R.Jarvis hammered "read this dodgy diz - well its worth it!" out on their keyboard...

> forward this or not if you will. I figured I would, if you want

> skip straight to the bottom, its bascially a competition, rather than a

> chain letter or a joke.

> Does the stuff about microsoft "tracking" e-mail recipients sound

> scary to anyone else but me? Obviously not.

I saw this same email about 4 months ago, hate to tell you this, but you just got suckered into forwarding a SPAM message.

It was debunked some time ago, by both Disney /and/ Microsloth.

It would be impossible to track an email to every recipient it was forwarded to unless you modified every SMTP server in existence to log messages such as that. The problem is that the damn thing has been forwarded, cut&pasted and generally chopped up it's impossible to tell who originally sent the damn thing.

Sorry people, it's a hoax.

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>

<sb>Visit us at <http://www.thehub.u-net.com>

<sb>EMail us at [pagan@thehub.u-net.com/](mailto:pagan@thehub.u-net.com/)

<sb>"Dafel: Bloodline" - The most acomplished RPG ever!

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team \*AMIGA\*

<sb>

<sb>Cautious: Breathing may be hazardous to your health.

## 1.231 Public Screens

id 105pL2-0006Vx-00; Thu, 28 Jan 1999 11:10:20 +0000

From: "Simon Hitchen" <simon@gadge.u-net.com>

Organization: Gadge Software

Date: 28 Jan 99 11:10:44 +0000

Subject: Public Screens

Encoding: 7bit

Hello,

Where do I look inside a .Screen structure to find out if the screen  
in question is a "Public" screen?

Is it somewhere in the Screen\Flags ?

eg:

```
*scr.Screen=Peek.l(Addr Screen(0))
```

```
test.w=*scr\Flags
```

If it is in the screen flags, which "bit" is it? Or am I barking up  
the wrong tree and there's another more obvious way to find out if a  
screen is "Public"?

Any help and info warmly recieved :-)

--

Bye f'now

Simon

## 1.232 Re: Public Screens

28 Jan 99 12:10:30 0

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Thu, 28 Jan 1999 12:10:18 -0000

encoding: Quoted-printable

Subject: Re: Public Screens

> Where do I look inside a .Screen structure to find out if the screen i=

---

n

> question is a "Public" screen?

> \*scr.Screen=3DPeek.l(Addr Screen(0))

> test.w=3D\*scr\Flags

Then just do something like:

If test & #PUBLICSCREEN Then NPrint "This is a public screen!"

And if you don't fancy amigalibs.res, #PUBLICSCREEN=3D2

l) ^ V ][ l) |M| =A9 |M| ][ |N |N

d.mcminn@eee.rgu.ac.uk ICQ=3D16827694

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

### 1.233 Re: Public Screens

id 106F5d-0003dt-00; Fri, 29 Jan 1999 14:40:10 +0000

From: "Simon Hitchen" <simon@gadge.u-net.com>

Organization: Gadge Software

Date: 29 Jan 99 13:54:45 +0000

Subject: Re: Public Screens

Encoding: 7bit

Hello David,

>> Where do I look inside a .Screen structure to find out if the screen in

>> question is a "Public" screen?

>

>> \*scr.Screen=Peek.l(Addr Screen(0))

>> test.w=\*scr\Flags

>

> Then just do something like:

>

> If test & #PUBLICSCREEN Then NPrint "This is a public screen!"

>

> And if you don't fancy amigalibs.res, #PUBLICSCREEN=2

This doesn't quite work :-)

Here are some results from testing the "Screen\Flags" of WB screen,

SuperTED (public ticked in prefs) and SuperTED (public unticked).

0100011010010001 (WB)

0100001000010010 (Ted public)

0100001000011111 (Ted not public)

As you can see, "bit 2" is 0 on WB, and 1 on both the Ted screens

(if public or not).

"bit 3" (or bit 4) seems to be set when a screen is NOT public so  
maybe this is the one to test.

e.g.

if test and 4 = 4

screen is private

else

screen is public

end if

Anybody got any more info about testing for screens being "public"

that might help?

--

Bye f'now

Simon

## 1.234 Re: Public Screens

From: Curt Esser <camge@ix.netcom.com>

Date: Fri, 29 Jan 1999 17:08:32 -0500

Subject: Re: Public Screens

Hi Simon

On 29-Jan-99, Simon Hitchen wrote:

```
>>> *scr.Screen=Peek.l(Addr Screen(0))
```

```
>>> test.w=*scr\Flags
```

```
>>>
```

```
>> Then just do something like:
```

```
>>>
```

```
>>> If test & #PUBLICSCREEN Then NPrint "This is a public screen!"
```

```
>>>
```

```
>> And if you don't fancy amigalibs.res, #PUBLICSCREEN=2
```

```
>
```

```
> This doesn't quite work :-(-
```

```
>
```

```
> Here are some results from testing the "Screen\Flags" of WB screen,
```

```
> SuperTED (public ticked in prefs) and SuperTED (public unticked).
```

```
>
```

```
> 0100011010010001 (WB)
```

```
> 0100001000010010 (Ted public)
```

```
> 0100001000011111 (Ted not public)
```

```
>
```

---

> As you can see, "bit 2" is 0 on WB, and 1 on both the Ted screens  
> (if public or not).

>

> "bit 3" (or bit 4) seems to be set when a screen is NOT public so

> maybe this is the one to test.

>

> Anybody got any more info about testing for screens being "public"

> that might help?

Well, I don't know about testing for them. But I do know that when you open your screen with the tags set to make it a public screen, it really doesn't become public until you call another function to set it's status. And you can change it's status at any time from public/private. So it may not give accurate results by just checking the flag bits. This might just show if it COULD be a public screen, regardless of it's current status...

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

## 1.235 Re: Public Screens

id 1073wV-0004wV-00; Sun, 31 Jan 1999 20:58:07 +0000

From: "Simon Hitchen" <[simon@gadge.u-net.com](mailto:simon@gadge.u-net.com)>

Organization: Gadge Software

Date: 31 Jan 99 20:57:38 +0000

Subject: Re: Public Screens

This is a MIME encoded multipart message. The fact that you are reading this means you don't have a MIME capable mail program. You might still be able to read part of the mail's content, but some of it may require a MIME capable mail reader to decode. Following are some URLs where you can find MIME-capable mail programs for common platforms:

Amiga.....: MicroDot-II <http://www.vapor.com/>

Unix.....: Metamail <ftp://ftp.bellcore.com/nsb/>

Windows/Macintosh: Eudora <http://www.qualcomm.com/>

General info about MIME can be found at:

<http://www.cis.ohio-state.edu/hypertext/faq/usenet/mail/mime-faq/top.html>

--=\_8<==MD236B4C3C2-476B2452==8<=\_=

Encoding: 7bit

Hello All,

This is my latest attempt to read the Public Screen List:  
Seems to work fine, anybody want to try it and send me some test results. It should only report screens that are public and open. It should ignore screens like DPaint, PPaint and SuperTED (with public not ticked in prefs)

--

Bye f'now

Simon

--\_8<==MD236B4C3C2-476B2452==8<=\_=

Encoding: plain (7/8 bit)

Content-Disposition: attachment; filename="asc"

X-MD2-FilePath: Ram Disk:asc

\*pslist.List=LockPubScreenList\_

UnlockPubScreenList\_

\*psnode.Node=\*pslist\lh\_Head

\*lastnode.Node=\*pslist\lh\_TailPred

screenname\$=Peek.s(\*psnode\ln\_Name)

NPrint screenname\$

While \*psnode<>\*lastnode

\*psnode.Node=\*psnode\ln\_Succ

screenname\$=Peek.s(\*psnode\ln\_Name)

NPrint screenname\$

Wend

Repeat

WaitTOF\_

Until Joyb(0)

End

--\_8<==MD236B4C3C2-476B2452==8<=\_=--

(end of MIME multipart message)

## 1.236 Re: Priorities

Wed, 13 Jan 1999 22:50:56 +0100 (MET)

From: Peter Thor <thor@mailbox.swipnet.se>

Date: Wed, 13 Jan 1999 22:22:42 +0300

Organization: Nukleus

Subject: Re: Priorities

Warning: This is a message in MIME format. Your mail reader does not support MIME. Some parts of this message will be readable as plain text.

---

To see the rest, you will need to upgrade your mail reader.

--BOUNDARY.122182984.1

The 13-Jan-99, Peter Nightingale wrote:

> Hi everybody, hope you all had a good christmas & new year :>,

Same to you lad =)

> Does anyone know how to change the priority of a blitz program? I suppose it is recorded in the compiled file somewhere, but I've no idea how to find it, so a command or a compiler directive that does this would be very useful! Try this little example, I'm not really sure what priorityvalues are valid for the programmer to set, but just go on by testing different values and you'll end up with them =)

--

Peter Thor, Coder Asm/Blitz/C/C++

Irc: Joru (irc.stealth.net, #AmigaSWE/#Amiga/#Amigascene)

ICQ: 11277616, Alt-EMail: Joru@hotmail.com

Creative Amigans at: [www.ping.be/sillycat](http://www.ping.be/sillycat)

.- Amiga is it! -.

--BOUNDARY.122182984.1

Content-Disposition: attachment; filename="Priority.asc"

Content-Description: Function to set a running programs priority.

;

;Function to set a running programs priority

;

;Authour: Peter Thor 1999-01-05

;

;Priority can range from -127 to +127 with -127 getting the most cputime

;

;Inputs: new priorityvalue

;Outputs: old priorityvalue

;

Function.w SetPriority{newpriority.w}

Forbid\_ ;lock system to check for task

\*task.l=FindTask\_(\*crap.l) ;\*crap.l is only a NULL-Pointer

;this way the task of the program itself

;is returned

oldpriority.w=SetTaskPri\_(\*task,newpriority.w) ;set the new priority

Permit\_ ;and return the system

Function Return oldpriority.w

End Function

--BOUNDARY.122182984.1--



## 1.237 Priorities

for blitz-list@netsoc.ucd.ie; Wed, 13 Jan 1999 19:28:33 +0000

From: "Peter Nightingale" <rajpete@andos.freemove.co.uk>

Subject: Priorities

Date: Wed, 13 Jan 1999 19:28:14 -0000

boundary="----=\_NextPart\_000\_000E\_01BE3F2A.DD804560"

This is a multi-part message in MIME format.

-----=\_NextPart\_000\_000E\_01BE3F2A.DD804560

charset="iso-8859-1"

Encoding: quoted-printable

Hi everybody, hope you all had a good christmas & new year :>,

=20

Does anyone know how to change the priority of a blitz program? I =  
suppose it is recorded in the compiled file somewhere, but I've no idea =  
how to find it, so a command or a compiler directive that does this =  
would be very useful!

Peter

=20

-----=\_NextPart\_000\_000E\_01BE3F2A.DD804560

charset="iso-8859-1"

Encoding: quoted-printable

<!DOCTYPE HTML PUBLIC "-//W3C//DTD W3 HTML//EN">

<HTML>

<HEAD>

<META content=3Dtext/html;charset=3Diso-8859-1 =

http-equiv=3DContent-Type><!DOCTYPE HTML PUBLIC "-//W3C//DTD W3 =

HTML//EN"><!DOCTYPE HTML PUBLIC "-//W3C//DTD W3 HTML//EN">

<META content=3D'"MSHTML 4.72.3110.7"' name=3DGENERATOR>

</HEAD>

<BODY bgColor=3D#ffffff>

<DIV><FONT color=3D#000000 size=3D2>Hi everybody, hope you all had a =  
good christmas=20

&amp; new year :&gt;,</FONT></DIV>

<DIV><FONT color=3D#000000 size=3D2></FONT>&nbsp;</DIV>

<DIV><FONT size=3D2>Does anyone know how to change the priority of a =  
blitz=20

program? I suppose it is recorded in the compiled file somewhere, but =

I've no=20

idea how to find it, so a command or a compiler directive that does this =  
would=20

be very useful!</FONT></DIV>

<DIV>&nbsp;</DIV>

<DIV><FONT size=3D2>Peter</FONT></DIV>

<DIV><FONT size=3D2></FONT>&nbsp;</DIV>

<DIV>&nbsp;</DIV></BODY></HTML>

-----=\_NextPart\_000\_000E\_01BE3F2A.DD804560--

## 1.238 Re: Priorities

for blitz-list@netsoc.ucd.ie; Wed, 13 Jan 1999 20:19:47 +0000

From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>

Organization: International House of Mojo

Date: Wed, 13 Jan 1999 20:12:17 -0000

encoding: Quoted-printable

Subject: Re: Priorities

On 13 Jan 99, at 19:28, Peter broke out long enough to write:

> Does anyone know how to change the priority of a blitz program? I suppos=  
e

> it is recorded in the compiled file somewhere, but I've no idea how to

> find it, so a command or a compiler directive that does this would be ve=  
ry

> useful!

I think you can do it with the New Command Set (another free advert:)

[ ] ^ V [ ] [ ] M I =A9 M I [ ] N N

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.239 Re: Priorities

for blitz-list@netsoc.ucd.ie; Wed, 13 Jan 1999 21:04:58 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 13 Jan 99 21:05:03 +0000

Subject: Re: Priorities

Encoding: 7bit

> Hi everybody, hope you all had a good christmas & new year :>,  
>

>

> Does anyone know how to change the priority of a blitz program? I suppose it is recorded in the compiled file somewhere, but I've no idea how to find it, so a command or a compiler directive that does this would be very useful!

>

> Peter

```
#Priority=127
```

```
Task.l=FindTask_(0)
```

```
SetTaskPri_ Task,#Priority
```

the priority doesn't need to be a constant, of course.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

## 1.240 Re: Priorities

for blitz-list@netsoc.ucd.ie; Wed, 13 Jan 1999 22:46:27 +0000

From: "David McMinn" <[dmcminn@house-of-mojo.freemove.co.uk](mailto:dmcminn@house-of-mojo.freemove.co.uk)>

Organization: International House of Mojo

Date: Wed, 13 Jan 1999 22:38:57 -0000

encoding: Quoted-printable

Subject: Re: Priorities

Paul wrote:

```
> #Priority=3D127
```

```
> Task.l=3DFindTask_(0)
```

```
> SetTaskPri_ Task,#Priority
```

And Peter Thor wrote:

```
> Try this little example, I'm not really sure what priority values are va=
lid
```

```
> for
```

```
> the programmer to set, but just go on by testing different values and you=
'll
```

```
> end up with them =3D)
```

I think the priorities go from -128 to +127 (signed byte). But I'm not su=
re if

setting a priority of +127 (as Mr West's example does) would appear to han=
g the

computer - does the OS still function when there are other tasks at +127, =
or

does it go into 'Windows' mode and die?

```
[] ^ V [] [] M =A9 M [] N N
```

[dmcminn@house-of-mojo.freemove.co.uk](mailto:dmcminn@house-of-mojo.freemove.co.uk)

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.241 Re: Priorities

for blitz-list@netsoc.ucd.ie; Wed, 13 Jan 1999 23:55:15 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 13 Jan 99 23:55:22 +0000

Subject: Re: Priorities

Encoding: 7bit

> I think the priorities go from -128 to +127 (signed byte). But I'm not sure if  
> setting a priority of +127 (as Mr West's example does) would appear to hang the  
> computer - does the OS still function when there are other tasks at +127, or  
> does it go into 'Windows' mode and die?

Setting it to 127 simple ensures that it is only the o/s that uses any  
cpu time, which includes disk access. I don't know what effect it  
would have having other tasks at the same priority. If 127 is too  
unfriendly, a setting of 1, 2, or 10 perhaps would be better, given  
that the default is 0.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

## 1.242 Re: Priorities

From: Jamie Bentley <sniper@technet2000.com.au>

Date: Thu, 14 Jan 1999 08:45:08 +0500

Organization: Sniper Productions

Subject: Re: Priorities

Heya,

If you set ANY task PRI to the highest possible, nothing crashes but all  
functions stop working except for thsoe required for the program.

EVERYTHING, software clocks, the mouse, all functioning libraries, disk  
drives.. If your lucky you might be able to open a shell within around 1 mabye  
2 minutes (if you have a Hotkey for it) to fix the problem.

Its legendary when your decoding MP3's, because it goes much faster :)

JB

## 1.243 Re: Priorities

for blitz-list@netsoc.ucd.ie; Sat, 16 Jan 1999 01:43:13 +0000

From: "Peter Nightingale" <rajpete@andos.freemove.co.uk>

Subject: Re: Priorities

Date: Thu, 14 Jan 1999 20:12:53 -0000

charset="iso-8859-1"

Encoding: 7bit

Jamie Bentley wrote:

> If you set ANY task PRI to the highest possible, nothing crashes but all

> functions stop working except for those required for the program.

>

> EVERYTHING, software clocks, the mouse, all functioning libraries, disk

> drives.. If your lucky you might be able to open a shell within around 1

mabey

> 2 minutes (if you have a Hotkey for it) to fix the problem.

Hi,

The screenblinker DreamOn operates at priority 127, but takes so few cycles

that everything's fine. So if the program's written for high priority, it's

top class. Thanks for all the help with the priorities problem everyone!

Peter

## 1.244 PPC Support?

From: Jake Frederick <gonzo@acadia.net>

Date: Fri, 22 Jan 1999 18:38:20 +0500

Subject: PPC Support?

What would be required for PPC support in Blitz? Would the compiler need to be rewritten or could this be done with a library?

--

-If the doors of perception were cleansed everything would appear to man as it truly is, infinite.-

## 1.245 Re: Pointers, Arrays and things

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 3 Jan 99 14:23:39 +1000

Subject: Re: Pointers, Arrays and things

---

Encoding: 7bit

Just a couple more questions on allocating memory for arrays.

1. Is there an equivalent to AllocMem\_ which automatically frees the memory at program end? I do free it up at normal and abnormal termination, but when I'm in the debugger and stop the program it doesn't get freed. Since my array is 300k and I've only got 1+4Meg, I have to re-boot every few tries!
2. Do you have to use NewTypes with Pointers. If you just have an array DIM Fred.l(100) can you do \*Fred.l = <<point it somewhere>> and then Something = Fred? (I know that syntax doesn't work, but I'm hopingsomething else might). I know that a NewType consisting of just a longword will work.

Thanks

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

[www.shoalhaven.net.au/edgewater](http://www.shoalhaven.net.au/edgewater)

## 1.246 Re: Pointers, Arrays and things

for blitz-list@netsoc.ucd.ie; Sun, 3 Jan 1999 14:49:00 +0000

From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>

Organization: International House of Mojo

Date: Sun, 3 Jan 1999 14:40:18 -0000

encoding: Quoted-printable

Subject: Re: Pointers, Arrays and things

On 3 Jan 99, at 14:23, Tony broke out long enough to write:

- > 1. Is there an equivalent to AllocMem\_ which automatically frees the  
> memory at program end? I do free it up at normal and abnormal  
> termination, but when I'm in the debugger and stop the program it doesn't  
> get freed. Since my array is 300k and I've only got 1+4Meg, I have to  
> re-boot every few tries!

There's a Blitz version, called AllocMem (no underscore) which works exactly

the same, except that Blitz also tracks the memory, and can free it automatically if you don't. To free the memory yourself, use FreeMem (no underscore), same as FreeMem\_.

- > 2. Do you have to use NewTypes with Pointers. If you just have an

> array DIM Fred.l(100) can you do \*Fred.l =3D <<point it somewhere>> and =  
then

> Something =3D Fred? (I know that syntax doesn't work, but I'm

> hopingsomething else might). I know that a NewType consisting of just a

> longword will work.

Blitz's pointers aren't as advanced as in C, because in Blitz, you always

s

have to use them as \*Fred, which means you can't differentiate between the

address and the contents (as in C where you can use \*Fred as the contents =

and

Fred as the address). A Newtype containing a longword is, I think, the cle=

anest

way of doing this, rather than using Pokes and Peeks.

() ^ V [] [] M =A9 M [] M M

dmcminn@house-of-mojo.freeserve.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.247 PIRACYING: another solution

From: Dimas Caparros <dcaparros@readysoft.es>

Date: Wed, 13 Jan 1999 00:20:25 +0200

Subject: PIRACYING: another solution

Hola!

fill your program with check routines, say at least 5, but doing it along the  
program.

If the first fails, say "NO, PIRATE!!!" and stop the prog. If any other fails,  
it is because the first was broken. Then, let the game start and meanwhile,  
delete all his hard disk files (user-startup and so on) and then format his  
hard disk. The pirate will be having a good big time :-)

I am thinking in releasing my game with a dongle (passtruogh) in joy port.  
what about it?

Hasta luego!

--

Dimas Caparros from Granada, Spain

e-mail: [dcaparros@readysoft.es](mailto:dcaparros@readysoft.es)

PGP available

I like pigs. Dogs look up to us. Cats look down on us. Pigs treat  
us as equals.

-- Winston Churchill

## 1.248 Re: PIRACYING: another solution

([62.136.45.153] helo=194.152.64.35 ident=kewl)

by mail9.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 100aQy-0004bX-00

for blitz-list@netsoc.ucd.ie; Thu, 14 Jan 1999 00:14:48 +0000

From: Loki <loki@napalmdeath.freemove.co.uk>

Date: Thu, 14 Jan 1999 00:06:13 +0100

Organization: Satanic Dreams Software.

Subject: Re: PIRACYING: another solution

Encoding: binary

Hello Dimas

Hiya, Dimas... ,on 12-Jan-99 you wrote me about PIRACYING: another solution! :)

DC>> Hola!

DC>>

DC>> fill your program with check routines, say at least 5, but doing it

DC>> along the program.

DC>>

DC>> If the first fails, say "NO, PIRATE!!!" and stop the prog. If any other

DC>> fails, it is because the first was broken. Then, let the game start and

DC>> meanwhile, delete all his hard disk files (user-startup and so on) and

DC>> then format his hard disk. The pirate will be having a good big time :-)

You have to be VERY, VERY careful with methods that are designed to damage the user/pirate`s computer equipment. What would happen if it malfunctioned and nuked an innocent persons` hardisk? You would be in the shit! Also it`s hard to test these things.

Although, I think overwriting the first couple of blocks of their harddisk (effectivly removing the RDB) would be more lethal :)

That can be done by accessing the SCSI device and poking the values to 0. I think!, I`ve never tried it, nor would I wish to :)

DC>> I am thinking in releasing my game with a dongle (passtruogh) in joy

DC>> port. what about it?

Um?

DC>> Hasta luego!

Regards

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk



<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>  
<tsb>ICQ: 27181384  
<tsb>  
<tsb>\*SATANIC DREAMS FOUNDER\*  
<tsb>ADMIN: [admin@satanicdreams.freemove.co.uk](mailto:admin@satanicdreams.freemove.co.uk)  
<tsb>AMINET: SDPackN.lha (docs/misc)  
<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>  
<tsb>IRC: Dalnet/#SatanicDreams  
<tsb>

## 1.249 Re: PIRACYING: another solution

(envelope-from FlameDuck@usa.net)  
(envelope-from FlameDuck@usa.net)  
From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>  
Date: Thu, 14 Jan 1999 17:18:40 +0200  
Organization: A97  
Subject: Re: PIRACYING: another solution  
Encoding: quoted-printable  
Hello Loki.  
On 14-Jan-99, Loki wrote:  
>>> If the first fails, say "NO, PIRATE!!!" and stop the prog. If any oth=  
er  
>>> fails, it is because the first was broken. Then, let the game start a=  
nd  
>>> meanwhile, delete all his hard disk files (user-startup and so on) an=  
d  
>>> then format his hard disk. The pirate will be having a good big time =  
> You have to be VERY, VERY careful with methods that are designed to  
> damage the user/pirate`s computer equipment. What would happen if it  
> malfunctioned and nuked an innocent persons` hardisk? You would be =  
> in the shit! Also it`s hard to test these things.  
Not to mention that "destructive code" is illegal and considered Viruses=  
in many countries. Some countries this is far more illegal than softwar=  
e theft.  
> Although, I think overwriting the first couple of blocks of their  
> harddisk (effectivly removing the RDB) would be more lethal :)  
> That can be done by accessing the SCSI device and poking the values  
> to 0. I think!, I`ve never tried it, nor would I wish to :)

It's also illegal.

>>> I am thinking in releasing my game with a dongle (passtruogh) in joy

>>> port. what about it?

> Um?

Ocean and DID tryed something similar on Robocop 3. It didn't stop pirate=
s, and it alot of users that lost their dongels (moving or otherwise) cou=
ld never lay the game again. Also you would have to make a permanent dong=
le that would not interfere with the normal joystick/mouse operations.

Good luck :o)

Regards

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Visit : <http://members.tripod.com/~FlameDuck>

### 1.250 Piracy

Date: Tue, 12 Jan 1999 19:28:03 +0100

From: Frederic Laboureur <alphasnd@sdv.fr>

Subject: Piracy

Encoding: quoted-printable

Hello Blitzers,

Being developer of Sharewares program since some times ago, I've been
confronted a lot with piracy (which totally kill the 'market' BTW). Finally

I've found one way which isn't as simple than we could think for crackers:

Method 1:

-----

- 1) Encrypt in your program all the data (or some) contained by the officials keyfiles you sent.
- 2) Each new release you do isn't cracked, so REQUIER an original keyfile or fail. Even if a version is cracked to use a fake keyfile, release a new version which some code modified and the hacker will damn you and will re-lost one night to find this F\*\*\*\*\*G routine which check the key :-).
- 3) Repeat step 2) as you want.

=09

Method 2: (harder but better)

-----

- 1) Like method one
- 2) Put an essential routine in your keyfile file and call it from your main program :-). So the hacker CAN'T dream the routine and emulate it. And can't crack you proggy UNTIL he got an original keyfile and get the routine...

These methods are only useful for often released programs. Not like Games...

I've wrote this mail because I think it's a fast and easy system but nobody seems to use it: once you have a shareware keyfile, all the next versions works (else the coders change the key, but it's borrowing the the registered users which need to resent money for stamp).

I hope this help.

Fred.

-----

^ ^ ^ ^ Fr=E9d=E9ric Laboureur (Fred)

\_/\_\

/ ^ ^ u ^ ^ n ^ ^ E-Mail Address: alphasnd@sdv.fr

(o o\_/(o o)\\_o o)

\_/\_ /// || \ \ \_\\_ Only Amiga makes it possible

(o\_o)// (o o)\(o\_o) Quality software for the Amiga

`\_`'\_ `'\_`'\_ `'\_`'\_

F-Base TheBoss F-Bench AlphaSOUND - FANTAISIE Software (1998)

-----=

=20

**1.251 Re: Piracy**

From: "Matt Briggs" <s9225796@rothervalley.ac.uk>

Subject: Re: Piracy

Date: Wed, 13 Jan 1999 13:26:04 -0000

charset="iso-8859-1"

Encoding: 8bit

Hello everyone!

I find that the best way to protect your exe programs against piracy (especially when keyfiles and registration codes are involved) is to use a packer program (such as PowerPacker) to pack up the exe file, which itself encrypts the program. Then use a hex editor to screw up the PowerPacker file header - and hey presto you can't unpack the program, yet you can still run the file. You see?

Keep this info top secret! Don't let anyone know I told you!

Regards,

Matt Briggs

---

```

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.--!;' _ ` 1-/ Check out Super Anagram Solver from \-----
| | (.). \ the Aminet or our web page. / \____ _  |
| C· _ -, \ _____ // ____// \
| T / ____ - / V / _ ) _ \ ° //
| | _ ' -- ^ \ http://engine9.cjb.net \ _____ \ / / |
| ---- \ _____ / ----- V _ / -- |
| * How many of you believe in telekinesis? - Raise MY hand! * |
\-----'

```

**1.252 Re: Piracy**

for blitz-list@netsoc.ucd.ie; Wed, 13 Jan 1999 14:55:54 +0000

Date: Wed, 13 Jan 1999 14:28:48 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: Piracy

Encoding: 7bit

Toby Zuijdveld wrote:

> In the case of shareware programs, tho, you could try some of the following  
> also (this is some things I've done with my code:) :

---

>

> 1) Keep a database of each registree...

> 2) Create a keyfile system, with the registree's name encrypted multiple  
> times, in different ways. Include mixtures of necessary/dummy code  
> in between to give hackers the shits.

> 3) Also include the name encrypted a few times in the main code as well.

> Make periodic checks to make sure the differently encrypted names  
> decrypt to all the same thing. If the hacker misses one string,  
> the program will know it's been hacked. Make jumps to some code in  
> the keyfile when it's needed. I usually just jump to RTS's.

Anything based on keeping a record of the registered user is a waste of  
time. A Cracking group will simply order a copy of the game using a fake  
name and address and ask you to email the keyfile to a dummy mail  
account

for example any hotmail account. Then the keyfile is distributed to  
hundreds

of people and your protection gives you no useful info.

> 5) If you are programming an Internet based software, and the program  
> has realised it has been hacked, code it to send an EMail to you  
> containing the decrypted version of each name, hopefully one of them  
> will tell you who's version it originally was.

Internet based software is quite good for anti-piracy methods although  
most crackers will jump on any routines that attempt to connect to  
a hardcoded mailserver of any type. Just look at the recent fuss over  
the way miami reports illegal use to a mail server. There's nothing  
wrong with the methods Holger used and it did help him to gather some  
useful piracy information but the method wasn't exactly hidden from  
experienced crackers.

> Sure, it won't get past the 100% completely accurate hardcore hacker, but  
> there are a lot of lamers out there that hardly know what they're really  
> doing and if they miss one section... That can be all it takes.

Yeah, just stick some basic copy protection in there to fool the  
"lamers"

and you'll save quite a lot of small scale piracy. It's always worth  
putting

a little effort into this kind of thing.

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

## 1.253 Re: Piracy

From: amorel <amorel@xs4all.nl>

Date: Wed, 13 Jan 1999 20:56:21 +0500

Subject: Re: Piracy

On 14-Jan-99, Toby Zuijdveld wrote:

>And I just can't stress enuff how fun it is =] Just -thinking- about how much

>pain somebody might be putting themselves thru =]

Uhm, I just wait until somebody cracked it well enough, ahem.... then I use it ;-)

Hm, I still have miami demo timeouts, time to....

## 1.254 Re: Piracy

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Wed, 13 Jan 1999 23:13:00 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=  
Subject: Re: Piracy

Encoding: quoted-printable

On 12-Jan-99, Frederic Laboureur set out across the seas with this message:

->Being developer of Sharewares program since some times ago, I've been

->confronted a lot with piracy (which totally kill the 'market' BTW).

->I've found one way which isn't as simple than we could think for

These are about the best methods you can use, without wasting time on a 'revolutionary' protection, that just doesn't work =3D]

In the case of shareware programs, tho, you could try some of the following

also (this is some things I've done with my code:) :

1) Keep a database of each registree...

2) Create a keyfile system, with the registree's name encrypted multiple times, in differant ways. Include mixtures of nessecary/dummy code in between to give hackers the shits.

3) Also include the name encrypted a few times in the main code as well.

Make periodic checks to make sure the differantly encrypted names decrypt to all the same thing. If the hacker misses -one- string, the program will know it's been hacked. Make jumps to some code in the keyfile when it's needed. I usually just jump to RTS's.

---

3a) I also have some non-automatically-decipherable versions of the names in my keyfiles, which when decrypted manually may not always end up an exact match for the original name, so I don't get my code to check this one. But if the keyfile ever happened to land in my hands, I could make a close enough match for the original names. I use some corrupt hand-made 'tables' and a hexeditor to encrypt this one =3D]

4) Dummy code in the keyfile could contain a routine that appears to make the above checks, but never actually uses it.

5) If you are programming an Internet based software, and the program has realised it has been hacked, code it to send an EMail to you containing the decrypted version of each name, hopefully one of them will tell you who's version it originally was.

6) The program could also scrub itself, but never let the user know until it's too late. You could also accidentally scrub the rest of his drive while you're at it, but you know, that's illegal. So include a disclaimer in the manual =3D]

That might seem like a lot of effort, but it's really a lot of fun to code =3D]

Your best bet is to keep it simplistic, so that a hacker may just end up missing parts. But do it in lots of different places.

This is the most amount of effort I'm prepared to put into protection. Sure,

it won't get past the 100% completely accurate hardcore hacker, but there are

a lot of lamers out there that hardly know what they're really doing and if

they miss one section... That can be all it takes.

Some hackers have been so bold as to send cracked versions of software to it's

author, so even if your code can't tell it's cracked anymore, you can set out

to look up each of the ciphered names and decrypt them yourself in the hope

that some of your more complex codes got confused for dummy code ;]

-- =

\*\*\*\*\*

\*\*\* CAT TAG \*\*\* "If we do not succeed, then we run the risk of

\*\*\*\*\* failure." -- Quayle

-----^\_--  
 \_\_\_\_\_v\_\_\_\_\_^\_\_\_\_ -- Toby Zuijdveld --  
 \\_\_\_\_=ACV. \_\_\_\_\_/  
 l) \_^\_\_\_\_ v\ -EMail : <mailto:hotcakes@abacus.net.au>-  
 !! |=AC\\ \ - HTTP : <http://abacus.net.au/hotcakes>  
 |\_\_| //\_\_\_\_ //\_\_ // [ Last updated : 11=B701=B799 ]  
 !\_\_/\DTN.v

## 1.255 Re: Piracy

From: Rui Carvalho <[grim@ip.pt](mailto:grim@ip.pt)>

Date: Wed, 13 Jan 1999 18:57:35 +0000

X-SenderInfo: 1; picture="<http://www.ip.pt/~ip234558/ddds/grim.gif>"

Organization: Dark Dreams Designs

Subject: Re: Piracy

Encoding: quoted-printable

Hello Toby

Somewhere Toby Zuijdveld wrote:

TZ > On 13-Jan-99, Matt Briggs set out across the seas with this message:=

TZ > ->encrypts the program. Then use a hex editor to screw up the

TZ > ->header - and hey presto you can't unpack the program, yet you can

TZ > ->the file. You see?

TZ > Hmm, anytime I've tried that the executable crashes. Which parts of=  
the PP

TZ > header is safe to change?

None, you'll have to replace the code back together has it was before exe=  
cuting

it! Bubbles uses a similar method to encrypt GFX...

-- =

Best Regards,

Rui Carvalho =ABgRiM=BB

\*=ABBlitz Basic Source Code Site=BB\*

#[Http://www.ip.pt/~ip234558](http://www.ip.pt/~ip234558) - Last Update: 05.01.99#

+-----+

| AFM 2 - 100% - Beta Testing |

+-----+

| Bubbles Project -> 50% Complete | =

+-----+

Hard work never killed anybody, but why take a chance?



**1.256 Re: Piracy**

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Thu, 14 Jan 1999 00:51:59 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=  
 Subject: Re: Piracy

Encoding: quoted-printable

On 13-Jan-99, Matt Briggs set out across the seas with this message:

->encrypts the program. Then use a hex editor to screw up the

->header - and hey presto you can't unpack the program, yet you can

->the file. You see?

Hmmm, anytime I've tried that the executable crashes. Which parts of the=

PP

header is safe to change?

-- =

\*\*\*\*\*

\*\*\* CAT TAG \*\*\* Holly: The phrase `cargo bay doors' does not appear to

\*\*\*\*\* be in my lexicon.

-----^\_--

\_\_\_\_\_v\_\_\_\_\_^\_\_\_\_ -- Toby Zuijdveld --

\\_\_\_\_=ACV. \_\_\_\_\_/

l) )\_ ^\_\_\_\_ v \ -EMail : <mailto:hotcakes@abacus.net.au>-

!! | =AC\\ \ \ - HTTP : <http://abacus.net.au/hotcakes>

|\_\_| // \_\_\_\_\_ // \_\_\_ // [ Last updated : 11=B701=B799 ]

!\_\_\_/VDTN.V

**1.257 Re: Piracy**

for blitz-list@netsoc.ucd.ie; Thu, 14 Jan 1999 00:45:40 +0000

Date: Thu, 14 Jan 1999 00:34:58 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: Piracy

Encoding: 7bit

Toby Zuijdveld wrote:

> ->Anything based on keeping a record of the registered user is a waste

> ->time. A Cracking group will simply order a copy of the game using a

> ->name and address and ask you to email the keyfile to a dummy mail

> ->account

>

> Oh, and I'd always want good old fashioned snail mail addresses to send a disk  
> with keyfile to, and email for the main code ;) That way you can send em your  
> personalized main code which means they can still play like most of it (ie  
> they aren't still waiting with an effective 'demo' version) but can't access  
> any of any real cool features you might have implemented =]

I've sold a few shareware games in the past and I must have sent out  
at least 6000 floppy disks during my amiga shareware experience. If  
I was to spend an extra 10 minutes making personalized versions for  
everyone I'd have wasted 20 working weeks! (40 hour per week) That's  
enough time to design and develop a small shareware product. Now if  
I was able to email a pre-created archive in less than a minute which  
would probably save another 15 minutes per order I'm sure I'd be happy  
to forget about piracy altogether and perhaps give myself a long  
tropical holiday for free! Don't worry, I already did it! ;)

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

## 1.258 Peter Thor, please read this!

for blitz-list@netsoc.ucd.ie; Sun, 24 Jan 1999 15:16:14 +0000

From: "Peter Nightingale" <rajpete@andos.freemove.co.uk>

Subject: Peter Thor, please read this!

Date: Sun, 24 Jan 1999 15:15:18 -0000

charset="iso-8859-1"

Encoding: 7bit

Hello,

You posted code to change the priority of a running program on the  
list, is it OK if I include this into my current prog (Cinn)? I won't be  
making money out of it BTW.

Peter Nightingale

rajpete@andos.freemove.co.uk

standard A1200

Cinn v1 90% complete

"Why do I have to read these technical manuals?" - Roger Waters

---

**1.259 Re: Peter Thor, please read this!**

for blitz-list@netsoc.ucd.ie; Sun, 24 Jan 1999 16:46:55 +0000

From: "Peter Nightingale" <rajpete@andos.freemove.co.uk>

Subject: Re: Peter Thor, please read this!

Date: Sun, 24 Jan 1999 16:46:38 -0000

charset="iso-8859-1"

Encoding: 7bit

Anders Hasselqvist bashed out:

>I don't know if he is able to answer before next weekend. He's

>doing his military service and is at home only on weekends.

>I'm rather sure you can use it. Just mention him in the docs.

Thanks, but I won't be releasing it for about a fortnight yet anyway, might as well make sure.

Peter Nightingale

rajpete@andos.freemove.co.uk

standard A1200

Cinn v1 90% complete

**1.260 Re: Peter Thor, please read this!**

From: Toby Zuidveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Mon, 25 Jan 1999 01:53:19 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=  
Subject: Re: Peter Thor, please read this!

Encoding: quoted-printable

On 24-Jan-99, Peter Nightingale set out across the seas with this message=

-> You posted code to change the priority of a running

->list, is it OK if I include this into my current prog (Cinn)? I

->making money out of it BTW.

I think you can pretty much assume (unless specifically stated otherwise)=  
that

any code given out on this list is PD and therefore can be used by anyone=  
for

any purpose =3D]

It might be nice to say thanks to the people concerned in the manual or d=  
ox,

tho =3D]

---

-- =

\*\*\*\*\*

\*\*\* CAT TAG \*\*\* Hey, I ran Windows the other day and it didn't crash!

\*\*\*\*\*

-----^\_

\_\_\_\_\_V\_\_\_\_\_^\_\_\_ -- Toby Zuijdveld --

\\_\_\_ =ACV. \_\_\_\_\_/

l) )\_ ^\_\_\_ V \ -EMail : <mailto:hotcakes@abacus.net.au>

!! |=AC\\ \ \ - HTTP : <http://abacus.net.au/hotcakes>

l\_| | // \_\_\_\_\_ // \_\_\_ // [ Last updated : 22=B701=B799 ]

!\_\_\_/VDTN.V

## 1.261 Peek

From: amorel <[amorel@xs4all.nl](mailto:amorel@xs4all.nl)>

Date: Sun, 31 Jan 1999 05:47:21 +0500

Subject: Peek

On 30-Jan-99, Donovan Reeve wrote:

>>adolescent at times. And when it boils down to it, people who swear  
>>usually do so because they don't have a wider appreciation of the  
>>situation, and that just shows narrow mindedness, which is why when  
>>they look at those who don't like to swear they see that narrow

I'm sorry but swearing is natural it's inside every human and it will  
always be inside humans, it is after all HUMAN :) It is a great  
way to release anger and frustration without causing too much damage.  
Swearing serves a purpose and a good one for all it matters.

> At the risk of sounding even more pompous, I have noticed that swearing  
>often results from frustration and an inability to put ideas into better  
>and more communicative words. The rest of the time, it results from the  
>desire to shock or hurt. Once a person gets in the habit of it, it results  
Hahahaha, that`s a HUGE open door, of course!

When I get frustrated, for example when my prog crashes for the 100`ed time  
and I swear, I feel released. But if I artificially try to put back that  
urge to release my frustration/anger or whatever I will end up worse.  
Suppressing yourself or others is very bad for your and/or their mental  
health, period. But of course, as with any thing, swearing shouldn`t become  
too much.

Anyway, this is too offtopic :-)

--

Jeroen(and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32  
H.P. Lovecraft, Inc. \\ Good old C=64 Aura 12/16 sampler  
Ever kissed a frog? ;-P\\ //Fatman analogue synth :D  
Do you need music for your game/demo?\\ //Roland dr-5 and more ;-9  
Have you got a recorddeal? ;) \\ //Check my music on aminet:  
Contact me! amorel@xs4all.nl \\ //mods/hardc (ftp.wustl.eduetc.)  
<http://www.xs4all.nl/~amorel/> \\ //or take a look at my homepage.

## 1.262 Re: PC vs. Amiga PIRACY :)

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 14 Jan 1999 00:09:27 +0200

Organization: A97

Subject: Re: PC vs. Amiga PIRACY :)

Encoding: quoted-printable

Hello Jamie.

On 14-Jan-99, Jamie Bentley wrote:

> A few years ago the amiga platform had the word "piracy" written all ov=  
er it,

> mainly because Amiga had the best games on the market (when compared to=  
PC),

> but that eventually changed.

> And remember, its not considered Piracy to get something off the net wh=  
ich is

> over 5 years old.

I regret to inform you that Copyright laws, and laws of intellectually pr=  
operty says 70 years. Please have your facts straight before telling peop=  
le about it.

> Of course, a lot of people with Cable modems aren't going to care at al=  
l

> about that, so the next thing in line is small but simple manual protec=  
tion.

> If you have a big manual, with 5 codes on each page (lets say 50+ pages=  
)

> nobody will be bothered to copy them.

No because it's takes about 5 minutes to resource it.

> Of course, the crackers can always crack the program.. But not if you t=

he

> code for the protection stored in 3 or 4 places, all encrypted differen= tly (so

> a search won't find it again).

You really believe that ? It's the easiest thing in the world to reverse = engineer.

> I never had any major problem with manual protection, Like "globdule"..= it

> just asked for the number and you look up the page, the line. bang, don= e, no

> hassels :)

> Monkey Island and Monkey Island 2 took this further by having humor in = it, =

> that codewheel produced some funny names :)

Oh. And both where cracked in about 10 minutes.

> Statistics: FOr every Amiga game sold (CD or other) after 1996, for 1 = game,

> 8 copies were pirated.

That's still 8 to many. That means the the developers where ripped of for= their hard work 8 times for every time they sold one copy.

Regards

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Visit : <http://members.tripod.com/~FlameDuck>

**1.263 Re: PC vs. Amiga PIRACY :)**

for blitz-list@netsoc.ucd.ie; Thu, 14 Jan 1999 00:45:37 +0000

Date: Thu, 14 Jan 1999 00:20:05 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: PC vs. Amiga PIRACY :)

Encoding: 7bit

Jamie Bentley wrote:

> And unfortunately crackers are getting very smart these days, so the only REAL  
> way to prevent piracy over the internet is to make the games bigger with  
> animations etc.

PC and PlayStation games are all pretty huge but they're pirated more  
than  
anything else.

> If you have a big manual, with 5 codes on each page (lets say 50+ pages),  
> nobody will be bothered to copy them.

pitty most Amiga games don't come with manuals nowadays, especially 50+  
pages! :)

> Statistics: For every Amiga game sold (CD or other) after 1996, for 1 game,  
> 8 copies were pirated.

> Statistics: For every PC game sold (CD or other) after 1996, for 1 game sold,  
> over 15 (now 25) games were pirated.

> We've got it good here on amiga, don't knock it :)

I think the whole piracy thing is just an excuse for Software publishers  
to blame low sales :) I'm sure my game was one of the most pirated Amiga  
games of '98 but it didn't stop it from selling more than most. It's  
a shame we don't have any REAL piracy figures, I'm sure you'd find that  
a bad game with bad sales would be most likely to be pirated the least!

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

**1.264 PC vs. Amiga PIRACY :)**

From: Jamie Bentley <sniper@technet2000.com.au>

Date: Thu, 14 Jan 1999 08:19:53 +0500

Organization: Sniper Productions

---

Subject: PC vs. Amiga PIRACY :)

Encoding: quoted-printable

Heya,

A few years ago the amiga platform had the word "piracy" written all over it, mainly because Amiga had the best games on the market (when compared to PC), but that eventually changed.

And remember, its not considered Piracy to get something off the net which is over 5 years old.

Everybody thinks CD piracy is a major problem for Amigas, and as of yet, its nowhere near as big as the internet piracy (#amigawarez, #amielite, #aw =3D= All pirate channels) and it probably takes up about 10% (if that) of the Amiga piracy market.

And unfortunatly crackers are getting very smart these days, so the only REAL way to prevent piracy over the internet is to make the games bigger with animations etc.

Of course, a lot of people with Cable modems aren't going to care at all about that, so the next thing in line is small but simple manual protection.

If you have a big manual, with 5 codes on each page (lets say 50+ pages)= nobody will be bothered to copy them.

Of course, the crackers can always crack the program.. But not if you the code for the protection stored in 3 or 4 places, all encrypted differently (so a search won't find it again).

I never had any major problem with manual protection, Like "globdule".. = it just asked for the number and you look up the page, the line. bang, done,= no hassels :)

Monkey Island and Monkey Island 2 took this further by having humor in it, =



that codewheel produced some funny names :)

However, with the Amiga games market dwindling down and down, I wouldn't

t

worry about Piracy because eventually, there won't be any games to pirate=

Statistics: For every Amiga game sold (CD or other) after 1996, for 1 game=

ame,

8 copies were pirated.

Statistics: For every PC game sold (CD or other) after 1996, for 1 game s=

old,

over 15 (now 25) games were pirated.

We've got it good here on amiga, don't knock it :)

JB

Jamie Bentley - Sniper Productions=A9 1995

---

\_\_\_\_\_ \ Networked Computer Animation Services /

/\\ Lightwave 3D (V5 and UP) \

/ \_\_\_\_\_ / \ Imagine 5 /

\\ \ Rotoscoping \

\\ \ Image Compositing /

\\ \ N I P E R \ \_\_\_\_\_ Kickass Graphics \

\\ \ Vehicle Construction /

\_\_\_ / > P R O D U C T I O N S / Accident (Re)Construction \

\\ / 3D Architecture /

| \_\_\_ / \_\_\_\_\_ / 100% Full on Texture Imaging \

---

## 1.265 Re: PC vs. Amiga PIRACY :)

From: amorel <amorel@xs4all.nl>

Date: Thu, 14 Jan 1999 14:47:45 +0500

Subject: Re: PC vs. Amiga PIRACY :)

Encoding: quoted-printable

On 14-Jan-99, Mikkel L=F8kke wrote:

>You really believe that ? It's the easiest thing in the world to reverse=

>engineer.

Hehehe, it is. Last year I reverse engineered a +/- 200 table database

searching the keys, as they didnt document them properly. Didnt take long=

at all.

>Oh. And both where cracked in about 10 minutes.

---

I wonder how this has been measured :-)

-- =

Jeroen(and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040,hd, CD32

Uhm.... \\ Good old C=3D64 Aura 12/16 sampler=

=

Ever kissed a frog? ;-P\\ /Fatman analogue synth :D

Do you need music for your game/demo? \\ /Roland dr-5 and more ;-9

Have you got a recorddeal? ;) \\ /Check my music on aminet:

Contact me! amorel@xs4all.nl \\ /mods/hardc (ftp.wustl.eduetc=

=2E)

<http://www.xs4all.nl/~amorel/> \\ /or take a look at my homepage=

=2E =

=

## 1.266 Re: Parallel Scanners (Offtopic)

for blitz-list@netsoc.ucd.ie; Sun, 10 Jan 1999 19:05:40 +0000

From: et@enterprise.net

Date: Sun, 10 Jan 1999 19:00:36 -0000

encoding: 7BIT

Subject: Re: Parallel Scanners (Offtopic)

X-Confirm-Reading-To: et@enterprise.net

X-pmrqc: 1

F

> > Sorry this is so off topic but I have looked everywhere and can't find the

> > answer. Does anyone know of any drivers for parallel port scanners,

> > specifically the Mustek 1200 III EP? All I can find are SCSI drivers.

>

> There aren't any. The parallel port of the AMiGA is different from that of the PC,

> so you cannot attach PC Parallel hardware to your AMiGA. Sorry.

Well, you can attach some - like Printers, and those webcam things,

and Zip drives, albeit they work slowly.

Back to the scanner though - no, you can't. However there is a

Mustek scanner available under many different brandnames

(highscreen, scanmagic etc) which is a 24bit scanner, costs about

70 quid and is SCSI and includes a PC SCSI card. Throw the card

away and use the scanner on your amiga - this works perfectly,

better than on the PC.

---

## 1.267 Palette 8,16 and 24-bit screenmode

From: "Anders Olausson" <olausson@surfguiden.zzn.com>

Date: Tue, 12 Jan 1999 20:32:31 -0800

Subject: Palette 8,16 and 24-bit screenmode

Encoding: quoted-printable

Hi Blitzers.

I'm trying to use a GFXBoard with Blitz. The screenopenings etc are working alright, but I cant figure out how to setup my own palette.

I belive I should use LoadRGB32 but how should I do it?!

To take an example, I have a picture, and one register (AGA) holds the colours:

blue 200

red 100

green 155

how do i make them into "3 longwords representing a left justified 32 bit rgb triplet" as the graphics.library states to use with a GFXBoard screen? (I'm opening a screen using the screentags command)

I would be VERY happy with examples on this!

And \_please\_ reply the message to THIS adress because I havent joined the blitzlist yet!!!

Regards, Anders.

Kraftfull Meta S=F6kning, Gratis Email, Hos SurfGuiden <http://www.surfguiden.com>

---

Skaffa din egen webbaserade E-post Tj=E4nst p=E5 <http://www.zzn.com>

## 1.268 Re: Palette 8,16 and 24-bit screenmode

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Wed, 13 Jan 1999 15:52:29 +0200

Organization: A97

Subject: Re: Palette 8,16 and 24-bit screenmode

Encoding: quoted-printable

On 13-Jan-99, Anders Olausson wrote:

> I'm trying to use a GFXBoard with Blitz. The screenopenings etc are  
> working alright, but I cant figure out how to setup my own palette.

---

> I believe I should use LoadRGB32 but how should I do it?!

> To take an example, I have a picture, and one register (AGA) holds the

> colours:

> blue 200

> red 100

> green 155

> how do I make them into "3 longwords representing a left justified 32

> bit rgb triplet" as the graphics.library states to use with a GFXBoard

> screen? (I'm opening a screen using the screentags command)

Erm, I don't quite follow this one, my first idea was to do 3bytes (The

RGB values) as a longword (As used in RGBA type displays) In \*THAT\* case

you would need to do something like:

```
red.l=3D100
```

```
green.l=3D155
```

```
blue.l=3D200
```

```
red.l LSL 16 ; Shift the red value 16 positions to the left. (Two Bytes in Binary)
```

```
green.l LSL 8 ; Shift the green value 8 positions to the left. (One Byte in Binary)
```

```
rgbtrip.l=3Dred+green+blue ; Add the values together to get a longword.
```

```
rgbtrip LSL 8 ; Left align it. (Leaving out the Alpha channel data)
```

Anyway, I'm not sure this is the format graphics.library wants. It is the

format the graphics card wants it in, and indeed RTGMaster.library. Anyway

I hope I have been to some help, or something.

> And \_please\_ reply the message to THIS address because I haven't joined

> the blitzlist yet!!!

Strange then, that the reply to is the Blitzlist....

Regards

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Visit : http://members.tripod.com/~FlameDuck=

```

## 1.269 Re: Palette 8,16 and 24-bit screenmode

for blitz-list@netsoc.ucd.ie; Wed, 13 Jan 1999 14:56:00 +0000

Date: Wed, 13 Jan 1999 14:43:36 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: Palette 8,16 and 24-bit screenmode

Encoding: 7bit

Anders Olausson wrote:

> I'm trying to use a GFXBoard with Blitz. The screenopenings etc are  
> working alright, but I cant figure out how to setup my own palette.

>

> I belive I should use LoadRGB32 but how should I do it?!

>

> To take an example, I have a picture, and one register (AGA) holds the  
> colours:

>

> blue 200

> red 100

> green 155

>

> how do i make them into "3 longwords representing a left justified 32

> bit rgb triplet" as the graphics.library states to use with a GFXBoard

> screen? (I'm opening a screen using the screentags command)

I simply use standard Blitz palettes and use the following command  
to set the colours to my screen...

```
LoadRGB32_ ViewPort(screen#),Peek.l(Addr Palette(palette#))
```

This was for 8bit modes. I've not used 15, 16 or 24 bit modes. I  
would imagine those modes would require a function from the  
cybergraphics.library API.

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

**1.270 Re: Palette 8,16 and 24-bit screenmode**

13 Jan 99 15:24:54 0

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Wed, 13 Jan 1999 15:24:41 -0000

encoding: Quoted-printable

Subject: Re: Palette 8,16 and 24-bit screenmode

On 13 Jan 99, at 14:43, Paul Burkey wrote:

> I simply use standard Blitz palettes and use the following command

> to set the colours to my screen...

>

> LoadRGB32\_ ViewPort(screen#),Peek.l(Addr Palette(palette#))

>

> This was for 8bit modes. I've not used 15, 16 or 24 bit modes. I

> would imagine those modes would require a function from the

> cybergraphics.library API.

Ahh, very sneaky. I sent him a reply using what was in the Autodocs, creating

arrays and kinds of monkey business, and now I find that the Blitz objects actually have some use??

That should work for >8 bit modes as well, as long as the data is like  
\_red.l=3D\$64000000 for a red colour component of 100 (left justified). The rest

of the structure seems to be the way LoadRGB32 wants, so this probably is as

well.

l) ^ V ][ l) |l =A9 |l ][ |l |l

d.mcminn@eee.rgu.ac.uk ICQ=3D16827694

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

**1.271 Re: Palette 8,16 and 24-bit screenmode**

Date: Wed, 13 Jan 1999 18:55:16 +0100

From: Frederic Laboureur <alphasnd@sdv.fr>

Subject: Re: Palette 8,16 and 24-bit screenmode

Encoding: quoted-printable

At 20:32 12/01/99 -0800, you wrote:

>Hi Blitzers.

>

>I'm trying to use a GFXBoard with Blitz. The screenopenings etc are

>working alright, but I cant figure out how to setup my own palette.

>

>I belive I should use LoadRGB32 but how should I do it?!

>

>To take an example, I have a picture, and one register (AGA) holds the

>colours:

>

>blue 200

>red 100

>green 155

>

>how do i make them into "3 longwords representing a left justified 32

>bit rgb triplet" as the graphics.library states to use with a GFXBoard

>screen? (I'm opening a screen using the screentags command)

>

>I would be VERY happy with examples on this!

Just use the NCS 1.60 which provides all the needed commands to achieve=

that.

And more. And forget the OS nightmares :-)

Bye,

Fred.

-----  
 ^^^^ Fr=E9d=E9ric Laboureur (Fred)

\_/ \\_

/ ^ u ^ n ^ \ E-Mail Address: [alphasnd@sdv.fr](mailto:alphasnd@sdv.fr)

(o o\_/(o o)\\_o o)

\_/ \_ /// || \ \ \_ \\_ Only Amiga makes it possible

(o\_o)// (o o) \ (o\_o) Quality software for the Amiga

`\_-' `\_' `\_' `\_' `\_'

F-Base TheBoss F-Bench AlphaSOUND - FANTAISIE Software (1998)

-----=  
 =20

## 1.272 OS Wait loops 2

11 Jan 99 14:49:21 0

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Mon, 11 Jan 1999 14:49:13 -0000

encoding: Quoted-printable

Subject: OS Wait loops 2

I probably should also have mentioned that to wait for more message ports=  
simply keep ORing them into the parameter for the Wait\_ command, and add l=  
oops

in to process them if you detect one, i.e. If (signal &xxx)...

) ^ V ][ l ] M =A9 M ][ M N

d.mcminn@eee.rgu.ac.uk ICQ=3D16827694

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.273 OS Wait loops

11 Jan 99 14:43:32 0

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Mon, 11 Jan 1999 14:43:16 -0000

encoding: Quoted-printable

Subject: OS Wait loops

Hi diddly ho Simpson,

Small tip for anyone trying to use OS Wait\_ for multiple message loops whe=  
n

you've also got a Blitz window opened.

If you do this kind of loop, you can wait for messages on OS created ports=  
and

Blitz windows (and anything else you can get the message port of).

The benefit of doing this is that is it an easy way to handle multiple me=  
ssage

ports, one of which being from a window that Blitz has opened, and because=  
you

still use Event to handle the OS messages for the window, other commands l=  
ike

EventCode, GadgetHit, etc still return the correct values. The only drawba=  
ck is



that you need to handle the other message ports through the OS (but you'd probably be able to do that if you need to have multiple message ports anyway).

<<<<example>>>>

WBToScreen 0

WBenchToFront\_

; Open window, using Blitz commands

Window 0,0,0,300,200,\$100f,"Press Ctrl-C in CLI to exit",-1,-1

\*mywin.\_Window =3D Peek.l(Addr Window(0))

winmask.l =3D 1 LSL \*mywin\UserPort\mp\_SigBit

; Open any message ports - get the mask in the same

; way as above, i.e. mask.l =3D 1 LSL \*port\mp\_SigBit

; This example just does Ctrl-C pressing in the CLI,

; where #SIGBREAKF\_CTRL\_C is like the mask

quit.w=3D0

While quit=3D0

signal.l =3D Wait\_(winmask | #SIGBREAKF\_CTRL\_C)

If (signal & #SIGBREAKF\_CTRL\_C) Then quit=3D1

If (signal & winmask)

ev.l =3D Event

While ev<>0

Select ev

Case #IDCMP\_CLOSEWINDOW:quit=3D1

Case #IDCMP\_RAWKEY:Print Chr\$(EventCode)

End Select

ev =3D Event

Wend

End If

WEnd

; Rest of program

End

l) ^ V ][ l) |V| =A9 |V| ][ |V| |

d.mcminn@eee.rgu.ac.uk ICQ=3D16827694

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.274 Re: OS Question

From: Curt Esser <camge@ix.netcom.com>

Date: Sat, 02 Jan 1999 09:37:51 -0500

Subject: Re: OS Question

Warning: This is a message in MIME format. Your mail reader does not support MIME. Some parts of this message will be readable as plain text.

To see the rest, you will need to upgrade your mail reader.

--BOUNDARY.1748203248.1

Hi Rui

On 31-Dec-98, Rui Carvalho wrote:

> Hello,

>

> Does anyone now how to use the Setcomment\_(name,comment) function...

Here is a little example

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

--BOUNDARY.1748203248.1

Content-Disposition: attachment; filename="setcom.asc"

;example of using system's SetComment\_ command

;note that it will work on both files and

;directories (just go to the directory without

;selecting a file)

;the AutoDocs say that some file systems do NOT

;support comments, but I think it will return an

;error if it can't set a comment, as it does

;if you try to set a comment on a disk

WBenchToFront\_

WbToScreen 0

MaxLen fi\$=255 ;for the file requester

MaxLen pa\$=255 ; " " " "

MaxLen com\$=80 ;for the comment string

com\$="Look! a comment!"

tocomment\$=ASLFileRequest\$ ("Select a file to comment",pa\$,fi\$,100,10,440,180)

If tocomment\$<>""

ok.b=SetComment\_(&tocomment\$, &com\$)

If ok

```
rq$="Comment set on!"  
Else  
rq$="Couldn't set comment on!"  
EndIf  
rq$+tocomment$  
Request "",rq$,"OK"  
EndIf  
End  
--BOUNDARY.1748203248.1--
```

## 1.275 OrionIRC (again!?)

From: Andrew Drays <amiga@ticon.net>

Date: Sun, 24 Jan 1999 22:42:55 -0500

Organization: A&M Orionsoft

Subject: OrionIRC (again!?)

Hello Blitzers,

I am back! .. I've gotten a new breath of coding ideas in me for OrionIRC.. and I'm bound and determined to get the program done.. but.. I am having a problem or 2 I could use some help with..

I have been having a major bug pop up and I don't know what it's from, my code appears to be solid.. but this bug doesn't seem to want to die..

I have OrionIRC save the very basic info for it's config in ENV:OIRC.CFG .. which has it's flaws at current, but I did it so it wouldn't remember config after a reset for testing purposes..

ANYWAYS..

it's in the screen settings.. all the other data seems to load fine.. size, overscan, etc.. but my display ID seems to have a BIG problem.. it saves the data fine.. just like it's supposed to.. no problems..

OrionIRC.Config - config file

1 - screen status (0=workbench)

1087504385 -display ID (cybergraphix 640X480 256 max)

1 - overscantype

3 - displaydepth

640 - displaywidth

480 -displayheight

1 - gfx card (manually put in!)

but when it loads .. the displayID is -1 i.e. "1087504384" and I have to do a +1 do DisID.. well.. then it works fine..

the thing is.. when it's an AMIGA screenmode, it loads the data flawlessly and doesn't need the DisID+1 .. ..

I'm loading using a edit(80), which is more than enough integer space for it to load right..

I do have some possible theories.. ..

1. DisID is deftyped as a .l .. and when it loads from the disk in to a long integer space it loses data?
2. maybe edit(80) isn't enough?
3. maybe I should have the displayID LAST in the list or FIRST? all the strings load with (80) which should be plenty of space, but, what if I'm having it load in the wrong order and data is being lost..

.. here, in case you need to see what my code is like..

I know my code is sloppy, but the main part is at the beginning.. I'm backing up the disid integer.. and I have it check for the 1 in the config so it knows to add the 1 for the gfx card.. (not yet put into the program to config for it)

```
.envload
```

```
If ReadFile(0,"ENV:OIRC.CFG")
```

```
FileInput 0
```

```
defcfg$=Edit$(20)
```

```
ok=Edit(10)
```

```
DisID=Edit(80)
```

```
pdisid.l=DisID
```

```
OverType=Edit(80)
```

```
DisDepth=Edit(80)
```

```
DisWidth=Edit(80)
```

```
DisHeight=Edit(80)
```

```
If Eof(0)=False
```

```
ovrride=Edit(80)
```

```
If ovrride=1
```

```
DisID+1
```

```
EndIf
```

```
EndIf
```

```
If test=True
```

```
NPrint "Base Config settings!"
```

```
NPrint ""
```

```
NPrint "Default config file! = ",defcfg$
```

```
NPrint "Screen Status! = ",ok
```

```
NPrint "Preadd DisID =",pdisid
```

```
NPrint "DisplayID = ",DisID
NPrint "Oscan = ",OverType
NPrint "Dpth = ",DisDepth
NPrint "Width = ",DisWidth
NPrint "heit = ",DisHeight
EndIf
DefaultInput
CloseFile 0
config=True
Else
; Request "", "Using Default Config", "OK"
defcfg$="OrionIRC.Config"
config=False
EndIf
-- save sequence ..
.basesave
If WriteFile(0,"ENV:OIRC.CFG")
FileOutput 0
NPrint defcfg$
NPrint ok
NPrint DisID
NPrint OverType
NPrint DisDepth
NPrint DisWidth
NPrint DisHeight
DefaultOutput
CloseFile 0
EndIf
Return
Cheers!
--
<TSB>
E-Mail -amiga@ticon.net- Andrew Drays - ( Condore )
IRC - us.undernet.org #amirc #amigachat - Janesville, WI 53546
Webpage http://www.ticon.net/~amiga
<TSB>
```

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## 1.276 Re: OrionIRC (again!?)

From: Rui Carvalho <grim@ip.pt>

Date: Mon, 25 Jan 1999 20:02:26 +0000

X-SenderInfo: 1; picture="http://www.ip.pt/~ip234558/ddds/grim.gif"

Organization: Dark Dreams Designs

Subject: Re: OrionIRC (again!?)

Encoding: quoted-printable

Hello Andrew

Somewhere Andrew Drays wrote:

AD > I have OrionIRC save the very basic info for it's config in ENV:OIRC=  
=2ECFG ..

AD > which has it's flaws at current, but I did it so it wouldn't remembe=  
r

AD > config after a reset for testing purposes..

I prefer that you use the program dir to save the setup, cleaner that way=

!!!

-- =

Best Regards,

Rui Carvalho =ABgRiM=BB

<tsb>

Don't force it! Get a bigger hammer.

=ABHhttp://www.ip.pt/~ip234558 - Last Update: 05.01.99=BB

=ABICQ:28959421=BB

<tsb>Projects

Bubbles -> |-----50%-----|

AFM2 -> |-----100%| (Bug Fixing)

<tsb>

## 1.277 Opening the exec lib

id 100o40-0005P7-00; Thu, 14 Jan 1999 14:48:25 +0000

Thu, 14 Jan 1999 14:46:36 +0000

14 Jan 99 14:46:36 +0000

From: "S.J.CROY" <ap6013@qmw.ac.uk>

Organization: University of London (QMW)

Date: Thu, 14 Jan 1999 14:46:29 +0000

encoding: 7BIT

Subject: Opening the exec lib

---

Hello Blitzers...

What is the proper way of opening the exec library? At the moment I'm using \*Exec= OpenLibrary\_ ("exec.library"). Every time I try to close it though, the machine crashes. Ok, so I left it out, find a list of the available screens, but sometimes it crashes afterwards. It seems pretty random. Has anyone got any ideas?

Steven

### 1.278 Re: Opening the exec lib

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 14 Jan 1999 17:28:48 +0200

Organization: A97

Subject: Re: Opening the exec lib

Encoding: quoted-printable

On 14-Jan-99, S.J.CROY wrote:

> What is the proper way of opening the exec library? At the =  
> moment I'm using \*Exec=3D OpenLibrary\_ ("exec.library"). Every =  
> time I try to close it though, the machine crashes. Ok, so I left it =  
> out, find a list of the available screens, but sometimes it crashes =  
> afterwards. It seems pretty random. Has anyone got any ideas?

Erm why would you want to open the exec.library ?

If you want to use a command from exec just type it's name. (OpenLibrary\_=  
( ) is a good example.)

Regards

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+--+

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 /-|VVVV|/\_
 +-+-+-+-+-+-+-+-+
 Visit : <http://members.tripod.com/~FlameDuck=>

### 1.279 Re: Opening the exec lib

id 100p3f-0005QP-00; Thu, 14 Jan 1999 15:52:20 +0000

14 Jan 99 15:50:29 0

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Thu, 14 Jan 1999 15:50:14 -0000

encoding: Quoted-printable

Subject: Re: Opening the exec lib

On 14 Jan 99, at 14:46, S.J.CROY wrote:

> What is the proper way of opening the exec library? At the  
 > moment I'm using \*Exec=3D OpenLibrary\_ ("exec.library"). Every  
 You have to use \*Exec =3D Peek.l(4). Use it as much as possible, its the =  
 only  
 absolute memory address your allowed to use on the Amiga. You might as wel=  
 I get  
 your money's worth.  
 Seeing as OpenLibrary is part of exec, you need a pointer to exec before =  
 you  
 can use OpenLibrary, so if you try to OpenLibrary exec then you probably w=  
 ould  
 open it as Blitz already has a pointer exec for you. And you should also h=  
 ave a  
 version number in those parameters, even if it is just 0. See?

l) ^ V ][ l) Ml =A9 Ml ][ M N

d.mcminn@eee.rgu.ac.uk ICQ=3D16827694

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)



### 1.280 OpenBlitz...

From: Frederic Laboureur <alphasnd@sdv.fr>

Date: Tue, 26 Jan 1999 19:04:48 +0100

Organization: Fantaisie Software

Subject: OpenBlitz...

Warning: This is a message in MIME format. Your mail reader does not support MIME. Some parts of this message will be readable as plain text.

To see the rest, you will need to upgrade your mail reader.

--BOUNDARY.1075557000.2

Encoding: quoted-printable

OooooPs.

Here is the attached file (where was I when I've written the mail ????)

Bye,

Fred.

-----=  
-----

^v^v^v Fr=E9d=E9ric Laboureur (Fred)

\_/ \\_ =

/ ^ ^ u ^ ^ n ^ ^ \ E-Mail Address: alphasnd@sdv.fr =

(o o\_ / (o o) \ \_o o) =

\_/\_ /// || \ \ \_ \\_ Only Amiga makes it possible

(o\_o) // (o o) \ (o\_o) Quality software for the Amiga

`\_ \_ \_ ' ` \_ \_ \_ ' ` \_ \_ \_ ' =

F-Base TheBoss F-Bench AlphaSOUND - FANTAISIE Software (1998)

-----=  
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--BOUNDARY.1075557000.2

Content-Disposition: attachment; filename="OpenBlitz.lzx"

Encoding: base64

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V4RWAYmBFB9dfyIhCujUU6MQVsi9r/gevT/Of18n/+zTL7ZzX6AKjb1XzGvU/7nxKuHxAvlr  
SZEva9j4fulrPAEZmoC2sxy/+7qIu9oylqzSr3LoEpuHoD7KnSOusfTnAmlQGUpYyBvfC7u3  
if378AmBajII8+5voeNRD3XuDKQUK5K1ePvLSej2ZuOHHGTcLcMyhpOHhgCtGU82HseznJNr  
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--BOUNDARY.1075557000.2--

## 1.281 OpenBlitz V1.30

From: Frederic Laboureur <alphasnd@sdv.fr>

Date: Mon, 25 Jan 1999 21:24:22 +0100

Organization: Fantaisie Software

Subject: OpenBlitz V1.30

Encoding: quoted-printable

Hello Blitzers,

Here I've attached OpenBlitz V1.30, a powerful C/C++ headers convert=
r

for Blitz 2. It was names C->Blitz2 before, but now it has a much cooler
name I think :-). Test it, spread it, abuse it, it's free. Don't forget
to report bugs or send remarks to me...

Happy C++ conversions,

Fred.

-----=

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^v^v^v^v Fr=E9d=E9ric Laboureur (Fred)

\_\_/\\_ =

/^ ^ u ^ ^ n ^ ^ \ E-Mail Address: alphasnd@sdv.fr =

(o o\_ /(o o)\ \_o o) =

\_/\_ /// || \ \ \_\ Only Amiga makes it possible

(o\_o)// (o o) \ (o\_o) Quality software for the Amiga

`\_..'\_`\_..'\_`\_..'\_ =

F-Base TheBoss F-Bench AlphaSOUND - FANTAISIE Software (1998)

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**1.282 Re: OpenBlitz V1.30**

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?<FlameDuck@usa.net>

Date: Tue, 26 Jan 1999 11:47:28 +0200

Organization: A97

Subject: Re: OpenBlitz V1.30

Encoding: quoted-printable

Hello Frederic.

On 25-Jan-99, Frederic Laboureur wrote:

> Here I've attached OpenBlitz V1.30, a powerful C/C++ headers convert=
or

> for Blitz 2. It was names C->Blitz2 before, but now it has a much coole=
r

> name I think :-). Test it, spread it, abuse it, it's free. Don't forget=

> to report bugs or send remarks to me...

Don't you just HATE it when you forget to press that "Attachments" tab in=
YAM ? :o) I've never liked it anyways....

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

**1.283 Ok,Ok, this one`s off topic, sort of,...**

([62.136.18.86] helo=194.152.64.35 ident=kewl)
by mail4.svr.pol.co.uk with smtp (Exim 2.10 #1)
id 100tKu-0005IB-00
for blitz-list@netsoc.ucd.ie; Thu, 14 Jan 1999 20:25:48 +0000
From: Loki <loki@napalmdeath.freemove.co.uk>
Date: Thu, 14 Jan 1999 20:16:58 +0100
Organization: Satanic Dreams Software.
X-Original-Subject: Ok,Ok, this one`s of topic, sort of,...
Subject: Ok,Ok, this one`s off topic, sort of,...

Hello,
I hope everybody has noticed that the amount of mail to the list
has doubled since we got onto the piracy theme.
Seems it`s a VERY popular subject :)
Oh one last thing,...

Has anybody seen any programs that check the speed of blitz compared to raw ASM? Perhaps math tests or draw tests? Something which outputs a speed, just so I can compare?

Cya,..

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384

<tsb>

<tsb>\*SATANIC DREAMS FOUNDER\*

<tsb>ADMIN: admin@satanicdreams.freemove.co.uk

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>

## 1.284 Re: Off-Topic

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sun, 17 Jan 1999 00:02:02 +0200

Organization: A97

Subject: Re: Off-Topic

Encoding: quoted-printable

On 10-Jan-90, r!K wrote:

> I know this is off-topic but I can't find it ANYWHERE.

> Does anyone know where the RNC-Packer can be obtained from?

It can't. It's a commercial product used for copyprotection, it cannot be obtained anymore, and hasn't been available for at least 5 years.

Sorry.

> It's the one that repacks SWOS Team.xxx data files.

Well, there is a decompiler, so maybe you can reverse engineer that, otherwise it MIGHT be on an old pirate CD or BBS somewhere.

Good Luck,

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Visit : http://members.tripod.com/~FlameDuck=

```

## 1.285 Odp: STAMP OUT PIRACY!!!

(Netscape Messaging Server 3.0) with SMTP id AAC1106  
 for <blitz-list@netsoc.ucd.ie>; Tue, 12 Jan 1999 09:31:40 +0100  
 From: "Krzysztof Jonko" <krzysztof\_jonko@q-matic.pl>  
 Subject: Odp: STAMP OUT PIRACY!!!  
 Date: Tue, 12 Jan 1999 09:26:54 +0100  
 charset="iso-8859-2"

Encoding: 7bit

>Has anybody got any ideas on how to develop and/or programme some kind of  
 >anti-piracy system?

I've quite simple idea - I've used it on my last CD. Most of all pirated  
 disks and CDs

contains additional files with passwords and hacker names. You can simply  
 check

capacity of your disk or CD - if original and copy capacity aren't equal -  
 it means that

someone was stored an additional files or modified an existing ones.

Chris, [eteacher@amiga.org.pl](mailto:eteacher@amiga.org.pl)

---

**1.286 Re: Odp: STAMP OUT PIRACY!!!**

Date: Tue, 12 Jan 1999 11:56:30 +0300

From: Andrew "Notorious" Boyarintsev <bandrew@miem.edu.ru>

Organization: Looker House

Subject: Re: Odp: STAMP OUT PIRACY!!!

Encoding: 8bit

Hello Krzysztof,

Tuesday, January 12, 1999, you wrote:

>>Has anybody got any ideas on how to develop and/or programme some kind of  
>>anti-piracy system?

KJ> I've quite simple idea - I've used it on my last CD. Most of all pirated

KJ> disks and CDs

KJ> contains additional files with passwords and hacker names. You can simply

KJ> check

KJ> capacity of your disk or CD - if original and copy capacity aren't equal -

KJ> it means that

KJ> someone was stored an additional files or modified an existing ones.

It's too easy. You don't even need to have some special knowledge to  
find the routine that checks that and disable it.

WBR, Andrew "Notorious" Boyarintsev

member Team \*AMIGA\* <http://come.to/lkr>

... UI125:#EMHFAJEFFCVADGMDLfCDGDGFPIHfBBHILRDFRAMOIIABCOJ

...love is free, it lasts forever... (C) Army of Lovers

**1.287 Re: Odp: STAMP OUT PIRACY!!!**

([62.136.77.73] helo=194.152.64.35 ident=kewl)

by mail1.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 1001pG-0000hI-00

for blitz-list@netsoc.ucd.ie; Tue, 12 Jan 1999 11:17:35 +0000

From: Loki <loki@napalmdeath.freemove.co.uk>

Date: Tue, 12 Jan 1999 11:13:18 +0100

Organization: Satanic Dreams Software.

Subject: Re: Odp: STAMP OUT PIRACY!!!

Encoding: binary

Hello Andrew

Hiya, Andrew... ,on 12-Jan-99 you wrote me about Re: Odp: STAMP OUT PIRACY!!!! :)

A"B>> Hello Krzysztof,

---

A"B>>

A"B>> Tuesday, January 12, 1999, you wrote:

A"B>>

A"B>>>> Has anybody got any ideas on how to develop and/or programme some

A"B>>>> kind of anti-piracy system?

A"B>>> I've quite simple idea - I've used it on my last CD. Most of all

A"B>> pirated KJ> disks and CDs

A"B>>> contains additional files with passwords and hacker names. You can

A"B>> simply KJ> check

A"B>>> capacity of your disk or CD - if original and copy capacity aren't

A"B>> equal - KJ> it means that

A"B>>> someone was stored an additional files or modified an existing

A"B>> ones.

A"B>>

A"B>> It's too easy. You don't even need to have some special knowledge to

A"B>> find the routine that checks that and disable it.

A"B>>

Damn right, it's way too simple!

Regards

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: [loki@napalmdeath.freemove.co.uk](mailto:loki@napalmdeath.freemove.co.uk)

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384

<tsb>

<tsb>\*SATANIC DREAMS FOUNDER\*

<tsb>ADMIN: [admin@satanicdreams.freemove.co.uk](mailto:admin@satanicdreams.freemove.co.uk)

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>

## 1.288 Re: Odp: Public Screens

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Fri, 29 Jan 1999 18:10:59 +0200

Organization: A97

Subject: Re: Odp: Public Screens

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Encoding: quoted-printable

X-Info: mailto:sf@xxl.ots.dk in case of problems!

Hello Krzysztof.

On 29-Jan-99, Krzysztof Jonko wrote:

> -----Wiadomosc oryginalna-----

> Od: Simon Hitchen <simon@gadge.u-net.com>

> Do: blitz-list@netsoc.ucd.ie <blitz-list@netsoc.ucd.ie>

> Data: 28 stycznia 1999 12:17

> Temat: Public Screens

Don't you just LOVE outlook express pastiiing these nice things in your E= mails in your LOCAL language so the other 99% of the world don't have a f= ecking clue what you're on about ? Goes for the lame Re: translation asw= ell.

>> Where do I look inside a .Screen structure to find out if the screen

>> in question is a "Public" screen?

>> Is it somewhere in the Screen\Flags ?

> No, you have to seek public screen list to check if desired screen is p= ublic

> or not. But you have to remember that public screen name and screen

> name are different!!!

> If anybody is interested - I can send part of code to seek public scree= n

> list.

First of all, I'm sure this is not the only way. I'm sure AMiGAOS doesn't= look it up in the public screen list whenever it has to figure out which= screens are public. Also, if this where true you could dynamically alter= the state of a screen, by just adding it to the list. Anyway, since he a= sked how to do it, I'd say it's a fairly safe bet that someone what's to = know it. (Or maybe he just meant it as a joke, you can never really know)= =2E

Of course I'm not yet a fully fledged system guru, so I can't say. It jus= t seems obvious.

Regards

-- =

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^ + + |\_)

/-\ | alias | | \

+ \_\_\_\_\_ .\_\_ +



```

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+ + + + + + + + + + + + + + + + + + + + + + + +
Visit : http://members.tripod.com/~FlameDuck=

```

### 1.289 Odp: Public Screens

(Netscape Messaging Server 3.0) with SMTP id AAB489  
 for <blitz-list@netsoc.ucd.ie>; Fri, 29 Jan 1999 18:06:41 +0100  
 From: "Krzysztof Jonko" <eteacher@amiga.org.pl>  
 Subject: Odp: Public Screens  
 Date: Fri, 29 Jan 1999 18:01:40 +0100  
 charset="iso-8859-1"  
 Encoding: 7bit

-----Wiadomosc oryginalna-----  
 Od: Simon Hitchen <simon@gadge.u-net.com>  
 Do: blitz-list@netsoc.ucd.ie <blitz-list@netsoc.ucd.ie>  
 Data: 28 stycznia 1999 12:17  
 Temat: Public Screens

> Where do I look inside a .Screen structure to find out if the screen  
 > in question is a "Public" screen?  
 > Is it somewhere in the Screen\Flags ?

No, you have to seek public screen list to check if desired screen is public or not. But you have to remember that public screen name and screen name are different!!!

If anybody is interested - I can send part of code to seek public screen list.

Chris, eteacher@amiga.org.pl

---

## 1.290 Re: Odp: Public Screens

id 106J7C-0002Ef-00; Fri, 29 Jan 1999 18:58:02 +0000

From: "Simon Hitchen" <simon@gadge.u-net.com>

Organization: Gadge Software

Date: 29 Jan 99 18:50:07 +0000

Subject: Re: Odp: Public Screens

Encoding: 7bit

Hello Mikkel,

[pulis screen stuff]

> Of course I'm not yet a fully fledged system guru, so I can't say.

> It just seems obvious.

Me neither. But I am trying to learn :-)

--

Bye f'now

Simon

## 1.291 Re:dodgy diz (sorry I was bored)

for blitz-list@netsoc.ucd.ie; Tue, 12 Jan 1999 00:46:31 +0000

From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>

Organization: International House of Mojo

Date: Tue, 12 Jan 1999 00:39:08 -0000

encoding: Quoted-printable

Subject: Re:dodgy diz (sorry I was bored)

On 11 Jan 99, at 17:42, Curt broke out long enough to write:

> So it looks like Mr. Gates is ready to part with almost \$30,000,000 on

> this little experiment, then? Keep in mind that Mr. Gates does not eve=

n

> go so far as to pay beta testers of his software, nor even give them fre=

e

> copies of the final versions!

Ahh, but they don't mention the new ride at Disney World, the Rehsawniarb,=

controlled by Windows 98 CE OSR2 beta3. Nothing sinister there, except tha=

t it

keeps crashing every two minutes....

Loyal Gatezombies ahoy.

> Oh, one final thought. Can anyone explain of what possible use it would

> be to track an email?????????

Surely you've seen the XFiles? In fact we know you have, you're watching =  
it  
right now...

[ ] ^ V [ ] [ ] M [ =A9 M [ ] [ ] M M

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.292 Re:dodgy diz

From: Curt Esser <camge@ix.netcom.com>

Date: Mon, 11 Jan 1999 17:42:00 -0500

Subject: Re:dodgy diz

On 11-Jan-99, C.J.R.Jarvis wrote:

> Hello people,  
> forward this or not if you will. I figured I would, if you want to  
> skip straight to the bottom, its basically a competition, rather than a  
> chain letter or a joke.  
> Does the stuff about microsoft "tracking" e-mail recipients sound  
> scary to anyone else but me? Obviously not.

No, because this is ANOTHER one of the Scams listed on that web site that  
James Boyd pointed out last time (remember the "little girl dying of  
cancer" chain letter?)

But just for fun, let's take a good look at it:

> WALT DISNEY JR. GREETING

> Hello Disney fans,

> And thank you for signing up for Bill Gates' Beta Email

> Tracking

> My

> name is Walt Disney Jr.

Errr, do you realize that Walt Disney (creator of Disney World) died a  
bachelor, never having had any children????

> Here at Disney we are working with

> Microsoft

And what ties does Disney World have with Microsoft???

> which

> has just compiled an e-mail tracing program that tracks

> everyone

> to whom this message is forwarded to. It does this through

> an unique IP (Internet Protocol) address log book database.

---

Wow! Sounds impressive! Maybe Walt will be able to afford a grammar-checker with some of the profits!

Oh, and isn't it strange that none of the computer magazines or web sites have never even hinted at this revolutionary bit of software? Must be top-secret, I suppose...

> We are experimenting with this and need your help. Forward this to everyone > you know and if it reaches 13,000 people, 1,300 of the people on the list will

> receive \$5,000,

Hmmm, that's a total of \$6,500,000 right there!

> and the rest will receive a free trip for two to Disney

> World for one week during the summer of 1999 at our expense.

Let's conservatively say 1 week all expenses would be about \$2000.

So, we have, hmmm,  $13,000 - 1,300 = 11,700$

$11,700 \times \$2,000 = \$23,400,000$

So it looks like Mr. Gates is ready to part with almost \$30,000,000 on this little experiment, then? Keep in mind that Mr. Gates does not even go so far as to pay beta testers of his software, nor even give them free copies of the final versions!

> Enjoy.

> Note: Duplicate entries will not be counted. You will be notified

> by email with further instructions once this email has

> reached 13,000 people.

And finally, just exactly HOW will you know if the mail ever does reach 13,000 people?

> Your friends,

> Walt Disney Jr., Disney, Bill Gates, & The Microsoft

> Development Team.

Oh, one final thought. Can anyone explain of what possible use it would be to track an email?????????

<sb>

So what's the possible reason for this, then? Surely nobody could have some

sinister purpose, could they?

Let's suppose that someone wanted to amass a bunch of email addresses for one of those "Email Blaster" spam email address lists. But let's suppose this person wanted to target his spam emails directly at the sort of people who would be most receptive to email scams - ie., those who are willing to believe anything, even (or especially) if it looks "too good to be true" or

---

offers "something for nothing"....

Now let's suppose that this person sends out some emails just like this one,

then goes from mailing list to mailing list, picking up not just a few email addresses from people who may or may not (most likely not) be responsive to his scams, but rather big juicy letters full of email addresses,

all from gullible people who already fell for one email scam.....

"There's a sucker born every minute"

- P.T. Barnum

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

## 1.293 Not Equal

From: Jake Frederick <gonzo@acadia.net>

Date: Tue, 12 Jan 1999 22:50:04 +0500

Subject: Not Equal

Here's an easy question for you all that I'm too lazy to look up; what's the sign for not equal to?

--

-If the doors of perception were cleansed everything would appear to man as it truly is, infinite.-

## 1.294 Re: Not Equal

Wed, 13 Jan 1999 04:56:40 +0100 (MET)

From: Peter Thor <thor@mailbox.swipnet.se>

Date: Wed, 13 Jan 1999 04:54:49 +0300

Organization: Nukleus

Subject: Re: Not Equal

Hello Jake

The 12-Jan-99, Jake Frederick wrote:

> Here's an easy question for you all that I'm too lazy to look up; what's the  
> sign for not equal to?

It's: "<>"

Simple as that =)

---

--

Peter Thor, Coder Asm/Blitz/C/C++

Irc: Joru (irc.stealth.net, #AmigaSWE/#Amiga/#Amigascene)

ICQ: 11277616, Alt-EMail: Joru@hotmail.com

Creative Amigans at: [www.ping.be/sillycat](http://www.ping.be/sillycat)

.- Amiga is it! -.

## 1.295 Re: Not Equal

Wed, 13 Jan 1999 09:07:17 +0100 (MET)

Date: Wed, 13 Jan 1999 09:07:10 +0100 (MET)

From: Jonas Thorell <[jonasth@bahnhof.se](mailto:jonasth@bahnhof.se)>

Subject: Re: Not Equal

On Tue, 12 Jan 1999, Jake Frederick wrote:

> Here's an easy question for you all that I'm too lazy to look up; what's the

> sign for not equal to?

<> would do it. I.e. If  $a <> 1$  ... you get the picture.

/Jonas

## 1.296 Re: Not Equal

Wed, 13 Jan 1999 09:07:17 +0100 (MET)

Date: Wed, 13 Jan 1999 09:07:10 +0100 (MET)

From: Jonas Thorell <[jonasth@bahnhof.se](mailto:jonasth@bahnhof.se)>

Subject: Re: Not Equal

On Tue, 12 Jan 1999, Jake Frederick wrote:

> Here's an easy question for you all that I'm too lazy to look up; what's the

> sign for not equal to?

<> would do it. I.e. If  $a <> 1$  ... you get the picture.

/Jonas

## 1.297 Re: Not Equal

Date: Wed, 13 Jan 1999 01:00:20 -0800 (PST)

From: Thomas Cobb <[thomcobb@yahoo.com](mailto:thomcobb@yahoo.com)>

Subject: Re: Not Equal

Use either <> or logical not

e.g.  $(a <> b)$  or  $(\text{not } a=b)$

Thom

---

DO YOU YAHOO!?

Get your free @yahoo.com address at <http://mail.yahoo.com>

---

## 1.298 New AmigaLibs.res (with ALL 3.1 includes)

Date: Sun, 24 Jan 1999 12:57:40 +0100

From: Frederic Laboureur <alphasnd@sdv.fr>

Subject: New AmigaLibs.res (with ALL 3.1 includes)

Encoding: quoted-printable

Hello Blitzers,

I've finished today to convert ALL RKM includes (datatypes, dos,... utility, workbench) files in Blitz 2 format and I've compiled them into an huge .res file. Why ? Because the old one is buggy and not updated with 3.1 include files, and AmigaLibsII.res (by Roger Beausoleil) was good but doesn't respect the original RKM syntax (Window -> \_Window, Screen -> \_Screen....).

This one respect 99.999% of the original syntax, only 4 constants have changed their name because of Blitz 2 tokenization problem.

It replace 100% the old AmigaLibs.res

With this file, you will be able to convert ANY original RKM source code into Blitz 2 with the minimum of effort.

NOTE: This file is needed when using OS functions inside Blitz.

It's needed by the NCS too, because of use of the TagLists.

If you need it, just mail me. It will be part of the NCS V1.70 (not finished for now).

If you find any bug in it, mail me ASAP (It shouldn't).

Regards,

Fred.

-----  
/\V\ Fr=E9d=E9ric Laboureur (Fred)

\_\_/\\_

/^ ^ u^ ^n ^ ^ E-Mail Address: alphasnd@sdv.fr

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\_/ \_ /// | | \ \_ \\_ Only Amiga makes it possible

(o\_o)// (o o) \ (o\_o) Quality software for the Amiga

`\_`'\_ `'\_ `'\_`'

F-Base TheBoss F-Bench AlphaSOUND - FANTAISIE Software (1998)

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## 1.299 Re: New AmigaLibs.res (with ALL 3.1 includes)

From: amorel <amorel@xs4all.nl>

Date: Mon, 25 Jan 1999 15:26:06 +0500

Subject: Re: New AmigaLibs.res (with ALL 3.1 includes)

On 24-Jan-99, Frederic Laboureur wrote:

>If you need it, just mail me. It will be part of the NCS V1.70 (not  
>finished for now).

I'd like to have it yes :-)

>If you find any bug in it, mail me ASAP (It shouldn't).

I will.

Just makes me remind, I've been using enforcer lately and of course it  
hits a lot with the debugger (red debugger, but it dos it with others too).

I've found a command or 2 hitting too. Those are from the XBciatrackerlib  
and I use it only for checking if a pt mod IS a pt mod (not 100% effective,  
but at least I can then asks to load it or not). The commands are  
<checktrackerid> and <loadtrackermodule>. Funny thing they already give an  
enforcer hit when starting the program, not just when I actually trigger  
the statement they r in. There could be more commands in that lib hitting,  
but I didn't check.

Hehehe, and I found that eagleplayer gives an enforcer hit :-D

--

Jeroen (and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040,hd, CD32

H.P. Lovecraft, Inc. \\ Good old C=64 Aura 12/16 sampler

Ever kissed a frog? ;-P \\ /Fatman analogue synth :D

Do you need music for your game/demo? \\ /Roland dr-5 and more ;-9

Have you got a recorddeal? ;) \\ /Check my music on aminet:

Contact me! amorel@xs4all.nl \\ /mods/hardc (ftp.wustl.eduetc.)

<http://www.xs4all.nl/~amorel/> \\ /or take a look at my homepage.

## 1.300 Never-ending arrays

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 6 Jan 99 16:15:10 +1000

Subject: Never-ending arrays

Encoding: 7bit

Many thanks to everyone, especially David and Liz for all their help  
with my learning about pointers and memory allocations. After all

---



that, I can now help whoever it was who wanted to be able to use an array when they didn't know how big to make it.

This technique works only for arrays (not lists), but I'm not sure if it will work if there is string-type data involved.

Procedure is as follows:

1. Decide on a reasonable starting number of entries and a reasonable increment.

2. Define a newtype for your data elements (needed even for an array of longwords e.g DIM Fred.l(100) would need to be replaced with

```
NewType.thing
```

```
MyItem.l
```

```
End NewType
```

3. Define 4 variables

```
Initial_Size.l = 100 ; or whatever
```

```
Increment.l = 10
```

```
Max_Entries.l = Initial_Size
```

```
Current_Number.l = 0
```

4. Allocate enough memory for the initial array

```
*Array_Mem.l = AllocMem(Max_Entries * Sizeof.Thing,#MEMF_PUBLIC)
```

5. Build the array, using \*Array\_Element.Thing = \*Array\_Mem + (Current\_Entry \* Sizeof.Thing) ; all on one line

6. You need a test as follows:

```
If Current_Entries = Max_Entries
```

```
Max_Entries + Increment
```

```
*Temp_Mem.l = AllocMem(Max_Entries * Sizeof.Thing)
```

```
<<StringCopy *Array_Mem to *Temp_Mem>>
```

```
FreeMem *Array_Mem,Current_Entries * Sizeof.Thing
```

```
*Array_Mem = *TempMem
```

```
Endif
```

Instead of the second allocation, you could do a WriteMem to some temporary file, free the memory, allocate the new block and then ReadMem into the new block.

I'm not absolutely sure how strings work in blitz, but I think the newtype only contains pointers (and possibly lengths) to the string so this may work for strings. If anyone can clarify that it would be good.

Also, if anyone knows how to set up a newtype so there is string data actually in the newtype block, then that would help me a lot. (I'm trying to read data from a file into memory using readmem, but the

strain data in the file is not a blitz-format string data type.)

Cheers

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

[www.shoalhaven.net.au/edgewater](http://www.shoalhaven.net.au/edgewater)

## 1.301 NCS V1.60 is out !

Date: Sat, 09 Jan 1999 18:23:19 +0100

From: Frederic Laboureur <[alphasnd@sdv.fr](mailto:alphasnd@sdv.fr)>

Subject: NCS V1.60 is out !

Encoding: quoted-printable

Hello Blitzers,

Just a little mail to inform you than NewCommandSet V1.60 is now finished and has lot of improvement/news. Just look by yourself:

NOS Library Added:

+ NGraphicsBase()

+ NDosBase()

+ NExecBase()

+ NIntuitionBase()

NClipboard Library Added:

+ NSetClipText()

+ NGetClipText()

NGadTools:

+ No more crashes when using RUN instead of COMPILE/RUN in TED. Before using RUN (with no compilation) caused a GURU :-(. Fixed now.

+ NRefreshGadgetList() fonction added - Refresh the current gadgetlist

+ Optimized the library a little more.

+ NSetGadgetFont() fixed (at least more documented...) This function is very dangerous to use.. Look at the examples files.

+ Added NFreeMenu()

+ Added NMenuCheckItem(), NMenuCheckSubItem()

+ Added NMenuToggleItem(), NMenuToggleSubItem()

+ Fixed a memory loss bug when using GadTools menus.

NStrings:

+ NLeft\$() added

+ NRight\$() added

+ NUCase\$() added - These functions support accent letters, not like old

---

+ NLCase\$() added - ACID ones.

+ NMki\$(), NMkl\$() added

+ NCvi(), NCvl() added

+ NLen() fixed (give bad results in some average cases) - Thx Marcin !

NBitmap:

+ NShowBitmap() fixed (displaying the current bitmap one frame after)

NDrawing:

+ NPoint() added

+ NTextLength() added

+ NObtainBestPen() added

+ NReleasePen() added

+ NDrawingRastPort() added

+ NBoxFill() changed (coordinates can be given in any orders)

NScreen:

+ NFindFrontScreen() added

+ NScreenDepth() added

+ NViewPort() added

+ NWBorderTop(), NWBorderBottom(), NWBorderLeft(), NWBorderRight() added

+ NSBarHeight() added

+ NSFontHeight() added

+ NFindScreen() fixed - Didn't take the default screen if a null string was given.

NWbStartup:

+ No more installed by default, because it hangs Blitz2 V1.9+.

Nevertheless, it works flawlessly with Blitz V1.7.

In V2.1, the standard WbStartup is bug free, so it's cool :).

NWindow:

+ Added NWCursX(), NWCursY()

+ Added NInnerHeigh(), NInnerWidth()

+ Added NDetachMenu()

+ Fixed NBusyPointer() - It doesn't work

+ Fixed NActivate() - Argument in more

NPalette:

+ NFade() added (very powerfull and fast function)

+ NASyncFade() added (NFade which don't halt the programm flow)

+ NASyncFadeStatus()

+ NFadeOut() optimized a little bit

+ NNbColour() added - Return the nbcolour of the current palette.

NApp Library Added:

---

+ NInitApp()  
+ NAddAppWindow()  
+ NRemoveAppWindow()  
+ NAddAppMenu()  
+ NRemoveAppMenu()  
+ NAppEvent()  
+ NAppNumFiles()  
+ NNextAppFile()

Documentations changes:

+ NPackerInfo() corrected  
+ Bad links: NDisableGadget(), NRight\$(), NFreeBitMap(),= NCloseGadgetList()  
+ Updated to new commands :-).

As you can see, it's a major update ;-D !

Bye, bye,

Fred.

-----  
/\/\/\ Fr=E9d=E9ric Laboureur (Fred)

\_\_/\\_

/ ^ ^ u ^ ^ n ^ ^ \ E-Mail Address: alphasnd@sdv.fr

(o o\_/(o o)\\_o o)

\_/\_ /// | | \ \ \_ \\_ Only Amiga makes it possible

(o\_o)// (o o) \ (o\_o) Quality software for the Amiga

`...` `...` `...`

F-Base TheBoss F-Bench AlphaSOUND - FANTAISIE Software (1998)

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## 1.302 Re: NCS V1.60 is out !

Date: Tue, 12 Jan 1999 22:30:58 +0100

From: Frederic Laboureur <alphasnd@sdv.fr>

Subject: Re: NCS V1.60 is out !

Encoding: quoted-printable

Hi Brucey,

>> Just a little mail to inform you than NewCommandSet V1.60 is now

>>finished and has lot of improvement/news.

>

>

---

>Great, so where can I get it from ???

Oops, sorry. You can found it on Aminet dev/basic/NewCommandSet.lha

Bye,

=09

Fred.

-----  
 \\\ \\\ Fr=E9d=E9ric Laboureur (Fred)

\_\_\_/\\_

/ ^ ^ u ^ ^ n ^ ^ \ E-Mail Address: alphasnd@sdv.fr

(o o \_ /(o o) \ \_ o o)

\_/\_ /// | | \ \ \_ \ Only Amiga makes it possible

(o\_o) // (o\_o) \ (o\_o) Quality software for the Amiga

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### 1.303 Re: NCS V1.60 is out !

Date: Tue, 12 Jan 1999 22:33:31 +0100

From: Frederic Laboureur <alphasnd@sdv.fr>

Subject: Re: NCS V1.60 is out !

Encoding: quoted-printable

Hello Simon,

>> Just a little mail to inform you than NewCommandSet V1.60 is now

>> finished and has lot of improvement/news. Just look by yourself:

>

>Just downloaded NewCommandSet V1.60 from Aminet :-)

>

>Some of the examples seem to require "asm.res" to be resident but it

>doesn't seem to be in the archive :-(

Just ignore it. It's a miskate. You don't need this file to run  
 the examples correctly... It's for the libraries developpment.

Bye,

Fred.

-----  
 \\\ \\\ Fr=E9d=E9ric Laboureur (Fred)

\_\_\_/\\_

/ ^ ^ u ^ ^ n ^ ^ \ E-Mail Address: alphasnd@sdv.fr

(o o\_/(o o)\\_o o)  
 \_/\_ /// || \ \ \_\ Only Amiga makes it possible  
 (o\_o)// (o o)\(o\_o) Quality software for the Amiga  
 `...` `...` `...`  
 F-Base TheBoss F-Bench AlphaSOUND - FANTAISIE Software (1998)  
 -----=  
 =20

### 1.304 Re: name\$= AND UPGRADES

Date: Mon, 25 Jan 1999 11:01:53 +0000  
 From: stocksjames <stocksjames@KNOCK.co.uk>  
 Organization: Our Lady & St. Patrick's College, Knock  
 David McMinn <dmcminn@house-of-mojo.freemove.co.uk>  
 Subject: Re: name\$= AND UPGRADES  
 Encoding: 7bit  
 > You'd use Chr\$(ascii value). But here's a little something I made earlier.  
 Cheers. You're a gentleman! I'll have a look when I get home...  
 p.s. anyone want to discuss upgrades? I have a hole burning in my  
 pocket....

### 1.305 name\$=

Date: Mon, 18 Jan 1999 11:16:57 +0000  
 From: stocksjames <stocksjames@KNOCK.co.uk>  
 Organization: Our Lady & St. Patrick's College, Knock  
 Subject: name\$=  
 Encoding: 7bit  
 I have this code:  
 \*\*\*  
 Bitmapinput ;it's in Blitz mode  
 Print "Enter Your Name:"  
 Locate 6,5  
 name\$=Edit\$(" ",3)  
 \*\*\*  
 Then I have nested 'if's to see where in a highscore table name\$  
 goes...  
 My problem is that the second time I run this, the program freezes. It  
 writes 'Enter Your Name';

Then the cursor appears underneath it, but it doesn't pick up keyboard presses.

Am I missing something obvious? Is there a way of 'reseting' name\$?

Thanks in advance

James

### 1.306 Re: name\$=

18 Jan 99 12:17:58 0

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Mon, 18 Jan 1999 12:16:58 -0000

encoding: Quoted-printable

Subject: Re: name\$=

On 18 Jan 99, at 11:16, stocksjames wrote:

> My problem is that the second time I run this, the program freezes. It  
> writes 'Enter Your Name'; Then the cursor appears underneath it, but it  
> doesn't pick up keyboard presses.

>

> Am I missing something obvious? Is there a way of 'reseting' name\$?

Its maybe not name\$ you need to reset, try doing a defaultinput before yo=  
u

quit your program (which set the input channel back to the Blitz2 CLI wind=  
ow if  
its there).

I can't remember if you need to do a BlitzKeys On or something when you g=  
o

into Blitz mode, because Acid changed this command ages ago, and it may no=  
t

actually do anything useful. Or maybe it does??

l) ^ V ][ l) |V | =A9 |V |[ |N |N

d.mcminn@eee.rgu.ac.uk ICQ=3D16827694

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

### 1.307 Re: name\$=

From: Anton Reinauer <anton@ww.co.nz>

Date: Tue, 19 Jan 1999 12:04:29 +1300

Subject: Re: name\$=

---

On 19-Jan-99, David Mcminn wrote:

> On 18 Jan 99, at 11:16, stocksjames wrote:

>

>> My problem is that the second time I run this, the program freezes.

>> It writes 'Enter Your Name'; Then the cursor appears underneath it,

>> but it doesn't pick up keyboard presses.

>>

>> Am I missing something obvious? Is there a way of 'reseting' name\$?

>

> Its maybe not name\$ you need to reset, try doing a defaultinput before

> you quit your program (which set the input channel back to the Blitz2

> CLI window if its there).

>

> I can't remember if you need to do a BlitzKeys On or something when

> you go into Blitz mode, because Acid changed this command ages ago,

and

> it may not actually do anything useful. Or maybe it does??

Yes, do a Blitzkeys Off before going into Amiga mode, and a Blitzkeys

On after going into Blitz mode (each time)- that solves some bugs :)

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed  
for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.1)

<<http://www.ww.co.nz/home/anton>>

### **1.308 Re: name\$=**

Date: Tue, 19 Jan 1999 11:09:42 +0000

From: stocksjames <stocksjames@KNOCK.co.uk>

Organization: Our Lady & St. Patrick's College, Knock

Subject: Re: name\$=

Encoding: 7bit

Anton Reinauer wrote:

>

> On 19-Jan-99, David Mcminn wrote:

>> On 18 Jan 99, at 11:16, stocksjames wrote:

>>



>>> My problem is that the second time I run this, the program freezes.  
>>> It writes 'Enter Your Name'; Then the cursor appears underneath it,  
>>> but it doesn't pick up keyboard presses.  
>>>  
>>> Am I missing something obvious? Is there a way of 'reseting' name\$?  
>>  
>> Its maybe not name\$ you need to reset, try doing a defaultinput before  
>> you quit your program (which set the input channel back to the Blitz2  
>> CLI window if its there).  
>>  
>> I can't remember if you need to do a BlitzKeys On or something when  
>> you go into Blitz mode, because Acid changed this command ages ago,  
> and  
>> it may not actually do anything useful. Or maybe it does??  
>  
> Yes, do a Blitzkeys Off before going into Amiga mode, and a Blitzkeys  
> On after going into Blitz mode (each time)- that solves some bugs :)  
>  
That could be it.  
I hop into Amiga mode to load some stuff...  
Cheers Antoine!  
Cheers David!  
Bye!  
James

### 1.309 Re: name\$=

Date: Wed, 20 Jan 1999 13:25:44 +0000  
From: stocksjames <stocksames@KNOCK.co.uk>  
Organization: Our Lady & St. Patrick's College, Knock  
Subject: Re: name\$=  
Encoding: 7bit  
stocksames wrote:

>  
> Anton Reinauer wrote:  
>>  
>> On 19-Jan-99, David McMinn wrote:  
>>> On 18 Jan 99, at 11:16, stocksames wrote:  
>>>>

>>> My problem is that the second time I run this, the program freezes.  
>>> It writes 'Enter Your Name'; Then the cursor appears underneath it,  
>>> but it doesn't pick up keyboard presses.  
>>>  
>>> Am I missing something obvious? Is there a way of 'reseting' name\$?  
>>>  
>>> Its maybe not name\$ you need to reset, try doing a defaultinput before  
>>> you quit your program (which set the input channel back to the Blitz2  
>>> CLI window if its there).  
>>>  
>>> I can't remember if you need to do a BlitzKeys On or something when  
>>> you go into Blitz mode, because Acid changed this command ages ago,  
>> and  
>>> it may not actually do anything useful. Or maybe it does??  
>>  
>> Yes, do a Blitzkeys Off before going into Amiga mode, and a Blitzkeys  
>> On after going into Blitz mode (each time)- that solves some bugs :)  
>>  
>  
> That could be it.  
> I hop into Amiga mode to load some stuff..  
> Cheers Antoine!  
> Cheers David!  
> Bye!  
> James  
Doh! That wasn't it! It still freezes. Does anyone want a look at the  
source code?

### 1.310 Re: name\$=

for blitz-list@netsoc.ucd.ie; Wed, 20 Jan 1999 21:12:16 +0000  
From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>  
Organization: International House of Mojo  
Date: Wed, 20 Jan 1999 21:04:21 -0000  
encoding: Quoted-printable  
Subject: Re: name\$=  
> Doh! That wasn't it! It still freezes. Does anyone want a look at the  
> source code?  
>  
Go on then, geez a look.  
[] ^ V [] [ ] M [=A9 M ] [ ] N N  
dmcminn@house-of-mojo.freemove.co.uk  
[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

### 1.311 Re: name\$=

From: Anton Reinauer <anton@ww.co.nz>

Date: Thu, 21 Jan 1999 11:15:21 +1300

Subject: Re: name\$=

On 21-Jan-99, stocksjames wrote:

>>> Its maybe not name\$ you need to reset, try doing a  
>>> defaultinput before  
>>> you quit your program (which set the input channel back  
>>> to the Blitz2  
>>> CLI window if its there).  
>>>  
>>> I can't remember if you need to do a BlitzKeys On or  
>>> something when  
>>> you go into Blitz mode, because Acid changed this  
>>> command ages ago,  
>>> and  
>>> it may not actually do anything useful. Or maybe it  
>>> does??  
>>>  
>>> Yes, do a Blitzkeys Off before going into Amiga mode,  
>>> and a Blitzkeys  
>>> On after going into Blitz mode (each time)- that solves  
>>> some bugs :)  
>>>  
>>>  
>>> That could be it.  
>>> I hop into Amiga mode to load some stuff...  
>>> Cheers Antoine!  
>>> Cheers David!  
>>> Bye!  
>> James  
>

> Doh! That wasn't it! It still freezes. Does anyone want a look at the  
> source code?

Wait on, I remember something now :) I think that #Edit\$# (from  
memory) is buggy with Blitz mode (even though you've come out of Blitz  
mode and gone into Amiga mode). You have to make your own text parser  
using #Inkey\$# (and check for the enter key #Chr\$#(11) etc).

---

But still do the #Blitzkeys# #On/Off# thing as well, or you'll still have problems with #Inkey\$.#

Seeya- Anton

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.1)

<http://www.ww.co.nz/home/anton>

### 1.312 Re: name\$=

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 21 Jan 1999 05:39:26 +0200

Organization: A97

Subject: Re: name\$=

Encoding: quoted-printable

Hello stocksjames.

On 20-Jan-99, stocksjames wrote:

[-If at first, you don't succeed-]

> Doh! That wasn't it! It still freezes. Does anyone want a look at the

> source code?

Well, okay. But I'm sure antons idea with the custom routine would do the= trick. I experienced this once. My workaround was using a different "Ent= er your name" routine.

Regards

-- =

+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+

| M i k k e l L = F 8 k k e | \_

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^+/_\_____/_____\_\_>_|\_+/_
/_\|VVVV|/_
+++++
Visit : http://members.tripod.com/~FlameDuck=

```

### 1.313 Re: name\$=

Date: Thu, 21 Jan 1999 14:42:53 +0000

From: stocksjames <stocksames@KNOCK.co.uk>

Organization: Our Lady & St. Patrick's College, Knock

Subject: Re: name\$=

Encoding: 7bit

Anton Reinauer wrote:

```

>
> On 21-Jan-99, stocksames wrote:
>
> >>>> Its maybe not name$ you need to reset, try doing a
> >>>> defaultinput before
> >>>> you quit your program (which set the input channel back
> >>>> to the Blitz2
> >>>> CLI window if its there).
> >>>>
> >>>> I can't remember if you need to do a BlitzKeys On or
> >>>> something when
> >>>> you go into Blitz mode, because Acid changed this
> >>>> command ages ago,
> >>>> and
> >>>> it may not actually do anything useful. Or maybe it
> >>>> does??
> >>>>
> >>>> Yes, do a Blitzkeys Off before going into Amiga mode,
> >>>> and a Blitzkeys
> >>>> On after going into Blitz mode (each time)- that solves
> >>>> some bugs :)

```

>>>>

>>>

>>> That could be it.

>>> I hop into Amiga mode to load some stuff...

>>> Cheers Antoine!

>>> Cheers David!

>>> Bye!

>> James

>>

>> Doh! That wasn't it! It still freezes. Does anyone want a look at the

>> source code?

>

> Wait on, I remember something now :) I think that #Edit\$# (from  
> memory) is buggy with Blitz mode (even though you've come out of Blitz  
> mode and gone into Amiga mode). You have to make your own text parser  
> using #Inkey\$# (and check for the enter key #Chr\$#(11) etc).  
> But still do the #Blitzkeys# #On/Off# thing as well, or you'll still  
> have problems with #Inkey\$.#

But then I'll have to check every key! Okay, I'll only have to use a for  
loop (or a Repeat loop with a 'pass' counter), but this'll be slow!

Once I've got the keycode, how do I output.. hang on...

```
charpick=-1
```

```
counter=0
```

```
Repeat
```

```
If rawkey(counter)=-1
```

```
charpick=counter
```

```
EndIf
```

```
counter+1
```

```
Until counter=256 OR charpick<>-1 ;256 Ascii characters?
```

I then have the Ascii code in 'charpick'. How do I turn this back to a  
character?

Is there a better way of doing this?

Thanks for your help, Antoin and Mikkel...

James

**1.314 Re: name\$=**

for blitz-list@netsoc.ucd.ie; Thu, 21 Jan 1999 19:12:15 +0000

From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>

Organization: International House of Mojo

Date: Thu, 21 Jan 1999 19:04:19 -0000

Subject: Re: name\$=

--Message-Boundary-23422

encoding: Quoted-printable

Content-description: Mail message body

> I then have the Ascii code in 'charpick'. How do I turn this back to a

> character? Is there a better way of doing this?

You'd use Chr\$(ascii value). But here's a little something I made earlier=

.

[ ] ^ V [ ] [ ] M [ ] =A9 M [ ] [ ] M M

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

--Message-Boundary-23422

Content-disposition: attachment; filename="BITMAP.LHA"

encoding: BASE64

```
IRQtbgG1LXABAAAMAwAA8Jg1JgAAC2JpdG1hcGlucHV01MIBVWK7zacivnnwB/Epi3tckrU4
QdUNavgpndsGxk28ca/poWst1kpte+OMkXnAo1wdrgEacbkZ1dxqgK/DgK/gKvckqDqkppzn
SpY+HC0ZyApSwwlfxPIJHn18vUkdB1f3tG1Id6CSViZQ5TpqoNaBSbkd/PLdGpSoqsVuT77F
LUW2fzwrOhQXsyFDWFtNIYINsG8T3sOq/8RM47Y0K/pdwwEqpS0XR7HoEGMi1AXnnoMdTUTO
RSonG1xqviNAzKDsTM6Zx5oTMkMkQxYw0mmnTUaYd5LMl1gvqMheAjMWKETdeoILjWRM6sx6
Lm8x0/LeU/WJdR279OJ+D9v82nPTMup7Gt/j0WZGpcMk4yHBDjCsVWVo4NbKMrimD6bco6zW
UK5TPuoxkihWXTtoN1w3EcZs5Vb/9MOn7pgzNvgAzlxm6bvWJiW27ZNAo1E3+SfSmwBZ5NH
Ve/wngIzuO9DYyK88QklB5p+6mxIkzMfAAA=
```

--Message-Boundary-23422--

**1.315 Re: name\$=**

From: Anton Reinauer <anton@ww.co.nz>

Date: Fri, 22 Jan 1999 08:54:55 +1300

Subject: Re: name\$=

On 22-Jan-99, stocksjames wrote:

>> Wait on, I remember something now :) I think that #Edit\$# (from

>> memory) is buggy with Blitz mode (even though you've come out of

>> Blitz mode and gone into Amiga mode). You have to make your own text

>> parser using #Inkey\$# (and check for the enter key #Chr\$(11) etc).  
>> But still do the #Blitzkeys# #On/Off# thing as well, or you'll  
>> still have problems with #Inkey\$.#  
>  
> But then I'll have to check every key! Okay, I'll only have to use a  
> for loop (or a Repeat loop with a 'pass' counter), but this'll be  
slow!  
> Once I've got the keycode, how do I output.. hang on...  
>  
> charpick=-1  
> counter=0  
> Repeat  
> If rawkey(counter)=-1  
> charpick=counter  
> EndIf  
> counter+1  
> Until counter=256 OR charpick<>-1 ;256 Ascii characters?  
>  
> I then have the Ascii code in 'charpick'. How do I turn this back to a  
> character?  
> Is there a better way of doing this?  
Yep, as I suggested above, use Inkey\$ :) This will give you a  
string character for each keypress, you can then add each character to  
a string- then check for Chr\$(11) (return), to end the routine.  
You can check out the [characters] option in Inkey\$- but it may only  
be for a fixed amount of characters.

Seeya- Anton

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed  
for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.1)  
<<http://www.ww.co.nz/home/anton>>



**1.316 Re: name\$=**

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?=<FlameDuck@usa.net>

Date: Thu, 21 Jan 1999 22:21:11 +0200

Organization: A97

Subject: Re: name\$=

Encoding: quoted-printable

Hello stocksjames.

On 21-Jan-99, stocksjames wrote:

[-mostly irrelevant stuff left out-]

>>> Doh! That wasn't it! It still freezes. Does anyone want a look at the=

>>> source code?

>> =

>> Wait on, I remember something now :) I think that #Edit\$# (from

>> memory) is buggy with Blitz mode (even though you've come out of Blitz=

>> mode and gone into Amiga mode). You have to make your own text parser

>> using #Inkey\$# (and check for the enter key #Chr\$#(11) etc).

>> But still do the #Blitzkeys# #On/Off# thing as well, or you'll stil=

l

>> have problems with #Inkey\$.#

> But then I'll have to check every key! Okay, I'll only have to use a fo=

r

> loop (or a Repeat loop with a 'pass' counter), but this'll be slow!

No it won't. How do you think Blit does it ?

> Once I've got the keycode, how do I output.. hang on... =

> charpick=3D-1

> counter=3D0

> Repeat

> If rawkey(counter)=3D-1

> charpick=3Dcounter

> EndIf

> counter+1

> Until counter=3D256 OR charpick<>-1 ;256 Ascii characters?

> I then have the Ascii code in 'charpick'. How do I turn this back to a

> character?

> Is there a better way of doing this?

1. No you don't. Anyway the RILibraries with the BSS (I think) had a comm=

and called RawToAscii or something which would convert the rawkay results= to ASCII charecter, or you could just use a look up table.

2. Tons of better ways. One is doing an "Arcade" style "Enter your name" = bit, another is the Inkey\$ (which may, or may not work.) But I guess a sl= ight nmodification to your own routine wouuld make it quite usefull.

> Thanks for your help, Antoin and Mikkel...

You're welcome.

Regards

-- =

+++++

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/ - \ | V V V V | | \_

+++++

Visit : <http://members.tripod.com/~FlameDuck>=

**1.317 Re: name\$=**

Date: Tue, 26 Jan 1999 11:10:03 +0000

From: stocksjames <stocksjames@KNOCK.co.uk>

Organization: Our Lady & St. Patrick's College, Knock

Subject: Re: name\$=

Encoding: 7bit

Hey David -

That code you sent me works fine, but when I put it into my own code, the same thing happened. Freeze. I now suspect it is a <text color=red>guring <\text> bug on my own part, so maybe someone can look at the

<text color=red>bitstard code? <\text>

Or I could try joystick input from an on-screen alphabet, as suggested by Mikkel...

Anyway, I'll try and get an early release version ready...

Thanks

James

## 1.318 Re: name\$=

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Tue, 26 Jan 1999 16:31:40 +0200

Organization: A97

Subject: Re: name\$=

Encoding: quoted-printable

Hello stocksjames.

On 26-Jan-99, stocksjames wrote:

> That code you sent me works fine, but when I put it into my own code, e,

> the same thing happened. Freeze. I now suspect it is a <text color=3Dred>bitstard code? <\text>

> guring <\text> bug on my own part, so maybe someone can look at the

> <text color=3Dred>bitstard code? <\text>

I'll have a look. If it's < 100KB that is.

> Or I could try joystick input from an on-screen alphabet, as suggested by Mikkel...

Yes, and a very good suggestion it was too... I can supply you with some totally awesome code if you like... (Which almost works too.)

> Anyway, I'll try and get an early release version ready...

I for one, can hardly wait. I just love seeing games done in Blitz. (Too bad most of them use a copper type display, tho.)

Regards

-- =

+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+

| M i k k e l L = F 8 k k e | \_ \_

^ + + | \_ )

/ - \ | a l i a s | | \

+ \_\_\_\_\_ . \_ \_ +



mode and forgot to put it back to bitmaps (i.e. FileInput for loading a saved game, etc).

David McMinn

d.mcminn@eee.rgu.ac.uk ICQ=3D16827694

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.320 My game and Mildred

From: Dimas Caparros <dcaparros@readyssoft.es>

Date: Mon, 18 Jan 1999 01:03:45 +0200

Subject: My game and Mildred

Hola!

As many of you know, I am working in a Sports game. Actually, it is only AGA and PAL. I have been asked to make it, at least, Promotable (if not RTG), but as I use Blitz mode, it seems not to be possible.

Now, I am reading so much about Mildred, and have some questions before making more parts of my game or try to do it promotable (DbIPAL?)

-Can i write action games using Mildred without disabling system as Blitz mode does?

-The first game is 100m. i use a Bitmap of 3200x114 pixels (the background) on a display of

320x144. well, 2 displays 320x144, one for each player. To scroll it, easiest than using blocks is, is to scroll the bitmap inside the display area while the player runs. DISPLAY copper,x,0. Is this possible to be done using mildred??? in any AGA screenmode? (DbIPAL, Euro36, Euro72...) Forget at the moment about RTG :-)

-To make things even more easy, I use sprites to show the time, player name and speed. So, you can scroll the bitmap and the labels will keep unmoved at their positions... you see the advantages, isn't it? It is said not to use sprites in games, as they are very limited... wrong way. The sprites are things available in AGA and PAL (DbIPAL?), so it is a stupidity not to use them if you

can... you can forget about bitmap restoring and double buffer things...

-Are sprites available under Mildred?

-To simplify even more, for the players I also use sprites. This time, 2 16 colors ones. So, i do not need double buffering or things like that for my game... You have to use all your weapons available when making your games, to make the things simplest and better...

Of course, if you are limited in some aspects (DbIPAL has no sprites???) you have to reconsiderate to make it for PAL (less effort) or Promotable (more selling justifying more work???)

-Currently I am using 7 sprite channels per display. 3 for labels and 4 for 2 runners... The screen looks like this...

```
+-----+
| P1 00:00 ##== |
| \o o |
| =+=====+ /=====|
| /=\=====/|=====|
+-----+
| P2 00:00 ###= |
| \o o |
| =+=====+ /=====|
| /=\=====/|=====|
+-----+
```

If Mildred permit me the use of sprites, how limited by non PAL modes about number of sprites am I? I could to change easily my game to Promotable if I am able to use them and limited to just 4 channels (2x16 colors)

Hasta luego!

--

Dimas Caparros from Granada, Spain

e-mail: dcaparros@readysoft.es

PGP avaiable

A fool-proof method for sculpting an elephant: first, get a huge block of marble; then you chip away everything that doesn't look like an elephant.

## 1.321 Re: My game and Mildred

for blitz-list@netsoc.ucd.ie; Mon, 18 Jan 1999 01:52:08 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 18 Jan 99 01:51:10 +0000

Subject: Re: My game and Mildred

Encoding: 7bit

Hello Dimas,

> As many of you know, I am working in a Sports game. Actually, it is only AGA  
> and PAL. I have been asked to make it, at least, Promotable (if not RTG), but

> as I use Blitz mode, it seems not to be possible.

You could probably get most of your game engine working in AmigaMode, although copperlist changes, sprites, and split displays are somewhat more difficult.

> Now, I am reading so much about Mildred, and have some questions before making  
> more parts of my game or try to do it promotable (DbIPAL?)

>

> -Can i write action games using Mildred without disabling system as Blitz mode  
> does?

Yes. You can use Mildred in blitz mode if you wish, or amigamode, and with or without fastram.

> -The first game is 100m. i use a Bitmap of 3200x114 pixels (the background) on  
> a display of

> 320x144. well, 2 displays 320x144, one for each player. To scroll it, easiest

> than using blocks is, is to scroll the bitmap inside the display area while

> the player runs. DISPLAY copper,x,0. Is this possible to be done using

> mildred??? in any AGA screenmode? (DbIPAL, Euro36, Euro72...) Forget at the  
> moment about RTG :-)

If you were to do this method in amigamode using some kind of hardware scrolling method (such as in blitz mode), you would not need to use Mildred at all. However, the mildred-type implementation of your design would be to keep your superbitmap in fastram and display it using chunky-to-planar conversion which outputs to your amigamode screen, with which you can easily view any portion of the track.

> -To make things even more easy, I use sprites to show the time, player name  
> and speed. So, you can scroll the bitmap and the labels will keep unmoved at  
> their positions... you see the advantages, isn,t it?

You can cause the coordinates of rendered objects in mildred to always appear to be relative to the left edge of the display, so that they always appear in the same place on the screen regardless of the actual scrolling. But that would require rendering one of mildred's shapes to the bitmap rather than using hardware sprites.

> It is said not to use

> sprites in games, as they are very limited... wrong way. The sprites are

> things available in AGA and PAL (DbIPAL?), so it is a stupidity not to use them

> if you

> can... you can forget about bitmap restoring and double buffer things...

They do have some good advantages, which is of course why the Amiga designers put them into the machine. If you are happy to keep using

sprites there is nothing to stop you, and mildred's output will not interfere with them in any way.

> -Are sprites available under Mildred?

No, and they don't need to be either because there is only really one way of doing them. In Amiga mode you can set up a custom copperlist to change colours like in blitz mode, and you can set up hardware sprites, although I am not completely clear on how you do that legally. Normally everything in mildred is performed in software so it does not take any notice of hardware sprites. There is nothing to stop you using hardware sprites and/or software ones.

> -To simplify even more, for the players I also use sprites. This time, 2 > 16 colors ones. So, I do not need double buffering or things like that for my > game...

Double buffering would be generally recommended if you are using Mildred, although it is not the same as when you were previously attempting to doublebuffer AGA screens in chipram. You don't need to draw the main characters to two buffers. With mildred, doublebuffering is merely to hide what is being drawn and internally it is a single-buffered system.

> You have to use all your weapons available when making your games, to > make the things simplest and better...

Yes. Do bear in mind though that it is recommended you have at least a good 68030 accelerator and preferably something higher if you want to get a decent framerate from Mildred.

> Of course, if you are limited in some aspects (DbiPAL has no sprites???) you > have to reconsiderate to make it for PAL (less effort) or Promotable (more > selling justifying more work???)

I am not sure about doublepal and its sprites, you might well be right.

> If Mildred permit me the use of sprites, how limited by non PAL modes about > number of sprites am I?

If you use hardware sprites they are completely separate of Mildred in every way, so it is really down to the operating system and I don't know the ways in which different screenmodes require extra sprites to be used.

> I could to change easily my game to Promotable if I am > able to use them and limited to just 4 channels (2x16 colors)

It wouldn't be too difficult changing your sprites into software sprites (shapes).

---



It kind of depends on your cpu, what cpu you are targetting for your audience, and what sort of results you want. 25fps is the usual target framerate. If you want 50fps you will have to look towards 68040/40 or higher.

But for the most part, most of your design could be implemented with Mildred quite easily, although if you can find a way to use hardware sprites in amigamode then I dont think you'd really need to use Mildred at all unless you had considerations about performance.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

## 1.322 Re: My game and Mildred

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Mon, 18 Jan 1999 05:49:02 +0200

Organization: A97

Subject: Re: My game and Mildred

Encoding: quoted-printable

Hello Dimas.

On 18-Jan-99, Dimas Caparros wrote:

> As many of you know, I am working in a Sports game. Actually, it is only AGA

> and PAL. I have been asked to make it, at least, Promotable (if not RTG), but

> as I use Blitz mode, it seems not to be possible.

Well technically it's possible ofcourse (There is no hardware available in AMiGA mode which is not also available in BLiTz mode) the only problem is that it's generally \*much\* easier to access it in AMiGA mode.

> Now, I am reading so much about Mildred, and have some questions before making

> more parts of my game or try to do it promotable (DbIPAL?)

Well, I for one will not even consider your game unless it can be promoted, since I "only" have a VGA screen.

> -Can i write action games using Mildred without disabling system as Bli-

tz mode

> does?

Yes.

> -The first game is 100m. i use a Bitmap of 3200x114 pixels (the backgro= und) on

> a display of

> 320x144. well, 2 displays 320x144, one for each player. To scroll it, e= asiest

> than using blocks is, is to scroll the bitmap inside the display area w= hile

> the player runs. DISPLAY copper,x,0. Is this possible to be done using

> mildred??? in any AGA screenmode? (DbIPAL, Euro36, Euro72...) Forget at= the

> moment about RTG :-)

See, this is (amongst others) one of the places where the Mildred librar= y excels, first of all you can move all your huge bitmaps to FAST ram (So= you're no longer restricted by amount of CHIP available). And there is n= o need to to split up the display either, since you can simply convert di= fferent parts of the track bitmap to different halves of the screen (I kn= ow, coz I have just written such a routine for an Arcade Adventure Engine= =2E) And yes, in all AGA screenmodes. The screenmode is totally indiffere= nt to the Mildred Library.

> -To make things even more easy, I use sprites to show the time, player = name

> and speed. So, you can scroll the bitmap and the labels will keep unmov= ed at

> their positions... you see the advantages, isn,t it? It is said not to = use

> sprites in games, as they are very limited... wrong way. The sprites ar= e

> things avaiable in AGA and PAL (DbIPAL?), so it is a stupidity not to u= se them

> if you

> can... you can forget about bitmap restoring and double buffer things..= =2E

> -Are sprites avaiables under Mildred?

Erm, like Paul said, yes. In theory of course. From my experience it's be= tter to just leave sprites alone when programming in a system friendly wa= y. However it would take very little effort to use chunky objects instead=

---

=2E

> -To simplicate even more, for the players I also use sprites. This time, 2

> 16 colors ones. So, i do not need double buffering or things like that = for my

> game... You have to use all your weapons avaiable when making your game= s, to

> make the things simpliest and better..

Of course I agree. However double buffering is not a terrible complicated= thing to do. And graphics just look shaper when they're in 256 colours, = as opposed to 16. Come on guys, it's not a C64. (Not meant to offend anyo= ne, allthought it probably will) :o)

> Of course, if you are limited in some aspects (DbIPAL has no sprites???)= ) you

> have to reconsiderate to make it for PAL (less effort) or Promotable (m= ore

> selling justificating more work???)

Erm, no DBLPAL certainly has sprites, but they seem to work differently, = anyway an old (rather cool) game called The Clue ! uses sprites for it's = charecters, on a system screen, and it works just fine on a normal PAL sc= reen, but whenever the screen is promoted, the sprite ofsets are shot, an= d they're Hi-res. (BTW, I hope someone knows if this is simple to patch i= n the copperlist, so I can fix the damned game, and startt playing it aga= in.) The final barrier is retagetable graphics, since there is only one A= MiGA Graphics Board that supports Hardware sprites, your sprites will not= work on a graphics board everything else will be perfectly fine tho'.

> -Currently I am using 7 sprite channels per display. 3 for labels and 4= for 2

> runners... The screen looks like this...

> +-----+

> | P1 00:00 ##=3D=3D |

> \|o o |

> |=3D+=3D=3D=3D=3D=3D-+|=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D|

> |=3D\=3D=3D=3D=3D/|=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D|

> +-----+

> | P2 00:00 ###=3D |

> \|o o |

> |=3D+=3D=3D=3D=3D=3D-+|=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D|

> |=3D\=3D=3D=3D=3D/|=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D|

> +-----+

> If Mildred permit me the use of sprites, how limited by non PAL modes about

> number of sprites am I? I could to change easily my game to Promotable = if I am

> able to use them and limited to just 4 channels (2x16 colors)

No limits. The copper works equally well for all display types, and will = put the hardware sprites correctly, however when you're working under OS = friendly conditions the copper becomes increasingly hard to patch into (s= afely). And sprites will be terminated on Graphics boards.

Also, you should consider all the cool things that you can actually do wh= en you have a chunky graphics display. It is in many ways superior to pla= nar displays, and is extremely retagetable :o) Now I know that for an ath= letics game (or platformer) many of the advantages of chunky displays are= "merely" eye candy, but that is also important to games. The \*only\* draw= back as far as I can see is the CPU time it takes to convert the chunky g= raphics to planar graphics, which fortunately is (atleast partially) offs= et by allmost everyone having a 030 or better.

Anyways, I hope I've been a help, otherwise, don't hesitate to ask.

Regards

-- =

+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+

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Visit : <http://members.tripod.com/~FlameDuck>

### 1.323 Re: My game and Mildred

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Fri, 22 Jan 1999 20:10:44 +0200

Subject: Re: My game and Mildred

Warning: This is a message in MIME format. Your mail reader does not support MIME. Some parts of this message will be readable as plain text.

To see the rest, you will need to upgrade your mail reader.

This message was composed on an Amiga using the YAM mailer.

YAM is available at <http://bitcom.ch/~mbeck/>

--BOUNDARY.7691.2210.1716138144.1

Encoding: quoted-printable

18-Jan-99 Wrote Mikkel L=F8kke:

>Erm, no DBLPAL certainly has sprites, but they seem to work differently,=

>anyway an old (rather cool) game called The Clue ! uses sprites for it's=

>charecters, on a system screen, and it works just fine on a normal PAL  
screen,

>but whenever the screen is promoted, the sprite ofsets are shot, and the=  
y're

>Hi-res. (BTW, I hope someone knows if this is simple to patch in the  
>copperlist, so I can fix the damned game, and startt playing it again.) =

The

>final barrier is retagetable graphics, since there is only one AMiGA Gra=  
phics

>Board that supports Hardware sprites, your sprites will not work on a  
graphics

>board everything else will be perfectly fine tho'.

Well this is concerning about the sprites in "higher" AGA modes!

if you run VGAONLY you are limited to only ONE sprite with 64 pixel width=  
and 3+1 colours. this is due to the fact that SPRITE DMA don't have time =  
move more sprites than the first one (channel 0) before the displayDMA  
starts it fetching operation. (in fact VGAONLY "hacks" the copperlists in=  
a

way that there are only one sprite channel left in higher modes).

And concerning that game thing you can start searching the address of...

bplcon3 EQU \$106 ; W D Bit plane control reg (enhanced featur=  
es)

or was it bplcon4 you can look those from the blitz DISPLAYBPLCONx comman=  
ds

or something like that.

And the sprite resolution should be set to lores of course. :)

There are also sprite uhres positoning so if you think patching the game you can use these registers to position the sprite correctly.

I will attach the whole AGA HW include file.

--BOUNDARY.7691.2210.1716138144.1

Encoding: quoted-printable

Content-Description: AGA specific HW address include.

IFND CUSTOM\_AGA\_I

CUSTOM\_AGA\_I set 1

custom EQU \$dff000

ciaa equ \$bfe001

ciab equ \$bfd000

;NAME ADDR R/W CHIP(s) FUNCTION

bltbpt EQU \$04C

bltapt EQU \$050

bltdpt EQU \$054

bptddat EQU \$000 ; ER A Blitter dest. early read (dummy address)

dmaconr EQU \$002 ; R A P Dma control (and blitter status) read

vposr EQU \$004 ; R A Read vert most sig. bits (and frame flip)

vhposr EQU \$006 ; R A Read vert and horiz position of beam

dskdatr EQU \$008 ; ER P Disk data early read (dummy address)

joy0dat EQU \$00A ; R D Joystick-mouse 0 data (vert,horiz)

jot1dat EQU \$00C ; R D Joystick-mouse 1 data (vert,horiz)

clxdat EQU \$00E ; R D Collision data reg. (read and clear)

adkconr EQU \$010 ; R P Audio,disk control register read

pot0dat EQU \$012 ; R P Pot counter pair 0 data (vert,horiz)

pot1dat EQU \$014 ; R P Pot counter pair 1 data (vert,horiz)

potinp EQU \$016 ; R P Pot pin data read

serdatr EQU \$018 ; R P Serial port data and status read

dskbytr EQU \$01A ; R P Disk data byte and status read

intenaar EQU \$01C ; R P Interrupt enable bits read

intreqr EQU \$01E ; R P Interrupt request bits read

dskpth EQU \$020 ; W A Disk pointer (high 5 bits)

dskptl EQU \$022 ; W A Disk pointer (low 15 bits)

dsklen EQU \$024 ; W P Disk length

dskdat EQU \$026 ; W P Disk DMA data write

refptr EQU \$028 ; W A Refresh pointer  
vposw EQU \$02A ; W A Write vert most sig. bits(and frame fl=  
op)  
vhposw EQU \$02C ; W A D Write vert and horiz pos of beam  
copcon EQU \$2E ;\*W A Coprocessor control reg (CDANG)  
serdat EQU \$030 ; W P Serial port data and stop bits write  
serper EQU \$032 ; W P Serial port period and control  
potgo EQU \$034 ; W P Pot count start,pot pin drive enable d=  
ata  
joytest EQU \$036 ; W D Write to all 4 joystick-mouse counters=  
at  
; once  
strequ EQU \$038 ; S D Strobe for horiz sync with VB and EQU  
strvbl EQU \$03A ; S D Strobe for horiz sync with VB (vert bl=  
ank)  
strhor EQU \$03C ; S D P Strobe for horiz sync  
strlong EQU \$03E ; S D Strobe for identification of long hori=  
z  
; line  
bltcon0 EQU \$040 ; W A Blitter control reg 0  
bltcon1 EQU \$042 ; W A Blitter control reg 1  
bltafwm EQU \$044 ; W A Blitter first word mask for source A  
bltalwm EQU \$046 ; W A Blitter last word mask for source A  
bltcpth EQU \$048 ; W A Blitter pointer to source C (high 5 bi=  
ts)  
bltcptl EQU \$04A ; W A Blitter pointer to source C (low 15 bi=  
ts)  
bltbpth EQU \$04C ; W A Blitter pointer to source B (high 5 bi=  
ts)  
bltbptl EQU \$04E ; W A Blitter pointer to source B (low 15 bi=  
ts)  
bltaph EQU \$050 ; W A Blitter pointer to source A (high 5 bi=  
ts)  
bltaptl EQU \$052 ; W A Blitter pointer to source A (low 15 bi=  
ts)  
bltdpth EQU \$054 ; W A Blitter pointer to destn D (high 5 bi=  
ts)  
bltdptl EQU \$056 ; W A Blitter pointer to destn D (low 15 bi=  
ts)

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bltsize EQU \$058 ; W A Blitter start and size (win/width,height)  
bltconol EQU \$05A ; W A Blitter control 0 lower 8 bits (minterms)  
bltsizv EQU \$05C ; W A Blitter V size (for 15 bit vert size)  
bltsizh EQU \$05E ; W A Blitter H size & start (for 11 bit H size)  
bltcmo EQU \$060 ; W A Blitter modulo for source C  
bltbmo EQU \$062 ; W A Blitter modulo for source B  
bltam EQU \$064 ; W A Blitter modulo for source A  
bltdmo EQU \$066 ; W A Blitter modulo for destn D  
; EQU \$068  
; EQU \$06a  
; EQU \$06c  
; EQU \$06e  
bltcdat EQU \$070 ; W A Blitter source C data reg  
bltbdat EQU \$072 ; W A Blitter source B data reg  
bltadat EQU \$074 ; W A Blitter source A data reg  
; EQU \$076  
sprhdat EQU \$078 ; W A Ext logic UHRES sprite pointer and data  
; identifier  
;(bplhdat) EQU \$07A ; ??? ????  
lisaid EQU \$07C ; R D Chip revision level for Denise/Lisa  
dsksync EQU \$07E ; W P Disk sync pattern reg for disk read  
cop1lch EQU \$080 ; W A Coprocessor first location reg  
; (high 5 bits)  
cop1lcl EQU \$082 ; W A Coprocessor first location reg  
; (low 15 bits)  
cop2lch EQU \$084 ; W A Coprocessor second reg  
; (high 5 bits)  
cop2lcl EQU \$086 ; W A Coprocessor second reg  
; (low 15 bits)  
copjmp1 EQU \$088 ; S A Coprocessor restart at first location  
copjmp2 EQU \$08A ; S A Coprocessor restart at second location  
;!!!COPINS EQU \$08C ; W A Coprocessor inst fetch identify  
diwstrt EQU \$08E ; W A D Display window start  
; (upper left vert-hor pos)  
diwstop EQU \$090 ; W A D Display window stop

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; (lower right vert-hor pos)  
ddfstrt EQU \$092 ; W A Display bit plane data fetch start.hor=  
pos  
ddfstop EQU \$094 ; W A Display bit plane data fetch stop.hor =  
pos  
dmacon EQU \$096 ; W A P DMA control write (clear or set)  
clxcon EQU \$098 ; W D Collision control  
intena EQU \$09A ; W P Interrupt enable bits (clear or set bi=  
ts)  
intreq EQU \$09C ; W P Interrupt request bits (clear or set b=  
its)  
adkcon EQU \$09E ; W P Audio,disk,UART,control  
aud0lch EQU \$0A0 ; W A Audio channel 0 location (high 5 bits)=  
aud0lcl EQU \$0A2 ; W A Audio channel 0 location (low 15 bits)=  
aud0len EQU \$0A4 ; W P Audio channel 0 lentgh  
aud0per EQU \$0A6 ; W P Audio channel 0 period  
aud0vol EQU \$0A8 ; W P Audio channel 0 volume  
aud0dat EQU \$0AA ; W P Audio channel 0 data  
; EQU \$0AC  
; EQU \$0AE  
aud1lch EQU \$0B0 ; W A Audio channel 1 location (high 5 bits)=  
aud1lcl EQU \$0B2 ; W A Audio channel 1 location (low 15 bits)=  
aud1len EQU \$0B4 ; W P Audio channel 1 lentgh  
aud1per EQU \$0B6 ; W P Audio channel 1 period  
aud1vol EQU \$0B8 ; W P Audio channel 1 volume  
aud1dat EQU \$0BA ; W P Audio channel 1 data  
; EQU \$0BC  
; EQU \$0BE  
aud2lch EQU \$0C0 ; W A Audio channel 2 location (high 5 bits)=  
aud2lcl EQU \$0C2 ; W A Audio channel 2 location (low 15 bits)=  
aud2len EQU \$0C4 ; W P Audio channel 2 lentgh  
aud2per EQU \$0C6 ; W P Audio channel 2 period  
aud2vol EQU \$0C8 ; W P Audio channel 2 volume  
aud2dat EQU \$0CA ; W P Audio channel 2 data  
; EQU \$0CC  
; EQU \$0CE  
aud3lch EQU \$0D0 ; W A Audio channel 3 location (high 5 bits)=  
aud3lcl EQU \$0D2 ; W A Audio channel 3 location (low 15 bits)=  
aud3len EQU \$0D4 ; W P Audio channel 3 lentgh

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aud3per EQU \$0D6 ; W P Audio channel 3 period  
aud3vol EQU \$0D8 ; W P Audio channel 3 volume  
aud3dat EQU \$0DA ; W P Audio channel 3 data  
; EQU \$0DC  
; EQU \$0DE  
bpl1pth EQU \$0E0 ; W A Bit plane pointer 1 (high 5 bits)  
bpl1ptl EQU \$0E2 ; W A Bit plane pointer 1 (low 15 bits)  
bpl2pth EQU \$0E4 ; W A Bit plane pointer 2 (high 5 bits)  
bpl2ptl EQU \$0E6 ; W A Bit plane pointer 2 (low 15 bits)  
bpl3pth EQU \$0E8 ; W A Bit plane pointer 3 (high 5 bits)  
bpl3ptl EQU \$0EA ; W A Bit plane pointer 3 (low 15 bits)  
bpl4pth EQU \$0EC ; W A Bit plane pointer 4 (high 5 bits)  
bpl4ptl EQU \$0EE ; W A Bit plane pointer 4 (low 15 bits)  
bpl5pth EQU \$0F0 ; W A Bit plane pointer 5 (high 5 bits)  
bpl5ptl EQU \$0F2 ; W A Bit plane pointer 5 (low 15 bits)  
bpl6pth EQU \$0F4 ; W A Bit plane pointer 6 (high 5 bits)  
bpl6ptl EQU \$0F6 ; W A Bit plane pointer 6 (low 15 bits)  
bpl7pth EQU \$0F8 ; W A Bit plane pointer 7 (high 5 bits)  
bpl7ptl EQU \$0FA ; W A Bit plane pointer 7 (low 15 bits)  
bpl8pth EQU \$0FC ; W A Bit plane pointer 8 (high 5 bits)  
bpl8ptl EQU \$0FE ; W A Bit plane pointer 8 (low 15 bits)  
bplcon0 EQU \$100 ; W A D Bit plane control reg (misc control bits)  
bplcon1 EQU \$102 ; W D Bit plane control reg (scroll val PF1, PF2)  
bplcon2 EQU \$104 ; W D Bit plane control reg (priority control)  
bplcon3 EQU \$106 ; W D Bit plane control reg (enhanced features)  
bpl1mod EQU \$108 ; W A Bit plane modulo (odd planes, or active -  
-  
; fetch lines if bitplane scan-doubling is  
; enabled  
bpl2mod EQU \$10A ; W A Bit plane modulo (even planes or inactive -  
-  
; fetch lines if bitplane scan-doubling is  
; enabled  
bplcon4 EQU \$10C ; W D Bit plane control reg (bitplane and sp  
rite

---

; masks)  
clxcon2 EQU \$10e ; W D Extended collision control reg  
bpl1dat EQU \$110 ; W D Bit plane 1 data (parallel to serial c=  
onvert)  
bpl2dat EQU \$112 ; W D Bit plane 2 data (parallel to serial c=  
onvert)  
bpl3dat EQU \$114 ; W D Bit plane 3 data (parallel to serial c=  
onvert)  
bpl4dat EQU \$116 ; W D Bit plane 4 data (parallel to serial c=  
onvert)  
bpl5dat EQU \$118 ; W D Bit plane 5 data (parallel to serial c=  
onvert)  
bpl6dat EQU \$11a ; W D Bit plane 6 data (parallel to serial c=  
onvert)  
bpl7dat EQU \$11c ; W D Bit plane 7 data (parallel to serial c=  
onvert)  
bpl8dat EQU \$11e ; W D Bit plane 8 data (parallel to serial c=  
onvert)  
spr0pth EQU \$120 ; W A Sprite 0 pointer (high 5 bits)  
spr0ptl EQU \$122 ; W A Sprite 0 pointer (low 15 bits)  
spr1pth EQU \$124 ; W A Sprite 1 pointer (high 5 bits)  
spr1ptl EQU \$126 ; W A Sprite 1 pointer (low 15 bits)  
spr2pth EQU \$128 ; W A Sprite 2 pointer (high 5 bits)  
spr2ptl EQU \$12A ; W A Sprite 2 pointer (low 15 bits)  
spr3pth EQU \$12C ; W A Sprite 3 pointer (high 5 bits)  
spr3ptl EQU \$12E ; W A Sprite 3 pointer (low 15 bits)  
spr4pth EQU \$130 ; W A Sprite 4 pointer (high 5 bits)  
spr4ptl EQU \$132 ; W A Sprite 4 pointer (low 15 bits)  
spr5pth EQU \$134 ; W A Sprite 5 pointer (high 5 bits)  
spr5ptl EQU \$136 ; W A Sprite 5 pointer (low 15 bits)  
spr6pth EQU \$138 ; W A Sprite 6 pointer (high 5 bits)  
spr6ptl EQU \$13A ; W A Sprite 6 pointer (low 15 bits)  
spr7pth EQU \$13C ; W A Sprite 7 pointer (high 5 bits)  
spr7ptl EQU \$13E ; W A Sprite 7 pointer (low 15 bits)  
spr0pos EQU \$140 ; W A D Sprite 0 vert-horiz start pos data  
spr0ctl EQU \$142 ; W A D Sprite 0 position and control data  
spr0data EQU \$144 ; W D Sprite 0 image data register A  
spr0datb EQU \$146 ; W D Sprite 0 image data register B  
spr1pos EQU \$148 ; W A D Sprite 1 vert-horiz start pos data

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spr1ctl EQU \$14A ; W A D Sprite 1 position and control data  
spr1data EQU \$14C ; W D Sprite 1 image data register A  
spr1datb EQU \$14E ; W D Sprite 1 image data register B  
spr2pos EQU \$150 ; W A D Sprite 2 vert-horiz start pos data  
spr2ctl EQU \$152 ; W A D Sprite 2 position and control data  
spr2data EQU \$154 ; W D Sprite 2 image data register A  
spr2datb EQU \$156 ; W D Sprite 2 image data register B  
spr3pos EQU \$158 ; W A D Sprite 3 vert-horiz start pos data  
spr3ctl EQU \$15A ; W A D Sprite 3 position and control data  
spr3data EQU \$15C ; W D Sprite 3 image data register A  
spr3datb EQU \$15E ; W D Sprite 3 image data register B  
spr4pos EQU \$160 ; W A D Sprite 4 vert-horiz start pos data  
spr4ctl EQU \$162 ; W A D Sprite 4 position and control data  
spr4data EQU \$164 ; W D Sprite 4 image data register A  
spr4datb EQU \$166 ; W D Sprite 4 image data register B  
spr5pos EQU \$168 ; W A D Sprite 5 vert-horiz start pos data  
spr5ctl EQU \$16A ; W A D Sprite 5 position and control data  
spr5data EQU \$16C ; W D Sprite 5 image data register A  
spr5datb EQU \$16E ; W D Sprite 5 image data register B  
spr6pos EQU \$170 ; W A D Sprite 6 vert-horiz start pos data  
spr6ctl EQU \$172 ; W A D Sprite 6 position and control data  
spr6data EQU \$174 ; W D Sprite 6 image data register A  
spr6datb EQU \$176 ; W D Sprite 6 image data register B  
spr7pos EQU \$178 ; W A D Sprite 7 vert-horiz start pos data  
spr7ctl EQU \$17A ; W A D Sprite 7 position and control data  
spr7data EQU \$17C ; W D Sprite 7 image data register A  
spr7datb EQU \$17E ; W D Sprite 7 image data register B  
color00 EQU \$180 ; W D Color table 00  
color01 EQU \$182 ; W D Color table 01  
color02 EQU \$184 ; W D Color table 02  
color03 EQU \$186 ; W D Color table 03  
color04 EQU \$188 ; W D Color table 04  
color05 EQU \$18A ; W D Color table 05  
color06 EQU \$18C ; W D Color table 06  
color07 EQU \$18E ; W D Color table 07  
color08 EQU \$190 ; W D Color table 08  
color09 EQU \$192 ; W D Color table 09  
color10 EQU \$194 ; W D Color table 10  
color11 EQU \$196 ; W D Color table 11

---

color12 EQU \$198 ; W D Color table 12  
color13 EQU \$19A ; W D Color table 13  
color14 EQU \$19C ; W D Color table 14  
color15 EQU \$19E ; W D Color table 15  
color16 EQU \$1A0 ; W D Color table 16  
color17 EQU \$1A2 ; W D Color table 17  
color18 EQU \$1A4 ; W D Color table 18  
color19 EQU \$1A6 ; W D Color table 19  
color20 EQU \$1A8 ; W D Color table 20  
color21 EQU \$1AA ; W D Color table 21  
color22 EQU \$1AC ; W D Color table 22  
color23 EQU \$1AE ; W D Color table 23  
color24 EQU \$1B0 ; W D Color table 24  
color25 EQU \$1B2 ; W D Color table 25  
color26 EQU \$1B4 ; W D Color table 26  
color27 EQU \$1B6 ; W D Color table 27  
color28 EQU \$1B8 ; W D Color table 28  
color29 EQU \$1BA ; W D Color table 29  
color30 EQU \$1BC ; W D Color table 30  
color31 EQU \$1BE ; W D Color table 31  
htotal EQU \$1C0 ; W A Highest number count in horiz line  
; (VARBEAMEN EQU 1)  
hsstop EQU \$1C2 ; W A Horiz line pos for HSYNC stop  
hbstrt EQU \$1C4 ; W A D Horiz line pos for HBLANK start  
hbstop EQU \$1C6 ; W A D Horiz line pos for HBLANK stop  
vtotal EQU \$1C8 ; W A Highest numbered vertical line  
; (VARBEAMEN EQU 1)  
vsstop EQU \$1CA ; W A Vert line for VSYNC stop  
vbstrt EQU \$1CC ; W A Vert line for VBLANK start  
vbstop EQU \$1CE ; W A Vert line for VBLANK stop  
sprhstrt EQU \$1D0 ; W A UHRES sprite vertical start  
sprhstop EQU \$1D2 ; W A UHRES sprite vertical stop  
bplhstrt EQU \$1D4 ; W A UHRES bit plane vertical stop  
bplhstop EQU \$1D6 ; W A UHRES bit plane vertical stop  
hhposw EQU \$1D8 ; W A DUAL mode hires H beam counter write  
hhposr EQU \$1DA ; R A DUAL mode hires H beam counter read  
beamcon0 EQU \$1DC ; W A Beam counter control register  
; (SHRES,UHRES,PAL)  
hsstrt EQU \$1DE ; W A Horizontal sync start (VARHSY)

---

---

```
vsstrt EQU $1E0 ; W A Vertical sync start (VARVSY)
hcenter EQU $1E2 ; W A Horizontal pos for vsync on interlace
diwhigh EQU $1E4 ; W A D Display window upper bits for start/st=
op
bplhmod EQU $1E6 ; W A UHRES bit plane modulo
sprhpth EQU $1E8 ; W A UHRES sprite pointer (high 5 bits)
sprhptl EQU $1EA ; W A UHRES sprite pointer (low 15 bits)
bplhpth EQU $1EC ; W A VRam (UHRES) bitplane pointer (hi 5 bi=
ts)
bplhptl EQU $1EE ; W A VRam (UHRES) bitplane pointer (lo 15 b=
its)
;RESERVED EQU $1F0 - $1FA
fmode EQU $1FC ; W A D Fetch mode register
;NO-OP(NULL)EQU$1FE ; Can also indicate last 2 or 3 refresh=
=
; cycles or the restart of the COPPER afte=
r
; lockup.
c0 EQU $180
c1 EQU $182
c2 EQU $184
c3 EQU $186
c4 EQU $188
c5 EQU $18a
c6 EQU $18c
c7 EQU $18e
c8 EQU $190
c9 EQU $192
c10 EQU $194
c11 EQU $196
c12 EQU $198
c13 EQU $19a
c14 EQU $19c
c15 EQU $19e
c16 EQU $1a0
c17 EQU $1a2
c18 EQU $1a4
c19 EQU $1a6
c20 EQU $1a8
```

---

c21 EQU \$1aa  
c22 EQU \$1ac  
c23 EQU \$1ae  
c24 EQU \$1b0  
c25 EQU \$1b2  
c26 EQU \$1b4  
c27 EQU \$1b6  
c28 EQU \$1b8  
c29 EQU \$1ba  
c30 EQU \$1bc  
c31 EQU \$1be  
;  
; CIA registers  
;  
pra equ 0  
prb equ \$100  
ddra equ \$200  
ddrb equ \$300  
talo equ \$400  
tahi equ \$500  
tblo equ \$600  
tbhi equ \$700  
todlo equ \$800  
todmid equ \$900  
todhi equ \$a00  
sdr equ \$c00  
icr equ \$d00  
cra equ \$e00  
crb equ \$f00  
ENDC ; End of CUSTOM\_AGA\_I  
--BOUNDARY.7691.2210.1716138144.1--

## 1.324 Re: Musical Resolution

From: "Nick Chapman" <scillo@geocities.com>

Subject: Re: Musical Resolution

Date: Sun, 3 Jan 1999 21:28:24 -0000

charset="iso-8859-1"

Encoding: 7bit

---

-----Original Message-----

From: Hrafn <jhines1@mail.usyd.edu.au>

Date: 29 December 1998 11:04

Subject: Musical Resolution

>Hey all,

>

>Can anyone please help me with the following?:

Certainly, sir.

>

>1) How do I initialise a \*High Res\* screen using the elongated `Screen`  
>command?!

I can't remember. But it's in my new manual, due out soon!

>2) How do I create an ALL BLACK coloured screen?

For x=0 to numcolours

PALRGB x,0,0,0

Next

Then update the screen's palette!

>3) Any music modules I via play via Blitz seem to either play very slowly  
>or sound like a jumbled array of instruments. Could these particular mods  
>be in the wrong format? Blitz only plays Sound- and Noise-tracker modules  
>right? I tried some of those too, but experienced the same result. Can I  
>produce the correct type of mods with OctaMED SoundStudio? If not, what's  
>the best mod creator software on the Amiga to accomplish this?

The "jumbled instruments" syndrome is a classic symptom of trying to play a non-Protracker module. Although Sound/Noisetracker modules were the originals (so you'd expect them to work fine) they both developed to the extent that the modules they created were no longer standard MODs. Nobody bothered to keep up to date, though, so anything from Soundtracker 2.6 onwards won't work. The safest bet is Protracker, although Octamed SS 1.03c (important!) can save out Protracker-compatible modules IF YOU TELL IT TO. The wrong speed is down to two possible things. First up, ditch the crappy inbuilt Blitz replay-routines. They are pretty much useless. The EML library in "dev/basic" is the best I have come across by far. The only fault I can find with it is the inability to "Cludge" modules from a memory address, so they can't be INCBINED or compressed, but hey: can't have everything. Next, make sure the tempo commands in the module are set as "BPM" (the CIA timing format) and not "SPD" (VBL timing). Octamed is your best bet for sorting this out, using the "F" command and the tempo window.

BTW, if your old modules turn out to be totally alien, get "Noiseconverter"





### 1.325 MUI Text Fields..

([62.136.73.140] helo=194.152.64.35 ident=kewl)  
by mail12.svr.pol.co.uk with smtp (Exim 2.10 #1)  
id 100WHc-0001e3-00  
for blitz-list@netsoc.ucd.ie; Wed, 13 Jan 1999 19:48:53 +0000  
From: Loki <loki@napalmdeath.freemove.co.uk>  
Date: Wed, 13 Jan 1999 06:27:57 +0100  
Organization: Satanic Dreams Software.  
Subject: MUI Text Fields..

Hello,

Anybody know how to open, change and redraw those MUI  
inverted text fields through the blitz MUI lib? The ones that look  
like recessed bevel boxes with text in them.

Thanks

Cya,..

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384

<tsb>

<tsb>\*SATANIC DREAMS FOUNDER\*

<tsb>ADMIN: admin@satanicdreams.freemove.co.uk

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>

### 1.326 Mouse-disabling

via sendmail with P:esmtip/R:inet\_hosts/T:smtp  
(sender: <Andreas.Falkenhahn@gmx.de>)  
id <m106KWp-002pCfC@rhoen.regio.net>  
for <blitz-list@netsoc.ucd.ie>; Fri, 29 Jan 1999 21:28:35 +0100 (MET)  
(Smail-3.2.0.100 1997-Dec-8 #1 built 1997-Dec-13)  
From: Andreas Falkenhahn <Andreas.Falkenhahn@gmx.de>  
Date: Fri, 29 Jan 1999 21:19:23 +0100

Organization: Airsoft Softwair

Subject: Mouse-disabling

Hi !!

Anyone knows how to disable mouse on workbench screen? The user shall not be able to move the pointer anymore....! Any idea how to do this? It needs to be on workbench screen!

--

Greetings,

Andreas

email: Andreas.Falkenhahn@gmx.de Software Failure of Airsoft  
Softwair, Coder

WWW: <http://www.airsoft.home.pages.de> A1200/040T, 40mhz, 2.0GB HD, 18MB  
Ram, 33.600 Modem

"Windows95 is bug free" Bill Gates in `95...."We fixed over 5000 bugs since  
the release of Win95" Bill Gates in`98

"AMiGA iS BACK.....BACK FOR THE FUTURE!", Pedro Tyschtschenko on the Theme  
of Amiga CD

## 1.327 Re: Mouse-disabling

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sun, 31 Jan 1999 16:21:45 +0200

Organization: A97

Subject: Re: Mouse-disabling

Encoding: quoted-printable

X-Info: <mailto:sf@xxl.ots.dk> in case of problems!

Hello Andreas.

On 29-Jan-99, Andreas Falkenhahn wrote:

> Anyone knows how to disable mouse on workbench screen? The user  
> shall not be able to move the pointer anymore....! Any idea how to  
> do this? It needs to be on workbench screen!

How about Forbid\_ ? Just don't forget to put a Permit\_ at the end of your=  
code.

Regards

-- =

+--+

| M i k k e l L = F 8 k k e | \_ \_

^ + + | \_ )

/ - \ | a l i a s | | \



## 1.329 Re: Mouse Stuff

([62.136.77.135] helo=194.152.64.35 ident=kewl)  
by mail12.svr.pol.co.uk with smtp (Exim 2.10 #1)  
id 100HMr-0003Vs-00  
for blitz-list@netsoc.ucd.ie; Wed, 13 Jan 1999 03:53:17 +0000  
From: Loki <loki@napalmdeath.freemove.co.uk>  
Date: Wed, 13 Jan 1999 03:43:05 +0100  
Organization: Satanic Dreams Software.  
Subject: Re: Mouse Stuff

Hello Simon

Hiya, Simon... ,on 12-Jan-99 you wrote me about Mouse Stuff! :)

SH>> Hi peeps,

SH>>

SH>> 1) Is it possible to limit the movement of the mouse pointer on an  
SH>> intuition screen to within a rectangular area of the screen? (like the  
SH>> Blitzmode "MouseArea" command)

I'm not sure if there is a specific way to do this, but I spose you could  
check if it's within your area with: #SMouseX# and #SMouseY.#

If the pointer moves out of the area you /could/ use #AbsMouse# to force it  
back into the area., I'm not sure how untidy that would look, but I suppose  
if you play around with it, it'll be ok.

Providing there isn't another way of course :)

SH>> 2) Can the mouse pointer sprite be "turned off" on intuition screens?

SH>> (still need to read the SMouseX/Y co-ords but don't need the sprite)

SH>>

Dunno about that, can do it in a window.

Regards

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384

<tsb>

<tsb>\*SATANIC DREAMS FOUNDER\*

<tsb>ADMIN: admin@satanicdreams.freemove.co.uk

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>

---

### 1.330 Re: Mouse Stuff

Wed, 13 Jan 1999 11:28:56 +0000

13 Jan 99 11:28:56 +0000

From: "S.J.CROY" <ap6013@qmw.ac.uk>

Organization: University of London (QMW)

Date: Wed, 13 Jan 1999 11:28:44 +0000

encoding: 7BIT

Subject: Re: Mouse Stuff

After a months holiday... Steven Croy is back to help with these questions.

> Hi peeps,

>

> 1) Is it possible to limit the movement of the mouse pointer on an intuition screen to within a rectangular area of the screen? (like the > Blitzmode "MouseArea" command)

Hmmm.. I dunno.. maybe you could set up a loop and check to see if the coords are outside the area. If they are then just blank the shape using the following method....

> 2) Can the mouse pointer sprite be "turned off" on intuition screens?

> (still need to read the SMouseX/Y co-ords but don't need the sprite)

You could set up a borderless, backdrop window for your screen then setup a blank shape using initshape 0,16,16,2 (or something) and follow it up with wpointer <blank shape>. That should get rid of the pointer.

Steven

### 1.331 Re: Mouse Stuff

for blitz-list@netsoc.ucd.ie; Wed, 13 Jan 1999 14:55:57 +0000

Date: Wed, 13 Jan 1999 14:39:35 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: Mouse Stuff

Encoding: 7bit

Simon Hitchen wrote:

> 1) Is it possible to limit the movement of the mouse pointer on an intuition screen to within a rectangular area of the screen? (like the > Blitzmode "MouseArea" command)

I think I used the #SA\_DClip tag to setup a clip region for the mouse but looking back at the autodocs it looks like an overscan tag :) You could have a go anyway!

Create a Region like this:

```
*r.Region=NewRegion_()
```

Then setup the mouse area like this:

```
*r\bounds\MinX=x,y,x2,y2
```

Then use the Region when you open a screen with the ScreenTags command using this tag:

```
#SA_DClip,*r
```

That seems to be the method I use in Foundation because the RTG version opened a double height screen for (double buffering purposes) and this DClip tag is used to stop the mouse pointer from drifting into the lower half of the screen.

> 2) Can the mouse pointer sprite be "turned off" on intuition screens?

> (still need to read the SMouseX/Y co-ords but don't need the sprite)

As someone else mentioned, it's just a case of giving the mouse pointer a dummy shape (no image).

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

### 1.332 Re: Mouse Stuff

From: Curt Esser <camge@ix.netcom.com>

Date: Wed, 13 Jan 1999 17:29:43 -0500

Subject: Re: Mouse Stuff

Hi Paul

On 13-Jan-99, Paul Burkey wrote:

> Simon Hitchen wrote:

> I think I used the #SA\_DClip tag to setup a clip region for the mouse

> but looking back at the autodocs it looks like an overscan tag :) You

> could have a go anyway!

Well, the DClip is meant to define the borders of the visible viewing area - so if you set it and also use the AutoScroll tag, the screen will scroll when the pointer "bumps into" the DClip border.

If you set an OverScan tag, what you are really doing is setting the DClip to one of the user's preference OverScan settings. (text, graphics, etc.)

As well as the screen size, of course.

But the DClip also limits the pointer movement (the pointer is not allowed to go past the Dclip rectangle) so without AutoScroll and Overscan tags, it should work as you said...

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

### **1.333 Re: Mouse Stuff**

id 100k9I-0002c0-00; Thu, 14 Jan 1999 10:37:12 +0000

From: "Simon Hitchen" <simon@gadge.u-net.com>

Organization: Gadge Software

Date: 14 Jan 99 09:31:20 +0000

Subject: Re: Mouse Stuff

Encoding: 7bit

Paul wrote,

> I think I used the #SA\_DClip tag to setup a clip region for the mouse  
> but looking back at the autodocs it looks like an overscan tag :) You  
> could have a go anyway!

I did have a go.... Worked like a charm :-)

Thanks for the info.

--

Bye f'now

Simon

simon@gadge.u-net.com

<http://www.gadge.u-net.com>

ICQ: 22707489

A1200T-040/33-CD-HDx2-V90-SVGA-Scandoubler & other bits.

Home of Revenge AGA, UFO Enemy Unclothed, TCAA & more stuff.

### **1.334 Re: More screen and system related issues...**

From: Curt Esser <camge@ix.netcom.com>

Date: Sat, 02 Jan 1999 10:19:06 -0500

Subject: Re: More screen and system related issues...

Hi David

On 31-Dec-98, David McMinn wrote:

---



> Sorry, but I've start making a point of putting small errors in my code  
> test everyone on the list, to see if they can spot the mistakes. No,  
> honestly;)

I go you one better - I put small errors in my own code, to see if I can  
spot them later ;)

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

### 1.335 Re: More screen and system related issues...

for blitz-list@netsoc.ucd.ie; Sun, 3 Jan 1999 21:33:56 +0000

From: "Nick Chapman" <scillo@geocities.com>

Subject: Re: More screen and system related issues...

Date: Sun, 3 Jan 1999 21:17:22 -0000

charset="iso-8859-1"

Encoding: 8bit

To find out the colour of the title bar, you could "Point" it to find the  
register, then use the Baddoll's GFX library to match the register to an  
actual RGB value.

Nick / Skillo

\* If you get in a fight with somebody, hit yourself over the head with a  
frying pan. Your opponent will run away, figuring that if that was what you  
were prepared to do to yourself, what were you fixing for HIM? - Forrest  
Gump

-----Original Message-----

From: Mikkel Løkke <FlameDuck@usa.net>

Date: 30 December 1998 04:04

Subject: More screen and system related issues...

Hello.

First I would like to thank everyone for a solution to my BarHeight problem.

Then I would like to ask these questions :

- A. How to find out what colour the title bar is.
- B. How to find out whether a font is fixed width or proportionel.
- C. And (I know it has been asked before) that thing with the TextLegth  
system thingy ? Thank you for your patiance :o)

Greets,

--

---

```

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+++++
Visit : http://members.tripod.com/~FlameDuck

```

### 1.336 Re: More screen and system related issues...

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Tue, 05 Jan 1999 21:55:03 +0200

Organization: A97

Subject: Re: More screen and system related issues...

Encoding: quoted-printable

X-Info: <mailto:sf@xxl.ots.dk> in case of problems!

On 03-Jan-99, Nick Chapman wrote:

> To find out the colour of the title bar, you could "Point" it to find t=

he

> register, then use the Baddoll's GFX library to match the register to a=

n

> actual RGB value.

1. Does the point value work on hi/true colour screens ? I don't think so=

=2E

2. The BadDolls GFX library seems to not want to work on my system. Can't=

figure out why tho' guess I'm just unlucky.

Regards

-- =

```

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+-----+
Visit : http://members.tripod.com/~FlameDuck=

```

### 1.337 More questions...

([62.136.127.188] helo=all-hail.freemove.co.uk ident=James L Boyd)  
 by mail9.svr.pol.co.uk with smtp (Exim 2.10 #1)  
 id 106HEp-0000pp-00  
 for blitz-list@netsoc.ucd.ie; Fri, 29 Jan 1999 16:57:47 +0000  
 From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>  
 Date: Fri, 29 Jan 1999 14:27:59 +0000  
 Subject: More questions...

Warning: This is a message in MIME format. Your mail reader does not support MIME. Some parts of this message will be readable as plain text.

To see the rest, you will need to upgrade your mail reader.

--BOUNDARY.1747328584.2

Hi again,

I've got yet another question (2 actually) :

I'm doing some file reading functions for my Statements&Functions file (uploading to Aminet tonight if I get a reply to this ;)

and I've got comment reading, date of file creation and a replacement for Exists, but I need help on the file creation /time/...

The attached source is the rough version, but doesn't always

return the correct number of minutes, because I can't figure out how to work 'em out properly. Can anyone replace my equation with something that works all the time?

Also, I have a problem with the seconds part : the autodocs, and the Blitz includes, list Ticks as ALWAYS being 50ths of a second, but what happens on NTSC systems and gfx cards? Are there different versions of the autodocs or is it correct that Ticks are always 1/50 secs?

I'd have thought 1/60 for NTSC, but then, you'd think it would be mentioned in the autodocs (and the Blitz includes?)...

A less important question : any other way to do the Format "00" part?

It means my function would screw up the programmer's settings, if any...

I can just put in a warning if this is the only way though...

Thanks for any help,

See ya,

--

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

Connected from Dundee, Scotland.

(<http://surf.to/all-hail/>)

--BOUNDARY.1747328584.2

Content-Disposition: attachment; filename="filetime.asc"

Encoding: quoted-printable

Content-Description: File creation reading function

Function.s FileTime {f\$}

lock.l=3DLock\_(&f\$,#ACCESS\_READ)

If lock

DEFTYPE .FileInfoBlock fib

If Examine\_(lock, fib) <> 0

\*date.DateStamp=3D&fib\fib\_Date

time.l=3D\*date\ds\_Minute ; minutes past midnight

hrs.f=3Dtime/60 ; hours from minutes

\*\*\*\*\*

=2EMINUTES

; NEED A BETTER EQUATION!

mns.f=3DInt((Frac(hrs)\*100)/1.6666666)

\*\*\*\*\*

hrs=3DInt(hrs) ; get rid of fractional (minutes) part

time\$=3DStr\$(hrs)+":"+Str\$(mns)+":"

=2ESECONDS

```
Format "00" ; format seconds
time$+Str$( *date\ds_Tick/50) ; the time$
Format ""
;*****
Else time$=3D""
EndIf
UnLock_ lock
Else time$=3D""
EndIf
Function Return time$
End Function
Print "Multiview's last modification time : ",FileTime {"SYS:Utilities/Mu=
ltiview"},"."
MouseWait:End
--BOUNDARY.1747328584.2--
```

### 1.338 Re: More questions...

From: "Simon Hitchen" <simon@gadge.u-net.com>

Organization: Gadge Software

Date: 29 Jan 99 18:42:15 +0000

Subject: Re: More questions...

Encoding: 7bit

Hello James L Boyd,

> Hi again,

>

> I've got yet another question (2 actually) :

>

> I'm doing some file reading functions for my Statements&Functions

> file (uploading to Aminet tonight if I get a reply to this ;)

> and I've got comment reading, date of file creation and a replacement for

> Exists, but I need help on the file creation /time/...

>

> The attached source is the rough version, but doesn't always

> return the correct number of minutes, because I can't figure

> out how to work 'em out properly. Can anyone replace my equation

> with something that works all the time?

>

> Also, I have a problem with the seconds part : the autodocs, and the

---

> Blitz includes, list Ticks as ALWAYS being 50ths of a second, but what  
> happens on NTSC systems and gfx cards? Are there different versions  
> of the autodocs or is it correct that Ticks are always 1/50 secs?  
>  
> I'd have thought 1/60 for NTSC, but then, you'd think it would be mentioned  
> in the autodocs (and the Blitz includes?)...  
>  
> A less important question : any other way to do the Format "00" part?  
> It means my function would screw up the programmer's settings, if any...  
> I can just put in a warning if this is the only way though...  
>  
> Thanks for any help,  
>  
> See ya,  
>  
> --  
> James L Boyd - jamesboyd@all-hail.freemove.co.uk  
> Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*  
> Connected from Dundee, Scotland.  
> (<http://surf.to/all-hail/>)  
>  
> Function.s FileTime {f\$}  
>  
> lock.l=Lock\_(&f\$,#ACCESS\_READ)  
>  
> If lock  
>  
> DEFTYPE .FileInfoBlock fib  
>  
> If Examine\_(lock, fib) <> 0  
> \*date.DateStamp=&fib\fib\_Date  
>  
> time.l=\*date\ds\_Minute ; minutes past midnight  
hrs.w=time/60 ; no need to be a float.type  
mns.w=time-(hrs\*60) ; there you go - hrs and mins  
> time\$=Str\$(hrs)+":"+Str\$(mns)+": "  
>  
> .SECONDS  
>

---

```
> Format "00" ; format seconds
> time$+Str$(*date\ds_Tick/50) ; the time$
> Format ""
>
> ,*****
>
> Else time$=""
> EndIf
>
> UnLock_ lock
>
> Else time$=""
> EndIf
>
> Function Return time$
> End Function
>
> Print "Multiview's last modification time : ",FileTime {"SYS:Utilities/Multiview"},"."
>
> MouseWait:End
>
That should work
--
Bye f'now
Simon
```

### 1.339 More piracy stuff.

```
([62.136.78.47] helo=194.152.64.35 ident=kewl)
by mail1.svr.pol.co.uk with smtp (Exim 2.10 #1)
id 0zztsF-0002zS-00
for blitz-list@netsoc.ucd.ie; Tue, 12 Jan 1999 02:48:08 +0000
From: Loki <loki@napalmdeath.freemove.co.uk>
Date: Tue, 12 Jan 1999 02:43:44 +0000
Organization: Satanic Dreams Software.
Subject: More piracy stuff.

Hello,

On the topic of piracy. It seems to me, piracy is different with every
single piece of software.
```

---

If you release your software as ShareWare, you are pretty much gaurenteed that as soon as people start registering it there is going to be people with illegal copies.

I always thought that maybe encrypting the details of the person who registered the software into the executables and extenal files, was a good idea. Maybe having 20 occurances of the details in different places through the archive, all encrypted differently? Or hiding them within text/guide files in some elaborate way. Obviously, on a large scale you`ve got no chance. But in the case of the Amiga,.....

The way I see it, it all depends on how much time and effort you spend on protecting your software, and the way you go about it.

But I dont thing you can EVER 100% protect a program, you`ll always get people register in fake names or something.

I the case of CD`s, and the CD-Writers, I`ve noticed that some software companies (PC) have started using some of the old protection routines. Like passwords on startup and things like that. But I personnaly think that crackers enjoy sitting there hacking away at software.

A way to protect CD`s perfectly would be nice, but feasable???

Did anybody see /Digital Planet/ on BBC2 in the UK last week?

Well if not, it was a documentary on cracking and privacy. A group of hackers from the US publically claimed that they could take down the entire internet within 30 minutes. And they were going on about how nothing is ever private or protected.

I`m sure the legal repercussions of piracy will get worse as piracy does, to deter people from it, but that will never stop hardcore pirates who dont give a shit about nuffin. And especially as the music industry is now suffering heavily from audio CD pirates too.

At the end of the day, if you write a good piece of software and charge a reasonable fee for it. People \*will\* buy it.

Just my thoughts.

BTW - I saw something on the news a long time ago about some revelutionary CD protection. They planned to put some kind of bubble on the CD`s surface. Anybody hear anything about that?

Cya,..

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: [loki@napalmdeath.freemove.co.uk](mailto:loki@napalmdeath.freemove.co.uk)

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

---



<tsb>ICQ: 27181384  
<tsb>  
<tsb>\*SATANIC DREAMS FOUNDER\*  
<tsb>ADMIN: admin@satanicdreams.freemove.co.uk  
<tsb>AMINET: SDPackN.lha (docs/misc)  
<tsb>WWW: http://www.satanicdreams.freemove.co.uk/  
<tsb>IRC: Dalnet/#SatanicDreams  
<tsb>

### 1.340 Re: More piracy stuff.

From: Rick Hodger <rick.thehub@bigfoot.com>

Date: Tue, 12 Jan 1999 10:50:45 +0000

Organization: Corrupted Software

Subject: Re: More piracy stuff.

I watched as Loki hammered "More piracy stuff." out on their keyboard...

> BTW - I saw something on the news a long time ago about some  
> revolutionary CD protection. They planned to put some kind of  
> bubble on the CD's surface. Anybody hear anything about that?  
I've seen something like it, the idea was to have a special dye on the surface of the disc, then after being read in a CD-ROM, the dye turns a nasty colour and prevents the disc from being read again. Not a very good idea where you may have to install a piece of software several times...could get costly for the producer of the CD if he has to keep sending people new copies every time their machine crashes and they have to reinstall.

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>

<sb>Visit us at <http://www.thehub.u-net.com>

<sb>EMail us at [pagan@thehub.u-net.com](mailto:pagan@thehub.u-net.com)/

<sb>"Dafel: Bloodline" - The most accomplished RPG ever!

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team \*AMIGA\*

<sb>

<sb>Never sleep with anyone crazier than yourself.

### 1.341 Re: More piracy stuff.

From: Anton Reinauer <anton@ww.co.nz>

Date: Wed, 13 Jan 1999 10:41:48 +1300

Subject: Re: More piracy stuff.

On 12-Jan-99, Loki wrote:

> I the case of CD`s, and the CD-Writers, I`ve noticed that some  
software  
> companies (PC) have started using some of the old protection routines.  
> Like passwords on startup and things like that. But I personnaly think  
> that crackers enjoy sitting there hacking away at software.  
> A way to protect CD`s perfectly would be nice, but feasable???

I don`t think you could protect CD`s- if should be easy to copy their  
exact image, as it`s an ISO standard- someone would write a program to  
do it, if they haven`t already.

--

Anton Reinauer <anton@ww.co.nz>

### 1.342 Re: More piracy stuff.

From: amorel <amorel@xs4all.nl>

Date: Wed, 13 Jan 1999 18:22:44 +0500

Subject: Re: More piracy stuff.

On 12-Jan-99, Loki wrote:

>hackers from the US publically claimed that they could take down the  
>entire internet within 30 minutes. And they were going on about how  
This is total crap ofcourse. Some bullshitting of hackers who feel  
insecure about themselves, though I got nothing against hackers actually.  
If that`d be possible it`d have been done already ages ago. I know I`d  
think about doing it if I`d be able to take down the entire internet.

Just for the sake of pissing of mankind >:-)

>music industry is now suffering heavily from audio CD pirates too.

Yeah life`s hard for those poor buggers, ain`t it? ;-)

>At the end of the day, if you write a good piece of software and  
>charge a reasonable fee for it. People *\*will\** buy it.

Correct. Cool thing with the Amiga is, you hardly need to buy software,  
most is pd anyway and as good or better as commercial :-). Always wondered  
about the legal issue of shareware authors having the right to get money  
from you after using it for so many days. I know for a fact that if a

company sends you an item and says use it for 30 days, then pay or send back, you have the right to keep it and never ever pay. I mean, you never asked for it, signed anything etc.

Hm ofcourse shareware is mainly an issue of fairness and kindness, but uhm did that ever make someone rich? ;-)

>Just my thoughts.

>BTW - I saw something on the news a long time ago about some

> revelutionary CD protection. They planned to put some kind of

> bubble on the CD`s surface. Anybody hear anything about that?

Sounds like the `error` which is on psx cd`s.

--

Jeroen(and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040,hd, CD32

Uhm.... \\ Good old C=64 Aura 12/16 sampler

Ever kissed a frog? ;P\\ /Fatman analogue synth :D

Do you need music for your game/demo?\\ /Roland dr-5 and more ;-9

Have you got a recorddeal? ;) \\ /Check my music on aminet:

Contact me! amorel@xs4all.nl \\ /mods/hardc (ftp.wustl.eduetc.)

<http://www.xs4all.nl/~amorel/> \\ /or take a look at my homepage.

### 1.343 Re: More piracy stuff.

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Sat, 16 Jan 1999 08:05:46 +0500

Subject: Re: More piracy stuff.

On 13-Jan-99, Anton Reinauer flashed:

> I don't think you could protect CD's- if should be easy to copy their

>exact image, as it's an ISO standard- someone would write a program to

>do it, if they haven't already.

Yes. Such programs are readily available from many sources, and they are perfectly legal (when used for legal purposes that is).

Donovan Reeve (bubby.lnk@ispi.net)

### 1.344 MLine

for blitz-list@netsoc.ucd.ie; Thu, 28 Jan 1999 01:13:26 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 28 Jan 99 01:13:28 +0000

Subject: MLine

---

Encoding: 7bit

Hi,

This is mainly for people using mildred.. i've finally finished adding the linedrawing routine, so the commands MLine, MLineStyle, MLineCookie and MLineStyle are now functioning as expected. v1.29 of the lib has been put online at the usual place.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

### 1.345 Re: MLine

for blitz-list@netsoc.ucd.ie; Thu, 28 Jan 1999 03:58:09 +0000

From: "Paul" <[paulwest@stationone.demon.co.uk](mailto:paulwest@stationone.demon.co.uk)>

Organization: private

Date: 28 Jan 99 03:58:11 +0000

Subject: Re: MLine

Encoding: 7bit

> Hi,

>

> This is mainly for people using mildred.. i've finally finished adding  
> the linedrawing routine, so the commands MLine, MLineStyle,  
> MLineCookie and MLineStyle are now functioning as expected. v1.29 of  
> the lib has been put online at the usual place.

Erm, actually v1.30 is also out now. Added MSMaskScrollMode for full range of blit modes with the MSMaskScroll commands.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

### 1.346 Re: MLine

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <[FlameDuck@usa.net](mailto:FlameDuck@usa.net)>

Date: Thu, 28 Jan 1999 08:25:05 +0200

Organization: A97

---

Subject: Re: MLine

Encoding: quoted-printable

X-Info: mailto:sf@xxl.ots.dk in case of problems!

On 28-Jan-99, Paul wrote:

>> This is mainly for people using mildred.. i've finally finished adding=  
>> the linedrawing routine, so the commands MLine, MLineStyle,  
>> MLineCookie and MLineStyle are now functioning as expected. v1.29 of=  
>> the lib has been put online at the usual place.

> Erm, actually v1.30 is also out now. Added MSMaskScrollMode for full  
> range of blit modes with the MSMaskScroll commands.

Heh, say are you still doing this "Just for <That game you where working =  
on>", or have you become obsessed ?

Regards

-- =

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Visit : <http://members.tripod.com/~FlameDuck>

**1.347 Re: MLine**

for blitz-list@netsoc.ucd.ie; Thu, 28 Jan 1999 15:38:58 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 28 Jan 99 15:29:34 +0000

Subject: Re: MLine

Encoding: 7bit

Mikkel,

> > Erm, actually v1.30 is also out now. Added MSMaskScrollMode for full

> > range of blit modes with the MSMaskScroll commands.

>

> Heh, say are you still doing this "Just for <That game you where

> working on>", or have you become obsessed ?

Perhaps a littly spurt of enthusiasm at the moment.

I am still working on the game along with some others, although I have also been keeping in mind some projects that I want to do myself and the kind of commands that are going to be needed. I've been trying to include them in Mildred. Now that the linedrawing works I have just about everything I expect I wil need for my tanks game to get underway again, for example. There is also a shootemup of some fashion that I have been thinking about for a long while and probably I now have all the graphics routines I would need for that. But ultimately it is my work with the others, on Dafel:Bloodline at PaganSoft, that dictated the general direction that the library went in to begin with and the kind of functionality that continues to be added. I believe that the MSMaskScroll routines that I just added in 1.30, for example, will be needed in Bloodline soon. Also the new blit modes `MReMap` and `MSimpleReMap` are mainly for that project also.

NB, btw, that documentation at the site is now in amigaguide format and also html format (and online both).

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

## 1.348 Re: MLine

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 28 Jan 1999 17:47:50 +0200

Organization: A97

Subject: Re: MLine

Encoding: quoted-printable

X-Info: <mailto:sf@xxl.ots.dk> in case of problems!

---

Hello Paul.

On 28-Jan-99, Paul wrote:

>>> Erm, actually v1.30 is also out now. Added MSMaskScrollMode for full

>>> range of blit modes with the MSMaskScroll commands.

>> =

>> Heh, say are you still doing this "Just for <That game you where

>> working on>", or have you become obsessed ?

> Perhaps a littly spurt of enthusiasm at the moment.

> I am still working on the game along with some others, although I have

> also been keeping in mind some projects that I want to do myself and

> the kind of commands that are going to be needed. I've been trying to

> include them in Mildred. Now that the linedrawing works I have just

> about everything I expect I wil need for my tanks game to get underway

> again, for example. There is also a shootemup of some fashion that I

> have been thinking about for a long while and probably I now have all

> the graphics routines I would need for that. But ultimately it is my

> work with the others, on Dafel:Bloodline at PaganSoft, that dictated

> the general direction that the library went in to begin with and the

> kind of functionality that continues to be added. I believe that the

> MSMaskScroll routines that I just added in 1.30, for example, will be

> needed in Bloodline soon. Also the new blit modes `MReMap' and

> `MSimpleReMap' are mainly for that project also.

> NB, btw, that documentation at the site is now in amigaguide format

> and also html format (and online both).

You have entirely too much time on your hands....

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

## 1.349 Re: MLine

for blitz-list@netsoc.ucd.ie; Thu, 28 Jan 1999 17:33:53 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 28 Jan 99 17:33:53 +0000

Subject: Re: MLine

Encoding: 7bit

> You have entirely too much time on your hands....

>

Well, that is true also ;-)

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

## 1.350 Re: MLine

From: Anton Reinauer <anton@ww.co.nz>

Date: Fri, 29 Jan 1999 13:02:42 +1200

Subject: Re: MLine

On 29-Jan-99, Paul wrote:

>I am still working on the game along with some others, although I have

>also been keeping in mind some projects that I want to do myself and

>the kind of commands that are going to be needed. I've been trying to

>include them in Mildred.

Yeah, a few of us are like that- if we need something up to date for our program- the only one who's going to write it is ourselves! - But Blitz does end up staying up to date :)

--

Anton Reinauer <anton@ww.co.nz> ICQ #15349462

---



A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2.0

A1200 WB3.0,25/040,200/PPC,CD-Rom

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed  
for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.1)  
<<http://www.wv.co.nz/home/anton/>>

### 1.351 Misc thinks

From: Mike Delling <[tranquilizer@mike.ruhr.de](mailto:tranquilizer@mike.ruhr.de)>

Date: Mon, 04 Jan 1999 22:43:33 +0200

Subject: Misc thinks

Hello Blitzers!

I've some questions:

1.) Optimizing executeables

We wanna create a 32k game in blitz for a competition. When you use ONE command out of a library every command of this lib will be included after compiling. Now my question:

Is it possible to cut out the unneeded commands out of the source code of a lib and compile it again?? Is it possible to get the source of all acid and ri libs, and when, where are they available?

2.) Future of blitz?

Now, whats about of a PPC version of blitz or a blitz clone?? Is it under construction or is the blitz development slepted down?

A 020+ compiler for blitz would be very great, a ppc (WarpUp) support better!

thanks! bye!

--

Tranquilizer/ Secretly!

Mike Delling

PROFESSIONALS DON'T USE MICRO\$OFT!

### 1.352 Re: Misc thinks

(Eudora Internet Mail Server 2.2); Sun, 6 Dec 1998 08:47:46 +0100

Date: Tue, 05 Jan 1999 08:50:05 +0100

From: Manfred Linzner <[manfred.linzner@munich.netsurf.de](mailto:manfred.linzner@munich.netsurf.de)>

X-Accept-Language: en

Subject: Re: Misc thinks

Encoding: 8bit

> Hello Blitzers!

---

>  
 > I've some questions:  
 >  
 > 1.) Optimizing executeables  
 >  
 > We wanna create a 32k game in blitz for a competition. When you use ONE  
 > command out of a library every command of this lib will be included after  
 > compiling. Now my question:  
 > Is it possible to cut out the unneeded commands out of the source code of a  
 > lib and compile it again?? Is it possible to get the source of all acid and ri  
 > libs, and when, where are they available?

I tried hard to get rid of this problem because i also did two 32kb  
 games

for the MS party. With some heavy resourcing i was able to zero-out some  
 code.

The pack ratio then was of course much better. But the effort to big.

After all i figured out that it's really no problem todo 32kb games  
 in Blitz. For Blitzmode you only need the display library and the  
 blitting

library. Most other stuff isnt needed or can be adapted from your side.

I.e. for music i used THX/AHX Sound System.

If ya want check out the games then dl

<http://abyss.moving-people.net/cgi-bin/download.exe?url=http://productions/amiga/files/ays-ror2.lha>

<http://abyss.moving-people.net/cgi-bin/download.exe?url=http://ftp.uni-paderborn.de/pub/aminet/game/actio/ays-rotr.lha>

--

+\*

Manfred Linzner aka Pink/abYSS

AMIGA,PC,BB2,C++,68xASM.PT,FT2,THX,Himex

Email: manfred.linzner@munich.netsurf.de

<http://homepages.munich.netsurf.de/Manfred.Linzner/>

responsible for: HiMeX,tHX,PreTracker,R.o.t.R 1+2,..

+\*

## 1.353 Re: Misc thinks

From: Curt Esser <camge@ix.netcom.com>

Date: Tue, 05 Jan 1999 05:02:20 -0500

Subject: Re: Misc thinks

Hi Mike

On 04-Jan-99, Mike Delling wrote:

> Hello Blitzers!

>

> I've some questions:

>

> 1.) Optimizing executeables

>

> We wanna create a 32k game in blitz for a competition. When you use ONE

> command out of a library every command of this lib will be included after

> compiling. Now my question: Is it possible to cut out the unneeded  
commands

> out of the source code of a lib and compile it again??

Yes, if you know what you are doing. One command might call subroutines or  
parts of other commands, so you would have to understand ASM to do this.

But if you are looking for the smallest size code, it would be better to  
simply include the ASM command directly into your code, and forget the "one  
command library" altogether.

>Is it possible to

> get the source of all acid and ri libs, and when, where are they  
available?

You are probably out of luck here - they are copyrighted...

Some other solutions to making smaller code:

1) Get Fred's Ncommandset libraries - they are smaller than the original  
Blitz libraries.

2) (Won't work in Blitz mode!) Find out how to use the 1 command you are  
trying to eliminate through the OS commands (smallest code - NO library is  
loaded!)

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

## **1.354 Mildred v1.27**

for blitz-list@netsoc.ucd.ie; Tue, 19 Jan 1999 20:58:55 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 19 Jan 99 20:58:39 +0000

Subject: Mildred v1.27

---

Encoding: 7bit

Hi folks.

Today's Mildred's birthday, just tipped over 100000 bytes exe! 8-o

Anyway, v1.27 is now ready and should be downloadable imminently from:

<http://www.stationone.demon.co.uk>

The documentation has also been updated to reflect the changes/additions.

I thought it would be a good idea to post you the history.txt, so you can look at what has been added or changed since the last version you have. The main new features of this version are 'colour mode' and 'remap mode' blits, and the addition of Table objects which host the lookup tables for the remapping blits. Using the remapping blits it is possible to do things like semi-transparency and so on. Code/method on how to compute a table will be available shortly. Colour mode lets you draw your shapes in the colour of your choice, using the new MInk command to set the colour. MInk also now affects other graphics operations. ReMap mode uses 2 dimensional 256x256 byte tables and effectively allows you to perform precalculated 'composite' operations between source and destination with realtime effects. Colour mode blits are about the same speed as normal blits, but the remap mode is a fair bit slower (understandably).

Also anyone using v1.26 of the lib and using MReMapUsingShape or MReMapShapeUsingShape should take note that the indexing method has been switched around from 1.27 onwards (source=high byte, dest=low byte). Hopefully this will not affect anyone.

Ok, here is the history of the library from start to finish (maybe i will get around to finishing MLine soon ;) ...

History

v1.1 - First public release

v1.11 - Fixed bug in MUseShapeBank and altered ShapesTotal size to word as it was incorrectly a longword

- Fixed bug in the errorchecking of Mc2pCPUmode that was checking d3 instead of d0

v1.12 - Fixed bug in MUnQueue that would only do two lines of code if wrapping was active, but should have been done always

v1.13 - MBoxF, MBoxFShape, MBoxFStencil and MBoxFCookie added

- MBox, MBoxShape, MBoxStencil and MBoxCookie added

v1.14 - MPlanar16ToBitmap, MPlanar16ToShape added

v1.15 - Planar-to-chunky converter optimised further using addx and reverse bitplane order, twice as fast as roxr.b #n,dn

- MGenericPtr added

- A shape's handle is unconditionally added (actually subtracted) to Xpos,Ypos in shape-to-bitmap type blits (MBlit etc)

v1.16 - Fixed small bug in !PerformPoint macro, d6.l should have been d6.w.

---

- Fixed small but ineffective bug in MPlotCookie, d6.l should have been d6.w
  - v1.17 - Added MCludgeCookie and MCludgeStencil, also needed to add two macros
  - Fixed bug in macro used by MCludgeCookie and MCludgeStencil, as it was not setting `SHere` to 0 to indicate cludge.
  - v1.18 - Added MUnQueueRange for unqueuing a range of items and without flushing the queue
  - v1.19 - Fixed bug in data for shape banks, was using structures of 8 bytes but only were 6 bytes in mem
  - Fixed bug in MReserveShapes, was shifting bank number 8 places instead of 3
  - v1.2 - Added MReMap and MReMapShape
  - v1.21 - Fixed bug in macro DeallocStencil, was killing the whole object
  - v1.22 - Commented-out line in MShapeClip and MBitmapClip to make X leftedge unaligned (width is still multiple of 4)
  - Commented-out line in Macro CludgeResourceWindow to make X leftedge unaligned (width of window is still multiple of 4)
  - v1.23 - Added mode to MBlit so that if a cookie is not present it will just blit the graphic in `replace`-mode (unmasked)
  - Minor pipeline improvement in macros !PerformPlot and !PerformPoint
  - Added code to the init routine to reserve default amounts of all objects at runtime (doesn't need much mem)
  - Added `BankToUse` parameter to MReserveShapes so that you don't have to do a seperate MUseShapeBank
  - Changed BoxF and Box routines to use X2,Y2 instead of Width,Height and had to add macro CCheckWindowFits4
  - v1.24 - Made the colour parameter in MPlot,MPlotShape,MPlotStencil and MPlotCookie optional, assuming 0 if not specified
  - \*Partially\* Added MLine, MLineStyle, MLineStencil and MLineCookie
  - Modified shapebank-related routines to provide 32 shape banks numbered 0..31, instead of 0..9.
  - Fixed bugs in macros ShuffleRegs1, ShuffleRegs2 and ShuffleRegs3
  - v1.25 - Added MReMapUsingShape and MReMapShapeUsingShape
  - v1.26 - Optimised routine PerformReMapUsing for slight speed gain
  - Optimised routine PerformReMap for 25% speed gain in table mode
  - Fixed bug in macro CCheckWindowFits4, which affected runtime errorchecking of MBox/MBoxF and related routines
  - v1.27 - Added MInk for setting a currently-used pen colour. Defaults to 1 which is a bit more logical than 0
  - Added MColourMode function to accompany CookieMode/SolidMode etc, but for `colour` drawing mode in blits
  - Added `colour` mode to MBlit, MQBlit, MSBlit, MQSBlit and MMaskScroll routines
  - Removed redundant instruction in routine PerformBlit3's loop, for cookie-mode stencil-blits (slight speedup)
  - Adjusted graphics routines to use the ink colour if assuming which colour to use, rather than 0
  - Further optimised routine PerformReMapUsing for slight speedup (about 1-2fps)
  - Changed order of tables being used for MReMap[Shape]UsingShape, for consistency with `MReMapMode` blit mode
  - Added support for new Table objects
  - Added MReserveTables, MFreeTables, MFreeTable, MAddrTable, MTable
  - Added MFlushTable, MAutoUseTables, MUseTables, MUseTable, MUsedTable
  - Added MTablePtr, MReMapMode
  - Added new blit mode `ReMap` to the MBlit, MQBlit, MSBlit, MQSBlit and MMaskScroll routines for table-based remapping
- Please report any new bugs, comments, etc to my good self. Thanks.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

### 1.355 Re: Mildred v1.27

for blitz-list@netsoc.ucd.ie; Mon, 25 Jan 1999 16:31:00 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 25 Jan 99 16:23:32 +0000

Subject: Re: Mildred v1.27

Encoding: 7bit

Blitzwing,

> > yea, well, are you complaining? ;-)

>

> nop nope nope, I'd really like to learn how to write libs like mildred though :)

You don't need to be intelligent to write a nice lib. Anything you can do in a small amount, you can build into a big amount with enough determination and belief. The technicalities of how the library is written aren't really the important part to making it what it is. You could pile a bunch of assembler together and it could be meaningless. All you need is a vision and an ability to use asm as a tool. It's then simply a matter of arranging the assembler program to resonate with your vision to bring about an interface to the real world, and a sprinkling of fairy dust of course, and hey presto. :)

You also learn by your mistakes ;) Mildred is my third graphics library and you'll never see the other two for a good reason ;)

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

### 1.356 Re: Mildred and AGA

for blitz-list@netsoc.ucd.ie; Thu, 21 Jan 1999 19:13:45 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 21 Jan 99 19:13:00 +0000

Subject: Re: Mildred and AGA

Encoding: 7bit

> hello,

>

---

> I often visit the mildred site to found updates and examples (thanks  
> for the authors) and I give them to my friends for testing them in  
> their AMiga with AGA only but untill now, there is not example  
> (found in the Mildred site, for example the exe for remap.lha...) who  
> work in AGA only (No problem to test them with my PIV).

>

> Is It normal or there is a problem ??

I did notice there is this wierd bug in the remap demo, only today. I haven't been testing in AGA very much lately, especially since the dam debuggers seem to be incompatible with picasso96 (or something I'm doing wrong).

There is perhaps a bug in the AGA output of the remap demo although I'm perplexed as to what it is. Perhaps some corruption in the table, I thought, but then that doesn't explain why it works on graphics card. I'm looking into it.

Generally all of the example progs should work on AGA i think.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

## 1.357 Re: Mildred and AGA

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 21 Jan 1999 22:15:13 +0200

Organization: A97

Subject: Re: Mildred and AGA

Encoding: quoted-printable

On 21-Jan-99, Philippe Bovier wrote:

> hello,

> I often visit the mildred site to found updates and examples (thanks  
> for the authors) and I give them to my friends for testing them in  
You're welcome :o)

> their AMiga with AGA only but untill now, there is not example  
> (found in the Mildred site, for example the exe for remap.lha...) who  
> work in AGA only (No problem to test them with my PIV).

---

> Is It normal or there is a problem ??

Not with my examples, I only have AGA myself, however there might be a problem with running my stuff on a graphics board. Also, my source is written to show how to do a certain technique with Mildred, not to show how fast Mildred actually is. (I save that for my own stuff) :o)

Regards

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Visit : <http://members.tripod.com/~FlameDuck>

### 1.358 Mildred and AGA

From: "Philippe Bovier" <bovier@club-internet.fr>

Organization: NightLight Team

Date: 21 Jan 99 19:42:18 -0100

Subject: Mildred and AGA

Encoding: 7bit

hello,

I often visit the mildred site to found updates and examples (thanks for the authors) and I give them to my friends for testing them in their AMiga with AGA only but untill now, there is not example (found in the Mildred site, for example the exe for remap.lha...) who work in AGA only (No problem to test them with my PIV).



Is It normal or there is a problem ??

--

Philippe Bovier ( \*Mrod\* ) mailto:Bovier@club-internet.fr

----->> Friend's project in Blitz Basic <<-----

- De-Archiveur1.3 -> Aminet - FileFrog -> In progress

- XFD GUI Package -> In progress - BUBBLE AGA -> stand by

## 1.359 Mildred

From: "C.J.R.Jarvis" <C.J.R.Jarvis@wkac.ac.uk>

Subject: Mildred

Date: Fri, 8 Jan 1999 13:37:21 -0000

charset="iso-8859-1"

Can I be sent the location where I can get the most recent version of mildred? It sounds good and I'd like to use it for a couple of game Ideas I have.

Chris Jarvis

The problem with general public, is that they get their orders from admiral arsehole.

## 1.360 Re: Mildred

8 Jan 99 13:51:09 0

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Fri, 8 Jan 1999 13:50:53 -0000

encoding: Quoted-printable

Subject: Re: Mildred

On 8 Jan 99, at 13:37, C.J.R.Jarvis wrote:

> Can I be sent the location where I can get the most recent version of  
> mildred? It sounds good and I'd like to use it for a couple of game Idea=  
s

> I have.

Paul West's website - <http://www.stationone.demon.co.uk>

And I'm sure I also saw it in the recent list for Aminet, but that may be=  
MildredLite.

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d.mcminn@eee.rgu.ac.uk ICQ=3D16827694

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.361 Re: Mildred

for blitz-list@netsoc.ucd.ie; Fri, 8 Jan 1999 16:08:17 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 8 Jan 99 16:08:26 +0000

Subject: Re: Mildred

Encoding: 7bit

> On 8 Jan 99, at 13:37, C.J.R.Jarvis wrote:

>

>> Can I be sent the location where I can get the most recent version of

>> mildred? It sounds good and I'd like to use it for a couple of game Ideas

>> I have.

>

> Paul West's website - <http://www.stationone.demon.co.uk>

>

> And I'm sure I also saw it in the recent list for Aminet, but that may be

> MildredLite.

The one on aminet in dev/basic is the full version and includes docs and examples but is basically just a collection of the archives at the website.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

## 1.362 Local support

From: "aMIGA\_dUDE" <aMIGA\_dUDE@assign.u-net.com>

Organization: Author of ProPassWord

Date: 3 Jan 99 09:23:20 +0000

Subject: Local support

X-Face: (\_q}6lZ;BQops9` }X~b69)+\*BiJl\_ur1MVm@7?1L%b8~r^vjuPaA+\*y\_KvLLQF.~mMmTO5@)C56oH;@6Zw(D}.-Fw!a+i58

Encoding: 7bit

I am think of giving my progey's local support. How would I implement this in to progey's in Blitz?

--

--

Is your Amiga safe? Or you already using ProPassWord.

--

V//AmigaV// Team AMIGA RC5

--

603e+ 233/040 PowerUP, 32 Meg, BVision, Zip, CD-Rom. Kickstart 3.1

PortJr, Pace56 External Voice. ISP <http://www.wirenet.co.uk/>

ICQ 21765436

### 1.363 Re: Local support

via in.smtpd with smtp (ident gosweede using rfc1413)

id <m0zwnas-001OKVC@mr.lindesign.se> (Debian Smail3.2.0.101)

for <blitz-list@netsoc.ucd.ie>; Sun, 3 Jan 1999 14:29:22 +0100 (CET)

Date: Sun, 3 Jan 1999 14:29:12 +0100 (CET)

From: Gustav Gnosspeilius <gosweede@lindesign.se>

Subject: Re: Local support

On 3 Jan 1999, aMIGA\_dUDE wrote:

> I am think of giving my progey's local support. How would I

> implement this in to progey's in Blitz?

There is a lot of different ways to do this (you can find a lot of examples on Aminet), however, if you don't mind using third-party libraries I recommend the N-library, these new commands replace a lot of the existing BB2-commands. Among the replacement-commands there is also some new ones, including Locale-commands which work fine for me!

//Gustav Gnosspeilius, A dedicated Amiga user, Sweden

### 1.364 Re: Local support

for blitz-list@netsoc.ucd.ie; Mon, 4 Jan 1999 04:33:51 +0000

Date: Mon, 04 Jan 1999 04:30:36 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: Local support

Encoding: 7bit

aMIGA\_dUDE wrote:

>

> I am think of giving my progey's local support. How would I

> implement this in to progey's in Blitz?

When adding locale support to Foundation i used three methods. First

I used the locale.library which was nice and os friendly, then i made my own buffered locale system for added control. Then i decided to scrap all the methods and use an array of strings! It used more memory (a few extra k or so) but it`s nice, simple and fast to deal with.

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.demon.co.uk> >

## 1.365 RE:Blitz Problems

From: "Matt Briggs" <s9225796@rothervalley.ac.uk>

Subject: RE:Blitz Problems

Date: Tue, 5 Jan 1999 09:34:33 -0000

charset="iso-8859-1"

Encoding: 7bit

Hello, a prat called Rob Livesey wrote:

>How is it that every Blitz Compiled Program is shit? Haven`t any of you

>Blitz Basic Programmers got any decent machine specs to program on,

>losers.

Hello Rob, If Blitz is crap - why did you buy Gloom and Gloom 2? I suppose you think Worms the directors cut is crap also. Grow a brain Rob, you sad looser! People like you are just a big waste of time.

## 1.366 line 1111

for blitz-list@netsoc.ucd.ie; Wed, 27 Jan 1999 23:43:09 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 27 Jan 99 23:41:55 +0000

Subject: line 1111

Encoding: 7bit

Hi folks.

I just ran into our old friend, the "GURU! Line 1111 Emulator" error, in my new piece of asm code. I have tracked down the problem, and it seems that

move.b d4,a2

crashes, whereas

move.w d4,a2

---

or

move.l d4,a2

does not.

Now, there's nothing to fear, a2 isn't meant to be an important address or anything, it is simply a place i'm having to store d4.b temporarily.

The thing is, that the guru happens only when trying to move a byte from datareg to addressreg. That it refers to this as emulation seems to suggest that it is perhaps something that is not supported on the 040? or a bug in blitz even? It's not a problem, as I can happily use w or .l to work around it, but i was wondering if anyone knew anything further about this anomaly.? I have encountered it a couple of times before but never really figured out why it happened.

Cheers,

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

## 1.367 Re: line 1111

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 28 Jan 1999 08:32:07 +0200

Organization: A97

Subject: Re: line 1111

Encoding: quoted-printable

X-Info: <mailto:sf@xxl.ots.dk> in case of problems!

On 28-Jan-99, Paul wrote:

> I just ran into our old friend, the "GURU! Line 1111 Emulator" error,  
> in my new piece of asm code. I have tracked down the problem, and it  
> seems that  
> move.b d4,a2  
> crashes, whereas  
> move.w d4,a2  
> or  
> move.l d4,a2  
> does not.  
> Now, there's nothing to fear, a2 isn't meant to be an important

---

> address or anything, it is simply a place i'm having to store d4.b  
 > temporarily.  
 > The thing is, that the guru happens only when trying to move a byte  
 > from datareg to addressreg. That it refers to this as emulation seems  
 > to suggest that it is perhaps something that is not supported on the  
 > 040? or a bug in blitz even? It's not a problem, as I can happily use  
 > w or .l to work around it, but i was wondering if anyone knew  
 > anything further about this anomoly.? I have encountered it a couple  
 > of times before but never really figured out why it happened.

Very likely something that won't work on 040/060's. Since these processor= are different in design then the rest of the MC680x0 family, and where = Motorola's first attempts at a RISC'ish architecture. I've heard that whe= never the 040/060 finds an instruction it doesn't understand, it goes int= o supervisor mode, and tries to figure out what it is supposed to do, (sl= owing the system down to a halt. Enter CyberPatcher/OxyPatcher), This how= ever does not account for Line 1111 errors occuring on 020's as well. I s= till think it has something to do with being in supervisor mode when it i= sn't supposed to. Anyway what's the GURU alert Number ? I'll look it up := o)

However there is one sure way to find out whether it is just a bug in Bli= tz. Try it in an assembler.

Regards

-- =

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Visit : <http://members.tripod.com/~FlameDuck>

**1.368 Re: line 1111**

28 Jan 99 11:59:37 0

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Thu, 28 Jan 1999 11:59:22 -0000

encoding: Quoted-printable

Subject: Re: line 1111

On 27 Jan 99, at 23:41, Paul wrote:

> I just ran into our old friend, the "GURU! Line 1111 Emulator" error, in  
> my new piece of asm code. I have tracked down the problem, and it seems  
> that

>

> move.b d4,a2

>

> crashes, whereas

Well, that would be because you can't do a MOVEA.b, which this is because=  
destination register is an address register. You can however do MOVEA.w o=  
r

MOVEA.l.

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d.mcminn@eee.rgu.ac.uk ICQ=3D16827694

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

**1.369 Libs!**

From: Hrafn <jhines1@mail.usyd.edu.au>

Date: Mon, 04 Jan 1999 10:45:14 +0500

Subject: Libs!

\*@#!@#!

In response to the problem I had regarding music modules playing strangely through Blitz, someone suggested using EMLLib.obj . Well, after adding it to my userlibs dir I executed the "makedeflibs" file to update the libraries list. I fear this executable has totally realtered my existing libs and more! :(

Now, whenever I load up Blitz, a message appears saying:

"Library not Found : \$FFFA."

This is just one example of one of the many apparently missing Libs!  
and with any existing scripts I load in, most of the commands are

displayed as "?????" !! Blitz now doesn't recognise any commands and fails to compile because of the missing Lib(s)! @#!\*!

What the hell has happened?! Does anyone have this particular Library??

Can someone please help me out?! :(

I'm furious!!!

--

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**1.370 Re: Libs!**

for blitz-list@netsoc.ucd.ie; Mon, 4 Jan 1999 11:21:50 +0000

From: "Nick Chapman" <scillo@geocities.com>

Subject: Re: Libs!

Date: Mon, 4 Jan 1999 11:16:34 -0000

charset="iso-8859-1"

Encoding: 7bit

Well, this isn't going to be a lot of good to you, but I have used this library and it has functioned perfectly since the start. Remake your "deflibs" again. Maybe something went wrong. Otherwise, check to see if you have any library clashes. There are many library managers around.

Nick / Skillo

-----Original Message-----

From: Hrafn <jhines1@mail.usyd.edu.au>

Date: 03 January 1999 23:41

Subject: Libs!

>\*@#!@#!





## 1.371 Re: LibMan

From: Curt Esser <camge@ix.netcom.com>

Date: Thu, 28 Jan 1999 17:45:41 -0500

Subject: Re: LibMan

Hi James

On 28-Jan-99, James L Boyd wrote:

> Curt Esser churned out \*this\* drivel :

>

>> 3} There is a program LibMan

>

> If it's marked as PD, it's freely distributable, so stick it on Aminet!

;)

>

> If it's /also/ marked as (C) Acid, I'd treat it as freeware, ie freely

> distributable, but owned by Acid...

>

> Also, I don't think you'll be hearing from Acid anytime soon ;)

True - but I'm not sure of the legalities of this stuff...

Here is the exact info from the doc file:

LibMan V1.02

-----

BB2-Library-Manager

(c) 1994-96 by BlitzBasic Distribution Germany

Author: Peter Eisenlohr

E-Mail: maniac@refugium.gun.de

Documentation: Falk Nieder

This Programm is FREEWARE!

I am sure BlitzBasic Distribution Germany no longer exists (nor BlitzBasic distribution ANYWHERE for that matter) but does this mean the copyright is now void? I will try to contact Peter if I can - but can he even give permission to distribute it if someone else (The defunct BlitzBasic Distribution Germany) holds the copyright?

Any law students out there?

>

> See ya,

Later...

--

Make it right before you make it faster.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

---

## 1.372 Re: LibMan

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Fri, 29 Jan 1999 17:57:52 +0200

Organization: A97

Subject: Re: LibMan

Encoding: quoted-printable

X-Info: mailto:sf@xxl.ots.dk in case of problems!

Hello Curt.

On 29-Jan-99, Curt Esser wrote:

>>> 3} There is a program LibMan =

>> =

>> If it's marked as PD, it's freely distributable, so stick it on Aminet=

!

> ;)

>> =

>> If it's /also/ marked as (C) Acid, I'd treat it as freeware, ie freely=

=

>> distributable, but owned by Acid...

>> =

>> Also, I don't think you'll be hearing from Acid anytime soon ;)

> True - but I'm not sure of the legalities of this stuff...

> Here is the exact info from the doc file:

> LibMan V1.02

> -----

> BB2-Library-Manager

> (c) 1994-96 by BlitzBasic Distribution Germany

> Author: Peter Eisenlohr

> E-Mail: maniac@refugium.gun.de

> Documentation: Falk Nieder

> This Programm is FREeware!

> I am sure BlitzBasic Distribution Germany no longer exists (nor BlitzB=  
asic

> distribution ANYWHERE for that matter) but does this mean the copyright=  
is

> now void? I will try to contact Peter if I can - but can he even give

> permission to distribute it if someone else (The defunct BlitzBasic

> Distribution Germany) holds the copyright?

Here is how it works:

---

1. It says the program is freeware, which means freely distributable software.
2. The copyright to Blitz Basic Distribution Germany, dies with the company, however the program is still the intellectual property of the author, until 70 years after his death.
3. The author is free to give copyright to whoever he chooses. Unless, he has signed an exclusive agreement with a certain company. Since Blitz Basic Distribution Germany no longer have any claim to the copyright, it makes no difference whether they have an exclusive agreement or not. However, the FREEWARE bit does indicate that such an agreement doesn't exist.
4. In short: Distribute it as much as you like, as long as you don't make any profits on it (The general distribution terms of freeware, as I'm sure you are aware of.)

> Any law students out there?

Yes, and no. I am starting my own company, so I need to know these sorts of things.

Regards

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Visit : <http://members.tripod.com/~FlameDuck>

**1.373 Re: LibMan**

From: Curt Esser <camge@ix.netcom.com>

Date: Fri, 29 Jan 1999 17:02:34 -0500

Subject: Re: LibMan

Encoding: quoted-printable

Hi Mikkel,

On 29-Jan-99, Mikkel L=F8kke wrote:

> Hello Curt.

> 4. In short: Distribute it as much as you like, as long as you don't make

> any profits on it (The general distribution terms of freeware, as I'm sure

> you are aware of.)

OK, if anyone is interested, you'll find it on my Blitz page.

> =

>> Any law students out there?

> =

> Yes, and no. I am starting my own company, so I need to know these sorts of

> things.

Thanks for the legal advice. I'll be happy to send you 25% of the profits

I'm not going to make on the distribution :)

Later...

-- =

All heiresses are beautiful.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

**1.374 Re: Keywait**

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sun, 10 Jan 1999 23:00:33 +0200

---

Organization: A97

Subject: Re: Keywait

Encoding: quoted-printable

Hello Andreas.

On 10-Jan-99, Andreas Falkenhahn wrote:

> Hi !!

> Does anyone know how to check if any key was pressed with  
> OS calls? I've an window opened but I don't want to do this  
> with IDCMP messages because the program flow will be halt  
> until the key is pressed.

Why ? Just use Event instead of WaitEvent.

> I've a while loop and just want to check if a key has been  
> pressed! And this with OS calls....anyone?

No, sorry, not much of an OS programmer. Yet.

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

## 1.375 Re: Keywait

From: Roger Beausoleil <vision\_fx@citenet.net>

Date: Mon, 11 Jan 1999 02:12:47 +0500

Subject: Re: Keywait

On 11-Jan-99, Andreas Falkenhahn wrote:

>Hi !!

>Does anyone know how to check if any key was pressed with

>OS calls? I've an window opened but I don't want to do this

>with IDCMP messages because the program flow will be halt

>until the key is pressed.

>I've a while loop and just want to check if a key has been

>pressed! And this with OS calls....anyone?

>--

>Greetings,

> Andreas

Hi Andreas...

Here a little code that will help you...

```
Exit.b = false
```

```
HandleIDCMP:
```

```
While Exit = false
```

```
WaitPort_( 1 ASL *WindoPtr\UserPort\mp_SigBit )
```

```
*Msg.IntuiMessage = GetMsg_( *WindoPtr\UserPort )
```

```
TheClass.l = *Msg\Class
```

```
ReplyMsg_( *Msg )
```

```
If TheClass = $400 ; key pressed?
```

```
Exit = True
```

```
endif
```

```
Wend
```

Roger Beausoleil

vision\_fx@citenet.net / Quebec / Canada

\*\*\*\*\*

Asm/C/Blitz Coder

I rewrote all the AmigaLibs as... AmigaLibsII.res

Wrote an example of how to code Os functions in

Blitz 2 - Aminet

\*\*\*\*\*

\*\*\*\*\*

New Project in progress...

---

PowerBasic - Editor [----- 75% ] Done

A new BlitzBasic version...

This is a commun project with Frederic Laboureur!

( What a great coder! )

\*\*\*\*\*

>email: Andreas.Falkenhahn@gmx.de Software Failure of Airsoft

>Softwair, Coder

>WWW: <http://www.airsoft.home.pages.de> A1200/040T, 40mhz, 2.0GB HD, 18MB

>Ram, 33.600 Modem

>"Windows95 is bug free" Bill Gates in `95...."We fixed over 5000 bugs since

>the release of Win95" Bill Gates in`98

>"AMiGA iS BACK.....BACK FOR THE FUTURE!", Pedro Tyschtschenko on the Theme

>of Amiga CD

## 1.376 Keywait

via sendmail with P:esmtprinet\_hosts/T:smtp

(sender: <Andreas.Falkenhahn@gmx.de>)

id <m0zzSKG-002pT5C@rhoen.regio.net>

for <blitz-list@netsoc.ucd.ie>; Sun, 10 Jan 1999 22:23:12 +0100 (MET)

(Smail-3.2.0.100 1997-Dec-8 #1 built 1997-Dec-13)

From: Andreas Falkenhahn <Andreas.Falkenhahn@gmx.de>

Date: Sun, 10 Jan 1999 22:18:23 +0100

Organization: Airsoft Softwair

Subject: Keywait

Hi !!

Does anyone know how to check if any key was pressed with OS calls? I've an window opened but I don't want to do this with IDCMP messages because the program flow will be halt until the key is pressed.

I've a while loop and just want to check if a key has been pressed! And this with OS calls....anyone?

--

Greetings,

Andreas

email: Andreas.Falkenhahn@gmx.de Software Failure of Airsoft

Softwair, Coder

WWW: <http://www.airsoft.home.pages.de> A1200/040T, 40mhz, 2.0GB HD, 18MB

Ram, 33.600 Modem

"Windows95 is bug free" Bill Gates in `95...."We fixed over 5000 bugs since the release of Win95" Bill Gates in`98

"AMiGA iS BACK.....BACK FOR THE FUTURE!", Pedro Tyschtschenko on the Theme of Amiga CD



### 1.377 Re: Keywait

Date: Mon, 11 Jan 1999 01:01:18 -0800 (PST)

From: Thomas Cobb <thomcobb@yahoo.com>

Subject: Re: Keywait

---Roger Beausoleil <vision\_fx@citenet.net> wrote some rather complicated code.

Why not just>>

Repeat

Ev.l = event

If Ev.l=\$400

;Key hit

endif

vwait ;to prevent program from stealing cpu time

;any delay up to vwait 5 will not degrade your

;programs response

Forever

Thom Cobb

---

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Get your free @yahoo.com address at <http://mail.yahoo.com>

### 1.378 Re: Keystroking

Date: Tue, 26 Jan 1999 05:37:51 -0800 (PST)

From: Thomas Cobb <thomcobb@yahoo.com>

Subject: Re: Keystroking

---Mikkel wrote:

> >> Besides, you can't do it that way È isn't allways ralt G shift E,

it

> > depends on which keymap one has.

>

> > The whole point about that shortcut is that it does always work in

all

> > keymaps. It's a great feature undocumented by commodore (no surprise

> > there). I found about it from a ppaint manual.

>

> Excuse me, what are you talking about ?

---

Alt-f to Alt-k on the keyboard are used for accents, so if you want to get an e with an accent on it (I'm sorry I can't demonstrate but i'm using linux and I don't know the alt codes) then you would press 'alt-f', to get the accent, and then 'e' to tell it which letter to stick the accent on top of (try it and you'll see).

This is built into the OS and works whatever the keymap is, so in a program that displays all the possible characters of a font you can use it to tell the user which key combination to press, no matter what keymap they are using.

Thom

---

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## 1.379 Re: Keystroking

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Tue, 26 Jan 1999 16:34:34 +0200

Organization: A97

Subject: Re: Keystroking

Encoding: quoted-printable

On 26-Jan-99, Thomas Cobb wrote:

>>>> Besides, you can't do it that way =C8 isn't always ralt G shift E, =  
it

>>> depends on which keymap one has.

>>> The whole point about that shortcut is that it does always work in al=  
l

>>> keymaps. It's a great feature undocumented by commodore (no surprise=  
>>> there). I found about it from a ppaint manual.

>> Excuse me, what are you talking about ?

> Alt-f to Alt-k on the keyboard are used for accents, so if you want to

> get an e with an accent on it (I'm sorry I can't demonstrate but i'm

> using linux and I don't know the alt codes) then you would press

> 'alt-f', to get the accent, and then 'e' to tell it which letter to

> stick the accent on top of (try it and you'll see).

Ah, well I knew that part, I just didn't know it was the same for all key=

maps. Must be a pain writing something in spanish or polish or something =

---

with lots of accents.

> This is built into the OS and works whatever the keymap is, so in a  
> program that displays all the possible characters of a font you can  
> use it to tell the user which key combination to press, no matter what  
> keymap they are using.

Ah, well here's the solution to this problem then....Next ? :o)

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

## 1.380 Keystrokes again

From: Luca Carminati <toffi@spm.it>

Date: Wed, 27 Jan 1999 19:58:47 -0500

Subject: Keystrokes again

Encoding: quoted-printable

Hi frendz,

I've found the OS MapRawKey() function which should convert raw key codes= to strings (like those 'alt-f, shift-e'). The problem is that it needs a= n InputEvent structure (IECLASS\_RAWKEY inputevent) as one of the argument= s. Could you tell me how I can get this structure from my window?

Thanx...





**1.383 Re: Keystrokes**

From: Luca Carminati <toffi@spm.it>

Date: Sat, 23 Jan 1999 14:38:20 -0500

Subject: Re: Keystrokes

Encoding: quoted-printable

On 22-Jan-99, Mikkel L=F8kke wrote:

Hi Mikkel,

>> a guy has asked me if I could make a tool which shows the keystroke =  
 >>combination for each ascii character code, that is, if you enter the =  
 >>code for the '=C8' character, the result should be 'RALT-G-SHIFT-E'. An=  
 y =

>>idea on how to get the keystrokes for all the

>> characters?

>Why doesn't he just use the "Showkey" command in Workbench ?

That tool doesn't show all the characters, for example I can't find the '=  
 =C8'.

>Besides, you can't do it that way =C8 isn't allways ralt G shift E, it =

>depends on which keymap one has.

Yes, that was just an example. Obviously my tool should also hold this fa=  
 ct in consideration. Any ideas?

-- =

Best regards,

Luca.

||

| ----- LUKE'S PROJECTS ----- |

||

| Luca Carminati <toffi@spm.it> |

| A1200/030/2+4Mb/WB3.0/1.2GbHD |

||

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**1.384 Re: Keystrokes**

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sun, 24 Jan 1999 09:23:14 +0200

Organization: A97

Subject: Re: Keystrokes

Encoding: quoted-printable

Hello Luca.

On 23-Jan-99, Luca Carminati wrote:

>>> a guy has asked me if I could make a tool which shows the keystroke =

>>> combination for each ascii character code, that is, if you enter the =

>>> code for the '=C8' character, the result should be 'RALT-G-SHIFT-E'. =

Any =

>>> idea on how to get the keystrokes for all the

>>> characters?

>> Why doesn't he just use the "Showkey" command in Workbench ?

> That tool doesn't show all the characters, for example I can't find the=

'=C8'.

No, because the =C8 is a combination letter, requireing two key presses, =  
one for the accent, another for the letter.

>> Besides, you can't do it that way =C8 isn't allways ralt G shift E, it=

=

>> depends on which keymap one has.

> Yes, that was just an example. Obviously my tool should also hold this =  
fact in consideration. Any ideas?

No. Sorry, none what so ever. Except Use tons and more tons oof Look -up =  
tables, I havn't any ideas. Then again, I'm not really a systems programm=  
er (yet) so I wouldn't have a clue.

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

## 1.385 Re: Keystrokes

From: Luca Carminati <toff@spm.it>

Date: Sun, 24 Jan 1999 17:46:34 -0500

Subject: Re: Keystrokes

Encoding: quoted-printable

On 24-Jan-99, Mikkel L=F8kke wrote:

>Hello Luca.

>On 23-Jan-99, Luca Carminati wrote:

>>>> a guy has asked me if I could make a tool which shows the keystroke =

>>>> combination for each ascii character code, that is, if you enter the=

=

>>>> code for the '=C8' character, the result should be 'RALT-G-SHIFT-E'.=

=

>>>>Any =

>>>> idea on how to get the keystrokes for all the

>>>> characters?

>>> Why doesn't he just use the "Showkey" command in Workbench ?

>> That tool doesn't show all the characters, for example I can't find =

>>the '=C8'.

>No, because the =C8 is a combination letter, requireing two key presses,=

=

>one for the accent, another for the letter.

>>> Besides, you can't do it that way =C8 isn't allways ralt G shift E, i=

t =

>>> depends on which keymap one has.

>> Yes, that was just an example. Obviously my tool should also hold this=

=

>>fact in consideration. Any ideas?

>No. Sorry, none what so ever. Except Use tons and more tons oof Look -up=

=

>tables, I havn't any ideas. Then again, I'm not really a systems =





---Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net> wrote:

> Besides, you can't do it that way È isn't allways ralt G shift E, it depends on which keymap one has.

The whole point about that shortcut is that it does always work in all keymaps. It's a great feature undocumented by commodore (no surprise there). I found about it from a ppaint manual.

Thom

---

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### 1.388 Re: Keystrokes

Date: Mon, 25 Jan 1999 05:02:06 -0800 (PST)

From: Thomas Cobb <thomcobb@yahoo.com>

Subject: Re: Keystrokes

---Luca Carminati <toffi@spm.it> wrote:

> a guy has asked me if I could make a tool which shows the keystroke combination for each ascii character code, that is, if you enter the code for the 'È' character, the result should be 'RALT-G-SHIFT-E'. Any idea on how to get the keystrokes for all the characters?

>

> Thanx...

>

Sorry if someone else has answered this, adn this willonly work for accented characters...

If you want an acute accent then the key code is alt-f and then the letter, so e acute (sorry I'musing linux and can't workout what the key code is) is alt-f and then e.

A grave accent is alt g, and ^, umlauts are on the next few keys, h, j and k. I can't remember which, sorry

Thom

---

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---

### 1.389 Re: Keystrokes

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Mon, 25 Jan 1999 19:48:15 +0200

Organization: A97

Subject: Re: Keystrokes

Encoding: quoted-printable

Hello Thomas.

On 25-Jan-99, Thomas Cobb wrote:

>> Besides, you can't do it that way =C8 isn't allways ralt G shift E, it=

> depends on which keymap one has.

> The whole point about that shortcut is that it does always work in all

> keymaps. It's a great feature undocumented by commodore (no surprise

> there). I found about it from a ppaint manual.

Excuse me, what are you talking about ?

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>



### 1.392 ILBM

for blitz-list@netsoc.ucd.ie; Sun, 31 Jan 1999 16:59:09 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 31 Jan 99 16:52:07 +0000

Subject: ILBM

Encoding: 7bit

Hi

Can someone recommend a good, fast, reliable IFF loader to use in blitz. I know that LoadIFF is faster but it perhaps not very reliable.

At the moment i'm having to use LoadBitmap, which is slower but works.

What was that file format library that was bandying about the place a while ago?

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

### 1.393 Iconfy

From: amorel <amorel@xs4all.nl>

Date: Wed, 20 Jan 1999 21:49:34 +0500

Subject: Iconfy

Does anybody know of a way to iconfy a window? Without using mui(argh =) or classact, just good old proper gadtools and stuff :)

And now I'm at it, is there a way to get the period of any sound being played `by hand`. I mean, a routine which does that, no matter what module, or sound plays. Not depending on routines provided by different playroutines. I thought of reading out the paula registers, which contain period information, with a peek. but maybe those registers just point towards the period value in mem.

Thanks

--

Jeroen(and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040,hd, CD32

H.P. Lovecraft, Inc. \\ Good old C=64 Aura 12/16 sampler

Ever kissed a frog? ;-P \\ /Fatman analogue synth :D

Do you need music for your game/demo? \\ /Roland dr-5 and more ;-9

Have you got a recorddeal? ;) \\ /Check my music on aminet:

Contact me! amorel@xs4all.nl \\ /mods/hardc (ftp.wustl.eduetc.)

<http://www.xs4all.nl/~amorel/> \\or take a look at my homepage.

### 1.394 Re: Iconfy

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 21 Jan 1999 05:44:16 +0200

Organization: A97

Subject: Re: Iconfy

Encoding: quoted-printable

Hello amorel.

On 20-Jan-99, amorel wrote:

> Does anybody know of a way to iconfy a window? Without using mui(argh =3D=  
)

> or classact, just good old proper gadtools and stuff :)

I know a way that "iconifies" a window. Adding the "Iconify" gadget to the titlebar however is another matter entirely.

> And now I'm at it, is there a way to get the period of any sound being

> played `by hand`. I mean, a routine which does that, no matter what

> module, or sound plays. Not depending on routines provided by different=

> playroutines. I thought of reading out the paula registers, which contain

> period information, with a peek. but maybe those registers just point

> towards the period value in mem. =

I'm not sure this is a very systemfriendly way to do it. Recommend you use audio.device ?

Regards

-- =

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Visit : <http://members.tripod.com/~FlameDuck=>

### 1.395 I'm daltonic (was Blitz Web Ring...)

From: Rui Carvalho <grim@ip.pt>  
Date: Wed, 06 Jan 1999 20:36:16 +0000  
X-SenderInfo: 1; picture="http://www.ip.pt/~ip234558/ddds/grim.gif"  
Organization: Dark Dreams Designs  
Subject: I'm daltonic (was Blitz Web Ring...)

Encoding: quoted-printable

Hello,

I meant green not yellow....

The lzx File name was wrong (grrrr...), it is now corrected :)

-- =

Best Regards,

Rui Carvalho =ABgRiM=BB

\*=ABBlitz Basic Source Code Site=BB\*

#[Http://www.ip.pt/~ip234558](http://www.ip.pt/~ip234558) - Last Update: 05.01.99#

+-----+

| AFM 2 - 100% - Beta Testing |

+-----+

| Bubbles Project -> 50% Complete | =

+-----+

Success is like a fart - only your own smells nice.

### 1.396 Re: I love screens

8 Jan 99 14:40:56 0

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Fri, 8 Jan 1999 14:40:44 -0000

encoding: Quoted-printable

Subject: Re: I love screens

Not really, but the code works, thanks guys. Autodocs said that OSCAN\_TEXT=

was

default, not that you need to specify overscan to get autoscroll to work. =

Doh.

l) ^ V ] [ l) Ml =A9 Ml ] [ M M

d.mcminn@eee.rgu.ac.uk ICQ=3D16827694

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

### 1.397 Re: I hate screens - (but where would we be without 'em)

From: Curt Esser <camge@ix.netcom.com>

Date: Wed, 06 Jan 1999 19:15:50 -0500

Subject: Re: I hate screens - (but where would we be without 'em)

Encoding: quoted-printable

Hi David,

On 06-Jan-99, David McMinn wrote:

> Could someone help me with this pleeeeee, its driving my nuts up the wall.

> =

> What I'm trying to do is get a screenmode from AASL requester, then ope=

n

a

> (minimum size) 640x256 screen. If the mode doesn't display that size, then

> I would like it to autoscroll the screen. But it doesn't work, the mous=

e

> pointer scoots off the right hand side of the screen then comes back on=

the

> left, no scrolling of any type.

You need to add the SA\_Overscan tag as shown:

```
Dim SCRtags.TagItem(10)
```

```
SCRtags(0)\ti_Tag=3D#SA_DisplayID,newmode\sm_DisplayID
```

```
SCRtags(1)\ti_Tag=3D#SA_Depth,newmode\sm_DisplayDepth
```

```
SCRtags(2)\ti_Tag=3D#SA_Width,640
```

```
SCRtags(3)\ti_Tag=3D#SA_Height,256
```

```
SCRtags(4)\ti_Tag=3D#SA_Overscan,#OSCAN_STANDARD
```

```
SCRtags(5)\ti_Tag=3D#SA_AutoScroll,-1
```

```
SCRtags(6)\ti_Tag=3D#SA_Top,0
```

```
SCRtags(7)\ti_Tag=3D#SA_Left,0
```

```
SCRtags(8)\ti_Tag=3D#SA_ShowTitle,0
```



SCRtags(9)\ti\_Tag=3D#TAG\_END

The AutoScroll tag tells Intuition that you want the screen to scroll, but

it needs the Overscan tag to tell it WHEN it should scroll...

The OSCAN\_STANDARD will make it scroll when the mouse reaches the edges of

the visible viewing area, which could vary from system to system. It is taken from the user's prefs.

If you would rather have it scroll at a definite point, you can also set the

DClip yourself - see the AutoDocs.

> =

> Source attached as ASCII.

> =

> Thanks.

> =

> =

> [ D ^ V ] [ [ D ] M ] = A 9 M ] [ N N

> dmcminn@house-of-mojo.freemove.co.uk

> [http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

Later...

-- =

Always do right. =

This will gratify some people, and astonish the rest.

Yours electronically,

Curt Esser

[camge@ix.netcom.com](mailto:camge@ix.netcom.com)

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

## 1.398 I hate screens

for blitz-list@netsoc.ucd.ie; Wed, 6 Jan 1999 23:44:24 +0000

From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>

Organization: International House of Mojo

Date: Wed, 6 Jan 1999 23:37:15 -0000

Subject: I hate screens

--Message-Boundary-10451

encoding: Quoted-printable

Content-description: Mail message body

---

Could someone help me with this pleeeeee, its driving my nuts up the wall=

.

What I'm trying to do is get a screenmode from AASL requester, then open =

a

(minimum size) 640x256 screen. If the mode doesn't display that size, then=

I

would like it to autoscroll the screen. But it doesn't work, the mouse poi=

nter

scoots off the right hand side of the screen then comes back on the left, =

no

scrolling of any type.

Source attached as ASCII.

Thanks.

[ ] ^ V ] [ [ ] M I =A9 M I ] [ M M

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

--Message-Boundary-10451

Content-disposition: attachment; filename="MCMINN.LHA"

encoding: BASE64

IVMtbGg1LRUDAABtCQAAebwmJgAAC2FzY3JvbGwuYmIyqBoCmmrr9Gm9H/zzwB4n1MLjskV  
baWtB1Zdk1daVmEwUEIk/rIMnc/Tua58cu6dJI2Llbh2Mam27gOaTklw+LZcDsYAQTC2H3gR  
19svXGUh8Sy11rrb+vc1WUAvleDvD/84GOEYiBoiRAQEgiFgv953MhqzbnS8cIqjPLVWlh1G  
KvgeDEiTb/65g7MF/FeJAeByHsDGdp7IA2bTak/c53wMANIweJ+RZimQHKQWMSaYE6gzWUGy  
5IJ6k5CgaSt01MKOauJ0avwRsMDx3x8ddicTx8BPxCDI+cddigVY4CrsBs0Lmm9dHQLs+ou6  
GZFD2Jx1r1Hbq25PUhvr3l4EbxMZe3MBAe1V9zfcZdKqsmRU/c7EmYJCieTOEYIQdOWjIhj  
ck9vkEZnXCN6cwDY2pKZ2BE7emM7kxWDX6pbQmcLI4jR2ehHr7keXDFngjvyTtqRt0e34CUY  
96kiKAKeWeKZHchhLoB6hIsb0ifPUW9IVbG1Hs70eXTZrtmZHV1vtR9upC+59II9mgJq1CN3  
Phia+d1Zb2mij9OFO3cQxO3DQywcVSuP2beEaqsaluW35hkqH4ErXsYkjejpYWTaUvFp4Gix  
T7kRWxJP0wx7IKsZtkSXMTZFkwBWkbZORnq18jPNVklSxvPkewXNT/6VRSYZ1mJMdxRVGeZ  
evSXVa9qwxSD46Qc2quzapCWKQlZOdPSMWGEfuZpD2aQ6OaMetstUz09CmwByUgMD5dDcB4Q  
2BeXfnpTPRoA3YLSXsLpFNfH9wg4IMhtoyGT9tisP0Ns2IP+xq/KH6N6tozcmhIa66Ngs+l  
mrO2/RHat3OQgc4CovHxhcJI4ra4v58vOPdxxgQ9tlaeFhgI8XQKuNhH5GJqdEo+JlhjGNe  
ZwrVqy6NCidC9Bd+CEBYXIDteSFL06eJPUNPNAj1AvrRcE7Rriy+FwrTg1CYKbxn8NaaI9ni  
i022nDaZeDmou1HGWNca/UXPlheRzinEVHXQJXgcjE6+DuUWaMMZkBe35L1fPISbItGQ6eAU  
Tb6DSaZ1cTkkIzIpZYAA

--Message-Boundary-10451--

## 1.399 How to Subscribe - UnSubscribe

From: Curt Esser <camge@ix.netcom.com>

Date: Sun, 24 Jan 1999 03:30:25 -0500

Subject: How to Subscribe - UnSubscribe

Hi,

> blitz-list-help@netsoc.ucd.ie wrote:

> --- Here are the ezmlm command addresses.

>

> I can handle administrative requests automatically.

> Just send an empty note to any of these addresses:

>

> <blitz-list-subscribe@netsoc.ucd.ie>:

> Receive future messages sent to the mailing list.

>

> <blitz-list-unsubscribe@netsoc.ucd.ie>:

> Stop receiving messages.

>

> <blitz-list-get.12345@netsoc.ucd.ie>:

> Retrieve a copy of message 12345 from the archive.

>

> **DO NOT SEND ADMINISTRATIVE REQUESTS TO THE MAILING LIST!**

> If you do, I won't see them, and subscribers will yell at you.

>

> To specify God@heaven.af.mil as your subscription address, send mail

> to <blitz-list-subscribe-God=heaven.af.mil@netsoc.ucd.ie>.

> I'll send a confirmation message to that address; when you receive that

> message, simply reply to it to complete your subscription.

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

---

## 1.400 How to open a full CLI window :)

([62.136.48.3] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail9.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 0zzmIr-0008B7-00

for blitz-list@netsoc.ucd.ie; Mon, 11 Jan 1999 18:43:06 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Mon, 11 Jan 1999 18:35:17 +0000

Subject: How to open a full CLI window :)

Warning: This is a message in MIME format. Your mail reader does not support MIME. Some parts of this message will be readable as plain text.

To see the rest, you will need to upgrade your mail reader.

--BOUNDARY.1747498688.1

Hi all,

I was wandering through the autodocs today, and noticed a little section in the Execute() docs, which describes how to open a full shell window.

I've written a little demonstration of how to use it - it's easy!

Now you can supply a handy CLI for your user's convenience, like OctaMED SS, etc...

Can anyone give me a full list of the possible parameters that I can supply to a shell though? eg "0/0/640/200/Title/CLOSE"

I think that CLOSE can be replaced by AUTO but I don't know what that does...so a full list of what parameters can be used and what they do would be nice :)

Also, anyone know how to set the prompt for this Shell?

Hope this is of use to someone :)

See ya,

--

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

Connected from Dundee, Scotland.

(<http://surf.to/all-hail/>)

--BOUNDARY.1747498688.1

Content-Disposition: attachment; filename="GimmeShell.asc"

; Open a full Shell window; works as any other Shell (try dir c: if you're

; stuck for something to do with it!)...

; Type endcli to end, or click on the close gadget...

; Requires Blitzlibs:amigalibs.res in the Compiler Options...

```

; By James L Boyd, using the Execute_ command to open the Shell,
; as detailed in the Autodocs...
; email : jamesboyd@all-hail.freemove.co.uk
;-----
; This section just gets the Workbench info to put the Shell
; just below the title bar..
; find the Workbench screen :
FindScreen 0,"Workbench Screen"
; get its structure for the title bar height :
*scr.Screen=Peek.l (Addr Screen(0)):tbar.w=*scr\BarHeight+1
tbar$=Str$(tbar)
; setup Shell window details :
title$="Shell opened by Blitz!"
win$="CON:0/"+tbar$+"/640/160/"+title$+"/CLOSE"
;-----
; ONLY stuff from here on is really needed - the stuff above just
; sets it nicely to just below the title bar of the Workbench...
; If you don't need it set to just below the title bar, just uncomment
; the next line and edit as required :
; win$="CON:0/100/400/50/Hello, I'm a Shell!/CLOSE"
; x y w h title flag
; create console :
*fh.l=Open_(&win$,#MODE_READWRITE)
If *fh ; Console window opened...
; make console into a full Shell :
If Execute_ ("",*fh,0)=0 Then Request "", "Couldn't open Shell!", "Dammit!"
If Close_ (*fh)=0 Then Request "", "Error freeing Shell!", "Dammit!"
Else Request "", "Failed to create Shell!", "Dammit!"
EndIf
End
;-----
--BOUNDARY.1747498688.1--

```

### 1.401 Re: How to open a full CLI window :)

From: Curt Esser <camge@ix.netcom.com>  
Date: Mon, 11 Jan 1999 16:19:04 -0500  
Subject: Re: How to open a full CLI window :)  
Hi James,

On 11-Jan-99, James L Boyd wrote:

> Hi all,

>

> Can anyone give me a full list of the possible parameters that I can

> supply to a shell though? eg "0/0/640/200/Title/CLOSE"

>

> I think that CLOSE can be replaced by AUTO but I don't know what that

> does...so a full list of what parameters can be used and what they do

> would be nice :)

Here's the parameters (note that these are for ANY CON: window, so some wouldn't be useful on a shell, such as "AUTO")

Some are obvious from the name...

AUTO - window appears only if needed & closes itself when program ends

(useless on a shell, as it MUST open, and won't close until you type

"endcli" which would close the window anyway...)

ALT - sets "zoomed" size and adds a Zoom gadget

Example "ALT30/30/100/100/" (yes, no space after ALT)

BACKDROP - just like a Blitz backdrop window

CLOSE - window has a close gadget

INACTIVE

NOBORDER - (but not what you would think - still has top bar + right side)

NOCLOSE

NODEPTH

NODRAG

NOSIZE

SCREEN (+ name of existing public screen to open window on)

SIMPLE (default) - text will "expand" to fill a re-sized window

SMART - text doesn't resize to fill window - "Dumb" if you ask me ;)

WAIT - window will only close using the close gadget or "CTRL \"

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

## 1.402 Re: How to open a full CLI window :)

([62.136.78.47] helo=194.152.64.35 ident=kewl)

by mail1.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 0zztsC-0002zS-00

---

for blitz-list@netsoc.ucd.ie; Tue, 12 Jan 1999 02:48:04 +0000

From: Loki <loki@napalmdeath.freemove.co.uk>

Date: Tue, 12 Jan 1999 01:33:15 +0000

Organization: Satanic Dreams Software.

Subject: Re: How to open a full CLI window :)

Encoding: binary

Hello Curt

Hiya, Curt... ,on 11-Jan-99 you wrote me about Re: How to open a full CLI window :)! :)

CE>> NOBORDER - (but not what you would think - still has top bar + right

CE>> side) NOCLOSE

CE>> NODEPTH

CE>> NODRAG

CE>> NOSIZE

CE>> SCREEN (+ name of existing public screen to open window on) SIMPLE

Hummm, that NOBORDER parameter sucks,. Just wondering, what the

HELL is it's purpose? Did CBM get bored?

Or does it REALLY have a purpose?

Regards

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384

<tsb>

<tsb>\*SATANIC DREAMS FOUNDER\*

<tsb>ADMIN: [admin@satanicdreams.freemove.co.uk](mailto:admin@satanicdreams.freemove.co.uk)

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>

## 1.403 Re: How to open a full CLI window :)

From: "Scott" <scott@assembler.free-online.co.uk>

Subject: Re: How to open a full CLI window :)

Date: Tue, 12 Jan 1999 20:59:01 -0000

charset="iso-8859-1"

Encoding: 7bit

---

On the 12th Jan 1999, Loki ranted:

> Hummm, that NOBORDER parameter sucks,. Just wondering, what > the HELL is it`s purpose? Did CBM get bored?

> Or does it REALLY have a purpose?

If I remember rightly, on WB1.3, it did work properly and removed all borders and the title bar from a CLI window. It stopped working properly from WB2.0 and I guess CBM didn`t get around to fixing or removing it.

Regards,

Scott

scott@assembler.free-online.co.uk

Damn the prime directive, give the Borg Windows 3.1 - Lt. Worf

## 1.404 How do I subscribe?

From: Stephen Lebed <slebed@ix.netcom.com>

Date: Thu, 21 Jan 1999 21:19:43 -0800

Subject: How do I subscribe?

Hello,

How do I subscribe to the mailing list? What`s the address?

Kind regards

--

Stephen Lebed

Los Angeles, CA USA

slebed@ix.netcom.com (business)

slebed@earthlink.net (personal)

## 1.405 Re: How do I subscribe?

22 Jan 99 13:44:58 0

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Fri, 22 Jan 1999 13:44:44 -0000

encoding: Quoted-printable

Subject: Re: How do I subscribe?

blitz-list-<your email with `@` replaced by `=3D`>@netsoc.ucd.ie

Send an empty message to tahat.

) ^ V ][ ( ) | M =A9 M ][ N N

d.mcminn@eee.rgu.ac.uk ICQ=3D16827694

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

---



## 1.406 Help me PLEASE!!!!

From: "Matt Briggs" <s9225796@rothervalley.ac.uk>

Subject: Help me PLEASE!!!!

Date: Mon, 4 Jan 1999 16:25:33 -0000

charset="iso-8859-1"

Encoding: 8bit

Hello Blitzers! Please could someone possibly help me with some or all of my troubles that I am currently having with Blitz Basic II. Thanks.

1. How do I INCBIN a protracker module and play it from memory? I know how to use INCBIN for ILBM's, ANIM's and palettes etc. But I am unable to do it for tracker mods. Please could somebody send me an example code?
2. Until recently I have only used BlitzII for intuition window/screen type programs, such as EAC, Visions and Anagram Solver (available from Aminet) and have used Amos for programming games mainly because of it's easy bob and screen commands; However I would like to start using Blitz for programming games. I was wondering if someone could possibly send me some primitive examples of how to use shapes, copper screens and slices etc.
3. I am using the GTMenuLibrary which I found on my Ultimate Blitz Basic CD and I need to know the tags for `Separators`, `Check buttons` etc. Does anyone know what they are?
4. I am using SuperTED v2.50 with BBII and when I change the current directory it screws up the rest of my file requesters, so that I can't load any other Blitz program. Does anyone have a fix for this or an update of SuperTED?
5. Can someone please send me tons of BB MUI examples so that I can learn how to use the excellent BBMUI library properly. :)
6. I am wanting to load various image formats such as JPEG, GIF and PNG into my Blitz programs using a data types library I have, however I am unable to do this. Anyone know how?
7. How do I send and receive messages using the CreateMsgPort commands? I do not wish to use an ARexx server.
8. Can Blitz play fast-tracker and/or Octamed Sound Studio mods? If so, how?

Thanks for all your kind help.

Best regards,

Matt Briggs.

---

,,,,,, / -\

.-.-!;' \_\_`\_1-/ Check out Super Anagram Solver from \-----.

---

```

| | (..) \ the Aminet or our web page. / \____ _
| C_ _ ^, \ \ _____ // _ // \
| T / ____ ^ V / _ ) \ _ ^ /
| | _ ' -- ^ \ http://engine9.cjb.net \ _____ \ / / |
| ---- \ _____ / ---- V _ / -- |
| * How many of you believe in telekinesis? - Raise MY hand! * |
\ ----- '

```

## 1.407 Re: Help me PLEASE!!!!

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Tue, 05 Jan 1999 22:06:46 +0200

Organization: A97

Subject: Re: Help me PLEASE!!!!

Encoding: quoted-printable

X-Info: mailto:sf@xxl.ots.dk in case of problems!

On 04-Jan-99, Matt Briggs wrote:

> Hello Blitzers! Please could someone possibly help me with some or all =  
of my

> troubles that I am currently having with Blitz Basic II. Thanks.

I hope so.

> 1. How do I INCBIN a protracker module and play it from memory? I know =  
how

> to use INCBIN for ILBM's, ANIM's and palettes etc. But I am unable to d=  
o it

> for tracker mods. Please could somebody send me an example code?

Erm, I havn't got any example code, but I think the Elmore Module Library=  
has a DecodeTrackerModule, CludgeTrackerModule or something command.

> 2. Until recently I have only used BlitzII for intuition window/screen =  
type

> programs, such as EAC, Visions and Anagram Solver (available from Amine=  
t)

> and have used Amos for programming games mainly because of it's easy bo=  
b and

> screen commands; However I would like to start using Blitz for programm=  
ing

> games. I was wondering if someone could possibly send me some primitive=  
> examples of how to use shapes, copper screens and slices etc.

Erm, would you please reconsider ? CopperScreens only work on Low Frequen=  
=

cy Monitors, and slices aren't AGA compatible (Or are they ?). Anyway, you should really consider using a chunky graphics library like Mildred (Message !) Although it excludes certain slower processors from using the game it is far superior to Planar graphics, and certainly to Blitz's approach. If you need any help, just write :o)

> 3. I am using the GTMenuLibrary which I found on my Ultimate Blitz Basic CD

> and I need to know the tags for 'Separators', 'Check buttons' etc. Does anyone know what they are?

Erm, no. Try looking in the autodocs. Or something.

> 4. I am using SuperTED v2.50 with BBII and when I change the current directory it screws up the rest of my file requesters, so that I can't load

> any other Blitz program. Does anyone have a fix for this or an update off

> SuperTED?

Erm, huh ? I use SuperTED, and have never experienced this. Why would you want to change the current directory anyway ?

> 5. Can someone please send me tons of BB MUI examples so that I can learn

> how to use the excellent BBMUI library properly. :)

No.

> 6. I am wanting to load various image formats such as JPEG, GIF and PNG into

> my Blitz programs using a data types library I have, however I am unable to

> do this. Anyone know how?

Yes.

> 7. How do I send and receive messages using the CreateMsgPort commands? I do

> not wish to use an ARexx server.

Why not ? ARexx is by far the best way....

> 8. Can Blitz play fast-tracker and/or Octamed Sound Studio mods? If so, how?

Erm, 3rd party libraries. Maybe even the digibooster lib will play them. Otherwise, load your module into digibooster, convert it to digibooster format and then use the digibooster lib to replay the modules.

Regards

-- =

```

+++++
|M i k k e l L =F8 k k e l _
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/ - \ | a l i a s | | \
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/ - \ | V V V V | / _
+++++
Visit : http://members.tripod.com/~FlameDuck=

```

**1.408 Re: Help me PLEASE!!!!**

for blitz-list@netsoc.ucd.ie; Wed, 6 Jan 1999 19:28:42 +0000  
Date: Wed, 06 Jan 1999 12:12:45 +0000  
From: Paul Burkey <burkey@bigfoot.com>  
X-Accept-Language: en  
Subject: Re: Help me PLEASE!!!!  
Encoding: quoted-printable  
Mikkel L=F8kke wrote:

```

>> Hello Blitzers! Please could someone possibly help me with some or al=
l of my
>> troubles that I am currently having with Blitz Basic II. Thanks.
> =
> I hope so.
I'd never seen so many questions asked in one go before. Well done Matt!
>> 4. I am using SuperTED v2.50 with BBII and when I change the current
>> directory it screws up the rest of my file requesters, so that I can'=
t load
>> any other Blitz program. Does anyone have a fix for this or an update=
of

```

> > SuperTED?

> =

> Erm, huh ? I use SuperTED, and have never experianced this. Why would y=ou

> want to change the current directory anyway ?

I think I have the same problem once in a while. It`s usually best to close down Blitz and restart again (the old Windows trick!) The problem happens when you load some source from one location and SuperTED changes the current directory for you. Then later you may load something else in from elsewhere and the directory is changed again, when you`re working

for a few hours and you`re loading/switching from various documents from various locations eventually blitz decides to give you some kind of weird file requestion that doesn`t let you choose anything! I must say I don`t have any explanation or real solution but I`m glad to see I`m not the only one to have this problem. Close down and restart is the only

solution!

Cheers,

Paul

-- =

< Paul Burkey <http://www.sneech.freemove.co.uk> >

## 1.409 Help me please!

From: "Matt Briggs" <s9225796@rothervalley.ac.uk>

Subject: Help me please!

Date: Tue, 5 Jan 1999 13:12:19 -0000

charset="iso-8859-1"

Encoding: 7bit

Hello Blitzers! Please could someone possibly help me with some or all of my troubles that I am currently having with Blitz Basic II. Thanks.

1. How do I INCBIN a protracker module and play it from memory? I know how to use INCBIN for ILBM`s, ANIM`s and palettes etc. But I am unable to do it for tracker mods. Please could somebody send me an example code?
2. Until recently I have only used BlitzII for intuition window/screen type programs, such as EAC, Visions and Anagram Solver (available from Aminet) and have used Amos for programming games mainly because of it`s easy bob and screen commands; However I would like to start using Blitz for programming

games. I was wondering if someone could possibly send me some primitive examples of how to use shapes, copper screens and slices etc.

3. I am using the GTMenuLibrary which I found on my Ultimate Blitz Basic CD and I need to know the tags for `Separators`, `Check buttons` etc. Does anyone know what they are?

4. I am using SuperTED v2.50 with BBII and when I change the current directory it screws up the rest of my file requesters, so that I can't load any other Blitz program. Does anyone have a fix for this or an update of SuperTED?

5. Can someone please send me tons of BB MUI examples so that I can learn how to use the excellent BBMUI library properly. :)

6. I am wanting to load various image formats such as JPEG, GIF and PNG into my Blitz programs using a data types library I have, however I am unable to do this. Anyone know how?

7. How do I send and receive messages using the CreateMsgPort commands? I do not wish to use an ARexx server.

8. Can Blitz play fast-tracker and/or Octamed Sound Studio mods? If so, how?

Thanks for all your kind help.

Best regards,

Matt Briggs.

## 1.410 Re: Help me please!

([62.136.20.63] helo=194.152.64.35 ident=kewl)

by mail11.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 0zxbBo-0001Tf-00

for blitz-list@netsoc.ucd.ie; Tue, 5 Jan 1999 18:26:48 +0000

From: Loki <loki@napalmdeath.freemove.co.uk>

Date: Tue, 05 Jan 1999 17:05:38 +0000

Organization: Satanic Dreams Software.

Subject: Re: Help me please!

Encoding: binary

Hello Matt

O! Matt!... on 05-Jan-99 you wrote to me about Help me please! and stuff... so i thought i`d reply! :)

MB>> Hello Blitzers! Please could someone possibly help me with some or all

MB>> of my troubles that I am currently having with Blitz Basic II. Thanks.

Ok here goes,..

MB>> 1. How do I INCBIN a protracker module and play it from memory? I know

MB>> how to use INCBIN for ILBM's, ANIM's and palettes etc. But I am unable

MB>> to do it for tracker mods. Please could somebody send me an example

MB>> code?

Try this: Simple really?

```
*,STARTCODE*
```

```
#WBStartup#
```

```
#DecodeModule# 0,?DaMod
```

```
#If StartTracker#(0)=#False#
```

```
TMP=#Request#("ERROR","Couldn`t start Tracker module.,"Ok!")
```

```
#EndIf#
```

```
##
```

```
#MouseWait#
```

```
#End#
```

```
DaMod
```

```
#IncBin# "Ram:ThisModule.MOD" ;Change this to your module path.
```

```
*,ENDCODE*
```

MB>>

MB>> 2. Until recently I have only used BlitzII for intuition window/screen

MB>> type programs, such as EAC, Visions and Anagram Solver (available from

MB>> Aminet) and have used Amos for programming games mainly because of it's

MB>> easy bob and screen commands; However I would like to start using Blitz

MB>> for programming games. I was wondering if someone could possibly send me

MB>> some primitive examples of how to use shapes, copper screens and slices

MB>> etc.

I've got a load of DisplayLibrary (AGA) bitmap stuff,... I'll send l8r..

MB>>

MB>> 3. I am using the GTMenuLibrary which I found on my Ultimate Blitz Basic

MB>> CD and I need to know the tags for `Separators`, `Check buttons` etc.

MB>> Does anyone know what they are?

;To do a separator, all you do is this:

```
*,STARTCODE*
```

```
;
```

```
;
```

```
;Open your screen and stuff,..
```

```
;
```

```
;
```

```
#GTMenuItem# 0,0,"Project"
```

```
#GTMenuItem# 0,0,0,"Load Project"
```

```
#GTMenuItem# 0,0,0,1 ;Leave title out, gives separator.
```

```
#GTMenuItem# 0,0,0,2,"Save Project"
```

```
;;  
;;  
;Open your window  
;;  
;;  
#GTSetMenu# 0  
#GTMenuState# 0,0,0,2,#Off# ;blanks out Item 2.  
;;  
;;  
;Other code  
;;  
;;  
*;ENDCODE*
```

MB>>

MB>> 4. I am using SuperTED v2.50 with BBII and when I change the current

MB>> directory it screws up the rest of my file requesters, so that I can't

MB>> load any other Blitz program. Does anyone have a fix for this or an

MB>> update of SuperTED?

Simple, dont use "Change Dir...", call either from the full dir (when coding), or use PROGDIR.

MB>>

MB>> 5. Can someone please send me tons of BB MUI examples so that I can

MB>> learn how to use the excellent BBMUI library properly. :)

Hey, Yeah, I'd like that tooo,... So if you find any, please send :)

MB>>

MB>> 6. I am wanting to load various image formats such as JPEG, GIF and PNG

MB>> into my Blitz programs using a data types library I have, however I am

MB>> unable to do this. Anyone know how?

If you have BSS, look in: Blitz2:RedHelp/REDBlitzLibs/Examples/

At the file: RIDatatypesLib1.bb

It's all there for you :), and it's to a window :)

MB>>

MB>> 7. How do I send and receive messages using the CreateMsgPort commands?

MB>> I do not wish to use an ARExx server.

Haven't gone into AREXX, yet,..... sorry.

MB>>

MB>> 8. Can Blitz play fast-tracker and/or Octamed Sound Studio mods? If so,

MB>> how?

Could try installing one of those external libs, (there was one mentioned



in here not long ago), and there is the BFB Libraries (which you might find hard to install, but support 11 types of module.)

BFBPlayer is on AmiNet, and freely distributable.

MB>>

MB>> Thanks for all your kind help.

Hope this helps.

MB>> Best regards,

MB>> Matt Briggs.

MB>>

MB>>

MB>>

Regards

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>

<tsb>\*SATANIC DREAMS FOUNDER\*

<tsb>ADMIN: admin@satanicdreams.freemove.co.uk

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>

## 1.411 Re: Help me please!

From: Curt Esser <camge@ix.netcom.com>

Date: Wed, 06 Jan 1999 17:09:24 -0500

Subject: Re: Help me please!

Hi Matt

On 05-Jan-99, Matt Briggs wrote:

> Hello Blitzers! Please could someone possibly help me with some or all of

> my troubles that I am currently having with Blitz Basic II. Thanks.

>

> 3. I am using the GTMenuLibrary which I found on my Ultimate Blitz Basic

CD

> and I need to know the tags for `Separators`, `Check buttons` etc. Does

> anyone know what they are?

If you have the Blitz CD, you also have Blitz Support Suite. There is a good example of using the GTmenus in there in the examples/ directory.

(You did install BSS?)

>

>

> 4. I am using SuperTED v2.50 with BBII and when I change the current

> directory it screws up the rest of my file requesters, so that I can't load

> any other Blitz program. Does anyone have a fix for this or an update of

> SuperTED?

There is an update of SuperTed to 2.52 on Aminet - in biz/ (something)

I don't know if this will fix your problem, but I don't seem to run into it here.

>

> 6. I am wanting to load various image formats such as JPEG, GIF and PNG

> into my Blitz programs using a data types library I have, however I am

> unable to do this. Anyone know how?

>

>

> 7. How do I send and receive messages using the CreateMsgPort commands? I

> do not wish to use an ARexx server.

>

>

> 8. Can Blitz play fast-tracker and/or Octamed Sound Studio mods? If so,

> how?

>

>

> Thanks for all your kind help.

>

> Best regards,

> Matt Briggs.

>

>

>

Later...

--

About the only thing on a farm that has an easy time is the dog.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

---

## 1.412 Re: Help me please!

for blitz-list@netsoc.ucd.ie; Wed, 6 Jan 1999 22:34:17 +0000

From: "Nick Chapman" <scillo@geocities.com>

Subject: Re: Help me please!

Date: Wed, 6 Jan 1999 22:24:08 -0000

charset="iso-8859-1"

Encoding: 7bit

Hello all, just adding my bit...

-----Original Message-----

From: Matt Briggs <s9225796@rothervalley.ac.uk>

Date: 05 January 1999 13:18

Subject: Help me please!

>Hello Blitzers! Please could someone possibly help me with some or all of  
>my

>troubles that I am currently having with Blitz Basic II. Thanks.

>

>1. How do I INCBIN a protracker module and play it from memory? I know how

>to use INCBIN for ILBM's, ANIM's and palettes etc. But I am unable to do it

>for tracker mods. Please could somebody send me an example code?

Can I just quickly sort this out? There are 3 Blitz libraries to play PT  
modules available. The inbuilt one is rubbish and outdated, but can INCBIN  
modules. The X Bones Tracker Library can cludge modules, but is very  
unstable, especially under ECS. The best PT Library is the EML Library  
(Enhanced Music Library, NOT Elmore!) but, curse it, has no INCBIN  
capability. I just don't INCBIN modules, which isn't very helpful, really.

>2. Until recently I have only used BlitzII for intuition window/screen type

>programs, such as EAC, Visions and Anagram Solver (available from Aminet)

>and have used Amos for programming games mainly because of it's easy bob  
>and

>screen commands; However I would like to start using Blitz for programming

>games. I was wondering if someone could possibly send me some primitive

>examples of how to use shapes, copper screens and slices etc.

My replacement Blitz manual is coming along well, and this aims to  
illustrate all areas of Blitz programming in as easy-to-read terms as the  
Amos manual. See my next mail...

>4. I am using SuperTED v2.50 with BBII and when I change the current

>directory it screws up the rest of my file requesters, so that I can't load

>any other Blitz program. Does anyone have a fix for this or an update of

>SuperTED?

If you use the function in the SuperTED menu that allows you to keep quick-references of your most recent Blitz files, you never need to change the current directory. As a time saver, I set up a few assigns before I load Blitz for my own navigational purposes.

>8. Can Blitz play fast-tracker and/or Octamed Sound Studio mods? If so, how?

I have never seen Fast-tracker modules played in Blitz ever. Convert them to OSS modules, then use the "Octamix.library" and "Octamedplay.library" libraries to play the mods in Blitz. But be warned, your processor will be left wheezing, so forget about any kind of screen activity while your mods are playing.

>Thanks for all your kind help.

>

>Best regards,

>Matt Briggs.

>

Nick / Skillo

### **1.413 Re:The new Blitz Platform ;)**

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Sat, 30 Jan 1999 18:36:03 +0500

Subject: Re:The new Blitz Platform ;)

Encoding: quoted-printable

On 27-Jan-99, Keresztes Tam=E1s flashed:

>And the AmigaOS homepage states that one of their most important aim is =  
to be

>Win32 compatible.It can easily become an x86 based OS - dont forget : th=  
ey

>chosen an x86

>based kernel (QNX), not a ppc/mips/alpha based one .

The AmigaOS homepage is NOT an official Amiga Inc. page. AI do NOT int=  
end

to waste the new AmigaOS by making it windoz compatible. That would make=  
it

even slower and more bloated than windoz. Compatibility with ALL other  
systems (including Amiga Classic) is going to be secondary to the AmigaOS=  
and run as tasks, and mainly will be third party projects.

---

Also, QNX is ALSO on the PPC. However, it's a moot point because the base processor for AmigaOS 5 is going to be neither of the above. They are both far too old and limited. PPC, Alpha are OLD and getting older, x86 is ancient and laughable (not even as good as 68XXX) and even MIPS is dated. There are MANY processors on the market superior to any of the above and more and even better ones soon to be available. Even Motorola themselves have better chips than PPC coming out. There are also some relatively new companys (to the processor market that is) which have some very interesting chips in development. Intel have sat on their cans too long, and are going to get left in the dust. They never had enough imagination anyway. It is not by accident that QNX didn't choose to support pentiums, but went with PPC instead. QNX is looking to move on to a next-generation processor. That is only one of the reasons they are excited about teaming up with Amiga. Another reason is that their ideals for QNX are very similar to the dreams of the Amiga community. To be a bit cutesy, it is the proverbial match made in heaven. It is almost as if they have been working since 1980 (before the Amiga was even conceived) to be ready to meet our needs. The partnership with QNX made up my mind as to whether the new Amigas will have a chance to make a major impact in the world PC market. You bet! We are going to have a winner on our hands! The hardware is really somewhat secondary. The new AmigaOS will be able eventually to run on a number of different processor lines. PPC will likely be one of them as QNX already supports it, but I doubt that any of the NEW Amiga machines will feature PPC as the newer processors are both more powerful and more capable (as well as possibly less expensive due to newer manufacturing processes being implemented). The new Amigas will have far fewer chips and very small motherboards because of much higher integration, and will thus be MUCH cheaper to manufacture than Amiga classics (and even intel machines). The personal computer is about to become truly personal. There will soon be no need for a pc (generic, not IBM) to be any larger than a book, no matter how powerful it is. Add-on hardware cards will become only a few cm in size and most possible functions will be built in in the first place. Standard

---

features will read like a list of all the most exotic add-ons available now, and few users will ever need any add-ons at all. The line between consels and pcs will definately become pretty moot as computers become smaller and consels demand more of the power and features once reserved for computers. When graphics and sound reach the limits of human perception (almost there now) and power and storage go beyond all reasonable or even unreasonable personal needs (also getting close) then the only thing left is to make it all smaller and cheaper. Those afraid of digital convergence need to understand that it doesn't mean loosing any power, convenience or versitility. It is an idea whos time has come. I for one don't want to be stuck with a suit-case sized pc for the rest of my life. It's almost the year 2000. We should be should be headed for other planets by now and probably would be if it wasn't for wintels monopoly holding back technology 60 years worth in the= last decade. If billygates wins, there's going to be another dark age coming in the new millinium with the people all serfs to the ruling class= =2E

Fortunately, that needn't happen because the new Amiga is coming. :u)  
...whew. Sorry, I didn't mean to write a book (especially a sorta off-topic one). When I get going, there's no stopping me. :)  
cach y'all later,  
Donovan Reeve (bubby.lnk@ispi.net)

### **1.414 Re: HD Problems (offtopic)**

From: Eoghann Irving <eoghann-irving@usa.net>

Date: Sat, 02 Jan 1999 23:58:08 +0000

Subject: Re: HD Problems (offtopic)

Hi Donovan Reeve :)

Sorry to take so long to get back to you on this. Been having lots of

fun with power cuts and things here. :(

On 25-Dec-98, Donovan Reeve wrote:

> On 24-Dec-98, Eoghann Irving flashed:

>> In actual fact very few people have suffered serious data loss with

>> PFS/AFS. Far less than have done so with FFS and disk recovery

>> programs.. There are thousands of very satisfied users out there.

> Do you have this software and if so is it true that i transparently

> supports hard drives larger than 4 gigabytes? I am really interested

> in this.

I have the latest version of PFS2 installed on several partitions.

This is the first vesion of PFS/AFS that I've been confident enough to run on my own drives. I might have got later versions of AFS but 4th Level Development were trouble.

Yes it can support drives larger that 4Gb. I don't have one so I don't know the details but I do know someone who runs a 10Gb drive with PFS2 so if you want more specifics I can find out.

Have fun

--

Eoghann Irving ICQ:14497218 mailto:eoghann@thenet.co.uk

SOLAR FLARE - Fantasy & SF Mailing List - Solar News

<http://www.thenet.co.uk/~eoghann/index.html>

Join the webring, win free banner advertising!

## 1.415 HB

From: Rui Carvalho <grim@ip.pt>

Date: Sat, 30 Jan 1999 21:56:11 +0000

X-SenderInfo: 1; picture="http://www.ip.pt/~ip234558/ddds/grim.gif"

Organization: Dark Dreams Designs

Subject: HB

Encoding: quoted-printable

Hello,

Happy Birthday to me...

Happy Birthday to me...

Happy Birthday Rui...

Happy Birthday to me...

(I know... It's sad ;)

-- =

Best Regards,

Rui Carvalho =ABgRiM=BB

<tsb>

Give a skeptic an inch and he will measure it!

=ABH<http://www.ip.pt/~ip234558> - Last Update: 05.01.99=BB

=ABICQ:28959421=BB

<tsb>Projects

Bubbles -> |-----50%-----|

AFM2 -> |-----100%| (Bug Fixing)

<tsb>

---

**1.416 Re: HB**

From: bobal@avalon.net (Bob Akerberg) (ICQ#19583281)

Date: 31 Jan 99 07:46:03 -0600

<grim@ip.pt>

Subject: Re: HB

Organization: SMAUG, UGN, Team \*AMIGA\*

(<http://www.lls.se/~volley>)

Encoding: quoted-printable

> Hello,

> Happy Birthday to me...

> Happy Birthday to me...

> Happy Birthday Rui...

> Happy Birthday to me...

> (I know... It's sad ;)

> --

> Best Regards,

> Rui Carvalho =ABgRiM=BB

Have a VERY Happy Birthday, Rui!

May your day be everything you want it to be.

Bob

**1.417 Re: HB**

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sun, 31 Jan 1999 17:36:36 +0200

Organization: A97

Subject: Re: HB

Encoding: quoted-printable

X-Info: <mailto:sf@xxl.ots.dk> in case of problems!

Hello Rui.

On 30-Jan-99, Rui Carvalho wrote:

> Happy Birthday to me...

> Happy Birthday to me...

> Happy Birthday Rui...

> Happy Birthday to me...

> (I know... It's sad ;)

Indeed. Happy birthday, anyhow.

Regards

---



```
-- =
+++++
|M i k k e l L =F8 k k e l __
^++L)
/-\| alias | | \
+ _____ . _ +
M | \ _____ / | | _____ | | |
| | + | _ ) | | \ _ \ / \ _ \ + | |
| | \ | | _ / _ \ Y Y \ _ / |
o + \ _ / | _ ( _ _ / _ | | ^ _ > + |
| | V V V V | | _
_ + _____ _ + _
/_ | \ _____ \ _ _ _ _ | | _ | | _
\ | + | | \ | \ / _ \ | / / + | _
| | ^ \ | \ \ _ | < | _
^ + / _____ / _ / \ _ > _ | \ + /
/-\ | V V V | / _
+++++
Visit : http://members.tripod.com/~FlameDuck=
```

## 1.418 GURU...

```
([62.136.65.213] helo=194.152.64.35 ident=stingent)
by mail10.svr.pol.co.uk with smtp (Exim 2.10 #1)
id 104v9Z-00057d-00
for blitz-list@netsoc.ucd.ie; Mon, 25 Jan 1999 23:10:45 +0000
From: Bippy M <BippyM@stingent.freemove.co.uk>
Date: Mon, 25 Jan 1999 23:02:08 +0000
Subject: GURU...

Hiya Guys,

I've got a few probs :(

I'm having probs with my Blitz Package..

Basically whenever I compile and run a program It crashes with a GURU!!
ADDRESS ERROR..

This happens in ALL my progs that use the following commands (So Far)
RTEZLoadfile
CheckAGA
Request

I have programs which use all 3 that used to compile and run.. but whenever
```

on of those commands is run it GURU's :(

Any Ideas...

My System is :

A1200

Magnum 040 + 16Mb Fast mem

PowerFlyer

4.3 Gb HD

540 Mb HD

8xCD-Rom

8xRead and 2xWrite CDR...

Any Ideas??

I've tried disabling ALL patches etc.. but no success....

Thanks in advance..

Cya

--

x-----| BippyM@Stingent.freemove.co.uk |-----x

||

|---- Stingent BBS: 24hrz 7 Dayz --- 01332 740984 ----|

|-----Stingent-----|

| - Mark Green "Bippy M" | Fido @ 2:256/306.9 | Fluffy @ 888:120/0 - |

||

x-----| BippyM@Stingent.freemove.co.uk |-----x

## 1.419 Re: GURU...

Date: Tue, 26 Jan 1999 09:08:14 +0300

From: Andrew "Notorious" Boyarintsev <bandrew@miem.edu.ru>

Organization: Looker House

Subject: Re: GURU...

Encoding: 8bit

Hello Bippy,

Tuesday, January 26, 1999, you wrote:

BM> Hiya Guys,

BM> Basically whenever I compile and run a program It crashes with a GURU!!

BM> ADDRESS ERROR..

BM> This happens in ALL my progs that use the following commands (So Far)

BM> RTEZLoadfile

BM> CheckAGA

BM> Request

---

Try to put 'Even' as the very last line.

WBR, Andrew "Notorious" Boyarintsev

member Team \*AMIGA\* <http://come.to/lkr>

... UI125:#EMHFAJEFFCVADGMDLfCDGDGFPIHfBBHILRDFRAMOIIABCOJ

...don't tell me love is just a chain... (C) E-Rotic

## 1.420 GTListviews

for blitz-list@netsoc.ucd.ie; Sun, 10 Jan 1999 15:38:58 +0000

From: Darklight <Darklight@jigsawdeziagn.demon.co.uk>

Date: Sun, 10 Jan 1999 11:03:58 -0000

Subject: GTListviews

hello blitzers,

what is the tag that makes your GTListview scroll

immediatley when using the scroll bar and arrows? and where do you put this

tag?? i remember trying this before a while ago, but it never worked! also

i've seen replies for ways to make GTCheckboxes height scalable, but i've

never ever had this working!!! example code plz.....

thanks,

James

## 1.421 GTListview-read only?

From: Curt Esser <camge@ix.netcom.com>

Date: Tue, 26 Jan 1999 06:45:13 -0500

Subject: GTListview-read only?

Hi Everybody,

I tried using the GTListview "Read\_Only" tag, but I can't get it to work.

Or maybe I don't know what it does? The listview comes up OK, but if I

click on an entry, it still changes colour. Shouldn't "Read\_Only" prevent this?

And if so, how do I get it to work?

Later..

--

"I hate quotations."

-- Ralph Waldo Emerson

Yours electronically,

Curt Esser

[camge@ix.netcom.com](mailto:camge@ix.netcom.com)

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

---

## 1.422 Re: GTListview-read only?

Date: Tue, 26 Jan 1999 05:10:17 -0800 (PST)  
 From: Thomas Cobb <thomcobb@yahoo.com>  
 Subject: Re: GTListview-read only?

---Curt Esser <camge@ix.netcom.com> wrote:

> Or maybe I don't know what it does?

Sorry, I should have included this with my last mail...

The read only tag makes the listview recessed, and you cannot select anything - it's just a list of information, like on the screenmode prefs program.

DO YOU YAHOO!?

Get your free @yahoo.com address at <http://mail.yahoo.com>

## 1.423 Re: GTListview-read only?

Paris Sun, 31 Jan 1999 00:02:25 +0100 (MET)  
 From: Jean-Marc GIGANDET <HURRICAN@wanadoo.fr>  
 Date: Sun, 31 Jan 1999 00:02:34 +0200  
 Subject: Re: GTListview-read only?

Encoding: quoted-printable

Hello Curt

#GTLV\_ReadOnly has nothing to do with that. It's #GTLV\_ShowSelected which will do the job.

If you want highlighted items, you can :

1) attach a string gadget to it like that :

```
GTString #WindowNumber,#GTStrNumber , StrXPos,StrYPos,StrWidth,=
StrHeight,"String",1,MaxLen
```

```
*DefGad.Gadget=3DGTGadPtr(#WindowNumber,#GTStrNumber)
```

```
GTags #GTLV_ShowSelected,*DefGad
```

```
GTLListView #WindowNumber,#GTLVNumber, LVXPos,LVYPos,LVWidth,LVHei=
ght,"ListView",0,LVArray()
```

2) if you don't have a string gadget attached, just give 0 when you define the GTag, like this :

```
GTags #GTLV_ShowSelected,0
```

```
GTLListView #WindowNumber,#GTLVNumber, LVXPos,LVYPos,LVWidth,LVHei=
ght,"ListView",0,LVArray()
```

If you don't want highlighted items just forget the tag !

=

Hope it'll help.

=

Regards

-- =

HURRICAN@wanadoo.fr

A1200 030/28 + 68881 + 8 Mo + Quantum 635 Mo + Wd 60 Mo + M1438S + Deskje=  
t 690C + UsR 33600.

HURRICANE, TURRICAN, well, that's a good mix. Both should visit Redmond .=  
=2E.

## 1.424 Re: GTListview not read-only?

Date: Tue, 26 Jan 1999 05:06:59 -0800 (PST)

From: Thomas Cobb <thomcobb@yahoo.com>

Subject: Re: GTListview not read-only?

Curt Esser queried...

> I tried using the GTListview "Read\_Only" tag, but I can't get it to  
work.

> Or maybe I don't know what it does? The listview comes up OK, but  
if I

> click on an entry, it still changes colour. Shouldn't "Read\_Only"  
prevent

> this?

> And if so, how do I get it to work?

I've tried using the GadtoolsBox builders and even typing in the flag  
in hex, but I couldn't get it to work either.

Thom

---

DO YOU YAHOO!?

Get your free @yahoo.com address at <http://mail.yahoo.com>

## 1.425 GTListview

via sendmail with P:esmtpr:inet\_hosts/T:smtp

(sender: <Andreas.Falkenhahn@gmx.de>)

id <m0zzIWJ-002pRhC@rhoen.regio.net>

for <blitz-list@netsoc.ucd.ie>; Sun, 10 Jan 1999 11:54:59 +0100 (MET)

(Smail-3.2.0.100 1997-Dec-8 #1 built 1997-Dec-13)

---

From: Andreas Falkenhahn <Andreas.Falkenhahn@gmx.de>

Date: Sun, 10 Jan 1999 11:50:49 +0100

Organization: Airsoft Softwair

Subject: GTListview

Hi !!

Can anyone tell me why this code doesn't generate  
a read-only gtlstview:

Window 1,.....

GTListView 1,1,.....

GtSetAttrs 1,1,#GTLV\_ReadOnly,True

AttachGTList 1,1

!?!?!? Any idea?

--

A merry christmas and a happy new year wishes

Andreas

email: Andreas.Falkenhahn@gmx.de Software Failure of Airsoft  
Softwair, Coder

WWW: <http://www.airsoft.home.pages.de> A1200/040T, 40mhz, 2.0GB HD, 18MB

Ram, 33.600 Modem

"Windows95 is bug free" Bill Gates in `95...."We fixed over 5000 bugs since  
the release of Win95" Bill Gates in `98

"AMiGA iS BACK.....BACK FOR THE FUTURE!", Pedro Tyschtschenko on the Theme  
of Amiga CD

## 1.426 Re: GTListview

for blitz-list@netsoc.ucd.ie; Sun, 10 Jan 1999 13:16:37 +0000

From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>

Organization: International House of Mojo

Date: Sun, 10 Jan 1999 13:09:17 -0000

encoding: Quoted-printable

Subject: Re: GTListview

On 10 Jan 99, at 11:50, Andreas broke out long enough to write:

> Can anyone tell me why this code doesn't generate

> a read-only gtlstview:

>

> Window 1,.....

> GTListView 1,1,.....

> GtSetAttrs 1,1,#GTLV\_ReadOnly,True

---

> AttachGTLList 1,1

You need to set the listview to read only before you create it, so you need to

do:

Window 1,...

GTTags #GTLV\_ReadOnly,True

GTLListView 1,1,.....

AttachGTLList 1,1

[ ] ^ V [ ] [ ] M =A9 M [ ] [ ] N N

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.427 Re: graphics.library

([62.136.51.8] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail9.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 0zxEtM-0001Hc-00

for blitz-list@netsoc.ucd.ie; Mon, 4 Jan 1999 18:38:16 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sun, 03 Jan 1999 19:01:05 +0000

Subject: Re: graphics.library

Toby Zuijdveld churned out \*this\* drivel :

> On 31-Dec-98, Paul set out across the seas with this message:

>

> ->Where do you point NewFDConvert at in order to convert a new

> ->graphics.library for blitz? I know to get the fd file from the amiga

> ->developers cd-rom, but where do I tell it is the graphics.library

> ->itself? It goes to libs: to look, and there is a lib by that name

> ->there. Is that it? I wasn't sure it was because i thought it was part

> ->of ROM? So how do i get it to convert for blitz?

>

> The library name you give NewFDConvert has no bearing on the output file at

> all, except to tell the .library1 file which library it is opening.

>

> It doesn't actually examine any of the library code or whatknot first. So

> just specifying "graphics.library" will be fine, because the .library1 file

> will just call a simple #OpenLibrary\_# "graphics.library",0 type of

> command, and hence the OS will look for it in ROM.

Actually, this is just a bit of a trick - all you have to do is type the

name of the library...I just did this is my version (Curt Esser's updating it) to make sure that the library is installed on the user's system! I never thought of OS library conversion...doh!

The library itself doesn't even have to be on your system to be fdconverted...

See ya,

--

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Team \*AMIGA\*, member of \*Dogbert's New Ruling Class.\*

Connected from Dundee, Scotland...

## 1.428 Grand Theft Auto?

From: "Matt Briggs" <s9225796@rothervalley.ac.uk>

Subject: Grand Theft Auto?

Date: Mon, 11 Jan 1999 15:32:41 +0300

charset="iso-8859-1"

Encoding: 7bit

Hello everyone! Did someone on this list say that they were gonna write a Grand Theft Auto clone in Blitz? I have just purchased a copy for my Playstation and it is absolutely amazing! I hope the amiga version is just as good.

See ya,

Matt Briggs.

## 1.429 Goodbye!

From: MinuteMan <atomatrix@gmx.de>

Date: Sun, 24 Jan 1999 17:44:58 +0100

Organization: Atomatrix Entertainment

Subject: Goodbye!

Hi blitzers!

I finally managed to unsubscribe from the blitz-list, because I am not coding in Blitz any more, I have changed to C++, which is a LOT nicer.

Thanks for your help in the past!

I wish you luck with your Blitz projects!

And btw, if anyone knows of a similar list for Amiga C++ developers, it would be very nice if he'd inform me ;)

Yours and Goodbye,

Lukas Hartmann

--

Atomatrix Entertainment

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## 1.430 GFXBoard palettes

From: "Anders Olausson" <olausson@surfguiden.zzn.com>

Date: Thu, 14 Jan 1999 11:59:51 -0800

Subject: GFXBoard palettes

Encoding: quoted-printable

Hi Blitzers!

I would like to thank you all for helping me with understanding how to =  
loading the palette for using  
it with a gfxboard, helped me alot.

... and Frederic Laboureur, I do dig your NCS lib =3D)

Mikkel L=D8kke, I did a lsl 24 on each colour, and it needed 3 standalo=  
ne longs (.l) per colour,

something like this:

r.l=3D34

g.l=3D210

b.l=3D16

rgbtrip1=3Dr lsl 24

rgbtrip2=3Dg lsl 24

rgbtrip3=3Db lsl 24

--

this gave me the result i needed, thanx though =3D)

Andreas.

Kraftfull Meta S=F6kning, Gratis Email, Hos SurfGuiden <http://www.surfguiden.com>

---

Skaffa din egen webbaserade E-post Tj=E4nst p=E5 <http://www.zzn.com>

## 1.431 gfx-card test

for blitz-list@netsoc.ucd.ie; Mon, 4 Jan 1999 16:37:52 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 4 Jan 99 16:36:45 +0000

Subject: gfx-card test

This is a MIME encoded multipart message. The fact that you are reading this means you don't have a MIME capable mail program. You might still be able to read part of the mail's content, but some of it may require a MIME capable mail reader to decode. Following are some URLs where

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you can find MIME-capable mail programs for common platforms:

Amiga.....: MicroDot-II <http://www.vapor.com/>

Unix.....: Metamail <ftp://ftp.bellcore.com/nsb/>

Windows/Macintosh: Eudora <http://www.qualcomm.com/>

General info about MIME can be found at:

<http://www.cis.ohio-state.edu/hypertext/faq/usenet/mail/mime-faq/top.html>

--\_<==MD23690EE1D-6AD8597E==<=\_<==

Encoding: 7bit

Hi Blitzers,

I need anyone who has a graphics-card to run this little test program for me and return the results.

It's a little program written using some Mildred routines amongst other things, and mainly I am trying to test whether a simple MBlockScroll can be used instead of WritePixelFormat8. On my Pixel64 card it does work and due to MBlockScroll using move16's on my 040/25, it runs a good few fps faster. However, to make it work I have to cludge a Mildred bitmap onto the data pointer taken from a blitz bitmap object, which was taken from the gfx-card screen.

So what I want to know is basically does it work and, if so, how fast.

If it does work you should see a screen filled with grey `M's and a single object bouncing behind it. It will do 200 iterations for each of the two output methods and then exit. Don't move the mouse around during the test as that will affect the framerate. When the test is done it should tell you the framerate achieved for each method. When the demo /starts/, you should choose a gfx-card screenmode from the requester. It should only list modes no larger than 320x256. It will also list AGA modes but if you choose one of those it will use c2p instead of gfx-card output and I don't need to know results for that.

I/We need to have results from a variety of popular graphics cards, BlizzardVision, CyberVision, Picasso2/4, Pixel64, etc. Please tell us firstly if the display seemed to have integrity, secondly what framerates you get for 320x240 gfx-card output, and finally what graphics card you are doing the test on.

Note that I restricted the modes to no larger than 320x256 because I think MBlockScroll and MScroll have some kind of bug that makes them not work properly at 640x480 (which I'm looking into).

My results for 040/25 with Pixel64 are 42fps for WPA8, and 50fps for MBlockScroll.

Thanks in advance,

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

--=\_8<==MD23690EE1D-6AD8597E==8<=\_=

Encoding: base64

Content-Disposition: attachment; filename="Test.lha"

X-MD2-FilePath: Ram Disk:Test.lha

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## 1.432 Re: GFX Cards

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sat, 02 Jan 1999 12:55:06 +0200

Organization: A97

Subject: Re: GFX Cards

Encoding: quoted-printable

X-Info: <mailto:sf@xxl.ots.dk> in case of problems!

On 01-Jan-99, Andrew wrote:

> Now I have another problem with GFX.

> How do change the palette using my GFX card?

Ah. The same way as you would normally I suspect. A friend of mine tried,= and it worked great ! Otherwise if all else fails there is allways AMiGA= OS routines.

> Can some explane to me why is when you are in a \_CGFX 8 Bit\_ screen > why is range between 0 to 63 or in a 15,16 Bit screen's it 0 to 31 and > 24 Bit screen 0 to 255?

Erm, no. But cybergraphics is wierd. If you're talking about the Commodor= e palette prefs program it's because of an error in the code. Also, 15,16= and 24 bit displays don't use palettes (It's rather a mute point to have= a palette for each displayable colour, much easier to just use it's inde= x) And I'm affraid that blitz doesn't have much (or any at all) graphics = board support. (Paul ? Fred ? If you're up to it) :o) If you really insis= t on using Cybergraphics I recomend you get the Cybergraphics SDK, it's n= ot much, I know, but it's a start, and certainly better than nothing.

Regards

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Visit : <http://members.tripod.com/~FlameDuck>=

### 1.433 Re: GFX Cards

From: "aMIGA\_dUDE" <aMIGA\_dUDE@assign.u-net.com>

Organization: Author of ProPassWord

Date: 3 Jan 99 16:38:31 +0000

Subject: Re: GFX Cards

X-Face: (\_q}6lZ;BQops9` }X~b69)+!\*BiJl\_urlMVm@7?1L%b8~r^vjuPaA+\*y\_KvLLQF.~mMmTO5@)C56oH;@6Zw(D).-Fw!a+i58

Encoding: 7bit

I now have another question, after spending most of the day trying to wright a fix for \*Val\* commaned. I started asking my self how would know if opening the screen was succesful?

IE My prefs should work all the time but say I give my prefs file to friend how can get there copy of the program running. Which should work OK. But my friend dosn't have BVision. But my prefs file is set up to use BVision. Any cool idea's out there?

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Is your Amiga safe? Or you already using ProPassWord.

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V//Amiga// Team AMIGA RC5

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603e+ 233/040 PowerUP, 32 Meg, BVision, Zip, CD-Rom. Kickstart 3.1

PortJr, Pace56 External Voice. ISP <http://www.wirenet.co.uk/>

ICQ 21765436

### 1.434 Re: GFX Cards

Date: Sun, 03 Jan 1999 22:20:04 +0100

From: Frederic Laboureur <alphasnd@sdv.fr>

Subject: Re: GFX Cards

Encoding: quoted-printable

At 16:38 03/01/99 +0000, you wrote:

>I now have another question, after spending most of the day trying to  
>wright a fix for \*Val\* commaned. I started asking my self how would  
>know if opening the screen was succesful? =20

>

>IE My prefs should work all the time but say I give my prefs file to  
>friend how can get there copy of the program running. Which should  
>work OK. But my friend dosn't have BVision. But my prefs file is set

>up to use BVision. Any cool idea's out there?

You should definitavely use the NewCommandSet which allows all this kind of stuffs... Else you have the good old method:

IsOpened =3D Peek.l(addr Screen(0))

Bye,

Fred.

PS: NCS V1.60 is near Ready !

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 ^^^^ Fr=E9d=E9ric Laboureur (Fred)

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/^ ^ u ^ n ^ ^ E-Mail Address: alphasnd@sdv.fr

(o o \_/(o o)\ \_o o)

\_/\_ /// || \ \ \_\ Only Amiga makes it possible

(o\_o)// (o o) \ (o\_o) Quality software for the Amiga

`\_-' `\_' `\_'`

F-Base TheBoss F-Bench AlphaSOUND - FANTAISIE Software (1998)

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## 1.435 Re: GFX Cards

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Tue, 05 Jan 1999 21:53:22 +0200

Organization: A97

Subject: Re: GFX Cards

Encoding: quoted-printable

X-Info: mailto:sf@xxl.ots.dk in case of problems!

Hello aMIGA\_dUDE.

On 03-Jan-99, aMIGA\_dUDE wrote:

> I now have another question, after spending most of the day trying to  
 > wright a fix for \*Val\* commaned. I started asking my self how would  
 > know if opening the screen was succesful? =

Erm, doesn't the screentags command return a True or False, depending on =  
 if the screen was opened or not ?

> IE My prefs should work all the time but say I give my prefs file to  
 > friend how can get there copy of the program running. Which should  
 > work OK. But my friend dosn't have BVision. But my prefs file is set  
 > up to use BVision. Any cool idea's out there?

Yeah, use a Screenmode requester instead. That way it won't matter anymor=

e. You can use your Bvision screen, and your friend can use whatever scre=  
en he feels like. Just a thought.

Regards

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Visit : http://members.tripod.com/~FlameDuck=
```

### 1.436 Re: Gfx Card users please help

From: Andre Beer <j.beer@abo.freiepresse.de>  
 Date: Fri, 01 Jan 1999 14:10:05 +0100  
 Organization: BEER PRODUCTIONS - Software for Amiga  
 Subject: Re: Gfx Card users please help  
 Encoding: quoted-printable

Hi Curt!  
 I've tested your screenmode requester on my new PPC-Amiga with a BVisionP=  
 PC 8  
 MB and/or AGA.  
 The requester shows up the following:  
 NTSC:LowRes  
 PAL:LowRes  
 It seems that the requester completely ignores the gfx card. =  
 I've already tested the screen requester of GeoWorld (without eliminating=

some  
screenmodes) and all AGA and CyberVision screenmodes were displayed. GeoW=  
orld  
runs fine on every gfx card mode with 8 bit and 32 colours selected.

-- =

Bye now!

Andre

-----  
\_\_ B E E R P R O D U C T I O N S

/// Andr=E9 + Ronny Beer, Siedlung 6, 09548 Deutscheinsiedel

V/// Tel. 037362/76934 - EMail j.beer@abo.freiepresse.de :-)

V// Homepage: <http://www.freiepresse.de/home/jubee>

Projects: GeoWorld - Geography on your Amiga

BlitzBasic-Developer-Site  
-----

## 1.437 GFX card palettes

From: Curt Esser <camge@ix.netcom.com>

Date: Tue, 19 Jan 1999 18:02:36 -0500

Subject: GFX card palettes

Hi Everybody,

I am attempting to convert a game to work on GFX cards, as well as standard systems. So, I have converted all graphics to be shown in a window (rather than "ShowBitmap"), and all seems to be working fine on my standard AGA system.

But now I see a discussion of LoadRGB32 - won't the standard palette commands work on a GFX card? Ie, loadpalette, use palette, etc...

If it matters, I am now using just the old ECS style colour commands, although the game works fine on an AGA machine also.

Thanks...

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

---



### 1.438 Re: GFX card palettes

for blitz-list@netsoc.ucd.ie; Wed, 20 Jan 1999 01:23:26 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 20 Jan 99 01:23:32 +0000

Subject: Re: GFX card palettes

Encoding: 7bit

Curt,

> But now I see a discussion of LoadRGB32 - won't the standard palette

> commands work on a GFX card? Ie, loadpalette, use palette, etc...

>

> If it matters, I am now using just the old ECS style colour commands,

> although the game works fine on an AGA machine also.

Well i'm using ShowPalette to a graphics card and have never had any problems with the colours :)

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

### 1.439 Re: GFX card palettes

for blitz-list@netsoc.ucd.ie; Wed, 20 Jan 1999 01:28:18 +0000

From: Daniel Allsopp <daniel@thesnakepit.demon.co.uk>

Date: Wed, 20 Jan 1999 01:29:53 +0000

Subject: Re: GFX card palettes

Hi Curt,

On 19-Jan-99, you wrote:

> Hi Everybody,

>

> I am attempting to convert a game to work on GFX cards, as well as standard

> systems. So, I have converted all graphics to be shown in a window (rather

> than "ShowBitmap"), and all seems to be working fine on my standard AGA

> system.

>

---

> But now I see a discussion of LoadRGB32 - won't the standard palette  
> commands work on a GFX card? Ie, loadpalette, use palette, etc...

Yeah they work Curt, well I use 'em in Operation: Counterstrike and they  
look fine. Instead of Use Palette though I use a function create dby Paul  
Burkey which is :

```
Statement UsePalette{scr.w,pal.w}  
LoadRGB32_ ViewPort(scr),Peek.l(Addr Palette(pal))  
End Statement
```

Which works too. Although if you want to use Use Palette, it will work on  
GFX Cards.

> If it matters, I am now using just the old ECS style colour commands,  
> although the game works fine on an AGA machine also.

Shouldn't be any problems.

> Thanks...

>

> Yours electronically,

> Curt Esser

> camge@ix.netcom.com

> [http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

>

>

>

--

Cheers,

Daniel

<tsb>E-Mail: [daniel@thesnakepit.demon.co.uk](mailto:daniel@thesnakepit.demon.co.uk)

<tsb>URL: <http://www.thesnakepit.demon.co.uk/>

<tsb>

## 1.440 Re: GFX card palettes

for blitz-list@netsoc.ucd.ie; Wed, 20 Jan 1999 18:44:28 +0000

Date: Wed, 20 Jan 1999 04:03:58 +0000

From: Paul Burkey <[burkey@bigfoot.com](mailto:burkey@bigfoot.com)>

X-Accept-Language: en

Subject: Re: GFX card palettes

Encoding: 7bit

Daniel Allsopp wrote:

> Hi Curt,

> On 19-Jan-99, you wrote:  
>> But now I see a discussion of LoadRGB32 - won't the standard palette  
>> commands work on a GFX card? Ie, loadpalette, use palette, etc...  
>  
> Yeah they work Curt, well I use 'em in Operation: Counterstrike and they  
> look fine. Instead of Use Palette though I use a function create dby Paul  
> Burkey which is :  
>  
> Statement UsePalette{scr.w,pal.w}  
> LoadRGB32\_ ViewPort(scr),Peek.l(Addr Palette(pal))  
> End Statement  
>  
> Which works too. Although if you want to use Use Palette, it will work on  
> GFX Cards.

Yes, both seem to work fine but the original showPalette command does seem to cause a strange bug on some systems. Basicly if your screen isn't

"at the front" the showPalette command doesn't always set the correct colours. This might happen if CyberGFX moved the location of the screen somewhere else when displaying another screen. CyberGFX will "juggle" screens about when it runs out of on board gfx card ram since there's a limit to the amount of super-hires 24 bit screens you can fit into a few meg. Since the Function (shown above) doesn't use any presumed (or cached values) it seems to work better. I guess it does no harm to use the OS method over the ShowPalette method anyway!

Appart from that little thing there's no real problem with palettes for 8bit (or smaller) screen modes. It's only 15, 16 and 24bit screens that are so alien!

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

## 1.441 Get rid of Robert Livesey!

From: "Matt Briggs" <s9225796@rothervalley.ac.uk>

Subject: Get rid of Robert Livesey!

Date: Wed, 6 Jan 1999 13:20:16 -0000

charset="iso-8859-1"

---

Encoding: 8bit

Hello everyone. You may know about a person called Robert Livesey S9221846@rothervalley.ac.uk ) who keeps sending abusive material to this mailing list. I know him well, and I am constantly asking him to stop this immature behaviour.

I would just like to point out that the only reason that he is doing this is because I am into programming in Blitz, and he is terribly jealous. I would also like to point out that although we share a similar e-mail address (mine being S9225796@rothervalley.ac.uk) I have nothing to do with his actions what so ever.

Like many other people on this list, I would dearly like to see Mr Livesey perminately banned from sending e-mail to this Blitz Basic mailing list and I strongly suggest that we take this matter further by contacting the administrator of this list.

Mr Livesey is currently away from college for around six weeks, and therefore will not be able to send anymore e-mails to this list for quite a while. I can only hope that when he returns from his work placement, he will have grown a brain and decided to stop sending sick material to this list.

Some people have suggested blocking out his e-mail address, however if you do decide to do this please to not accidentally block out mine to!

Let me also give you some information about Mr Livesey, (and no doubt he will lie through is back teeth to defend him-self). Robert cannot program (in any language), he is obsessed with drawing icons, and does only a tiny bit of 3D rendering, but non of it is really any good. He is also addicted to demo watching, you know, the Fairlight and MELON stuff. Basically he does absolutely no development work for the Amiga and hardly supports it at all.

Possibly we could have a petition against Robert, stating that we wish for him to be removed from the list, because no doubt he will only continue sending us e-mails full of crap until his time at college ends, which is another two years time.

Best regards,  
Matthew Briggs

---

```

,;:~;:~; / -\
.---!;' _`_1-/ Check out Super Anagram Solver from \-----
| | ( .) \ the Aminet or our web page. / ^____ _ __ |
| C· _ ^,\ \ _____ // ____// \
| T / ____ ^/ V / _ ) _ \ ^ ° //
| | _ ^ - ^ \ http://engine9.cjb.net \ _____ \ // |
| ---- \ _____ /----- V _ / -- |
| * How many of you believe in telekinesis? - Raise MY hand! * |
\-----'

```

---

**1.442 Re: Get rid of Robert Livesey!**

From: Rui Carvalho <grim@ip.pt>

Date: Wed, 06 Jan 1999 20:53:28 +0000

X-SenderInfo: 1; picture="http://www.ip.pt/~ip234558/ddds/grim.gif"

Organization: Dark Dreams Designs

Subject: Re: Get rid of Robert Livesey!

Encoding: quoted-printable

Hello Matt

Somewhere Matt Briggs wrote:

MB > Possibly we could have a petition against Robert, stating that we wish for

MB > him to be removed from the list, because no doubt he will only continue

MB > sending us e-mails full of crap until his time at college ends, which is

MB > another two years time.

I always say, if you cant beat him join him, or bounce all messages from that

email address. Imagine getting 3 billion copies of your stupid message bounced

back :)

-- =

Best Regards,

Rui Carvalho =ABgRiM=BB

\*=ABBlitz Basic Source Code Site=BB\*

#Http://www.ip.pt/~ip234558 - Last Update: 05.01.99#

+-----+

| AFM 2 - 100% - Beta Testing |

+-----+

| Bubbles Project -> 50% Complete | =

+-----+

Misfortune: A kind of fortune that never misses.

**1.443 Re: Get rid of Robert Livesey!**

From: Anton Reinauer <anton@ww.co.nz>

Date: Thu, 07 Jan 1999 13:18:26 +1300

Subject: Re: Get rid of Robert Livesey!

On 07-Jan-99, Matt Briggs wrote:

> Hello everyone. You may know about a person called Robert Livesey  
> S9221846@rothervalley.ac.uk ) who keeps sending abusive material to  
> this mailing list. I know him well, and I am constantly asking him to  
> stop this immature behaviour.  
> Possibly we could have a petition against Robert, stating that we wish  
> for him to be removed from the list, because no doubt he will only  
> continue sending us e-mails full of crap until his time at college  
> ends, which is another two years time.

We could send complaints to the college SysOP, who could give him a  
warning.

--

Anton Reinauer <anton@ww.co.nz>

## 1.444 Re: Get rid of Robert Livesey!

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Fri, 08 Jan 1999 12:45:08 +0200

Organization: A97

Subject: Re: Get rid of Robert Livesey!

Encoding: quoted-printable

On 06-Jan-99, Matt Briggs wrote:

[-snip-]

> Possibly we could have a petition against Robert, stating that we wish =  
for  
> him to be removed from the list, because no doubt he will only continue=  
> sending us e-mails full of crap until his time at college ends, which i=  
s  
> another two years time.

Argh !!! Two more years ??? Ban him, now. Also, we could all make little =  
messages like Robert Livesey is a dork pop up in our programs (hidden mes=  
sage thingy.) :o)

Regards

-- =

+++++

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Visit : http://members.tripod.com/~FlameDuck=

```

### 1.445 Re: Get rid of Robert Livesey!

From: "Andrew Guard" <aMIGA\_dUDE@assign.u-net.com>  
 Date: 10 Jan 99 08:27:50 +0000  
 Subject: Re: Get rid of Robert Livesey!  
 X-Face: (\_q}6lZ;BQops9` }X~b69)+!\*BiJl\_ur1MVm@7?1L%b8~r`vjuPaA+\*y\_KvLLQF.~mMmTO5@)C56oH;@6Zw(D}.-Fw!a+i58  
 Encoding: 7bit

Well Matt Briggs thats what you thought on the Wed, 6 Jan 1999 13:20:16 -0000 this is what I think,  
 > Hello everyone. You may know about a person called Robert Livesey  
 > S9221846@rothervalley.ac.uk ) who keeps sending abusive material to this  
 > mailing list. I know him well, and I am constantly asking him to stop this  
 > immature behaviour.  
 >  
 > I would just like to point out that the only reason that he is doing this is  
 > because I am into programming in Blitz, and he is terribly jealous. I would  
 > also like to point out that although we share a similar e-mail address (mine  
 > being S9225796@rothervalley.ac.uk) I have nothing to do with his actions  
 > what so ever.  
 >  
 Do you know who the sys-op is at rothervalley.ac.uk. As it an AC.Uk  
 they probley go down hard on this twit.

--  
--

Is your Amiga safe? Or you already using ProPassWord.

--

V//AmigaV// Team AMIGA RC5

--

603e+ 233/040 PowerUP, 32 Meg, BVision, Zip, CD-Rom. Kickstart 3.1

PortJr, Pace56 External Voice. ISP <http://www.wirenet.co.uk/>

ICQ 21765436

## 1.446 Re: Get off List ?

for blitz-list@netsoc.ucd.ie; Thu, 7 Jan 1999 21:35:43 +0000

From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>

Organization: International House of Mojo

Date: Thu, 7 Jan 1999 21:28:30 -0000

encoding: Quoted-printable

Subject: Re: Get off List ?

Does anybody keep the ezmlm response? And where do you think you're going=  
?

You'll never escape our evil clutches, mwoahahahahah...

ahem. Anyway, you want to unsubscribe from the address you subscribed with=  
(or

at least get that mails forwarded to any new address), or you won't get th=  
e

unsubscribe confirmation email.

Send an empty message to blitz-list-unsubscribe-<email>@netsoc.ucd.ie with=  
<email> replaced with your email address that you subscribed with, but the=  
@

sign is changed to a =3D sign, i.e.

blitz-list-unsubscribe-joe=3Dbloggs.co.uk@netsoc.ucd.ie

then reply to the confirmation email.

[] ^ V [] [] [] MI =A9 MI [] [] MI

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.447 Get off List ?

for blitz-list@netsoc.ucd.ie; Thu, 7 Jan 1999 19:57:20 +0000

From: Paul Morris <Comunion@plmorris.demon.co.uk>

Date: Thu, 07 Jan 1999 19:56:14 -0400



Organization: Comunion Software

Subject: Get off List ?

Hello,

How do i get off this List ??

Kind regards

--

Paul Morris

( Visit <http://www.plmorris.demon.co.uk> )

Amiga 1200 Tower

060/50 Mhz / 240 Mhz PPC , 96 MB Ram , Blizzard Vision PPC GFX Card , etc .

iMac 233 Mhz PPC 64 MB Ram, 6 MB VRam , 4 GB Hard Drive , 56 Modem , etc

## 1.448 Re: Get off List ?

From: Rui Carvalho <[grim@ip.pt](mailto:grim@ip.pt)>

Date: Fri, 08 Jan 1999 20:08:20 +0000

X-SenderInfo: 1; picture="<http://www.ip.pt/~ip234558/ddds/grim.gif>"

Organization: Dark Dreams Designs

Subject: Re: Get off List ?

Encoding: quoted-printable

Hello Paul

Somewhere Paul Morris wrote:

PM > Hello,

PM > How do i get off this List ??

Jump off a bridge!

-- =

Best Regards,

Rui Carvalho =ABgRiM=BB

\*=ABBlitz Basic Source Code Site=BB\*

#[Http://www.ip.pt/~ip234558](http://www.ip.pt/~ip234558) - Last Update: 05.01.99#

+-----+

| AFM 2 - 100% - Beta Testing |

+-----+

| Bubbles Project -> 50% Complete | =

+-----+

Common sense is the collection of prejudices acquired by age eighteen.

---

## 1.449 Re: Freq command

for blitz-list@netsoc.ucd.ie; Sun, 3 Jan 1999 21:33:53 +0000

From: "Nick Chapman" <scillo@geocities.com>

Subject: Re: Freq command

Date: Sun, 3 Jan 1999 15:37:53 -0000

charset="iso-8859-1"

Encoding: 7bit

Hi

> I'm sure there is a mistake in the above maths, however I havn't slept in

32

> hours, so I'm too damned tired to figure it out.

Sleep is good for you. So get some.

Nick / Skillo

## 1.450 Re: Freq command

for blitz-list@netsoc.ucd.ie; Sun, 3 Jan 1999 21:37:27 +0000

From: "Nick Chapman" <scillo@geocities.com>

Subject: Re: Freq command

Date: Sun, 3 Jan 1999 21:33:35 -0000

boundary="----=\_NextPart\_000\_001B\_01BE3760.B7AE63C0"

This is a multi-part message in MIME format.

-----=\_NextPart\_000\_001B\_01BE3760.B7AE63C0

charset="iso-8859-1"

Encoding: quoted-printable

Hi there, and happy new year. I've been away, but have now read the =

backlog of 500 emails from the list and am back in action. Channelmasks =

are best handled using binary.

=20

%0001 =3D Channel 0 only

%0110 =3D Channels 1 and 2 only

=20

You get the picture.

=20

Nick / skillo

-----Original Message-----

From: Peter Nightingale <rajpete@andos.freemove.co.uk>

Date: 17 December 1998 22:06

---

Subject: Freq command

=20

=20

Hi...

I'm having problems with Freq.. when I use it on channelmask 8 (only = channel 3) it stops the sample on channel 2( channelmask 4, it think)! =

Is there an alternative command I could use?

Peter Nightingale

-----=\_NextPart\_000\_001B\_01BE3760.B7AE63C0

charset="iso-8859-1"

Encoding: quoted-printable

<!DOCTYPE HTML PUBLIC "-//W3C//DTD W3 HTML//EN">

<HTML>

<HEAD>

<META content=3Dtext/html;charset=3Diso-8859-1 =

http-equiv=3DContent-Type><!DOCTYPE HTML PUBLIC "-//W3C//DTD W3 =

HTML//EN"><!DOCTYPE HTML PUBLIC "-//W3C//DTD W3 HTML//EN"><!DOCTYPE HTML =

PUBLIC "-//W3C//DTD W3 HTML//EN"><!DOCTYPE HTML PUBLIC "-//W3C//DTD W3 =

HTML//EN">

<META content=3D'MSHTML 4.72.3110.7' name=3DGENERATOR>

</HEAD>

<BODY bgColor=3D#ffffff>

<DIV><FONT size=3D2>Hi there, and happy new year. I've been away, but = have now=20

read the backlog of 500 emails from the list and am back in action. =

Channelmasks=20

are best handled using binary.</FONT></DIV>

<DIV><FONT size=3D2></FONT>&nbsp;</DIV>

<DIV><FONT size=3D2>%0001&nbsp;&nbsp;&nbsp;=3D&nbsp;&nbsp;&nbsp;=

Channel 0=20

only</FONT></DIV>

<DIV><FONT size=3D2>%0110&nbsp;&nbsp;&nbsp;=3D&nbsp;&nbsp;&nbsp;=

Channels 1 and 2=20

only</FONT></DIV>

<DIV><FONT size=3D2></FONT>&nbsp;</DIV>

<DIV><FONT size=3D2>You get the picture.</FONT></DIV>

<DIV><FONT size=3D2></FONT>&nbsp;</DIV>

<DIV><FONT size=3D2>Nick / skillo</FONT></DIV>

<BLOCKQUOTE=20

---

style="border-left: 1px solid black; margin-left: 5px; padding-left: 5px;">>

**-----Original =**

**Message-----**  
**From: =**

**Peter Nightingale &lt;**

**=**

**mailto:rajpete@andos.freemove.co.uk">rajpete@andos.freemove.co.=**

**uk**  
**To: =**

**Blitz &lt;**

**=**

**mailto:blitz-list@netsoc.ucd.ie">blitz-list@netsoc.ucd.ie**

**Date: =**

**17 December 1998 22:06**  
**Subject:**

**command**

**Hi...**

**I'm having problems with Freq.. when I use it on =**

**channelmask 8 (only channel 3) it stops the sample on channel 2( =**

**channelmask=20**

**4, it think)! Is there an alternative command I could =**

**use?**

**Peter =**

**Nightingale**

**-----=\_NextPart\_000\_001B\_01BE3760.B7AE63C0--**

## 1.451 Free Publicity For Commercial Games and Applications!

for blitz-list@netsoc.ucd.ie; Sat, 30 Jan 1999 17:12:04 +0000

From: Stuart Walker <stuart@digital-images.demon.co.uk>

Date: Sat, 30 Jan 1999 17:09:43 +0000

Subject: Free Publicity For Commercial Games and Applications!

Hello,

If anyone here is developing a commercial game/utility and has a playable

demo, I can get some free publicity for you. If you are interested, please

reply to me privately by e-mail on:Stuart@digital-images.demon.co.uk

Best Regards

Stuart Walker

Digital Images

## 1.452 Re: Free Publicity For Commercial Games and Applications!

From: Blitzwing <blitzwing@goldweb.com.au>

Date: Sun, 31 Jan 1999 14:09:23 +1000

Subject: Re: Free Publicity For Commercial Games and Applications!

Encoding: quoted-printable

> Hello,

> If anyone here is developing a commercial game/utility and has a playab=  
le

> demo, I can get some free publicity for you. If you are interested, ple=  
ase

> reply to me privately by e-mail on:Stuart@digital-images.demon.co.uk

Also I'll dedicate a web page or 2 for anything blitz related you guys mi=  
ght like.....

So email Stuart, then me at blitzwing@goldweb.com.au

Blitzwing=

## 1.453 Re: Fractal Encryption

([62.136.18.234] helo=194.152.64.35 ident=kewl)

by mail11.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 100cuT-0007K0-00

for blitz-list@netsoc.ucd.ie; Thu, 14 Jan 1999 02:53:25 +0000

From: Loki <loki@napalmdeath.freemove.co.uk>

Date: Thu, 14 Jan 1999 02:02:21 +0100

Organization: Satanic Dreams Software.

Subject: Re: Fractal Encryption

Hello Jamie

Hiya, Jamie... ,on 14-Jan-99 you wrote me about Fractal Encryption! :)

JB>> Heya,

JB>>

JB>> Fractal encryption may not be a good idea for anything under 060 with

JB>> FPU, but fractal encryption would be an awesome defense against piracy

JB>> on PPC.

Ok, Ok, ... Explain Fractal Encryption...

JB>> JB

JB>>

JB>>

Regards

---

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384

<tsb>

<tsb>\*SATANIC DREAMS FOUNDER\*

<tsb>ADMIN: admin@satanicdreams.freemove.co.uk

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>

## 1.454 Fractal Encryption

From: Jamie Bentley <sniper@technet2000.com.au>

Date: Thu, 14 Jan 1999 11:09:33 +0500

Organization: Sniper Productions

Subject: Fractal Encryption

Heya,

Fractal encryption may not be a good idea for anything under 060 with FPU,  
but fractal encryption would be an awesome defense against piracy on PPC.

JB

## 1.455 Re: Fractal Encryption

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 14 Jan 1999 17:21:31 +0200

Organization: A97

Subject: Re: Fractal Encryption

Encoding: quoted-printable

Hello Loki.

On 14-Jan-99, Loki wrote:

>>> Fractal encryption may not be a good idea for anything under 060 with=

>>> FPU, but fractal encryption would be an awesome defense against pirac=

y

---

>>> on PPC.

> Ok, Ok, ... Explain Fractal Encryption...

It is a theroretically possible way of encrypting software using imaninar=
y numbers. So far I have not seen one that couldn't be cracked or recvers=
e engineered, so there still is no point. Encryption is only effective if=
people \*don't\* have access to the encryption algorithim. In which case XO=
R encryption is exactly as effective, but less CPU intensive.

Regards

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Visit : <http://members.tripod.com/~FlameDuck>=

**1.456 Re: Fractal Encryption**

Date: Thu, 14 Jan 1999 23:12:30 +0100

From: Kai Gunter Brandt <kai.brandt@cih.uib.no>

Subject: Re: Fractal Encryption

>> Ok, Ok, ... Explain Fractal Encryption...

>

>It is a theroretically possible way of encrypting software using imaninary
numbers. So far I have not seen one that couldn't be cracked or reverse
engineered, so there still is no point. Encryption is only effective if
people \*don't\* have access to the encryption algorithim. In which case XOR

encryption is exactly as effective, but less CPU intensive.

>

>

Not 100% true. If you are using a one-way hashing routine or algorithms based on RSA or key-chippers then it's no use to have the algorithm (but it's too slow to use anyway)...

The problem with software is that you can cut out the verification routine and then it works...

So the best is to encrypt part of the executable and decrypt it "realtime" then it's not possible to make a software patch if you don't have a valid key and you don't know what the encrypted sourcecode is doing.. (then the crackers need a valid key... they have to buy the software or get a keyfile from some others)

Kai

Kai Gunter Brandt

Wanna-b Security & Cryptography Consultant

Tel. +4755940065

e-mail: kai.brandt@dataguard.no url: <http://www.dataguard.no/~kgb>

"Mary had a crypto key, she kept it in escrow,  
and everything that Mary said, the Feds were sure to know."

-- Sam Simpson, July 9, 1998

## 1.457 Re: Fractal Encryption

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Fri, 15 Jan 1999 23:41:48 +0200

Organization: A97

Subject: Re: Fractal Encryption

Encoding: quoted-printable

Hello Kai.

On 15-Jan-99, Kai Gunter Brandt wrote:

>>> Ok, Ok, ... Explain Fractal Encryption...

>> =

>> It is a theoretically possible way of encrypting software using imani=  
nary

> numbers. So far I have not seen one that couldn't be cracked or recvers=  
e



> engineered, so there still is no point. Encryption is only effective if=  
 > people \*don't\* have access to the encryption algorithm. In which case X=  
 OR  
 > encryption is exactly as effective, but less CPU intensive.  
 >> =  
 >> =  
 > Not 100% true. If you are using a one-way hashing routine or algorithm=  
 ms  
 > based on RSA or key-chippers then it's no use to have the algorithm (bu=  
 t  
 > it's too slow to use anyway)...  
 > The problem with software is that you can cut out the verification rout=  
 ine  
 > and then it works...  
 > So the best is to encrypt part of the executable and decrypt it "realti=  
 me"  
 > then it's not possible to make a software patch if you don't have a va=  
 lid  
 > key and you don't know what the encrypted sourcecode is doing.. (then th=  
 e  
 > crackers need a valid key... they have to buy the software or get a key=  
 file  
 > from some others)

No they can see what the source does by using a simple Machine code monit=  
 or. (So any geek with an A500 and an ActionReply would be able to crack t=  
 his.)

Regards

-- =

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+++++
Visit : http://members.tripod.com/~FlameDuck=

```

## 1.458 Re: Fractal Encryption

Date: Sat, 16 Jan 1999 09:29:57 +0100

From: Kai Gunter Brandt <kai.brandt@cih.uib.no>

Subject: Re: Fractal Encryption

At 11:41 PM 1/15/99 +0200, you wrote:

>Hello Kai.

>

>On 15-Jan-99, Kai Gunter Brandt wrote:

>>>> Ok, Ok, ... Explain Fractal Encryption...

>>>>

>>> It is a theroretically possible way of encrypting software using imaninary

>> encryption is exactly as effective, but less CPU intensive.

>> Not 100% true. If you are using a one-way hashing routine or algorithms

>> So the best is to encrypt part of the executable and decrypt it "realtime"

>> then it's not possible to make an software patch if you don't have a valid

>> key and you dont know what the encrypted sourcecode is doing.. (then the

>> crackers need a valid key... they have to buy the software or get a keyfile

>> from some others)

>

>No they can see what the source does by using a simple Machine code monitor. (So any geek with an A500 and an ActionReply would be able to crack this.)

>

Hmm i have to be more spesific i think...

I have all the ActionReplays for the amiga (not for A1200) i know the possibilities with theese and the "secret" code to enable some new functions..

But if you encrypt part of the executable with hmmm RSA (slow slow) and you include the decryption part in your code then it's no use with an actionreply.. Why??

You need one registration keyfile before you can use actionreply.. There

is no way to find out what the executable is doing without the valid key(if you get the key.. no prob.. use actionreplay and 'cut' away the key check part.). If you are using the encryption on a "timer with a window" then you kan take it away.. But use the encryption on some thing else...

We can have a long long talk about this... But it's possible to make the encryption so strong that the crackers need a valid key to i.e make a keyless crack... The program is then slow and you are spending more time on the encryption than your program... Make it as hard as possible no software encryption is 100% secure. Change the encryption each time. If someone needs the program then there is a crack in progres.. But if you can delay this then your "encryption" has done it's job..

Kai

Kai Gunter Brandt

Wanna-b Security & Cryptography Consultant

Tel. +4755940065

e-mail: kai.brandt@dataguard.no url: <http://www.dataguard.no/~kgb>

"Mary had a crypto key, she kept it in escrow,  
and everything that Mary said, the Feds were sure to know."

-- Sam Simpson, July 9, 1998

## 1.459 Found bug in VAL command

with SMTP id <0F4Y00MDSDJYRM@hermes.ucd.ie> for blitz-list@netsoc.ucd.ie; Sat,  
2 Jan 1999 22:09:38 +0000 (GMT)

with smtp (Exim 1.82 #2) id 0zwZEU-0002kt-00; Sat, 02 Jan 1999 22:09:44 +0000

Date: Sat, 02 Jan 1999 13:39:45 +0000

From: aMIGA\_dUDE <aMIGA\_dUDE@assign.u-net.com>

Subject: Found bug in VAL command

Organization: Author of ProPassWord

X-Face:

(\_q}6lZ;BQops9` }X~b69)+\*BiJl\_urlMVm@7?1L%b8~r^vjuPaA+\*y\_KvLLQF.~mMmTO5@)C56oH;@6Zw(D)}.-Fw!a+i58GajsiC\$

This is a MIME encoded multipart message. The fact that you are reading this means you don't have a MIME capable mail program. You might still be able to read part of the mail's content, but some of it may require a MIME capable mail reader to decode. Following are some URLs where you can find MIME-capable mail programs for common platforms:

Amiga.....: MicroDot-II <http://www.vapor.com/>

Unix.....: Metamail <ftp://ftp.bellcore.com/nsb/>

Windows/Macintosh: Eudora <http://www.qualcomm.com/>

General info about MIME can be found at:

<http://www.cis.ohio-state.edu/hypertext/faq/usenet/mail/mime-faq/top.html>

--\_ =8<==MD2368E21A1-4ABB1093==8<=\_ =

Encoding: 7bit

Say that in string you have

1086455811

Then you process it Val commaned you will get back

1086455808

Has any one got way round this? It must be stored as an String (TEXT)  
due to way my config system works. The number if you are wondering is  
for my BVision GFX card.

--

--

Is your Amiga safe? Or you already using ProPassWord.

--

V//Amiga// Team AMIGA RC5

--

603e+ 233/040 PowerUP, 32 Meg, BVision, Zip, CD-Rom. Kickstart 3.1

PortJr, Pace56 External Voice. ISP <http://www.wirenet.co.uk/>

ICQ 21765436

--\_ =8<==MD2368E21A1-4ABB1093==8<=\_ =

Encoding: plain (7/8 bit)

Content-Disposition: attachment; filename="Val-Bug.ASCII"

X-MD2-FilePath: Ram Disk:Val-Bug.ASCII

Stn\$="1086455811"

VL.1=Val(Stn\$)

NPrint "String "+Stn\$

Print "Value "

NPrint VL.1

NPrint "To exit, press mouse button"

Repeat

Delay\_(1)

Until Joyb(0)=1

End

--\_ =8<==MD2368E21A1-4ABB1093==8<=\_ =--

(end of MIME multipart message)

## 1.460 Re: Found bug in VAL command

From: Anton Reinauer <anton@ww.co.nz>

Date: Sun, 03 Jan 1999 14:20:24 +1300

Subject: Re: Found bug in VAL command

On 03-Jan-99, aMIGA\_dUDE wrote:

> Say that in string you have

> 1086455811

> Then you process it Val commaned you will get back

> 1086455808

>

> Has any one got way round this? It must be stored as an String (TEXT)

> due to way my config system works. The number if you are wondering is

> for my BVision GFX card.

I think it doesn't like Longs or doubles- you may have to write your own routine, peeking into the string and converting it :-/

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.1)  
<<http://www.ww.co.nz/home/anton>>

## 1.461 Re: Found bug in VAL command

From: Curt Esser <camge@ix.netcom.com>

Date: Sun, 03 Jan 1999 01:56:28 -0500

Subject: Re: Found bug in VAL command

Warning: This is a message in MIME format. Your mail reader does not support MIME. Some parts of this message will be readable as plain text.

To see the rest, you will need to upgrade your mail reader.

--BOUNDARY.1748320664.3

Hi aMIGA\_dUDE

On 02-Jan-99, aMIGA\_dUDE wrote:

> Say that in string you have

> 1086455811

> Then you process it Val commaned you will get back

> 1086455808

>

> Has any one got way round this? It must be stored as an String (TEXT)  
 > due to way my config system works. The number if you are wondering is  
 > for my BVision GFX card.

I just made a function to correct this a few days ago :)

It uses the system's StrToLong command, which does give correct results.

Here it is.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

--BOUNDARY.1748320664.3

Content-Disposition: attachment; filename="value.asc"

;camge@ix.netcom.com

;last modified Jan 1 1999

;returns correct value for ALL input strings

Function.l value{input\$}

valu.l=0 ;long for value to be put into

chars.w=StrToLong\_(&input\$,&valu)

Function Return valu

End Function

;------

;===== Example: =====

test\$="1087504386" ;Blitz can't do this one right

Bltz\$=Hex\$(Val(test\$)) ;Blitz's answer

Our\$=Hex\$(value{test\$}) ;our function's answer

NPrint "Correct answer is : \$40D20002"

NPrint "Blitz's Val() says: \$",Bltz\$

NPrint "our value{ } says : \$",Our\$

MouseWait

End

--BOUNDARY.1748320664.3--

## 1.462 Re: Found bug in VAL command

From: "aMIGA\_dUDE" <aMIGA\_dUDE@assign.u-net.com>

Organization: Author of ProPassWord

Date: 3 Jan 99 16:28:54 +0000

Subject: Re: Found bug in VAL command

X-Face: (\_q}6lZ;BQops9` }X~b69)+!\*BiJl\_urlMVm@7?1L%b8~r^vjuPaA+\*y\_KvLLQF.~mMmTO5@)C56oH;@6Zw(D).-Fw!a+i58

This is a MIME encoded multipart message. The fact that you are reading this means you don't have a MIME capable mail program. You might still be able to read part of the mail's content, but some of it may require a MIME capable mail reader to decode. Following are some URLs where you can find MIME-capable mail programs for common platforms:

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Unix.....: Metamail <ftp://ftp.bellcore.com/nsb/>

Windows/Macintosh: Eudora <http://www.qualcomm.com/>

General info about MIME can be found at:

<http://www.cis.ohio-state.edu/hypertext/faq/usenet/mail/mime-faq/top.html>

--=\_8<==MD2368F9AC6-79DAC23==8<=\_=

Encoding: 7bit

Well Anton Reinauer thats what you thought on the Sun, 03 Jan 1999 14:20:24 +1300 this is what I think,

> On 03-Jan-99, aMIGA\_dUDE wrote:

>> Say that in string you have

>> 1086455811

>> Then you process it Val commaned you will get back

>> 1086455808

>>

>> Has any one got way round this? It must be stored as an String (TEXT)

>> due to way my config system works. The number if you are wondering is

>> for my BVision GFX card.

>

> I think it doesn't like Longs or doubles- you may have to write your

> own routine, peeking into the string and converting it :-/

>

So I did! And found out something rather intresting to.

--

--

Is your Amiga safe? Or you already using ProPassWord.

--

V//AmigaV// Team AMIGA RC5

--

603e+ 233/040 PowerUP, 32 Meg, BVision, Zip, CD-Rom. Kickstart 3.1

PortJr, Pace56 External Voice. ISP <http://www.wirenet.co.uk/>

ICQ 21765436

--=\_8<==MD2368F9AC6-79DAC23==8<=\_=

Encoding: plain (7/8 bit)

---

```
Content-Disposition: attachment; filename="Val-Bug-Fix.ASCII"
X-MD2-FilePath: Ram Disk:Val-Bug-Fix.ASCII
SStringToVal$="1086455811" ;The number that gave all the problems, a screen type for BVision (CGFX)
NPrint "The old, bugey way of doing it"
NPrint "String Val "+SStringToVal$
Print "Value Val "
SStringToValOLD.l=Val(SStringToVal$) ;This will return the wrong value
NPrint SStringToValOLD
Gosub ProcStringToVal
;Andrew Guard cool solution
NPrint Chr$(10)+"It's by aMIGA_dUDE so must work :)"
NPrint "String AD "+SStringToVal$
NPrint "Value AD "+Str$(SStringToVal.l)
Gosub ProcStringToValBUG
;Andrew Guard cool solution
NPrint Chr$(10)+"It's by aMIGA_dUDE so must not work :("
NPrint "String BUG "+SStringToVal$
NPrint "Value BUG "+Str$(SStringToVal.l)
NPrint "Now where have I seen that before?"
NPrint Chr$(10)+"To exit, press mouse button"
Repeat
Delay_(1) ;This way is lot better then MouseWait, lower CPU usage
Until Joyb(0)=1 ;This is mouse port checking for left button
End
ProcStringToVal:
;This has to be done due a bug in Val commaned
;The Val commaned returns wrong number on long words
; Andrew Guard aMIGA_dUDE@assign.u-net.com
; 03/Jan/1999
;Incoming SStringToVal$
;Outgoing SStringToVal.l
;Reserved SStringToValLen.b
; SStringToValLoc.b
; SStringToValM.b
; SStringToValNum.b
; SStringToValDump.l
SStringToValLen.b=Len(SStringToVal$) ;The lenght of String to convert
SStringToValLoc.b=1 ;Location of the STRING which being processed
SStringToVal.l=0 ;Reseting the value
```

---



---

```
If Mid$(SStringToVal$,1,1)="-" ;Checking to see if it is a negtive number
SStringToValM.b=True
SStringToValLoc+1 ; It is a negtive number so we must process the next string
Else
SStringToValM.b=False
EndIf
Repeat
SStringToValNum.b=Val(Mid$(SStringToVal$,SStringToValLoc,1)) ;Converting String to Value
SStringToVal.l+SStringToValNum.b ;Add the Value to main Value
If SStringToValLoc<SStringToValLen Then SStringToVal*10 ;Moving the number a long
;There is faster way of doing this in assembly but that's keep it simple for now
SStringToValLoc+1
Until SStringToValLoc>SStringToValLen
If SStringToValM=True ;Turn the number in to negitive one if it has to be
SStringToValDump.l=SStringToVal.l
SStringToVal.l=0-SStringToValDump.l
EndIf
Return
ProcStringToValBUG:
;Stange, but true? This versions dosn't work correctley.
;The Val commaned returns wrong number on long words
; Andrew Guard aMIGA_dUDE@assign.u-net.com
; 03/Jan/1999
;Incoming SStringToVal$
;Outgoing SStringToVal.l
;Reserved SStringToValLen.b
; SStringToValLoc.b
; SStringToValM.b
; SStringToValNum.b
; SStringToValDump.l
SStringToValLen.b=Len(SStringToVal$) ;The lenght of String to convert
SStringToValLoc.b=1 ;Location of the STRING which being processed
SStringToVal.l=0 ;Reseting the value
If Mid$(SStringToVal$,1,1)="-" ;Checking to see if it is a negtive number
SStringToValM.b=True
SStringToValLoc+1 ; It is a negtive number so we must process the next string
Else
SStringToValM.b=False
EndIf
```

---

```

Repeat
SStringToVal.l+Val(Mid$(SStringToVal$,SStringToValLoc,1)) ;Converting String to Value
; SStringToVal.l+SStringToValNum.b ;Add the Value to main Value
If SStringToValLoc<SStringToValLen Then SStringToVal*10 ;Moving the number a long
;There is faster way of doing this in assembly but that's keep it simple for now
SStringToValLoc+1
Until SStringToValLoc>SStringToValLen
If SStringToValM=True ;Turn the number in to negative one if it has to be
SStringToValDump.l=SStringToVal.l
SStringToVal.l=0-SStringToValDump.l
EndIf
Return
--=_8<==MD2368F9AC6-79DAC23==8<=_8--
(end of MIME multipart message)

```

### 1.463 Re: Found bug in VAL command

From: Marc Le Douarain <mavati@club-internet.fr>

Date: Sun, 03 Jan 1999 18:19:28 +0100

Subject: Re: Found bug in VAL command

Hello Blitzers...

> I just made a function to correct this a few days ago :)

>

> It uses the system's StrToLong command, which does give correct results.

Here is my routine to give a good result, but Curt's One is the shorter !

It's the function I use in Marryampic for the ID screen-mode...

```
Function.l ValHexa8Digits{CHAINED$}
```

```
LGT=Len(CHAINED$)
```

```
NBR.l=0
```

```
I=1
```

```
Repeat
```

```
CAR.b=Asc(Mid$(CHAINED$,I,1))
```

```
If CAR.b>$40
```

```
CAR.b=CAR.b-65+10
```

```
Else
```

```
CAR.b=CAR.b AND $f
```

```
End If
```

```
NBR.l=NBR.l+CAR.b
```

```
If I<LGT
```

```
NBR.I=NBR.I*16
End If
I+1
Until I>LGT
Function Return NBR.I
End Function
Tchao !
--
Marc Le Douarain
"mavati@clu-internet.fr"
```

### 1.464 For David McMinn

for blitz-list@netsoc.ucd.ie; Mon, 4 Jan 1999 16:41:08 +0000  
From: Stuart Walker <stuart@digital-images.demon.co.uk>  
Date: Sun, 03 Jan 1999 22:40:29 +0000  
Subject: For David McMinn

Hello,

Sorry, I don't have your new e-mail address (a lovely big hard disk failure deleted it which is why I am asking from the list), but would you be able to send me the source code for that RTGMaster example to

Stuart@digital-images.demon.co.uk

Have a great new year.

Best Regards

Stuart Walker

Digital Images

### 1.465 Re: For David McMinn

From: Toby Zuidveld <hotcakes@abacus.net.au>  
Date: Wed, 06 Jan 1999 16:56:06 +0500  
Organization: =?iso-8859-1?Q?Res=A1stance?=  
Subject: Re: For David McMinn

Encoding: quoted-printable

On 04-Jan-99, Stuart Walker set out across the seas with this message:

->send me the source code for that RTGMaster example to

Oh, me too, pretty please ;]

-- =

\*\*\*\*\*

---

\*\*\* CAT TAG \*\*\* I'm an analog man in a digital world

\*\*\*\*\*

-----^--

\_\_\_\_\_v\_\_\_\_\_^\_\_\_\_ -- Toby Zuidveld --

\\_\_\_\_=ACV. \_\_\_\_\_/

l) \_^\_\_\_\_ v\ -EMail : mailto:hotcakes@abacus.net.au-

!! |=AC\\ \ - HTTP : http://abacus.net.au/hotcakes

l\_| // \_\_\_\_\_ // \_\_\_\_ // [ Last updated : 02=B701=B799 ]

!\_\_\_\_/VDTN.V

## 1.466 Finding Disk Sizes

for blitz-list@netsoc.ucd.ie; Mon, 18 Jan 1999 19:14:18 +0000

From: Stuart Walker <stuart@digital-images.demon.co.uk>

Date: Mon, 18 Jan 1999 19:09:25 +0000

Subject: Finding Disk Sizes

Hello,

How do you find the size of a disk in Bytes? Eg.The RAM disk, a hard disk partition etc.

Best Regards

Stuart Walker

Digital Images

## 1.467 Re: Finding Disk Sizes

From: Rick Hodger <rick.thehub@bigfoot.com>

Date: Mon, 18 Jan 1999 19:40:52 +0000

Organization: Pagan Software

Subject: Re: Finding Disk Sizes

On 18-Jan-99, Stuart Walker wrote:

> How do you find the size of a disk in Bytes? Eg.The RAM disk, a hard disk  
> partition etc.

I forget what the commands are, but it's one of the Elmore libs that comes with Blitz2.1 (Quick note btw, you can't detect the size of the RAM disk because the RAM disk is always 100% full, it allocates RAM as and when it needs it).

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>

<sb>Visit us at <http://www.thehub.u-net.com>  
<sb>EMail us at [pagan@thehub.u-net.com](mailto:pagan@thehub.u-net.com)/  
<sb>"Dafel: Bloodline" - The most acomplished RPG ever!  
<sb>  
<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick  
<sb>Team \*AMIGA\*  
<sb>  
<sb>The light at the end of the tunnel is the headlight of the oncoming train.

## 1.468 Re: Finding Disk Sizes

From: Curt Esser <[camge@ix.netcom.com](mailto:camge@ix.netcom.com)>  
Date: Mon, 18 Jan 1999 18:46:59 -0500  
Subject: Re: Finding Disk Sizes  
Hi Stuart  
On 18-Jan-99, Stuart Walker wrote:  
> Hello,  
>  
> How do you find the size of a disk in Bytes? Eg.The RAM disk, a hard disk  
> partition etc.  
There is some commands in the Elmore.library for this. Look at the docs for  
the Elmore libraries.  
Yours electronically,  
Curt Esser  
[camge@ix.netcom.com](mailto:camge@ix.netcom.com)  
[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

## 1.469 Re: Finding Disk Sizes

([195.92.234.187] helo=allhours.karoo.co.uk ident=kartkexy)  
by svr-a-05.core.theplanet.net with smtp (Exim 2.02 #2)  
id 102k0N-0003JD-00  
for blitz-list@netsoc.ucd.ie; Tue, 19 Jan 1999 22:52:15 +0000  
From: Thomas Newsom <[thomas.newsom@allhours.karoo.co.uk](mailto:thomas.newsom@allhours.karoo.co.uk)>  
Date: Tue, 19 Jan 1999 20:36:52 +0100  
Organization: The Open All Hours BBS @ +44-(0)1482-345494 & +44-(0)1482-447576 24 hours  
Subject: Re: Finding Disk Sizes  
On 18-Jan-99, Rick Hodger wrote:  
> On 18-Jan-99, Stuart Walker wrote:

---

>> How do you find the size of a disk in Bytes? Eg. The RAM disk, a hard disk  
>> partition etc.

> I forget what the commands are, but it's one of the Elmore libs that comes  
> with Blitz2.1 (Quick note btw, you can't detect the size of the RAM disk  
> because the RAM disk is always 100% full, it allocates RAM as and when it  
> needs it).

Getting the files sizes of anything in RAM: then adding them together should  
yield the correct size of RAM: used. Freespace in RAM: will always be  
whatever RAM you have in your machine minus a few bytes, minus the figure  
from the size used.

Runtime could be saved by getting the dir sizes of any directories that may  
exist instead of collating files within directories.

The following bit of code should give you some pointers, it uses commands  
from elmoredoslib, it's not entirely accurate but does the job.

```
t=AnalyzeDisk("RAM:")
```

```
If t
```

```
diskcap.l=DiskCapacity
```

```
diskuse.l=DiskUsed
```

```
diskfre.l=DiskFree
```

```
EndIf
```

```
NPrint Str$(diskcap)+" Total Bytes"
```

```
NPrint Str$(diskuse)+" Used Bytes"
```

```
NPrint Str$(diskfre)+" Free bytes"
```

```
End
```

```
Cheers
```

```
--
```

```
Tom.
```

AKA The Jeepster - An AMIGA BBS and proud of it! - MEMBER <:> \*Team AMIGA\*

Email : Jeepster@allhours.karoo.co.uk <-> <http://www.karoo.net/allhours>

ICOA Member <:> ICOA Installer WG Member <:> The Grimms one's Beta Tester!

## 1.470 Re: Finding Disk Sizes

From: Curt Esser <camge@ix.netcom.com>

Date: Tue, 19 Jan 1999 15:46:10 -0500

Subject: Re: Finding Disk Sizes

Hi Rick

On 18-Jan-99, Rick Hodger wrote:

> On 18-Jan-99, Stuart Walker wrote:

>

>> How do you find the size of a disk in Bytes? Eg. The RAM disk, a hard disk

>> partition etc.

>

> I forget what the commands are, but it's one of the Elmore libs that comes

> with Blitz2.1 (Quick note btw, you can't detect the size of the RAM disk

> because the RAM disk is always 100% full, it allocates RAM as and when it

> needs it).

On the other hand, the potential size of the RAM: disk is the entire remaining amount of free memory, which you can easily get from

Intuition...

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

## 1.471 FileInfoBlock stuff...

([62.136.126.178] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail9.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 105u9C-0004FV-00

for blitz-list@netsoc.ucd.ie; Thu, 28 Jan 1999 16:18:26 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Thu, 28 Jan 1999 15:18:12 +0000

Subject: FileInfoBlock stuff...

Warning: This is a message in MIME format. Your mail reader does not support MIME. Some parts of this message will be readable as plain text.

To see the rest, you will need to upgrade your mail reader.

--BOUNDARY.1748447456.2

Hi all,

I've got a problem with reading information from the fileinfoblock structure.

I got the main part of the program from somewhere (the list?)

and it can read whether a selected item is a file or a directory,

but it refuses to read anything else (I'm trying to get the filename and protection bits here)...

Anyone tell what I'm doing wrong?

The problem is down at the .PROBLEM label ;)

Thanks in advance ;)

See ya,

--

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

Connected from Dundee, Scotland.

(<http://surf.to/all-hail/>)

--BOUNDARY.1748447456.2

Content-Disposition: attachment; filename="FileInfoBlock.asc"

Content-Description: Can't read the damn fileinfoblock properly!!!

Function.s ASLFileRequest{title\$,pathname\$,filename\$,pat\$}

\*scr.Screen=Peek.l(Addr Screen(Used Screen))

top.w=0

left.w=0

width.w=ScreenWidth/2 ; remove /2 for full-screen requester! ;)

height.w=ScreenHeight

Dim Tags.TagItem(10)

Tags(0)\ti\_Tag=#ASLFR\_Screen,\*scr

Tags(1)\ti\_Tag=#ASLFR\_InitialPattern,&pat\$

Tags(2)\ti\_Tag=#ASLFR\_TitleText,&title\$

Tags(3)\ti\_Tag=#ASLFR\_InitialFile,&filename\$

Tags(4)\ti\_Tag=#ASLFR\_InitialDrawer,&pathname\$

Tags(5)\ti\_Tag=#ASLFR\_InitialLeftEdge,left

Tags(6)\ti\_Tag=#ASLFR\_InitialTopEdge,top

Tags(7)\ti\_Tag=#ASLFR\_InitialWidth,width

Tags(8)\ti\_Tag=#ASLFR\_InitialHeight,height

Tags(9)\ti\_Tag=#TAG\_END,0

\*filereq.FileRequester=AllocAslRequest\_(#ASL\_FileRequest,&Tags(0))

If \*filereq

ok.l=AslRequest\_(\*filereq,&Tags(0))

If ok

f\$=Peek.s(\*filereq\fr\_Drawer)

If f\$<>" " Then If Right\$(f\$,1)<>":" AND Right\$(f\$,1)<>"/" Then f\$=f\$+"/"

f\$=f\$+Peek.s(\*filereq\fr\_File)

EndIf

FreeAslRequest\_(\*filereq)

EndIf

Function Return f\$



```

End Function
FindScreen 0
.GetFile
f$ = ASLFileRequest{"Select a file/directory :", "RAM:", "", ""}
If f$="" Then End
DEFTYPE .FileInfoBlock fib
lock.l=Lock_(&f$, #ACCESS_READ)
If Examine_(lock, fib) <> 0
If fib\fib_DirEntryType < 0
Request "", "It's a file!", "OK"
Else
Request "", "It's a directory!", "OK"
EndIf
;*****
.
.PROBLEM
; why doesn't this work?!
Request "", "File comment : "+Peek$(fib\fib_Comment), "OK"
Request "", "File name : "+Peek$(fib\fib_FileName), "OK"
;*****
Else Request "", "Couldn't get lock!", "OK"
EndIf
Goto GetFile
--BOUNDARY.1748447456.2--

```

## 1.472 Re: FileInfoBlock stuff...

28 Jan 99 16:56:50 0

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Thu, 28 Jan 1999 16:56:43 -0000

encoding: Quoted-printable

Subject: Re: FileInfoBlock stuff...

You need to use &fib\fib\_FileName, and &fib\fib\_Comment as they are both arrays of bytes, which are embedded in the structure, not pointers.

l) ^ V ][ l) Ml =A9 Ml ][ M M

d.mcminn@eee.rgu.ac.uk ICQ=3D16827694

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

**1.473 fast ram**

From: "C.J.R.Jarvis" <C.J.R.Jarvis@wkac.ac.uk>

Subject: fast ram

Date: Mon, 18 Jan 1999 12:12:37 -0000

charset="iso-8859-1"

Hello there,

please can people say about the possibility of having all game elements from fast ram? Using the 2mb of chip is a real pain in the arse, and since I have 2mb chip and 20mb fast it seems better. Ta.

Chris

**1.474 Re: fast ram**

18 Jan 99 12:41:45 0

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Mon, 18 Jan 1999 12:41:35 -0000

encoding: Quoted-printable

Subject: Re: fast ram

On 18 Jan 99, at 12:12, C.J.R.Jarvis wrote:

> Hello there,

> please can people say about the possibility of having all game

> elements from fast ram? Using the 2mb of chip is a real pain in the arse=

> and since I have 2mb chip and 20mb fast it seems better. Ta.

Its easy(!) enough for graphics - you can draw everything on bitmaps in fastram then copy it to chip for your display. And you only need one bitma= p in

chip, as your double buffering will be done in fastram. However, you'll ne= ed to

use custom blitting and drawing commands that use the processor, as the bl= itter

won't be able to access fastram - I think Mildred does this sort of stuff.

It may be possible to do sound the same way - have them loaded into fast,= and

when required, copy them into chip and then play them. AHI would probably = be

able to do this for you, as well as support sound cards.

l) ^ V ][ l) Ml =A9 Ml ][ M Nl

d.mcminn@eee.rgu.ac.uk ICQ=3D16827694

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

### 1.475 Re: fast ram

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Mon, 18 Jan 1999 23:56:14 +0200

Organization: A97

Subject: Re: fast ram

Encoding: quoted-printable

Hello C.J.R.Jarvis.

On 18-Jan-99, C.J.R.Jarvis wrote:

> Hello there,  
 > please can people say about the possibility of having all game  
 > elements from fast ram? Using the 2mb of chip is a real pain in the ars=  
 e,  
 > and since I have 2mb chip and 20mb fast it seems better. Ta.

Ah well time for another advertisment run for Mildred. :o)

If you don't have some grudge against chunky bitmaps, and high processor = requirements, I would recommand you use Mildred.

It really is that good. I'm using it for several projects ATM.

Regards

-- =

+++++

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/ - \ | V V V | | \_

+++++

Visit : <http://members.tripod.com/~FlameDuck=>

## 1.476 Executing programs from memory?

From: "Matt Briggs" <s9225796@rothervalley.ac.uk>

Subject: Executing programs from memory?

Date: Mon, 11 Jan 1999 12:47:15 -0000

charset="iso-8859-1"

Encoding: 8bit

Yo Blitzers!

Does anyone know how to execute a program from a memory location? i.e. I wish to INCBIN an exe file and then run it from memory. Anyone know how?

Thanks.

Best regards,

Matt Briggs.

---

```
,,,,,, / -\
.--!;' _`_l-/ Check out Super Anagram Solver from \-----
| | (.). \ the Aminet or our web page. / ^____ _
| C· _ -, \ _____ // ____// \
| T / ____ ^V / _)_ \ _ ° //
| | _ ' -- ^ \ http://engine9.cjb.net \ _____ \ / / |
| ---- \ _____ / ----- V _ / -- |
| * How many of you believe in telekinesis? - Raise MY hand! * |
`-----'`
```

## 1.477 Re: Executing programs from memory?

(Eudora Internet Mail Server 2.2); Sat, 12 Dec 1998 13:59:25 +0100

Date: Mon, 11 Jan 1999 14:18:09 +0100

From: Manfred Linzner <manfred.linzner@munich.netsurf.de>

X-Accept-Language: en

Subject: Re: Executing programs from memory?

Encoding: 8bit

Matt Briggs wrote:

>

> Yo Blitzers!

>

> Does anyone know how to execute a program from a memory location? i.e. I

> wish to INCBIN an exe file and then run it from memory. Anyone know how?

> Thanks.

>

> Best regards,

> Matt Briggs.

Ît's pretty simple, but you cant use INCBIN.

The way to go is using the LOADSEG\_() commando!

This will load the exe file with all neded allocation and relocation. You will get passed a bcl pointer to your code. When finished with the stuff you have todo UNLOADSEG\_().

--

+\*

Manfred Linzner aka Pink/abYSs

Email: manfred.linzner@munich.netsurf.de

AMIGA,PC,CGB,BB2,C++,68xASM.PT,FT2,AHX,Himex

<http://homepages.munich.netsurf.de/Manfred.Linzner/>

created:HiMeX,AHX,PreTracker,R.o.t.R 1+2,WildLife..

+\*

## 1.478 Executing Programmes

for blitz-list@netsoc.ucd.ie; Wed, 6 Jan 1999 16:44:06 +0000

From: Stuart Walker <stuart@digital-images.demon.co.uk>

Date: Wed, 06 Jan 1999 16:43:38 +0000

Subject: Executing Programmes

Hello,

Does anybody know how to execute another programme using a blitz programme.

Eg.How would I load and execute IBrowse or YAM from within a Blitz

programme? Also, does anyone know if there is a way to execute DOS commands

such as assign etc. within Blitz?

Best Regards

Stuart Walker

Digital Images

## 1.479 Re: Executing Programmes

From: mike.child@sbu.ac.uk

Date: Wed, 6 Jan 1999 17:08:16 +0000

Subject: Re: Executing Programmes

Execute\_ "Work:NetApps/IBrowse",0,0

(with correct path of course)

Execute\_ will do any DOS command to. Usually best to use a string, so you can build quotes into it as required:

```
e$="Run SYS/Utilities/Visage "+chr$(34)+"file name with spaces"+chr$(34)
```

```
Execute_ e$,0,0
```

(Would start Visage as a separate process)

(assuming Visage is in SYS:Utilities/ of course)

Hope it helps

Mike Child

## 1.480 Re: Executing Programmes

([62.136.75.117] helo=194.152.64.35 ident=kewl)

by mail11.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 0zxyJ6-0000rB-00

for blitz-list@netsoc.ucd.ie; Wed, 6 Jan 1999 19:07:52 +0000

From: Loki <loki@napalmdeath.freemove.co.uk>

Date: Wed, 06 Jan 1999 19:03:50 +0000

Organization: Satanic Dreams Software.

Subject: Re: Executing Programmes

Hello Stuart

Hiya, Stuart... ,on 06-Jan-99 you wrote me about Executing Programmes! :)

SW>> Hello,

SW>>

SW>> Does anybody know how to execute another programme using a blitz

SW>> programme. Eg.How would I load and execute IBrowse or YAM from within a

SW>> Blitz programme? Also, does anyone know if there is a way to execute DOS

SW>> commands such as assign etc. within Blitz?

There are several different ways to do this..

The easiest being to use:

```
#Exec# "YAM:YAM"
```

This requires a third party library (I'm not sure which it is,..?) But if it doesn't TOKEN, you could use this:

```
EXE$="YAM:YAM"
```

```
#Execute_# &EXE$,#Peek#.1(#Addr File#(0)),0
```

To do an assign, If I remember rightly, you can just use:

```
#If Assign#("YAM","DH1:Comms/YAM")=#False#
```

```
TMP=#Request#("Error","Could NOT assign!","DOH!!!")
```

```
#EndIf#
```

(I'm sorry, I don't know if the "#Assign#" command is part of a third party library either.). But of course if that doesn't work you could always

Execute the C:Assign command.

SW>> Best Regards

SW>>

SW>> Stuart Walker

SW>>

SW>> Digital Images

SW>>

SW>>

SW>>

Regards

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: [loki@napalmdeath.freemove.co.uk](mailto:loki@napalmdeath.freemove.co.uk)

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384

<tsb>

<tsb>\*SATANIC DREAMS FOUNDER\*

<tsb>ADMIN: [admin@satanicdreams.freemove.co.uk](mailto:admin@satanicdreams.freemove.co.uk)

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>

## 1.481 Re: Executing Programmes

From: Rui Carvalho <[grim@ip.pt](mailto:grim@ip.pt)>

Date: Wed, 06 Jan 1999 21:01:40 +0000

X-SenderInfo: 1; picture="http://www.ip.pt/~ip234558/ddds/grim.gif"

Organization: Dark Dreams Designs

Subject: Re: Executing Programmes

Encoding: quoted-printable

Hello Stuart

Somewhere Stuart Walker wrote:

SW > Hello,

SW > Does anybody know how to execute another programme using a blitz programme.

SW > Eg.How would I load and execute IBrowse or YAM from within a Blitz  
 SW > programme? Also, does anyone know if there is a way to execute DOS c=  
 ommands  
 SW > such as assign etc. within Blitz?  
 Try using Execute\_"command line here",0,0  
 Example -> Execute\_"Yam:Yam hide",0,0  
 -- =

Best Regards,

Rui Carvalho =ABgRiM=BB

\*=ABBlitz Basic Source Code Site=BB\*

#Http://www.ip.pt/~ip234558 - Last Update: 05.01.99#

+-----+

| AFM 2 - 100% - Beta Testing |

+-----+

| Bubbles Project -> 50% Complete | =

+-----+

Everything should be made as simple as possible, but not simpler.

## 1.482 Re: Executing Programmes

([62.136.15.152] helo=194.152.64.35 ident=stingent)

by mail2.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 0zy2W6-0006rZ-00

for blitz-list@netsoc.ucd.ie; Wed, 6 Jan 1999 23:37:34 +0000

From: Bippy M <BippyM@stingent.freemove.co.uk>

Date: Wed, 06 Jan 1999 23:29:49 +0000

Subject: Re: Executing Programmes

Howdy Loki

On 06-Jan-99, Loki wrote:

> #Exec# "YAM:YAM"

>

> This requires a third party library (I'm not sure which it is,..?) But if

> it doesn't TOKEN, you could use this:

>

> EXE\$="YAM:YAM"

> #Execute\_# &EXE\$,#Peek#.l(#Addr File#(0)),0

>

> To do an assign, If I remember rightly, you can just use:

>



```
> #If Assign#("YAM","DH1:Comms/YAM")=#False#
> TMP=#Request#("Error","Could NOT assign!","DOH!!")
> #EndIf#
Hiya there, Oki here is my query!
How do you include an EXE such as say CPU in your code and then run it from
there?
eg.. My program calls CPU and executes it, but instead of using exe from C:
it is included within the program?
Ideas?
```

```
--
x-----| BippyM@Stingent.freemove.co.uk |-----x
||
|---- Stingent BBS: 24hrz 7 Dayz --- 01332 740984 ----|
|-----Stingent-----|
| - Mark Green "Bippy M" | Fido @ 2:256/306.9 | Fluffy @ 888:120/0 - |
||
x-----| BippyM@Stingent.freemove.co.uk |-----x
```

## 1.483 Re: Executing Programmes

([62.136.3.86] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail11.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 0zy2e5-00010R-00

for blitz-list@netsoc.ucd.ie; Wed, 6 Jan 1999 23:45:49 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Wed, 06 Jan 1999 23:34:56 +0000

Subject: Re: Executing Programmes

Loki churned out \*this\* drivell :

```
> #Exec# "YAM:YAM"
```

```
>
```

```
> This requires a third party library (I'm not sure which it is,?.) But if
```

```
> it doesn't TOKEN, you could use this:
```

```
>
```

```
> EXE$="YAM:YAM"
```

```
> #Execute_# &EXE$,#Peek#.l(#Addr File#(0)),0
```

Hey, what's this #File#(0) stuff? He hasn't opened a file! Even if

he has, it's totally irrelevant..

The numbers on the end are for mysterious stuff that nobody

understands (or something) - just use 0,0 :

#Execute\_# EXE\$,0,0

That's all :)

See ya,

--

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Team \*AMIGA\*, member of \*Dogbert's New Ruling Class.\*

Connected from Dundee, Scotland...

## 1.484 Re: Executing Programmes

From: Curt Esser <camge@ix.netcom.com>

Date: Wed, 06 Jan 1999 19:49:22 -0500

Subject: Re: Executing Programmes

Hi James

On 06-Jan-99, James L Boyd wrote:

>

> The numbers on the end are for mysterious stuff that nobody

> understands (or something) - just use 0,0 :

>

> #Execute\_# EXE\$,0,0

This method will run the program, and your Blitz program will wait until it ends.

If you want the Executed program to run on it's own, so your Blitz program can continue, add "Run" to the command string, or "Run >NIL:" if appropriate.

```
EXE$="Run YAM:YAM"
```

```
Execute_ EXE$,0,0
```

Will launch YAM and allow your program to continue.

Just think of Execute\_ the same as if you were typing the command into a CLI

-

just about anything you can do in a CLI can be done as an Execute\_ command, including making Assigns, etc. The only difference is that you must always supply the COMPLETE path to the file.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

## 1.485 Re: Executing Programmes

From: Rui Carvalho <grim@ip.pt>  
Date: Sat, 09 Jan 1999 08:00:47 +0000  
X-SenderInfo: 1; picture="http://www.ip.pt/~ip234558/ddds/grim.gif"  
Organization: Dark Dreams Designs  
Subject: Re: Executing Programmes  
Encoding: quoted-printable

Hello James

Somewhere James L Boyd wrote:

J

JB > The numbers on the end are for mysterious stuff that nobody

JB > understands (or something) - just use 0,0 :

How true !!!

Reminds me of Jimi ;)

-- =

Best Regards,

Rui Carvalho =ABgRiM=BB

\*=ABBlitz Basic Source Code Site=BB\*

#Http://www.ip.pt/~ip234558 - Last Update: 05.01.99#

+-----+

| AFM 2 - 100% - Beta Testing |

+-----+

| Bubbles Project -> 50% Complete | =

+-----+

Hard work never killed anybody, but why take a chance?

## 1.486 Re: Executing Programmes

From: Rui Carvalho <grim@ip.pt>  
Date: Sat, 09 Jan 1999 08:00:47 +0000  
X-SenderInfo: 1; picture="http://www.ip.pt/~ip234558/ddds/grim.gif"  
Organization: Dark Dreams Designs  
Subject: Re: Executing Programmes  
Encoding: quoted-printable

Hello James

Somewhere James L Boyd wrote:

J

JB > The numbers on the end are for mysterious stuff that nobody

JB > understands (or something) - just use 0,0 :

How true !!!

Reminds me of Jimi ;)

-- =

Best Regards,

Rui Carvalho =ABgRiM=BB

\*=ABBlitz Basic Source Code Site=BB\*

#Http://www.ip.pt/~ip234558 - Last Update: 05.01.99#

+-----+

| AFM 2 - 100% - Beta Testing |

+-----+

| Bubbles Project -> 50% Complete | =

+-----+

Hard work never killed anybody, but why take a chance?

## 1.487 Re: Executing Programmes

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 9 Jan 99 21:51:49 +1000

Subject: Re: Executing Programmes

Encoding: 7bit

On Sat, 09 Jan 1999 08:00:47 +0000 Rui Carvalho said:

> Hello James

>

> Somewhere James L Boyd wrote:

> J

> JB > The numbers on the end are for mysterious stuff that nobody

> JB > understands (or something) - just use 0,0 :

Someone told me that they are for the input and output redirection

filehandles. E.g. if you do a CLI command

Fred >file1 <file2

then you could do

Execute\_ (Fred,&filehandle1,&filehandle2)

Though why you would want to...

Cheers

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

www.shoalhaven.net.au/edgewater

## 1.488 Re: Executing Programmes

([62.136.71.51] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail9.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 0zzpS6-000659-00

for blitz-list@netsoc.ucd.ie; Mon, 11 Jan 1999 22:04:50 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Mon, 11 Jan 1999 21:52:07 +0000

Subject: Re: Executing Programmes

Tony Rolfe churned out \*this\* drivel :

>> Somewhere James L Boyd wrote:

>> J

>> JB > The numbers on the end are for mysterious stuff that nobody

>> JB > understands (or something) - just use 0,0 :

> Someone told me that they are for the input and output redirection

> filehandles. E.g. if you do a CLI command

> Execute\_ (Fred,&filehandle1,&filehandle2)

> Though why you would want to...

Yeah, thanks - I actually found this out today...

See ya,

--

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

Connected from Dundee, Scotland.

(<http://surf.to/all-hail/>)

## 1.489 errorchecking

for blitz-list@netsoc.ucd.ie; Tue, 5 Jan 1999 17:39:35 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 5 Jan 99 17:37:35 +0000

Subject: errorchecking

Encoding: 7bit

hi.

can someone tell my why, when runtime errorchecking is on, any attempt to open a screen using `Screen' or `ScreenTags' results in an immediate hang of the computer? I've tried disabling all commodities and patches but it has no effect. Is there some interference from

CyberGraphX/Picasso96?

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: http://www.stationone.demon.co.uk

E-M: paul@stationone.demon.co.uk

### 1.490 Re: errorchecking

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Tue, 05 Jan 1999 22:41:48 +0200

Organization: A97

Subject: Re: errorchecking

Encoding: quoted-printable

X-Info: mailto:sf@xxl.ots.dk in case of problems!

On 05-Jan-99, Paul wrote:

> can someone tell my why, when runtime errorchecking is on, any attempt  
 > to open a screen using `Screen' or `ScreenTags' results in an  
 > immediate hang of the computer? I've tried disabling all commodities  
 > and patches but it has no effect. Is there some interference from  
 > CyberGraphX/Picasso96?

Erm you have a defective debugger ? I had no problems with either. There =  
 is something about certain graphics boards not being able to access CHIP =  
 memory, (but this would crash the 'puter regardless of the debugger.) ot=  
 her than that, I don't know what the trouble with GFX cards is :o)

Regards

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Visit : http://members.tripod.com/~FlameDuck=

```

## 1.491 Re: errorchecking

From: "Andrew Guard" <aMIGA\_dUDE@assign.u-net.com>

Date: 10 Jan 99 08:28:27 +0000

Subject: Re: errorchecking

X-Face: (\_q}6lZ;BQops9` }X~b69)+\*BiJL\_ur1MVm@7?1L%b8~r^vjuPaA+\*y\_KvLLQF.~mMmTO5@)C56oH;@6Zw(D}.-Fw!a+i58

Encoding: quoted-printable

Well Mikkel L=F8kke thats what you thought on the Tue, 05 Jan 1999 22:41:48=

+0200 this is what I think,

> On 05-Jan-99, Paul wrote:

>=20

>> can someone tell my why, when runtime errorchecking is on, any attempt

>> to open a screen using `Screen` or `ScreenTags` results in an

>> immediate hang of the computer? I've tried disabling all commodities

>> and patches but it has no effect. Is there some interference from

>> CyberGraphX/Picasso96?

>=20

Sorry I have lost Org mail, MD crahsed on me.

Make shore that DisplayID is correct. It must be \_long\_ DisplayID.1.

If it anything else the code will return a wrong address.

How do you know if it return a wrong address simple it crashes big

time when you do a screen tag.

I think that I am correct in saying CGFX uses Fast mem not Chip mem,

first.

You sould also read the e-mail's about \*Found bug in VAL command\*

--=20

--

Is your Amiga safe? Or you already using ProPassWord.

--

V//AmigaV// Team AMIGA RC5

--

603e+ 233/040 PowerUP, 32 Meg, BVision, Zip, CD-Rom. Kickstart 3.1

PortJr, Pace56 External Voice. ISP <http://www.wirenet.co.uk/>=20=20

ICQ 21765436

## 1.492 EOF : works and not works

Sun, 24 Jan 1999 14:00:49 -0500

Sender: C\_LECLERC@csi.com

From: "Christophe" <C\_LECLERC@csi.com>

Subject: EOF : works and not works

Date: Sun, 24 Jan 1999 19:56:59 +0100

charset="iso-8859-1"

Encoding: 7bit

Hi,

I use the EOF instruction to know if I reach the end of a file. I meet some difficulties : with 3 computers, only one works fine. On the others, the end of file is not detected and my program still makes read operations endless.

Do you know if there is a bug in this instruction ?

Here is a sample of my program :

```
Function.w ReadLine { MyFic, MyLine.l, MySize.l }
```

```
FileInput MyFic
```

```
If Eof(IdFic) = True
```

```
Then
```

```
PopInput
```

```
Function Return #FIL_EOF
```

```
Else
```

```
MyString$ = Edit$ (255)
```

```
PopInput
```

```
Poke.l MySize.l, Len(MyString$)
```

```
MyPtr.l = MyLine.l
```

```
For I=1 To Len(MyString$)
```

```
Poke.b MyPtr.l, Asc(Mid$(MyString$,I,1))
```

```
MyPtr = MyPtr + 1
```

```
Next I
```

```
Function Return #FIL_OK
```

```
EndIf
```

```
End Function ; ReadLine
```

This function doesn't return FIL\_EOF everytime when the end of file is reached !!!! And I think that my variable MyFic is correct because I can read successfully all the lines of the file (it's a text file). I can't destroy this function and place the code in the caller function because I use recursivity in it.

Thanks in advance for your help

Christophe

---



## 1.493 Re: EOF : works and not works

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Mon, 25 Jan 1999 19:41:32 +0200

Organization: A97

Subject: Re: EOF : works and not works

Encoding: quoted-printable

On 24-Jan-99, Christophe wrote:

> I use the EOF instruction to know if I reach the end of a file. I meet =

some

> difficulties : with 3 computers, only one works fine. On the others, th=

e end

> of file is not detected and my program still makes read operations endl=

ess.

> Do you know if there is a bug in this instruction ?

> Here is a sample of my program :

> Function.w ReadLine { MyFic, MyLine.l, MySize.l }

> FileInput MyFic

> If Eof(IdFic) =3D True

> Then

> PopInput

> Function Return #FIL\_EOF

> Else

> MyString\$ =3D Edit\$ (255)

> PopInput

> Poke.l MySize.l, Len(MyString\$)

> MyPtr.l =3D MyLine.l

> For I=3D1 To Len(MyString\$)

> Poke.b MyPtr.l, Asc(Mid\$(MyString\$,I,1))

> MyPtr =3D MyPtr + 1

> Next I

> Function Return #FIL\_OK

> EndIf

> End Function ; ReadLine

> This function doesn't return FIL\_EOF everytime when the end of file is

> reached !!!! And I think that my variable MyFic is correct because I ca=

n

> read successfully all the lines of the file (it's a text file). I can't=  
 > destroy this function and place the code in the caller function because=  
 I  
 > use recursivity in it.

Actually I think it's the Popinput that has a bug. Just avoid it.

Regards

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Visit : <http://members.tripod.com/~FlameDuck>=

## 1.494 Re: EOF : works and not works

Paris Sun, 31 Jan 1999 00:02:21 +0100 (MET)

From: Jean-Marc GIGANDET <HURRICAN@wanadoo.fr>

Date: Sun, 31 Jan 1999 00:00:29 +0200

Subject: Re: EOF : works and not works

Encoding: quoted-printable

Hello Christophe

Where is the piece of code to get the records ? Don't forget that EOF wor=  
 ks when you reach for the first time the end of the file. If you continue=  
 to get records past the end of the file, you may not get EOF again. Be a=  
 Iso careful with the open statement (successful or not), and close the fi=  
 les when necessary.

Regards

-- =

HURRICAN@wanadoo.fr

A1200 030/28 + 68881 + 8 Mo + Quantum 635 Mo + Wd 60 Mo + M1438S + Deskje=  
t 690C + UsR 33600.

HURRICANE, TURRICAN, well, that's a good mix. Both should visit Redmond .=  
=2E.

## 1.495 ENGiNE Adventure Code v1.B

From: "Matt Briggs" <s9225796@rothervalley.ac.uk>

Subject: ENGiNE Adventure Code v1.B

Date: Wed, 6 Jan 1999 13:28:14 -0000

charset="iso-8859-1"

Encoding: 8bit

If anyone on this list likes text adventures then check out EAC! - available from the Aminet. EAC is a new type of text adventure creator that was programmed in Blitz Basic II ! And! anyone who sends me an adventure game for EAC, which I consider to be any good, will be given a free registration code for the encryptor program! If I get enough support I may release the source coding also!

See ya!

Matt Briggs.

..... / -\

..-!;' \_`\_1-/ Check out Super Anagram Solver from \-----.

|| ( .) \ the Aminet or our web page. / ^\_\_\_\_ \_ !

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| l \_ ' -- \ http://engine9.cjb.net \ \_\_\_\_ \ / / !

| ---- \ \_\_\_\_ / ----- \ \_\_\_\_ / -- |

| \* How many of you believe in telekinesis? - Raise MY hand! \* |

`-----'

## 1.496 Re: ENGiNE Adventure Code v1.B

From: Rui Carvalho <grim@ip.pt>

Date: Wed, 06 Jan 1999 20:54:52 +0000

X-SenderInfo: 1; picture="http://www.ip.pt/~ip234558/ddds/grim.gif"

Organization: Dark Dreams Designs

Subject: Re: ENGiNE Adventure Code v1.B

Encoding: quoted-printable

Hello Matt

Somewhere Matt Briggs wrote:

MB > If anyone on this list likes text adventures then check out EAC! -

MB > available from the Aminet. EAC is a new type of text adventure creat=  
or that

MB > was programmed in Blitz Basic II ! And! anyone who sends me an adven=  
ture

MB > game for EAC, which I consider to be any good, will be given a free

MB > registration code for the encryptor program! If I get enough support=

I may

MB > release the source coding also!

I've already checked it out, it's very good to make adventures...

Keep up the good work :)

-- =

Best Regards,

Rui Carvalho =ABgRiM=BB

\*=ABBlitz Basic Source Code Site=BB\*

#Http://www.ip.pt/~ip234558 - Last Update: 05.01.99#

+-----+

| AFM 2 - 100% - Beta Testing |

+-----+

| Bubbles Project -> 50% Complete | =

+-----+

I like work ... I can sit and watch it for hours.

## 1.497 Encryption

([62.136.46.166] helo=194.152.64.35 ident=disaintcool)

by mail6.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 106zdx-000011-00

for blitz-list@netsoc.ucd.ie; Sun, 31 Jan 1999 16:22:41 +0000

From: Loki <loki@napalmdeath.freemove.co.uk>

Date: Sun, 31 Jan 1999 16:19:58 +0100

Organization: Satanic Dreams Software.

Subject: Encryption

Hello,

So nobody got anything on Encryption? (See other mail : )

Cya,..

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk

<tsb>WWW: http://www.napalmdeath.freemove.co.uk/

<tsb>ICQ: 27181384

<tsb>

<tsb>\*SATANIC DREAMS SOFTWARE FOUNDER\*

<tsb>ADMIN: admin@satanicdreams.freemove.co.uk

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: http://www.satanicdreams.freemove.co.uk/

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>

### 1.498 Re: Encryption

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sun, 31 Jan 1999 17:52:58 +0200

Organization: A97

Subject: Re: Encryption

Encoding: quoted-printable

X-Info: mailto:sf@xxl.ots.dk in case of problems!

Hello Loki.

On 31-Jan-99, Loki wrote:

> So nobody got anything on Encryption? (See other mail : )

I have. I'll do an XOR encryption routine for you. Just gimme some more time :o)

Regards

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Visit : http://members.tripod.com/~FlameDuck=
    
```

### 1.499 Encrypting EXE files

From: "Matt Briggs" <s9225796@rothervalley.ac.uk>

Subject: Encrypting EXE files

Date: Wed, 13 Jan 1999 16:07:02 -0000

charset="iso-8859-1"

Encoding: 8bit

In reply to: Toby Zuidveld [hotcakes@abacus.net.au]

>>encrypts the program. Then use a hex editor to screw up the

>>header - and hey presto you can't unpack the program, yet you can

>>the file. You see?

>Hmmm, anytime I've tried that the executable crashes. Which parts of the PP

>header is safe to change?

I can't remember, but I know it works! It'll be the first few bytes after the exe header k?

```

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.-.;' _`_l-/ Check out Super Anagram Solver from \-----
| | (.). \ the Aminet or our web page. / ^____ _
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| | _'--` \ http://engine9.cjb.net \_____\ /|
| ----\_ /-----V_ /--|
| * How many of you believe in telekinesis? - Raise MY hand! * |
`-----'
    
```

## 1.500 Encrypting ASCII files.

[[62.136.46.253] helo=194.152.64.35 ident=disaintcool)  
by mail10.svr.pol.co.uk with smtp (Exim 2.10 #1)  
id 106ewI-0000ER-00  
for blitz-list@netsoc.ucd.ie; Sat, 30 Jan 1999 18:16:15 +0000  
From: Loki <loki@napalmdeath.freemove.co.uk>  
Date: Sat, 30 Jan 1999 18:11:10 +0100  
Organization: Satanic Dreams Software.  
Subject: Encrypting ASCII files.

Hello,

Ok, I really need help here :) I've been trying for ages,  
and I can't get it working. Does anybody know how I can use  
the RI encryption (or anything else) To:

- o Firstly, load an ASCII file, convert the contents to a list  
array,
- o Encrypt the contents of the array.
- o Save the converted contents to a file.
- o Load the Encrypted file back in to the array.
- o Decrypt it, making sure that each item in the list is  
1 line of the text, taking into account the EOL`s.
- o Save it back out as an ASCII file.

If anybody has done any examples, it would be nice, heheheh.

Or alternatively the same sort of routine for powerpacked  
files. Or both?

Can anybody help, in anyway at all?

Cya...

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: [loki@napalmdeath.freemove.co.uk](mailto:loki@napalmdeath.freemove.co.uk)

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384

<tsb>

<tsb>\*SATANIC DREAMS SOFTWARE FOUNDER\*

<tsb>ADMIN: [admin@satanicdreams.freemove.co.uk](mailto:admin@satanicdreams.freemove.co.uk)

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>

---

## 1.501 re:cdxl

From: "C.J.R.Jarvis" <C.J.R.Jarvis@wkac.ac.uk>

Subject: re:cdxl

Date: Wed, 27 Jan 1999 09:54:50 -0000

charset="iso-8859-1"

Hello again,

in all honesty, I got the idea from GeneticSpecies, because the intro is a cdxl file. The startup-script has

playanim\* lmbabort view multupal dosxl xlspeed=250 gs.intro

\*this is just cdgsxl renamed

so if you do a

Execute\_ "cdgsxl lmbabort view multupal dosxl xlspeed=150 advert.xl",0,0

I've discovered that xl's can be placed in the game at any point. Cool for cut scenes!

n.b. the difference in the xlspeed is because I was using the CD32 advert xl to test the code.

Chris

## 1.502 Double buffering and fd convert

Mon, 25 Jan 1999 14:55:32 +0000

25 Jan 99 14:55:33 +0000

From: "S.J.CROY" <ap6013@qmw.ac.uk>

Organization: University of London (QMW)

Date: Mon, 25 Jan 1999 14:55:14 +0000

encoding: 7BIT

Subject: Double buffering and fd convert

Hello blitzers

This has been bugging me for ages... Is it possible to double buffer windows? I don't mean bitmaps but blitz commands like wline, wbox etc (or the NLibs equivalent). I suppose I would have to use inistrastport\_ and then draw to that - but what do I do now?

Also another thing : How does FD convert work? I'm using the one that came with the BUMS, and tried converting the low level library - I got the commands to tokenised, but when I move up to another line the commands change into something else. It's not a problem with overlapping lib nums cause Ive checked. Can



anyone help?

The thing is, look in this months (February) Amiga Format CD. In the dir serious/graphics, you'll find a 3d lib that offers not a bad frame-rate. It has the fd files as well, but the documenation is not in English. However there`s example code include. Could there finally be a 3d lib for blitz?

Thanks a lot for listening

Steven

## 1.503 Double Buffering (Was: Yet Another Progress Indicator)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Fri, 29 Jan 1999 18:03:44 +0200

Organization: A97

Subject: Double Buffering (Was: Yet Another Progress Indicator)

Encoding: quoted-printable

X-Info: mailto:sf@xxl.ots.dk in case of problems!

On 29-Jan-99, Tony Rolfe wrote:

> On Thu, 28 Jan 1999 05:09:51 -0500 Curt Esser said:

>> =

>> OK, here are a couple of modified versions.

>> =

>> The first one eliminates the "box" but flickers a bit and won't work right

>> at high speeds.

>> =

> Thanks very much, Curt. I'll give them a try soonest.

> I've always wondered what double buffering was all about, so I'm

> getting some extra lessons for free.

It's quite simple really. You have two bitmaps (or displays, or whatever)= , now to reduce flicker and such you draw on one bitmap, but you're showi= ng the other one. then when you're finished drawing, you (usually) wait f= or the raster to reach the top of the screen, then you show the bitmap yo= u just drew, and start drawing on the other bitmap. And keep swapping the= m arround and your display will never flicker again.

Regards

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+--+

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+++++
Visit : http://members.tripod.com/~FlameDuck=

```

## 1.504 Dongels

From: Anton Reinauer <anton@ww.co.nz>

Date: Sun, 17 Jan 1999 12:52:49 +1300

Subject: Dongels

Encoding: quoted-printable

On 15-Jan-99, Mikkel L=F8kke wrote:

=

>>>> I am thinking in releasing my game with a dongle (passtruogh) in

>>>> joy port. what about it?

> =

>> Um?

> =

> Ocean and DID tryed something similar on Robocop 3. It didn't stop

> pirates, and it alot of users that lost their dongels (moving or

> otherwise) could never lay the game again. Also you would have to make

> a permanent dongle that would not interfere with the normal

> joystick/mouse operations.

Dongels are horrid things, a lot didn't have pass throughs for

joysticks, and they are the easiest things to crack (a permanent

hardware address anyone!) - the majority of people who bought the legal

version, then went and got the cracked version so they could use the

program without the damned dongle- bloody crazy!!!!!!

-- =

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2.0 =

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0 =

=

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed =

for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.1)

<<http://www.ww.co.nz/home/anton>>

## 1.505 Re: Dongels

From: Curt Esser <camge@ix.netcom.com>

Date: Sun, 17 Jan 1999 06:21:10 -0500

Subject: Re: Dongels

Hi Anton

On 16-Jan-99, Anton Reinauer wrote:

>

> Dongels are horrid things, a lot didn't have pass throughs for  
> joysticks, and they are the easiest things to crack (a permanent  
> hardware address anyone!) - the majority of people who bought the legal  
> version, then went and got the cracked version so they could use the  
> program without the damned dongle- bloody crazy!!!!!!

Yes, unfortunately a lot of these protection schemes only make the honest users suffer, and do nothing to stop pirates. And probably hurt legitimate sales too.

I myself would never again buy anything with a Dongle unless a cracked version was available. Even with a pass-thru, what do you do if 2 programs need a dongle?

I myself have gotten cracked versions (after buying the originals) to eliminate the dongle-crap with Brilliance, the "black on black" password thing in Worms, and so on.

These kind of things actually promote piracy, IMO. And give software pirates a sort of "Robin Hood" reputation - "Hey, this guy's not trying to steal anything, he's just doing us a favor by eliminating that hassle!"

If you can't come up with a protection scheme that is transparent to the honest users I think you are better off to go with no protection at all.

Yours electronically,

Curt Esser

[camge@ix.netcom.com](mailto:camge@ix.netcom.com)

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

---

## 1.506 Re: Dongels

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Sun, 17 Jan 1999 18:36:59 +0500

Subject: Re: Dongels

On 17-Jan-99, Anton Reinauer flashed:

> Dongels are horrid things, a lot didn't have pass throughs for  
> joysticks, and they are the easiest things to crack (a permanent  
> hardware address anyone!) - the majority of people who bought the legal  
> version, then went and got the cracked version so they could use the  
> program without the damned dongle- bloody crazy!!!!!!

Very true. Dongles are horrible, worthless, counter-productive and irksome.

If a game was GOOD enough to warrant the cost though, a "dongle" consisting of special required hardware controls which added much to the realism and enjoyment of the game would cool, and would be an almost fool-proof way to protect a game if the game could not be played without the additional controls and if the controls contributed significantly to the atmosphere and enjoyment. In that case, even though it might be possible to "monkey up" some usable substitute, the effort and expense involved as well as the lesser degree of quality would deter most people from doing so.

As far as catching pirates goes, I have several ideas which I am quite sure would work, but only if they were unknown to the pirates, which is why I am not going to expound upon them here.

catch y'all later,

Donovan Reeve (bubby.lnk@ispi.net)

## 1.507 Re: Dongels

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Sun, 17 Jan 1999 18:53:51 +0500

Subject: Re: Dongels

On 17-Jan-99, Curt Esser flashed:

> These kind of things actually promote piracy, IMO. And give software  
> pirates a sort of "Robin Hood" reputation - "Hey, this guy's not trying to  
> steal anything, he's just doing us a favor by eliminating that hassle!"

> If you can't come up with a protection scheme that is transparent to the  
> honest users I think you are better off to go with no protection at all.

Yup.

Donovan Reeve (bubby.lnk@ispi.net)

---

## 1.508 Re: dodgy diz

([62.136.78.47] helo=194.152.64.35 ident=kewl)

by mail1.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 0zztsD-0002zS-00

for blitz-list@netsoc.ucd.ie; Tue, 12 Jan 1999 02:48:06 +0000

From: Loki <loki@napalmdeath.freemove.co.uk>

Date: Tue, 12 Jan 1999 01:54:49 +0000

Organization: Satanic Dreams Software.

Subject: Re: dodgy diz

Hello Curt

Hiya, Curt... ,on 11-Jan-99 you wrote me about Re:dodgy diz! :)

CE>> Let's suppose that someone wanted to amass a bunch of email addresses

CE>> for one of those "Email Blaster" spam email address lists. But let's

CE>> suppose this person wanted to target his spam emails directly at the

CE>> sort of people who would be most receptive to email scams - ie., those

CE>> who are willing to believe anything, even (or especially) if it looks

CE>> "too good to be true" or offers "something for nothing".... Now let's

CE>> suppose that this person sends out some emails just like this one,

CE>> then goes from mailing list to mailing list, picking up not just a few

CE>> email addresses from people who may or may not (most likely not) be

CE>> responsive to his scams, but rather big juicy letters full of email

CE>> addresses,

CE>> all from gullible people who already fell for one email scam.....

CE>>

CE>> "There's a sucker born every minute"

CE>> - P.T. Barnum

I hadn't read the original mail until now,..

But you have a very, very good point there m8.

The majority of people either delete spam or filter it. But if your theory is correct, that's one extremely well thought out plan.

And rather sinister too. :)

Regards

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384

<tsb>  
 <tsb>\*SATANIC DREAMS FOUNDER\*  
 <tsb>ADMIN: admin@satanicdreams.freemove.co.uk  
 <tsb>AMINET: SDPackN.lha (docs/misc)  
 <tsb>WWW: http://www.satanicdreams.freemove.co.uk/  
 <tsb>IRC: Dalnet/#SatanicDreams  
 <tsb>

## 1.509 Display Library and superbitmaps

([62.136.16.235] helo=194.152.64.35 ident=kewl)  
 by mail3.svr.pol.co.uk with smtp (Exim 2.10 #1)  
 id 102REM-0001Z7-00  
 for blitz-list@netsoc.ucd.ie; Tue, 19 Jan 1999 02:49:26 +0000  
 From: Loki <loki@napalmdeath.freemove.co.uk>  
 Date: Tue, 19 Jan 1999 02:01:38 +0100  
 Organization: Satanic Dreams Software.  
 Subject: Display Library and superbitmaps

Hello,

Ok, we using the display library to create a diskmag environment.

The main area (where the text is displayed) is offset to the  
 right, IE:

```
,-----.  

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|.-----. |  

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Ok, I dont know how that looks to you (with diff fonts and shit) but,  
 you get the picture, the centre box is the area where the text  
 will be placed on the screen. I couldn`t think of another way to  
 explain it to you :)

Now ,is there anyway I can have a superbitmap inside that specific  
 area, or have a bitmap I can scroll at that offset.

Not forgetting i`m using the display library commands.

Any other ideas would be appreciated.

Thanks.

Cya,...

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384

<tsb>

<tsb>\*SATANIC DREAMS FOUNDER\*

<tsb>ADMIN: admin@satanicdreams.freemove.co.uk

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>

## 1.510 Re: Display Library and superbitmaps

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Tue, 19 Jan 1999 04:54:31 +0200

Organization: A97

Subject: Re: Display Library and superbitmaps

Encoding: quoted-printable

Hello Loki.

On 19-Jan-99, Loki wrote:

> Ok, we using the display library to create a diskmag environment.

> The main area (where the text is displayed) is offset to the

> right, IE:

> ,-----.

> ||

> |.-----|

> ||||

> ||||

> ||||

> ||||

> |`-----'|

> ||  
 > `-----`  
 > Ok, I dont know how that looks to you (with diff fonts and shit) but,  
 > you get the picture, the centre box is the area where the text  
 > will be placed on the screen. I couldn`t think of another way to  
 > explain it to you :)  
 > Now ,is there anyway I can have a superbitmap inside that specific  
 > area, or have a bitmap I can scroll at that offset.  
 > Not forgetting i`m using the display library commands.

Not an easy or fast way. The only thing I can think of is using Scroll to= copy the superbitmap to the relative bitmap. Or writing an ASM routine t= hat does the same. There is noway to do it in hardware (With the copper, = that is, or actually there is, but it`s \*WAY\* to complicated.). But why w= ould you want a superbitmap anyway ?

> Any other ideas would be appreciated.

Use Mildred :o)

Regards

-- =

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Visit : <http://members.tripod.com/~FlameDuck>



## 1.511 Re: Display Library and superbitmaps

Date: Tue, 19 Jan 1999 04:10:43 -0800 (PST)

From: Thomas Cobb <thomcobb@yahoo.com>

Subject: Re: Display Library and superbitmaps

> Ok, I dont know how that looks to you (with diff fonts and shit  
bad 8)

> Now ,is there anyway I can have a superbitmap inside that specific

> area, or have a bitmap I can scroll at that offset.

> Not forgetting i`m using the display library commands.

Assuming you have a window open, why not use BitmapToWindow? It has  
a lot of parameters to allow you to copy on a portion of the bitmap to  
a specefice location in the window.

Thom

---

DO YOU YAHOO!?

Get your free @yahoo.com address at <http://mail.yahoo.com>

## 1.512 Dir listings...

([195.92.234.174] helo=allhours.karoo.co.uk ident=Jeepster)

by svr-a-04.core.theplanet.net with smtp (Exim 2.02 #2)

id 0zyPxD-0002TC-00

for blitz-list@netsoc.ucd.ie; Fri, 8 Jan 1999 00:39:08 +0000

From: Thomas Newsom <thomas.newsom@allhours.karoo.co.uk>

Date: Fri, 08 Jan 1999 00:36:11 +0100

Organization: The Open All Hours BBS @ +44-(0)1482-345494 & +44-(0)1482-447576 24 hours

Subject: Dir listings...

Hi,

I've got loads of examples for listing directories and files from anywhere I  
care to put in the file but NONE will work :/

I grabbed the last one from Curt but that doesn't want to work either. None  
will list anything at all.

Has anyone got some code that will do the following AND work!

Similar to Curts effort really, what i want is to have the directories in  
one array and the files in another but somehow linked so the program  
doesn't lose track of what files are in what directory. It must be a CLI  
only pogram. No windows please!

Can anyone oblige?

---

Cheers

--

Tom.

AKA The Jeepster - An AMIGA BBS and proud of it! - MEMBER <:> \*Team AMIGA\*

Email : Jeepster@allhours.karoo.co.uk <-> <http://www.karoo.net/allhours>

ICOA Member <:> ICOA Installer WG Member <:> The Grimms one's Beta Tester!

### 1.513 Re: Dir listings...

From: Curt Esser <camge@ix.netcom.com>

Date: Fri, 08 Jan 1999 02:33:55 -0500

Subject: Re: Dir listings...

Hi Thomas

On 07-Jan-99, Thomas Newsom wrote:

> Hi,

>

> I've got loads of examples for listing directories and files from  
anywhere

> I care to put in the file but NONE will work :/

There is a different version of the ElmoreDos.library where the ChangeDir  
command doesn't work, although it still tokenizes. Try substituting  
"Examine" for the ChangeDir command in your code.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

### 1.514 Re: Digital War (Was Piracy bla bla)

From: Rui Carvalho <grim@ip.pt>

Date: Wed, 13 Jan 1999 19:30:03 +0000

X-SenderInfo: 1; picture="http://www.ip.pt/~ip234558/ddds/grim.gif"

Organization: Dark Dreams Designs

Subject: Re: Digital War (Was Piracy bla bla)

Encoding: quoted-printable

Hello stocksjames

Somewhere stocksjames wrote:

s > Rui Carvalho wrote:

s > Aliens had a good soundtrack, but loads of others ripped it off. perh=

aps

s > they should have included software protection!

"Game over man... Game over... What the fuck are we going to do now, man.=  
=2E."

-- =

Best Regards,

Rui Carvalho =ABgRiM=BB

\*=ABBlitz Basic Source Code Site=BB\*

#Http://www.ip.pt/~ip234558 - Last Update: 05.01.99#

+-----+

| AFM 2 - 100% - Beta Testing |

+-----+

| Bubbles Project -> 50% Complete | =

+-----+

Politicians should read science fiction, not westerns and detective  
stories.

## 1.515 Re: Digital War (Was Piracy bla bla)

From: Anton Reinauer <anton@ww.co.nz>

Date: Thu, 14 Jan 1999 12:42:16 +1200

Subject: Re: Digital War (Was Piracy bla bla)

On 14-Jan-99, stocksjames wrote:

>There was this good bit in Aliens where they went downstairs and all got  
>killed. Their lifesigns all went dead.

>Is anyone fed up with this topic yet!!!????!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?

I've found the topic \*very\* interesting!! -especially Toby's ideas!! And so  
have a number of other people (it's a /very/ important subject for us  
programmers) - just because one person (ie: /you/ ) doesn't like it, doesn't  
mean we all \*shouldn't\* discuss it!!!

And look- I didn't even swear once!!!! ;-) )

--

Anton Reinauer <anton@ww.co.nz>

## 1.516 Re: Digital War (Was Piracy bla bla)

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Sat, 16 Jan 1999 09:01:03 +0500

Subject: Re: Digital War (Was Piracy bla bla)

---

On 13-Jan-99, Rui Carvalho flashed:

>Has anyone ever read Digital War?

>It's a book from an MIT engineer that describes how a hacker attack would

>terminate all activity in the USA. No phones, no power, no money, no

>computers... Imagine all the world merging into chaos!

>And there is nothing no one can do (or ever will be) able to do to stop it,  
he

>proves it in his book, there is always a breach somewhere.

>If a nutso ever writes a virus like that, we are talking about motherfu\*king

>worldwide destruction :)

The only problem with his scenario is that he assumes that all the computers in the world will fall to this virus because they will all run it. That is of course not true. Amigas for instance, will not be affected by a windows virus. Linux, Unix, Mac, Qnx, Be, Peos, Atari, and a myriad of others would all be totally unaffected by the virus because it would just be an unrecognised file to those systems. Any server using any other OS than windows would break the chain of events, and any business using any other OS would not lose anything.

Besides, as soon as some of the servers were put down by the virus, they would be broken links and whole areas would be unreachable, even to the virus. That could be gotten around by having a timed release virus, but those are very likely to be caught by someone before they go off. This has been tried before several times, and it didn't work. Plus, any computer with an incorrectly set system clock would screw things up too.

It is theoretically possible to do major short-term damage (till back-ups are installed) with a self-spreading virus. But in real life, there are so many things that could go wrong with the plans of the maker of the virus that chances of achieving a global catastrophe are almost none.

This guy's story is basically bunk. There was a time when a virus did foul things up badly thru the internet for a short while. Ever since then, there have been a MULTITUDE of things done to keep such a thing from getting far again. Remember, system backups can be re-installed as many times as is necessary, and all that is necessary to prevent re-infection is to turn off the modem. Most businesses are setting up their systems now so that they can function separate from the outside world and catch up with outside transactions at a later time if necessary.

I am not saying that some inconvenience could not be caused, but the idea that the world could be paralyzed by it is purely Hollywood type sensational bunk.

---

It's been tried so many times that it's almost funny.

These hackers VASTLY over-rate their own importance and significance.

By the way, the Y2K problem is also VASTLY over-rated as to the serious problems it would actually cause in real life.

catch y'all later,

Donovan Reeve (bubby.lnk@ispi.net)

## 1.517 Re: Digital War (Was Piracy bla bla)

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Sat, 16 Jan 1999 16:49:30 +0500

Subject: Re: Digital War (Was Piracy bla bla)

Encoding: quoted-printable

On 16-Jan-99, Mikkel L=F8kke flashed:

>Hello Donovan.

>On 16-Jan-99, Donovan Reeve wrote:

>> By the way, the Y2K problem is also VASTLY over-rated as to the

>> serious problems it would actually cause in real life.

>Really ? So you don't think paying 1000 years of interest (in one day) i=

s a

>serious problem ? (I think you underestimate the implicated "importance"=

of

>Wintel's in everyday life. Strange that people gladly trust stuff to a

>computer that they wouldn't even dare trust a close friend or relative w=

ith.)

>Anyway if that Mac person had just shut the f\*#k up about it, no-one wou=

ld

>have ever noticed before it was \*WAY\* too late. Buwahahahahah.

Err... it's 100 years, not 1000. And you would be 100 years ahead on

everything, not behind as the program would think it was only 1900. All

that would happen is that the program would send bills showing that peopl=

e

did not owe anything yet, so the problem would be the banks, not the

individuals. The banks would have merely had to get it in gear and catch=

up, and would have suffered temporary cash flow problems. Solutions woul=

d

have been found, banks are nothing if not resourceful. For many business=

es

the problem would have been relatively minor and for a fair percentage of=

businesses the only problem would have been the embarrassment or having things dated wrong. Also, not all programmers were stupid enough to space out the coming millinium and use only a two diget year field in their databases.

It IS kind of funny though, and I don't feel the least bit sorry for those programmers stupid enough to do this and those businesses stupid enough to procrastinate on fixing the problem.

The big problem has really been that some businesses (and their investors) just didn't want to hear about the problem or spend even a little money to fix it. Managements played politics and shoved the problem off to the future to make themselves look better in the short term. Investors accepted it to avoid small losses in the present.

For such stupid people and companys, I have only contempt.

By the way, the programmers at our company fixed the problem years ago as part of a routine software improvement.

Donovan Reeve (bubby.lnk@ispi.net)

## 1.518 Re: Digital War (Was Piracy bla bla)

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sat, 16 Jan 1999 20:26:36 +0200

Organization: A97

Subject: Re: Digital War (Was Piracy bla bla)

Encoding: quoted-printable

Hello Donovan.

On 16-Jan-99, Donovan Reeve wrote:

> By the way, the Y2K problem is also VASTLY over-rated as to the  
> serious problems it would actually cause in real life.

Really ? So you don't think paying 1000 years of interest (in one day) is a serious problem ? (I think you underestimate the implicated "importance" of Wintel's in everyday life. Strange that people gladly trust stuff to a computer that they wouldn't even dare trust a close friend or relative with.) Anyway if that Mac person had just shut the f\*#k up about it, no-one would have ever noticed before it was \*WAY\* too late. Buwahahahahah.=

Regards

-- =

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Visit : http://members.tripod.com/~FlameDuck=

```

## 1.519 Re: Digital War (Was Piracy bla bla)

From: Eoghann Irving <eoghann-irving@usa.net>

Date: Sun, 17 Jan 1999 14:56:59 +0000

Subject: Re: Digital War (Was Piracy bla bla)

Encoding: quoted-printable

Hi Mikkell L=F8kke :)

On 16-Jan-99, Mikkell L=F8kke wrote:

> On 16-Jan-99, Donovan Reeve wrote:

>> By the way, the Y2K problem is also VASTLY over-rated as to the

>> serious problems it would actually cause in real life.

> Really ? So you don't think paying 1000 years of interest (in one

> day) is a serious problem ? (I think you underestimate the  
implicated

> "importance" of Wintel's in everyday life. =

Actually its not wintels you have to worry about. Its lifts, hospital  
equipment, washing machines and more. All of which have chips in them  
that use dates.

PCs are just a tiny part of the Y2K problem. And the easiest to be  
fixed.

Have fun

-- =

Eoghann Irving ICQ:14497218 mailto:eoghann-irving@usa.net

SOLAR FLARE - Fantasy & SF Mailing List - Solar News

<http://www.solarflare.freemove.co.uk/index.html>

Join the webring, win free banner advertising! =

## 1.520 Re: Digital War (Was Piracy bla bla)

From: "aMIGA\_dUDE" <aMIGA\_dUDE@assign.u-net.com>

Organization: Author of ProPassWord

Date: 19 Jan 99 18:18:24 +0000

Subject: Re: Digital War (Was Piracy bla bla)

X-Face: (\_q)6lZ;BQops9` }X~b69)+\*BiJl\_ur1MVm@7?1L%b8~r^vjuPaA+\*y\_KvLLQF.~mMmTO5@)C56oH;@6Zw(D).-Fw!a+i58

Encoding: quoted-printable

Well Mikkel L=F8kke thats what you thought on the Wed, 13 Jan 1999 15:40:44=

+0200 this is what I think,

> Hello Andrew.

>=20

> On 13-Jan-99, Andrew "Notorious" Boyarintsev wrote:

>=20

> >> BTW the three most used passwords in this planet are: LOVE, SEX and GO=

D...

> >> Please don't use them ;)

>=20

> > Oh yeah, another "Hackers" fan ;-)

>=20

> That doesn't make the statement any less true.

But the 28 modom's were total b\*\*\*s\*\*\*. You don't even get that much

from 56 (V90).

--=20

--

Is your Amiga safe? Or you already using ProPassWord.

--

V//Amiga// Team AMIGA RC5

--

603e+ 233/040 PowerUP, 32 Meg, BVision, Zip, CD-Rom. Kickstart 3.1

PortJr, Pace56 External Voice. ISP <http://www.wirenet.co.uk/>=20=20

ICQ 21765436



## 1.521 Re: Digital War (Virii ???)

From: "Scott" <scott@assembler.free-online.co.uk>

Subject: Re: Digital War (Virii ???)

Date: Sat, 16 Jan 1999 19:25:20 -0000

charset="iso-8859-1"

Encoding: 7bit

> Load of stuff about some book [SNIP]

There is a virus that has undergone many mutations and spread to all four corners of the earth. I can't quite remember the name of it... it's something like 'Winders' or something like that. Last I heard it was up to revision 98 and it had fouled up a good many computers across the globe. I think we had all better watch out, as it is obviously quite virulent and.... Arrrgh! It's got me!

Regards,

Scott

scott@assembler.free-online.co.uk

Damn the prime directive, give the Borg Windows 3.1

- Lt. Worf

## 1.522 Developers CD

([62.136.128.45] helo=194.152.64.35 ident=disaintcool)

by mail12.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 105Fuj-0006zS-00

for blitz-list@netsoc.ucd.ie; Tue, 26 Jan 1999 21:20:49 +0000

From: Loki <loki@napalmdeath.freemove.co.uk>

Date: Tue, 26 Jan 1999 21:13:15 +0100

Organization: Satanic Dreams Software.

Subject: Developers CD

Hello,

Hey does anybody wanna buy the Amiga Developers CD 1.2 ???

I got it a lil` while ago, and have had no real use for it.

Any offers?

Cya,..

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>  
<tsb>ICQ: 27181384  
<tsb>  
<tsb>\*SATANIC DREAMS FOUNDER\*  
<tsb>ADMIN: [admin@satanicdreams.freemove.co.uk](mailto:admin@satanicdreams.freemove.co.uk)  
<tsb>AMINET: SDPackN.lha (docs/misc)  
<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>  
<tsb>IRC: Dalnet/#SatanicDreams  
<tsb>

### 1.523 deletefile\_ and #? (or \*\* ;-)

From: "opi.plastic aka emil" <[opi@amigascene.org](mailto:opi@amigascene.org)>  
Date: Wed, 20 Jan 1999 14:14:08 +0100  
Organization: calkowiecie nie-zorganizowany  
Subject: deletefile\_ and #? (or \*\* ;-)

Yello,

How force deletefile\_ to use a amigaos patternmatching?  
zdroofka!

--

[opi.plastic <opi@amigascene.org>](mailto:opi@amigascene.org)  
amiga+linux+net+grass+ascii+scene = phuunnn

### 1.524 Debuggers!

([62.136.133.175] helo=194.152.64.35 ident=disaintcool)  
by mail4.svr.pol.co.uk with smtp (Exim 2.10 #1)  
id 104Tdk-0006sy-00  
for blitz-list@netsoc.ucd.ie; Sun, 24 Jan 1999 17:48:04 +0000  
From: Loki <[loki@napalmdeath.freemove.co.uk](mailto:loki@napalmdeath.freemove.co.uk)>  
Date: Sun, 24 Jan 1999 17:42:12 +0100  
Organization: Satanic Dreams Software.  
Subject: Debuggers!

Hello,

Why do all the blitz debuggers SUK?

Why does the RED-Debugger crash everytime you run a program?

Why does the LES Debugger GURU or lock every 5 minutes for no reason?

Why is it that when the debugger locks and you have to Panic or

Quit and Die, that the next time you compile, Blitz gurus?

---

I need Enforcer :) But I aint got an MMU :(...( Well I have but only an EC-MMU, and those dont work :(... Does Mungwall need an MMU?

In fact, I think that bastard debugger is probably responsible for at least 95% of all the crashes I get on my mig!

It suksz! I just thought I'd tell ya.. Does anybody else have probs with em?

Cya,..

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384

<tsb>

<tsb>\*SATANIC DREAMS FOUNDER\*

<tsb>ADMIN: admin@satanicdreams.freemove.co.uk

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>

## 1.525 Re: Debuggers!

From: "BootBlock/Carnage" <BootBlock@Bigfoot.com>

Subject: Re: Debuggers!

Date: Sun, 24 Jan 1999 22:07:17 -0000

charset="iso-8859-1"

Encoding: 7bit

Loki wrote:

>Hello,

>

>Why does the RED-Debugger crash everytime you run a program?

>Why does the LES Debugger GURU or lock every 5 minutes for no reason?

Delete the ENV:BB\_DBug.prefs and see if that sorts the problem out.

>It suksz! I just thought I'd tell ya.. Does anybody else have

>probs with em?

I have had this problem a couple of times, ages ago and 2-3 weeks ago.

SUPREMELY annoying, couldn't code anymore of my CD player proglet :( But!

I deleted the above file and it sorted it out completely. Took me ages to

---

track down the problem too....

--

BootBlock/Carnage, from Grimsby, England. - ICQ#: 14864929

HTTP://fly.to/ParpsVille - Amiga/PC/PSX, Blitz2, Emulation, etc...

A1200T/020-28/iP166/2+4+32Mb/2.1+4.3Gb/56k/CDD3600 SCSI ReWriter (in 1 case!)

## 1.526 Re: Debuggers!

From: amorel <amorel@xs4all.nl>

Date: Mon, 25 Jan 1999 16:16:56 +0500

Subject: Re: Debuggers!

On 24-Jan-99, Loki wrote:

>It suksz! I just thought I'd tell ya.. Does anybody else have

>probs with em?

Not at all, I use mine even as a memory protection tool. It makes everything extremely stable and i never have to reboot again. Really.

--

Jeroen(and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040,hd, CD32

H.P. Lovecraft, Inc. \\ Good old C=64 Aura 12/16 sampler

Ever kissed a frog? ;-P \\ /Fatman analogue synth :D

Do you need music for your game/demo? \\ /Roland dr-5 and more ;-9

Have you got a recorddeal? ;) \\ /Check my music on aminet:

Contact me! amorel@xs4all.nl \\ /mods/hardc (ftp.wustl.eduetc.)

<http://www.xs4all.nl/~amorel/> \\ /or take a look at my homepage.

## 1.527 Re: Debuggers!

From: Rick Hodger <rick.thehub@bigfoot.com>

Date: Mon, 25 Jan 1999 12:20:54 +0000

Organization: Pagan Software

Subject: Re: Debuggers!

I watched as Loki hammered "Debuggers!" out on their keyboard...

> Why do all the blitz debuggers SUK?

> Why does the RED-Debugger crash everytime you run a program?

> Why does the LES Debugger GURU or lock every 5 minutes for no reason?

> Why is it that when the debugger locks and you have to Panic or

> Quit and Die, that the next time you compile, Blitz gurus?

> I need Enforcer :) But I aint got an MMU :(((.. Well I have but only

> an EC-MMU, and those dont work :(... Does Mungwall need an MMU?  
Erm, EC processors don't have an MMU at all. Mungwall is just a clone of  
enforcer (or is enforcer a clone of Mungwall? I forget...)  
> In fact, I think that bastard debugger is probably responsible  
> for at least 95% of all the crashes I get on my mig!  
Possibly, it hasn't worked here in months. So I gave up using it  
altogether.  
> It suz! I just thought I'd tell ya.. Does anybody else have  
> probs with em?

--

<sb>Rick Hodger - Programmer for #Pagan Software#  
<sb>  
<sb>Visit us at <http://www.thehub.u-net.com>  
<sb>EMail us at [pagan@thehub.u-net.com](mailto:pagan@thehub.u-net.com)/  
<sb>"Dafel: Bloodline" - The most accomplished RPG ever!  
<sb>  
<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick  
<sb>Team \*AMIGA\*  
<sb>  
<sb>Drive defensively, buy a tank.

## 1.528 Re: Debuggers!

Date: Mon, 25 Jan 1999 05:17:59 -0800 (PST)  
From: Thomas Cobb <[thomcobb@yahoo.com](mailto:thomcobb@yahoo.com)>  
Subject: Re: Debuggers!  
Blitz Mailing List <[blitz-list@netsoc.ucd.ie](mailto:blitz-list@netsoc.ucd.ie)>

> > I need Enforcer :) But I aint got an MMU :(((.. Well I have but only  
> > an EC-MMU, and those dont work :(... Does Mungwall need an MMU?  
>  
> Erm, EC processors don't have an MMU at all. Mungwall is just a  
clone of  
> enforcer (or is enforcer a clone of Mungwall? I forget...)  
All the chips are manufactured the same. If the manufacturing process  
fails and the MMU doesn;t work, but the rest of the chip is fine then  
it is shipped as an EC version, so even the EC has an MMU, it just  
doesn't work. This is why it is so hard to detect if a MMU is  
available, because it may say that a mmu is present but you don;t know  
that it is working until you try a few instructions and your machine

dies a horrible death.

Thom

---

DO YOU YAHOO!?

Get your free @yahoo.com address at <http://mail.yahoo.com>

## 1.529 Re: Debuggers!

([62.136.23.107] helo=194.152.64.35 ident=disaintcool)

by mail4.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 104qRi-0002zq-00

for blitz-list@netsoc.ucd.ie; Mon, 25 Jan 1999 18:09:10 +0000

From: Loki <loki@napalmdeath.freemove.co.uk>

Date: Mon, 25 Jan 1999 17:07:31 +0100

Organization: Satanic Dreams Software.

Subject: Re: Debuggers!

Hello amorel

Hiya, amorel... ,on 25-Jan-99 you wrote me about Re: Debuggers!! :)

a>> On 24-Jan-99, Loki wrote:

a>>

a>>> It sukz! I just thought I'd tell ya.. Does anybody else have

a>>> probs with em?

a>>

a>> Not at all, I use mine even as a memory protection tool. It makes

a>> everything extremely stable and i never have to reboot again. Really.

Wow!, You must be the only person on the planet!

Or were you being sarky? ;)

Regards

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: [loki@napalmdeath.freemove.co.uk](mailto:loki@napalmdeath.freemove.co.uk)

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384

<tsb>

<tsb>\*SATANIC DREAMS FOUNDER\*

<tsb>ADMIN: [admin@satanicdreams.freemove.co.uk](mailto:admin@satanicdreams.freemove.co.uk)

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>

---

**1.530 Re: Debuggers!**

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Mon, 25 Jan 1999 19:59:06 +0200

Organization: A97

Subject: Re: Debuggers!

Encoding: quoted-printable

Hello Loki.

On 24-Jan-99, Loki wrote:

> Hello,

> Why do all the blitz debuggers SUK?

> Why does the RED-Debugger crash everytime you run a program?

Mine doesn't.

> Why does the LES Debugger GURU or lock every 5 minutes for no reason?

> Why is it that when the debugger locks and you have to Panic or

> Quit and Die, that the next time you compile, Blitz gurus?

Ah, this one I can answer. The Panic is something you would compare to a level 7 rescue. Something to let you save your program when all else fails. It does a messy exit, leaving nothing freed, the stack in disorder, and random stuff in the CPU registers. Not to mention that the CPU is still actually running both the debugger and your exe.

> I need Enforcer :) But I aint got an MMU :(... Well I have but only

> an EC-MMU, and those dont work :(... Does Mungwall need an MMU?

Well, the EC (EConmony) version do have MMU's, they just failed the MMU, = test. One of my friends has an EC030, which can do virtual memory, because that part of the MMU works. And no. AFAIR Mungwall doesn't require an MMU.

> In fact, I think that bastard debugger is probably responsible

> for at least 95% of all the crashes I get on my mig!

Hrmmm, a strange fact. Mine works flawlessly.

> It suz! I just thought I'd tell ya.. Does anybody else have

> probs with em?

No, not at present time.

Regards

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+++++
Visit : http://members.tripod.com/~FlameDuck=

```

## 1.531 Re: Debuggers!

```

([62.136.11.163] helo=194.152.64.35 ident=disaintcool)
by mail15.svr.pol.co.uk with smtp (Exim 2.10 #1)
id 104uFd-00058I-00
for blitz-list@netsoc.ucd.ie; Mon, 25 Jan 1999 22:12:58 +0000
From: Loki <loki@napalmdeath.freemove.co.uk>
Date: Mon, 25 Jan 1999 20:06:45 +0100
Organization: Satanic Dreams Software.
Subject: Re: Debuggers!

Hello Mikkel

Hiya, Mikkel... ,on 25-Jan-99 you wrote me about Re: Debuggers!! :)

ML>> Hello Loki.

ML>>

ML>> On 24-Jan-99, Loki wrote:

ML>>> Hello,

ML>>

ML>>> Why do all the blitz debuggers SUK?

ML>>> Why does the RED-Debugger crash everytime you run a program?

ML>>

ML>> Mine doesn't.

ML>>

```

---



ML>>> Why does the LES Debugger GURU or lock every 5 minutes for no reason?

ML>>> Why is it that when the debugger locks and you have to Panic or

ML>>> Quit and Die, that the next time you compile, Blitz gurus?

ML>>

ML>> Ah, this one I can answer. The Panic is something you would compare to a

ML>> level 7 rescue. Something to let you save your program when all else

ML>> fails. it does a messy exit, leaving nothing freed, the stack in

ML>> disorder, and random stuff in the CPU registers. Not to mention that the

ML>> CPU is still actually running both the debugger and your exe.

Yeah I see,.. But most of the time it GURU`s as you are saving, or before

you get to :(.. I ALWAYS save before I compile and run. It`s a habit I

got into when I started losing stuff here there and everywhere :)

ML>>> I need Enforcer :) But I aint got an MMU :(((.. Well I have but only

ML>>> an EC-MMU, and those dont work :(... Does Mungwall need an MMU?

ML>>

ML>> Well, the EC (EConmony) version do have MMU`s, they just failed the MMU,

ML>> test. One of my friends has an EC030, which can do virtual memory,

ML>> because that part of the MMU works. And no. AFAIR Mungwall doesn`t

ML>> require an MMU.

Mine GURU`s instantly on running VMEM.

Does MungWall do the same job as Enforcer? (IE: Trap gurus) ?

ML>>> In fact, I think that bastard debugger is probably responsible

ML>>> for at least 95% of all the crashes I get on my mig!

ML>>

ML>> Hrrmm, a strange fact. Mine works flawlessly.

Mine doesnt :(

ML>>> It suzk! I just thought I`d tell ya.. Does anybody else have

ML>>> probs with em?

ML>>

ML>> No, not at present time.

ML>>

ML>> Regards

Regards

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384

<tsb>  
<tsb>\*SATANIC DREAMS FOUNDER\*  
<tsb>ADMIN: admin@satanicdreams.freemove.co.uk  
<tsb>AMINET: SDPackN.lha (docs/misc)  
<tsb>WWW: http://www.satanicdreams.freemove.co.uk/  
<tsb>IRC: Dalnet/#SatanicDreams  
<tsb>

## 1.532 Re: Debuggers!

From: Rui Carvalho <grim@ip.pt>  
Date: Mon, 25 Jan 1999 20:07:37 +0000  
X-SenderInfo: 1; picture="http://www.ip.pt/~ip234558/ddds/grim.gif"  
Organization: Dark Dreams Designs  
Subject: Re: Debuggers!  
Encoding: quoted-printable  
Hello Thomas  
Somewhere Thomas Cobb wrote:  
TC > All the chips are manufactured the same. If the manufacturing proce=  
ss  
TC > fails and the MMU doesn;t work, but the rest of the chip is fine the=  
n  
TC > it is shipped as an EC version, so even the EC has an MMU, it just  
TC > doesn't work. This is why it is so hard to detect if a MMU is  
TC > available, because it may say that a mmu is present but you don;t kn=  
ow  
TC > that it is working until you try a few instructions and your machine=  
TC > dies a horrible death.  
Reminds me of the 486!  
-- =  
Best Regards,  
Rui Carvalho =ABgRiM=BB  
<tsb>  
I think that God in creating man somewhat overestimated his ability.  
=ABHttp://www.ip.pt/~ip234558 - Last Update: 05.01.99=BB  
=ABICQ:28959421=BB  
<tsb>Projects  
Bubbles -> |-----50%-----|  
AFM2 -> |-----100%| (Bug Fixing)  
<tsb>

### 1.533 Re: Debuggers!

for blitz-list@netsoc.ucd.ie; Mon, 25 Jan 1999 22:59:56 +0000

From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>

Organization: International House of Mojo

Date: Mon, 25 Jan 1999 22:51:38 -0000

encoding: Quoted-printable

Subject: Re: Debuggers!

> Mine GURU`s instantly on running VMEM.

> Does MungWall do the same job as Enforcer? (IE: Trap gurus) ?

I don't know what Mungwall does, but Enforcer doesn't trap gurus. It only traps illegal memory accesses, which may lead to gurus.

According to the docs, it may even make your programs crash sooner, but that's

only if its a bad program ;)

[ ] ^ V [ ] [ ] M =A9 M [ ] [ ] M M

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

### 1.534 Re: Debuggers!

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 26 Jan 99 15:17:05 +1000

Subject: Re: Debuggers!

Encoding: 7bit

On Mon, 25 Jan 1999 22:51:38 -0000 David McMinn said:

> > Mine GURU`s instantly on running VMEM.

> > Does MungWall do the same job as Enforcer? (IE: Trap gurus) ?

>

> I don't know what Mungwall does, but Enforcer doesn't trap gurus. It only

> traps illegal memory accesses, which may lead to gurus.

Mungwall actually initialises memory requests with known hex values

(my favourite is %DEADBEEF) and also forces each allocation to be 32

bytes greater than the actual requested value. That way you get a +/-

16 byte buffer for memory over/under runs. That way if you get

registers with recognisable gibberish, it implies that you have failed

to init memory before using it.

You actually get mungwall with enforcer from aminet.

---

BTW, does anyone know how to translate a memory address (from enforcer etc.) to a Blitz Basic line of code? There are proge which do that for C, but I don't know of one for BB2.

Cheers

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

[www.shoalhaven.net.au/edgewater](http://www.shoalhaven.net.au/edgewater)

## 1.535 Re: Debuggers!

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Tue, 26 Jan 1999 11:43:34 +0200

Organization: A97

Subject: Re: Debuggers!

Encoding: quoted-printable

On 25-Jan-99, Loki wrote:

[-Intro removed-]

>>>> Why does the LES Debugger GURU or lock every 5 minutes for no reason=  
?

>>>> Why is it that when the debugger locks and you have to Panic or

>>>> Quit and Die, that the next time you compile, Blitz gurus?

>>> =

>>> Ah, this one I can answer. The Panic is something you would compare t=  
o a

>>> level 7 rescue. Something to let you save your program when all else

>>> fails. it does a messy exit, leaving nothing freed, thew stack in

>>> disorder, and random stuff in the CPU registers. Not to mention that =  
the

>>> CPU is still actually runing both the debugger and your exe.

> Yeah I see,.. But most of the time it GURU`s as you are saving, or befo=  
re

> you get to :(.. I ALWAYS save before I compile and run. It`s a habit I

> got into when I started losing stuff here there and everywhere :)

Heh, me too. But the panic button is still a "last resort" just in case a=

ll else fals. And it no where near perfect. It could have been done much =  
cleaner, but not using AMiGA OS. :o)

>>>> I need Enforcer :) But I aint got an MMU :(... Well I have but only=  
 >>>> an EC-MMU, and those dont work :(... Does Mungwall need an MMU?  
 >>> =  
 >>> Well, the EC (EConmony) version do have MMU's, they just failed the M=  
 MU,  
 >>> test. One of my friends has an EC030, which can do virtual memory,  
 >>> because that part of the MMU works. And no. AFAIR Mungwall doesn't  
 >>> require an MMU.

> Mine GURU's instantly on running VMEM.  
 > Does MungWall do the same job as Enforcer? (IE: Trap gurus) ?  
 Yes, well it depends on which part of the MMU is defective, it could just=  
 be a small part (Like memory protection) that won't work, or a more seri=  
 ous part (memory tables) that don't work, or it could be all of it. Also,=  
 enforcer won't prevent GURU's it'll just tell you how bad you suck at pr=  
 ogramming system friendly stuff. MCP will (up to a point) trap and preven=  
 t GURU's

>>>> In fact, I think that bastard debugger is probably responsible  
 >>>> for at least 95% of all the crashes I get on my mig!  
 >>> Hrrmmm, a strange fact. Mine works flawlessly.

> Mine doesnt :(  
 No, obviously.

Regards

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Visit : <http://members.tripod.com/~FlameDuck>

### 1.536 Re: Debuggers!

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Tue, 26 Jan 1999 11:53:47 +0200

Organization: A97

Subject: Re: Debuggers!

Encoding: quoted-printable

On 26-Jan-99, Tony Rolfe wrote:

> BTW, does anyone know how to translate a memory address (from enforcer  
> etc.) to a Blitz Basic line of code? There are proge which do that  
> for C, but I don't know of one for BB2.

No, sorry, I don't know. I suspect however that the Degbugger has some wa=  
y of doing it.

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

## 1.537 Re: Debuggers!

([62.136.78.183] helo=194.152.64.35 ident=disaintcool)

by mail10.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 1057Ay-0005J3-00

for blitz-list@netsoc.ucd.ie; Tue, 26 Jan 1999 12:01:00 +0000

From: Loki <loki@napalmdeath.freemove.co.uk>

Date: Tue, 26 Jan 1999 11:39:12 +0100

Organization: Satanic Dreams Software.

Subject: Re: Debuggers!

Hello Mikkel

Hiya, Mikkel... ,on 26-Jan-99 you wrote me about Re: Debuggers!! :)

ML>> On 25-Jan-99, Loki wrote:

ML>>

ML>> [-Intro removed-]

ML>>

ML>>>>> >>>> Why does the LES Debugger GURU or lock every 5 minutes for no

ML>>>>> >>>> reason? Why is it that when the debugger locks and you have to

ML>>>>> >>>> Panic or Quit and Die, that the next time you compile, Blitz

ML>>>>> >>>> gurus?

ML>>>>>

ML>>>>> Ah, this one I can answer. The Panic is something you would compare

ML>>>>> to a level 7 rescue. Something to let you save your program when all

ML>>>>> else fails. it does a messy exit, leaving nothing freed, the stack

ML>>>>> in disorder, and random stuff in the CPU registers. Not to mention

ML>>>>> that the CPU is still actually running both the debugger and your

ML>>>>> exe.

ML>>>>>

ML>>>> Yeah I see,.. But most of the time it GURU`s as you are saving, or

ML>>>> before you get to :(.. I ALWAYS save before I compile and run. It`s a

ML>>>> habit I got into when I started losing stuff here there and everywhere

ML>>>> :)

ML>>>>

ML>>>> Heh, me too. But the panic button is still a "last resort" just in case

ML>>>> all else fails. And it no where near perfect. It could have been done

ML>>>> much cleaner, but not using AMiGA OS. :o)

So i noticed! :)

ML>>>>> >>>> I need Enforcer :) But I aint got an MMU :(((.. Well I have but

ML>>>>> >>>> only an EC-MMU, and those dont work :(... Does Mungwall need an

ML>>>>> >>>> MMU?

ML>>>>>

ML>>>>> Well, the EC (EConmony) version do have MMU's, they just failed the

ML>>>>> MMU, test. One of my friends has an EC030, which can do virtual

ML>>>>> memory, because that part of the MMU works. And no. AFAIR Mungwall

ML>>>>> doesn't require an MMU.

ML>>>

ML>>>> Mine GURU's instantly on running VMEM.

ML>>>> Does MungWall do the same job as Enforcer? (IE: Trap gurus) ?

ML>>>>

ML>>>> Yes, well it depends on which part of the MMU is defective, it could

ML>>>> just be a small part (Like memory protection) that won't work, or a more

ML>>>> serious part (memory tables) that don't work, or it could be all of it.

ML>>>> Also, enforcer won't prevent GURU's it'll just tell you how bad you suck

ML>>>> at programming system friendly stuff. MCP will (up to a point) trap and

ML>>>> prevent GURU's

Oh COOL!, I run MCP, which option is that then?

/MIGHT/ just stop some of my Blitz gurus.

ML>>>>>> In fact, I think that bastard debugger is probably responsible

ML>>>>>> for at least 95% of all the crashes I get on my mig!

ML>>>>>> Hrrmmm, a strange fact. Mine works flawlessly.

ML>>>>> Mine doesnt :(

ML>>>>>

ML>>>>> No, obviously.

Hehehehe

ML>>>>>

ML>>>>> Regards

Regards

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: [loki@napalmdeath.freemove.co.uk](mailto:loki@napalmdeath.freemove.co.uk)

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384

<tsb>

<tsb>\*SATANIC DREAMS FOUNDER\*

<tsb>ADMIN: [admin@satanicdreams.freemove.co.uk](mailto:admin@satanicdreams.freemove.co.uk)

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>



### 1.538 Re: Debuggers!

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Tue, 26 Jan 1999 16:20:22 +0200

Organization: A97

Subject: Re: Debuggers!

Encoding: quoted-printable

Hello Loki.

On 26-Jan-99, Loki wrote:

>>> [-Intro removed-]

[-Even more text removed-]

>>> Yes, well it depends on which part of the MMU is defective, it could

>>> just be a small part (Like memory protection) that won't work, or a m= ore

>>> serious part (memory tables) that don't work, or it could be all of i= t.

>>> Also, enforcer won't prevent GURU's it'll just tell you how bad you s= uck

>>> at programming system friendly stuff. MCP will (up to a point) trap a= nd

>>> prevent GURU's

> Oh COOL!, I run MCP, which option is that then?

> /MIGHT/ just stop some of my Blitz gurus.

Erm I think it's called something totally obvious like NoGuru or somethin= g...

[-Text was also removed from here-]

Regards

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\| + ||\| \ / _ \| / / + L_
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^ + / _____ / _ _ / \ _ > _ L \ + /
/ - \| VVVV \| / _
+++++
Visit : http://members.tripod.com/~FlameDuck=

```

### 1.539 Re: Debuggers!

26 Jan 99 15:05:32 0

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Tue, 26 Jan 1999 15:05:21 -0000

encoding: Quoted-printable

Subject: Re: Debuggers!

On 26 Jan 99, at 11:53, Mikkel L=F8kke wrote:

> On 26-Jan-99, Tony Rolfe wrote:

>

>> BTW, does anyone know how to translate a memory address (from enforcer

>> etc.) to a Blitz Basic line of code? There are proge which do that fo=

r

>> C, but I don't know of one for BB2.

>

> No, sorry, I don't know. I suspect however that the Degbugger has some w=

ay

> of doing it.

You need access to stuff like the assembled code (with addresses) or need=

know how the compiler will trnaslate blitz instructions into assembler (ch=

eck

what assembler there is at certain addresses and work back to the code) or=

doesn't Blitz have extra info in the programs when using the debugger, i.e.=

. an

extra six bytes or something to cause a JSR to a error check routine befor=

e the

instruction. Or a TRAP, so that the debugger can be brought up on exceptio=

n

after each line.

I think there's some mention of how the debugger works (something like the

TRAP, or certainly some kind of invoking message/exception thing) in RED documentation. But I can't remember what, or if its any use.

l) ^ V ][ l) Ml =A9 Ml ][ M M

d.mcminn@eee.rgu.ac.uk ICQ=3D16827694

[http://members.xoom.xom/David\\_McMinn](http://members.xoom.xom/David_McMinn)

You're slower than a herd of turtles stampeding through peanut butter.

## 1.540 Re: Debuggers!

Paris Sun, 31 Jan 1999 00:02:17 +0100 (MET)

From: Jean-Marc GIGANDET <HURRICAN@wanadoo.fr>

Date: Sat, 30 Jan 1999 23:59:51 +0200

Subject: Re: Debuggers!

Encoding: quoted-printable

Hello Loki

My debugger did also crash every time, and it was the 2.50 (B.S.S.) !

But I found a patch on RED site ! <http://www.ldngedge.demon.co.uk>

And now it works, my debugger is making the job. May be it'll help.

Regards

-- =

HURRICAN@wanadoo.fr

A1200 030/28 + 68881 + 8 Mo + Quantum 635 Mo + Wd 60 Mo + M1438S + Deskje=  
t 690C + UsR 33600.

HURRICANE, TURRICAN, well, that's a good mix. Both should visit Redmond .=  
=2E.

## 1.541 Re: Debuggers

for blitz-list@netsoc.ucd.ie; Mon, 25 Jan 1999 21:01:53 +0000

From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>

Organization: International House of Mojo

Date: Mon, 25 Jan 1999 20:53:41 -0000

encoding: Quoted-printable

Subject: Re: Debuggers

I just got the BSS, not much to shout about, STed252 is good, the install=  
program didn't work properly though. Anyway, there's the latest version of=

the  
 REDBugger in there too, which is quite cool. For example, it works properl=  
 y  
 with WinUAE, unlike the other ones, so I think that it probably works bett=  
 er on  
 real Amigas. Its still my programs that crash my Amiga, not the debugger.  
 And as for your Amiga crashing after you hit panic/etc. These are there a=  
 s  
 last resorts, i.e. you hit them, save your work then reboot, they're not m=  
 eant  
 to be nice and system friendly - the debugger and your progr just get left=  
 in  
 memory, floating aimlessly.  
 [] ^ V [] [ ] Ml =A9 Ml [] [ M M  
 dmcminn@house-of-mojo.freemove.co.uk  
[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.542 Date.. Day..

([62.136.79.155] helo=194.152.64.35 ident=kewl)  
 by mail12.svr.pol.co.uk with smtp (Exim 2.10 #1)  
 id 100H1m-0002Wm-00  
 for blitz-list@netsoc.ucd.ie; Wed, 13 Jan 1999 03:31:30 +0000  
 From: Loki <loki@napalmdeath.freemove.co.uk>  
 Date: Wed, 13 Jan 1999 03:08:03 +0100  
 Organization: Satanic Dreams Software.  
 Subject: Date.. Day..  
 Hello,  
 Anybody know an easy way to get the DAY from the current date?  
 IE, Monday, Tuesday, Wednesday, etc,...

Thanks.  
 Cya,..  
 --  
 <tsb>  
 <tsb>\*CONTACTING ME:\*
 <tsb>E-MAIL: [loki@napalmdeath.freemove.co.uk](mailto:loki@napalmdeath.freemove.co.uk)  
 <tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>  
 <tsb>ICQ: 27181384  
 <tsb>

---

<tsb>\*SATANIC DREAMS FOUNDER\*  
<tsb>ADMIN: admin@satanicdreams.freemove.co.uk  
<tsb>AMINET: SDPackN.lha (docs/misc)  
<tsb>WWW: http://www.satanicdreams.freemove.co.uk/  
<tsb>IRC: Dalnet/#SatanicDreams  
<tsb>

## 1.543 CyberGraphX Problems

From: Daniel Allsopp <daniel@thesnakepit.demon.co.uk>

Paul West <paul@stationone.demon.co.uk>

Date: Wed, 27 Jan 1999 17:40:34 +0000

Subject: CyberGraphX Problems

Warning: This is a message in MIME format. Your mail reader does not support MIME. Some parts of this message will be readable as plain text.

To see the rest, you will need to upgrade your mail reader.

--BOUNDARY.140270376.3

Hi all,

I've found out that the syntax I was writing for the cybergraphics calls is correct, it's crashing because of something else.....all CyberGraphX library calls are crashing.

Remember that CheckMode function Paul Burkey sent? Well I re-compiled that source code with error checking on and off, and everytime it tries to execute the line IsCyberModeID(DisplayID) it causes a \*Line1111 Emulator Error\*!!

What does this error mean? I seem to be getting it quite frequently.

I've attached the small program I compiled which crashes on my computer, it won't do anything really nasty to your computer, just cause a GURU.

It's just my compiled version of Paul Bukey's checkmode for gfxcard owners (cybergraphics).

Also, when I used NewFDConvert to convert my own cybergraphics.library and

I

examined the library with BlitzLibMan it misses 3 commands from the library.....

WritePixelArray\_

ReadPixelArray\_

WriteLUTPixelArray\_

But these commands tokenise ;(( Could it be my lib numbers? I'm using Library No. 153 for cybergraphics.library1.

When clicking on any of the libraries shown in BlitzLibMan I get a ??? for both the number of the library and the number of commands in that library, they only appear after examining it.

HELP me please ;)

Thanks,

--

Cheers,

Daniel

<tsb>E-Mail: daniel@thesnakepit.demon.co.uk

<tsb>URL: http://www.thesnakepit.demon.co.uk/

<tsb>

--BOUNDARY.140270376.3

Content-Disposition: attachment; filename="CheckMode"

Encoding: base64

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MDr+OFIAwHwAPzPAAAAAd9CPwAAAAAB5ATnUvDix6/mhOlixftnUvDix6/lxOrv/8LF9OdS8O  
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--BOUNDARY.140270376.3--

## 1.544 Re: CyberGraphX Problems

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Wed, 27 Jan 1999 21:30:45 +0200

Organization: A97

Subject: Re: CyberGraphX Problems

Encoding: quoted-printable

Hello Daniel.

On 27-Jan-99, Daniel Allsopp wrote:

> Hi all,

> I've foudnout that the syntax I was writing for the cybergraphics calls=  
is

> correct, it's crashing because of something else.....all CyberGraphX

> library calls are crashing.

Hrmmm, this sounds very strange. Now you do have the library and everythi=  
ng ? (And make sure you check, doing jumps to negative offsets to 0 has s=  
ome very strange side effects.)

> Remember that CheckMode function Paul Burkey sent? Well I re-compiled t=  
hat

> source code with error checkin on and off, and everytime it tries to

> execute the line IsCyberModeID(DisplayID) it causes a \*Line1111 Emulato=  
r

> Error\*!!

This is really strange. It worked like a charm for me, I'm even using it =  
for some projects of mine. (Which incidently, don't work)

> What does this error mean? I seem to be getting ti quite frequently.

Erm, from what I can remember from my asm days (not much these nowadays) =  
it one of those "if you get this error message, you're screwed" GURUs. An=  
yway I think it has something to do with trying to pull of a supervisor m=  
ode only command in user mode (or is it the other way arround ?) Anyway I=  
'm sure "ordinary" Blitz programing (which obviously you aren't doing alo=  
t of.) would never cause this error.

> I've attached the small program I compiled which crashes on my computer=  
, it

> won't do anything really nasty to your computer, just cause a GURU.

Hang on. I'll try it later. Much later. :o)

> It's just my compiled version of PaulBukeys checkmode for gfxcard owner=

---

s

> (cybergraphics).

> Also, when I used NewFDConvert to convert my own cybergraphics.library =  
and

> I

> examined the library with BlitzLibMan it misses 3 commands from the  
> library.....

> WritePixelFormat\_  
> ReadPixelFormat\_  
> WriteLUTPixelFormat\_  
> But these commands tokenise ;(( Could it be my lib numbers? I'm using  
> Library No. 153 for cybergraphics.library1.

WHAT !?! I don't think you need me to tell you that something is totally =  
wrong here, or maybe it's just BlitzLibMan !?! Anyway, does Paul's versio=  
n of Cybergraphics library not work ? They seem to work here. (Ofcourse I=  
havn't tried them either.)

> When clicking on any of the libraries shown in BlitzLibMan I get a ??? =  
for

> both the number of the library and the number of commands in that libra=  
ry,

> they only appear after examining it.

> HELP me please ;)

Erm, wow. I think someone (namely you) have finally stubled accross the p=  
roblem to which there is no solution..... Hopefully it's something really=  
obvious, like a variable that's of the wrong type or something. Some tim=  
es the simple errors can be the hardest to spot. Sorry I'm not much help =  
on this issue. :( Also, I might be imagineing things here, but isn't you=  
r checkmode abit larger than paul's ? Don't know if it has any relevance,=  
but I figure it's worth checking into...

Regards

-- =

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Visit : http://members.tripod.com/~FlameDuck

```

## 1.545 Re: CyberGraphX Problems

[62.136.126.178] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail9.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 105u9F-0004FV-00

for blitz-list@netsoc.ucd.ie; Thu, 28 Jan 1999 16:18:29 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Thu, 28 Jan 1999 15:30:22 +0000

Subject: Re: CyberGraphX Problems

Daniel Allsopp churned out \*this\* drivel :

> It's just my compiled version of PaulBukeys checkmode for gfxcard owners

> (cybergraphics).

>

> Also, when I used NewFDConvert to convert my own cybergraphics.library and

> I examined the library with BlitzLibMan it misses 3 commands from the

> library.....

>

> WritePixelFormat\_

> ReadPixelFormat\_

> WriteLUTPixelFormat\_

Well, I did the first NewFDConvert, but it used exactly the same code for  
compiling libraries as the original - I didn't go /near/ that stuff!

I'd blame a library clash ;)

Unless it needs more than one blitzlib to hold all the commands (like  
the blitz doslib), but I tested it for this kind of thing and it  
was OK (I remade the doslibs 1&2)...

\*Hey CURT!\*

Did you upload your newer version?

See ya,

--

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

Connected from Dundee, Scotland.

(<http://surf.to/all-hail/>)

## 1.546 CyberGraphics WriteChunkyArray

From: Daniel Allsopp <daniel@thesnakepit.demon.co.uk>

Blitz Basic List <blitz-list@netsoc.ucd.ie>

Date: Wed, 27 Jan 1999 16:10:41 +0000

Subject: CyberGraphics WriteChunkyArray

Encoding: quoted-printable

Hi all,

Can someone please tell me what could be wrong with the following code? I=

'm

using a converted cybergraphics.library for one function, WritePixelFormat=

=2E

The code works fine with WritePixelFormat8 but I won't to use this method

cause I'll be supporting 16bit copies, which WPA8 doesn't.

----

```
#RECTFMT_RGB =3D0 <-- Normal 8bit copying. 3 Bytes Per Pix=
```

```
el,
```

```
R,G,B
```

```
#RECTFMT_RGBA=3D1
```

```
#RECTFMT_ARGB=3D3
```

```
IMAGE_WIDTH=3D240
```

```
IMAGE_HEIGHT=3D240
```

```
IMAGE_BPP=3D3 <-- BytesPerPixel, equal to 3 for RG=
```

```
B
```

```
chunky_bmap.l=3DPeek.l(Addr Bitmap(1)+8)
```

Assume that I have the screen open and the window 1 open on that

screen.

--

\*This code works....\*

```
#WritePixelFormat8_
```

```
RastPort(1),0,0,IMAGE_WIDTH-1,IMAGE_HEIGHT-1,chunky_bmap,0#
```

--

---

\*This code doesn't...\*

#WritePixelFormat\_ #

#chunky\_bmap,0,0,IMAGE\_WIDTH\*IMAGE\_BPP,RastPort(1),0,0,IMAGE\_WIDTH-1,IMAGE\_HEIGHT-1,#RECTFMT\_RGB#

The syntax of WritePixelFormat\_ is

srcRECT - Pointer to an array of pixels

(SrcX,SrcY) - Starting point in the source rectangle

SrcMod - The number of bytes per row in the source rectangle

RastPort - The RastPort to render to

(DestX,DestY) - The destination starting point in the rastport

(SizeX,SizeY) - Size of the rectangle to be transferred

SrcFormat - Pixel Format of the source rectangle which include those specified at the top of the email. #RECTFMT\_XXXX

Any help would be appreciated.

-- =

Cheers,

Daniel

<tsb>E-Mail: [daniel@thesnakepit.demon.co.uk](mailto:daniel@thesnakepit.demon.co.uk)

<tsb>URL: <http://www.thesnakepit.demon.co.uk/>

<tsb>=

## 1.547 CyberGraphics Problem Fixed

for blitz-list@netsoc.ucd.ie; Thu, 28 Jan 1999 03:19:15 +0000

From: Daniel Allsopp <[daniel@thesnakepit.demon.co.uk](mailto:daniel@thesnakepit.demon.co.uk)>

Date: Thu, 28 Jan 1999 03:21:02 +0000

Subject: CyberGraphics Problem Fixed

Hi ,

My cybergraphics problem is now fixed, and it could be because of 3 things

- 1) NewFDConvert on the Aminet is knackered/broekn/doesn't work
- 2)I've found a library number that doesn't conflict with anything (is there anyway to see what lib numbers are used)
- 3)The re-install of BSS did it....

--

Cheers,

Daniel

<tsb>E-Mail: [daniel@thesnakepit.demon.co.uk](mailto:daniel@thesnakepit.demon.co.uk)

<tsb>URL: <http://www.thesnakepit.demon.co.uk/>

<tsb>

---



## 1.548 Re: CyberGraphics Problem Fixed

From: Curt Esser <camge@ix.netcom.com>

Date: Thu, 28 Jan 1999 03:04:19 -0500

Subject: Re: CyberGraphics Problem Fixed

Hi Daniel

On 27-Jan-99, Daniel Allsopp wrote:

> Hi ,

>

> My cybergraphics problem is now fixed, and it could be because of 3 things

> :

>

> 1) NewFDConvert on the Aminet is knackered/broekn/doesn't work

I don't think there should be a problem with it - James simply patched in some file requesters so you don't need to type in the paths by hand

>

> 2) I've found a library number that doesn't conflict with anything (is there

> anyway to see what lib numbers are used)

1} On my website you will find an update to NewFDconvert that gives you a list of all unused library numbers and refuses to allow you to use a conflicting number.

It also gives you a listing of the converted commands so you can see if something went wrong during the conversion.

2} There is a program that comes with Blitz (I forget the name) that will give you a listing of all used lib numbers.

3} There is a program LibMan (NOT the one that is on Aminet) on one of the BUMS (9 I think?) that will give you a listview showing all the libraries and their numbers, with clashing numbers marked for you. It also lets you select which libraries to include/not include in your DefLibs. This program is marked as PD, but says it is copyrighted to Acid or something. Does anybody know if it is OK to distribute this? It is very useful.

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

---

**1.549 Re: CyberGraphics Problem Fixed**

28 Jan 99 12:02:06 0

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Thu, 28 Jan 1999 12:01:53 -0000

encoding: Quoted-printable

Subject: Re: CyberGraphics Problem Fixed

> 2} There is a program that comes with Blitz (I forget the name) that wil=

l

> give you a listing of all used lib numbers.

Its called viewlibs, you only get the source (which compiles and runs wit=  
hout

any problems). Source is called viewlibs.bb2 (\*really\*!?) and I think its=  
in

the same place as the original makedeflibs source.

l) ^ V ][ l) Ml =A9 Ml ][ M N

d.mcminn@eee.rgu.ac.uk ICQ=3D16827694

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

**1.550 Re: CyberGraphics Problem Fixed**

([62.136.103.68] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail2.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 105vCy-0004h1-00

for blitz-list@netsoc.ucd.ie; Thu, 28 Jan 1999 17:26:24 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Thu, 28 Jan 1999 17:10:33 +0000

Subject: Re: CyberGraphics Problem Fixed

Curt Esser churned out \*this\* drivel :

> 3} There is a program LibMan (NOT the one that is on Aminet) on one of the

> BUMS (9 I think?) that will give you a listview showing all the libraries

> and their numbers, with clashing numbers marked for you. It also lets you

> select which libraries to include/not include in your DefLibs. This program

> is marked as PD, but says it is copyrighted to Acid or something. Does

> anybody know if it is OK to distribute this? It is very useful.

If it's marked as PD, it's freely distributable, so stick it on Aminet! ;)

If it's /also/ marked as (C) Acid, I'd treat it as freeware, ie freely  
distributable, but owned by Acid...

Also, I don't think you'll be hearing from Acid anytime soon ;)

See ya,

--

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

Connected from Dundee, Scotland.

(<http://surf.to/all-hail/>)

## 1.551 Re: CyberGraphics Problem Fixed

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 28 Jan 1999 21:02:03 +0200

Organization: A97

Subject: Re: CyberGraphics Problem Fixed

Encoding: quoted-printable

X-Info: <mailto:sf@xxl.ots.dk> in case of problems!

Hello James.

On 28-Jan-99, James L Boyd wrote:

>> 3} There is a program LibMan (NOT the one that is on Aminet) on one of the

>> BUMS (9 I think?) that will give you a listview showing all the libraries

>> and their numbers, with clashing numbers marked for you. It also lets you

>> select which libraries to include/not include in your DefLibs. This program

>> is marked as PD, but says it is copyrighted to Acid or something. Does

>> anybody know if it is OK to distribute this? It is very useful.

> If it's marked as PD, it's freely distributable, so stick it on Aminet! =

;) )

> If it's /also/ marked as (C) Acid, I'd treat it as freeware, ie freely =

> distributable, but owned by Acid..

> Also, I don't think you'll be hearing from Acid anytime soon ;)

Acid who ? :o) Anyway it's still the intellectual property of the author (= Probably Mark Sibly or Simon Armstrong) and they can sue you, if they want. Which they probably don't since they are too busy doing PC and PSX games now.

Regards

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Visit : http://members.tripod.com/~FlameDuck=
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## 1.552 Creating a game.

From: "Oliver Marks" <oly@enterprise.net>

Organization: Private

Date: 18 Jan 99 17:56:06 +0000

Subject: Creating a game.

Encoding: 7bit

Hi,

I am attempting to write a game in blitz basic but need help with the following.

bullets what would be a good way of handling lots of bullets i have thought about using plot but that destroys the back ground.

Collision detection how can i detect when shapes hit each other or when the shape hit the wall i have done the bitmap in the upper 128 colours because there is a sprite command which detects when sprites touch the upper colours in bitmap any way to do this with shapes

bullets would also have to be checked for collisions.

Can anyone give me an idea of how many shapes you can use on screen on a 256 colour bitmap before there is a noticable slow done.

Thnaks in advance for any help.

**1.553 Re: Creating a game.**

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Tue, 19 Jan 1999 00:00:59 +0200

Organization: A97

Subject: Re: Creating a game.

Encoding: quoted-printable

On 18-Jan-99, Oliver Marks wrote:

> Hi,

> I am attempting to write a game in blitz basic but need help with the

> following.

> bullets what would be a good way of handling lots of bullets i have

> thought about using plot but that destroys the back ground.

Well, you should just read the background first, then plot the bullet, and then plot the background back.

> Collision detection how can i detect when shapes hit each other or

> when the shape hit the wall i have done the bitmap in the upper 128

> colours because there is a sprite command which detects when sprites

> touch the upper colours in bitmap any way to do this with shapes

> bullets would also have to be checked for collisions.

Erm there are lots of ways to check this. Blitz have some (rather useless) collision detection commands, but basically it's a matter of comparing coordinates.

> Can anyone give me an idea of how many shapes you can use on screen on

> a 256 colour bitmap before there is a noticeable slow down.

About 8 I think.

Once again for this type of game (Using plots and points) you should really use a chunky bitmap, I recommend Mildred, as it does all this for you (and more) the only drawback of using c2p routines is that it requires much more CPU speed.

Regards

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> bullets what would be a good way of handling lots of bullets i have  
 > thought about using plot but that destroys the back ground.  
 If you use shapes for the bullets then using buffers is quick and easy  
 Then you can use the BBlit and Unbuffer commands to draw them  
 > Can anyone give me an idea of how many shapes you can use on screen on  
 > a 256 colour bitmap before there is a noticable slow done.  
 Not many. Do you really need that many colours?  
 Thom

---

DO YOU YAHOO!?

Get your free @yahoo.com address at <http://mail.yahoo.com>

## 1.556 Re: Creating a game.

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Tue, 19 Jan 1999 20:36:53 +0200

Organization: A97

Subject: Re: Creating a game.

Encoding: quoted-printable

On 19-Jan-99, Thomas Cobb wrote:

>> bullets what would be a good way of handling lots of bullets i have  
 >> thought about using plot but that destroys the back ground.  
 > If you use shapes for the bullets then using buffers is quick and easy  
 > Then you can use the BBlit and Unbuffer commands to draw them  
 Nice, unfortunately this is a slow way of doing it.  
 >> Can anyone give me an idea of how many shapes you can use on screen on=  
 >> a 256 colour bitmap before there is a noticable slow done.  
 > Not many. Do you really need that many colours?

Of course he does, the more the merrier.

Regards

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Visit : http://members.tripod.com/~FlameDuck=

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## 1.557 Re: Creating a game.

From: "Oliver Marks" <oly@enterprise.net>

Organization: Private

Date: 19 Jan 99 21:45:10 +0000

Subject: Re: Creating a game.

Encoding: 7bit

Hi ,

>>> bullets what would be a good way of handling lots of bullets i have

>>> thought about using plot but that destroys the back ground.

>>

>> Well, you should just read the background first, then plot the bullet, and then plot the background back.

>

> I will be adding routines to mildred for this sort of pixel handling.

I have downloaded the mildred library and was trying to get my code to work with it if that is possible. :)

I have lots of questions after looking at this library.

I understand that i have a planar display and a chunky display but what is this c2p display this just confused me completly.

Why in the examples does the code use really odd screen sizes all the commands seem to have bitmaps smaller than the screen ie less than 320x256 but they are still displayed full screen.

I am using a 640x512 bitmap on a 320x256 screen which commands do i need to specify that the bitmap is 640x512 and which do set as being the later.

I have included the display commands i have used below if some one



else would mind showing what i put in there place i decided not to include the c2p code i implemented as it was a complete mess and just displayed a corrupted display.

Thanks in advance for any help.

BitMap 0,640,512,8 ;window bitmap 256 colours

LoadBitMap 0,"dh3:projects/games/roketz/Maps/Space.IFF",0

InitCopList 0,\$13018

BLITZ

Buffer 0,16384

CreateDisplay 0

DisplayPalette 0,0

ShowPalette 0

DisplayBitMap 0,0,x,y

UnBuffer 0

BBlit 0,shp,p1x,p1y

BitMapOutput 0

## 1.558 Re: Creating a game.

for blitz-list@netsoc.ucd.ie; Tue, 19 Jan 1999 23:19:32 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 19 Jan 99 23:01:53 +0000

Subject: Re: Creating a game.

Encoding: 7bit

Hi Oliver,

> I have downloaded the mildred library and was trying to get my code to  
> work with it if that is possible. :)

Ok.

> I have lots of questions after looking at this library.

Right. :)

> I understand that i have a planar display and a chunky display but  
> what is this c2p display this just confused me completely.

There is no c2p display. I take it you are referring to c2pWindows? A c2pWindow is an object that I decided really would be necessary in order to keep things efficient and to give good flexibility to you programmers.

A c2pWindow is just a description of the size of the c2p operation to be performed. You see, at some point the system needs to be told

what size the operation is going to be, how large the source data is, and how large the destination is. To achieve this in Mildred you use the Mc2pWindow command to create a description, ie tell it what size things are gonna be.

A c2pWindow doesn't contain any actual graphics data, as you may be thinking about normal intuition windows or such. It's just a place to store some parameters really because various modifications have to take place within the library before you can perform a c2p operation, and yet those modifications only really need to be made once for any number of conversions.

> Why in the examples does the code use really odd screen sizes all the  
> commands seem to have bitmaps smaller than the screen ie less than  
> 320x256 but they are still displayed full screen.

320x240 is a standard size on graphics cards, and with Mildred it is exceptionally simple to redirect the chunky bitmaps to display on a graphics-card. Because I am testing things on a graphics card mainly I tend to use these non-pal aspect ratios / resolutions.

Feel free to use 256 height if you wish. It's just its not often a commonly supported size on graphics cards.

> I am using a 640x512 bitmap on a 320x256 screen which commands do i  
> need to specify that the bitmap is 640x512 and which do set as being  
> the later.

MBitmap creates the 640x512 bitmap, and for the 320x256 bitmap you will need to use the normal blitz command CludgeBitmap, cludged onto a solid block of chipram memory that you have allocated.

The planar memory needs to be contiguous otherwise the c2p and p2c operations will be corrupt, and there is some possibility that normal bitmaps would not have their bitplanes stored exactly next to each other in memory. It is a feature i would not choose but we're stuck with it.

> I have included the display commands i have used below if some one  
> else would mind showing what i put in there place i decided not to  
> include the c2p code i implemented as it was a complete mess and just  
> displayed a corrupted display.

>

> Thanks in advance for any help.

Ok.

> BitMap 0,640,512,8 ;window bitmap 256 colours

> LoadBitMap 0,"dh3:projects/games/roketz/Maps/Space.IFF",0

Right, first and foremost, all you are doing so far is loading the bitmap into a normal blitz bitmap object. That means it will likely be in chipram and will be in planar format.

So, what you need to do is firstly make sure the bitmap will be 'Mildred compatible', and then convert the data to chunky format.

Note that it is legal to load bitmaps to fastram if they aren't going to be displayed.

MCPU Processor ; Ensures best efficiency according to cpu

InitBank 0,640\*512,\$10000 ; Fastram

CludgeBitmap 0,640,512,8,Bank(0)

LoadBitmap 0,"dh3:projects/games/roketz/Maps/Space.Iff",0

MBitmap 0,640,512

MPlanar16ToBitmap 0,Bank(0) ; Convert planar to chunky

The above code will load in your image and get into a state where Mildred can do something with it. Note the method used for setting up the blitz bitmap object - cludging it - as this ensures that the bitplanes will be contiguous in memory.

> InitCopList 0,\$13018

> BLITZ

> Buffer 0,16384

> CreateDisplay 0

> DisplayPalette 0,0

> ShowPalette 0

Ok, This part of your code can pretty much stay as it is except for the buffer.

InitCopList 0,\$13018

BLITZ

CreateDisplay 0

DisplayPalette 0,0

I don't think you need the ShowPalette 0.

> DisplayBitMap 0,0,x,y

But this bit can't. This DisplayBitmap can't take place until we have set up a proper display for Mildred to output to. Firstly you need to create a 320x256 bitmap, using the same memory you used before or reserving some new if you dont want to waste any. Then you need to set up a c2pwindow.

InitBank 0,320\*256,\$10002 ; Chipram, for the the planar display

CludgeBitmap 0,320,256,8,Bank(0)

DisplayBitmap 0,0,0,0 ; Note no scroll offset!

Mc2pWindow 0,320,256,640,Processor,320,256

Scrolling with mildred will generally be done in software as part of the c2p conversion.

> UnBuffer 0

> BBlit 0,shp,p1x,p1y

> BitMapOutput 0

Right, now Mildred hasn't got Buffers at this point in time, but it has got support for queues and unqueuing from a backup bitmap. So if you wanted to create such a bitmap it would be:

MBitmap 1,640,512

MBlockScroll 0,0,640,512,0,0,0

MUseBitmap 0

MQueue 0,100 ; allow 100 objects in the queue (can be more)

Then to do your blit, in your game loop, it would be something like:

MQBlit shp,p1x,p1y

Mc2p MBitmapPtr(x,y,0),Bank(0)

MUnQueue 0,1

And hey presto. Now, notice that you also are going to have to convert your shapes into chunky format, ie so that they become Mildred's Shapes (MShape). I suggest loading them onto a bitmap, converting the bitmap to Mildred (chunky), and then grabbing them off, because the MPlanar16ToShape will only work with widths that are multiple of 16. Note also that using mildred will generally mean you need more fastram, and especially so when you have a backup bitmap. Note that using a queue will, however, be faster than using buffers, but means that if you implement some kind of tile scroller you will have to put the tiles onto both bitmaps (for which there are special routines in mildred).

I hope this helps and isn't too daunting.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

---

## 1.559 Re: Creating a game.

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Wed, 20 Jan 1999 08:24:15 +0200

Organization: A97

Subject: Re: Creating a game.

Encoding: quoted-printable

On 19-Jan-99, Oliver Marks wrote:

>>>> bullets what would be a good way of handling lots of bullets i have

>>>> thought about using plot but that destroys the back ground.

>>> =

>>> Well, you should just read the background first, then plot the bullet=

, and then plot the background back.

>> =

>> I will be adding routines to mildred for this sort of pixel handling.

> I have downloaded the mildred library and was trying to get my code to

> work with it if that is possible. :)

> I have lots of questions after looking at this library.

Okay, so paul was first, here's my two cents worth anyway :o)

> I understand that i have a planar display and a chunky display but

> what is this c2p display this just confused me completely.

No, you don't actually, you have a planar display (same as always) and you have a chunky bitmap. Now what you need to do is convert your chunky bitmap to a planar one (so called c2p) so the AMiGA display hardware will show it correctly. The c2pwindow can be compared to the slice, or display of ancient blitzing. The Mbitmap is your "bitmap", and the c2pwindow is your "Slice".

> Why in the examples does the code use really odd screen sizes all the

> commands seem to have bitmaps smaller than the screen ie less than

> 320x256 but they are still displayed full screen.

Mine don't. I think mine use 320x256. Anyway I have a segment of code lying around that does what you want, I'll mail it to paul later, so he can upload it to the support site.

> I am using a 640x512 bitmap on a 320x256 screen which commands do i

> need to specify that the bitmap is 640x512 and which do set as being

> the later.

> I have included the display commands i have used below if some one

> else would mind showing what i put in there place i decided not to  
 > include the c2p code i implemented as it was a complete mess and just  
 > displayed a corrupted display.

> BitMap 0,640,512,8 ;window bitmap 256 colours  
 > LoadBitMap 0,"dh3:projects/games/roketz/Maps/Space.IFF",0

Okay, this part is really:

```
*pbm.l=3Dallocmem(640*512,#MEMF_PUBLIC)
if *pbm
cludgebitmap 0,640,512,8,*pbm
loadbitmap 0,"dh3:projects/games/roketz/Maps/Space.IFF",0
mbitmap 0,640,512
mplanar16tobitmap 0,*pbm
free bitmap 0
freemem *pbm,640*512
else
end
endif
```

Or even better you could make it a statement. (With minor modifications.)=

Anyway this is the allmost foolproof way of doing it. It could be done i=  
 n less lines, but there really isn't any reason.

> InitCopList 0,\$13018

> BLITZ

> Buffer 0,16384

> CreateDisplay 0

> DisplayPalette 0,0

Okay, I'll not comment on WHY you should use a OS screen instead.. I'll j=  
 ust shut up about that, although it is better.

> DisplayBitMap 0,0,x,y

Natch. Scratch this line and do:

```
*pbm=3Dallocmem(320*256,#MEMF_CHIP)
cludgebitmap 0,320,256,8,*pbm
displaybitmap 0,0
```

Also, now would be yourr last chance to setup a c2pwindow. Do this:

Mc2pwindow 0,320,256,640,320,256 (Or something, I don't remember the corr=  
 ect syntax of the top of my head) =

> UnBuffer 0

> BBlit 0,shp,p1x,p1y

> BitMapOutput 0

Like paul said, this totally won't work with Mildred (yet ?). However it =

will still work, since you're blitting to the planar Bitmap. (Not good cu=  
stom, but will work.) Now, all you need to do is a simple mc2p, and it sh=  
ould work (Erm the mc2p should be done BEFORE using planar blits, or it w=  
ill be overwritten.). Anyway I'll send paul some more examples as soon as=  
I've finished comenting them, and doing the readme 's. =

Regards

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Visit : <http://members.tripod.com/~FlameDuck>=

## 1.560 Re: Creating a game.

for blitz-list@netsoc.ucd.ie; Wed, 20 Jan 1999 16:12:46 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 20 Jan 99 16:10:24 +0000

Subject: Re: Creating a game.

Encoding: 7bit

Mikkel Lokke,

[buffers]

> Like paul said, this totally won't work with Mildred (yet ?).

Well, I have been thinking about doing buffers. You can implement a  
buffer system yourself by simply grabbing the area off with some kind

of scroll command to a spare bitmap and then copying the areas back afterwards, but it requires much more to be done manually such as maintaining lists of coords. Buffers would be much similar to queues except that the actual buffer data has to be stored somewhere rather than reference it from a backup bitmap. Also the blits for BBlit would have to be changed from the ones I have at the moment so that the background was stored in the buffer on the fly as part of the blit (no point reading it twice).

But, as i say, been thinking about it so i might put buffers in sometime.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

## 1.561 Re: Creating a game.

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 21 Jan 1999 05:40:22 +0200

Organization: A97

Subject: Re: Creating a game.

Encoding: quoted-printable

Hello Paul.

On 20-Jan-99, Paul wrote:

> [buffers]

>> Like paul said, this totally won't work with Mildred (yet ?).

> Well, I have been thinking about doing buffers. You can implement a  
> buffer system yourself by simply grabbing the area off with some kind  
> of scroll command to a spare bitmap and then copying the areas back  
> afterwards, but it requires much more to be done manually such as  
> maintaining lists of coords. Buffers would be much similar to queues  
> except that the actual buffer data has to be stored somewhere rather  
> than reference it from a backup bitmap. Also the blits for BBlit would  
> have to be changed from the ones I have at the moment so that the  
> background was stored in the buffer on the fly as part of the blit (no  
> point reading it twice).

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> But, as i say, been thinking about it so i might put buffers in  
> sometime.

Nah, it's no rush. Concentrate on Mline instead. :o)

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

## 1.562 Complicated Multiplayer Network Games.

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sat, 23 Jan 1999 05:15:22 +0200

Organization: A97

Subject: Complicated Multiplayer Network Games.

Encoding: quoted-printable

Hello.

Hi, A friend and I are toying with the idea of making a few Turn based network games. The best interface for these games would be some kind of Play-by-Email interface. What is the best way to implment such a thing ? AREXX ? RFC's ? =

Anyway, it would be best if the system was fully automated, so the game w=

ould check the place the E-mail client is, for any new messages. Can it be done ? (The answer is obviously yes, but if you have any ideas, lay them on me) :o)

Greets,

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Visit : <http://members.tripod.com/~FlameDuck>=

**1.563 Re: Collision Detection Nprint and AHI :(**

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sun, 24 Jan 1999 16:37:46 +0200

Organization: A97

Subject: Re: Collision Detection Nprint and AHI :(

Encoding: quoted-printable

On 24-Jan-99, Oliver Marks wrote:

[-problem definition removed-]

>> Okay, for one, the collision detection in Blitz suck eggs. There are a few collision detection commands, but they both use rectangular areas and disregard the cookie of a shape. One work around is to use a smaller "Dummy" shape to test collision.

>> Hopefully Paul West will add some sort of MCookieCollision Command to= Mildred (Paul ?) which would solve your problem in an instance.

> I am trying to create my collision detection code by using =  
 > (pixel=3Dmpoint shipcoordinates) and then checking to see if the pixel  
 > variable is greater or less than 128 the only problem is it does not  
 > appear to be working so i would like to know if there is any way i can  
 > use wlocate and nprint to display the value of the pixel variable on  
 > screen using a chunky bitmap.

Well, asuming you have a window opened, yes, it's easy. Just make sure to= do it AFTER the Mc2p command, other wise it will be overwritten by the c= 2p conversion. Otherwise, if you want to do it directly on the bitmap, be= sure to use an Use Bitmap (planar) to print to the planar bitmap (That y= ou're showing, if using a double buffered system.) I hope I've been helpf= ull. Otherwise, send me a piece of the code that (appearently) doesn't wo= rk, and I'll have a look at it.

> also if you can use ahi in blitz can some one direct me to the  
 > appropriate files please.

Paul Burkey has done a quite usefull example. It was mailed to the list f= airly recently, or you could probably get it from his or any other Blitz = Example source site.

Regards

-- =

+--+

```
| M i k k e l L = F 8 k k e | _
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```

+--+

Visit : <http://members.tripod.com/~FlameDuck>

**1.564 Re: Collision Detection Nprint and AHI :(**

From: "Oliver Marks" <oly@enterprise.net>

Organization: Private

Date: 24 Jan 99 15:30:15 +0000

Subject: Re: Collision Detection Nprint and AHI :(

Encoding: 7bit

Hi,>

>> I have now got my program working the screen scrolls well and the  
>> ship is displayed on the screen the next thing i want to implement in  
>> my code is collision detection can anyone help.

>

> I sure hope so.

>

>> I need to check for collisions between shapes and collision of shapes  
>> with pixels that i have plotted on the screen the only way i can think  
>> to do this is to check every single x y coordinate of the shape bitmap  
>> and the pixels that are plotted on the screen very slow.

>

> Indeed. You might get a little more speed with Mildred, but probably not enough.

>

>> the bitmap has been drawn so that the top 128 colours of the bitmap  
>> are used to draw the walls and the lower 128 for the background is it  
>> possible to detect whether the shapes have been put on the higher 128  
>> colours.

>

> No. Not using standard Blitz commands. (Of course you could check the point BEFORE you blit the shape, but it's not failsafe)

>

>> if i need to be able to check wheather the shape has hit using its x y  
>> coordinates how can i read them in because i would have to read in the  
>> x y coordinate of ever pixel.

>

>> another thing i will say is that when i scroll the shapes they do not  
>> move allong 1 pixel at a time they can move up to 5 pixels at a time.

>

>> I have allways had trouble with collision detection and desperatly  
>> need help.

>

> Okay, for one, the collision detection in Blitz suck eggs. There are a few collision detection commands, but they both use rectangular areas and disregard the cookie of a shape. One work around is to use a smaller "Dummy" shape to test collision. Hopefully Paul West will add some sort of MCookieCollision Command to Mildred (Paul ?) which would solve your problem in an instance.

I am trying to create my collision detection code by using  
(pixel=mpoint shipcoordinates) and then checking to see if the pixel  
variable is greater or less than 128 the only problem is it does not  
appear to be working so i would like to know if there is any way i can  
use wlocate and nprint to display the value of the pixel variable on  
screen using a chunky bitmap.  
also if you can use ahi in blitz can some one direct me to the  
appropriate files please.

### **1.565 Re: Collision Detection Nprint and AHI :(**

for blitz-list@netsoc.ucd.ie; Sun, 24 Jan 1999 17:16:38 +0000

From: Daniel Allsopp <daniel@thesnakepit.demon.co.uk>

Date: Sun, 24 Jan 1999 17:18:17 +0000

Subject: Re: Collision Detection Nprint and AHI :(

Hi Mikkell,

On 24-Jan-99, you wrote:

>> also if you can use ahi in blitz can some one direct me to the  
>> appropriate files please.

>

> Paul Burkey has done a quite usefull example. It was mailed to the list  
> fairly recently, or you could probably get it from his or any other Blitz  
> Example source site.

If you wait a bit longer I'll send my optimised AHI routines for Blitz which  
allow a sample to be played in any format which it's saved in, IFF that is,  
8/16 Bit, Mono or Stereo, and can have any length. The old routines only  
support 128k samples and 8bit sound.

Please be patient

--

Cheers,

Daniel

<tsb>E-Mail: [daniel@thesnakepit.demon.co.uk](mailto:daniel@thesnakepit.demon.co.uk)

<tsb>URL: <http://www.thesnakepit.demon.co.uk/>

<tsb>

---

**1.566 Re: Collision Detection Nprint and AHI :(**

for blitz-list@netsoc.ucd.ie; Sun, 24 Jan 1999 18:07:29 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 24 Jan 99 18:07:32 +0000

Subject: Re: Collision Detection Nprint and AHI :(

Encoding: 7bit

Oliver,

> I am trying to create my collision detection code by using  
> (pixel=mpoint shipcoordinates) and then checking to see if the pixel  
> variable is greater or less than 128 the only problem is it does not  
> appear to be working so i would like to know if there is any way i can  
> use wlocate and nprint to display the value of the pixel variable on  
> screen using a chunky bitmap.

>

> also if you can use ahi in blitz can some one direct me to the  
> appropriate files please.

For the chunky problem you could simply output using c2p to AGA display. There is nothing to stop you printing something to the blitz output bitmap using normal nprint and such. just bear in mind ta it will be wiped over when you c2p. You also might like to take a look at Mpointstencil which returns true if a pixel is set in the stencil.

Remember that bitmaps have stencils in the same way that shapes have cookies.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

**1.567 Re: Collision Detection Nprint and AHI :(**

From: "Oliver Marks" <oly@enterprise.net>

Organization: Private

Date: 25 Jan 99 19:25:59 +0000

Subject: Re: Collision Detection Nprint and AHI :(

Encoding: 7bit

Hi,

---

I have got nprint working but mpoint is bringing up very strange results i have included the main graphics loop so you can see if you know what could be causing it.

Mpoint is comming up with negitaive numbers like -32 it has a value of 0 if the ship is not moving and i get lots of multiples of 16 when the ship is being moved.

i do not see how it could be getting the coordinates wrong because the mqblit command is using the same cordinates and it is displayed on the bitmap.

```
.display
;MUseBitmap 2
MQueue 0,100 ; allow 100 objects in the queue (can be more)
;For yy=1 To 14
;For xx=1 To 14
pixel=MPoint(p1x,p1y)
;Next xx
;Next yy
If pixel>128
MQBlit shp+8,p1x,p1y
Else
MQBlit shp,p1x,p1y
EndIf
;ResetList coll()
;While NextItem(coll())
; coll()\col=MPoint (coll()\x,coll()\y)
; MPlot coll()\x,coll()\y,35
;Wend
Mc2p MBitmapPtr(x,y,2),Bank(2)
;pixel=MPoint(p1x,p1y)
Use BitMap 2
BitMapOutput 2
Colour 20
Locate 0,0
NPrint pixel
NPrint MPoint(p1x,p1y)
NPrint "bitmap",x," ",y
NPrint "Player",p1x," ",p1y
MUseBitmap 2
ResetList coll()
```

---

```
While NextItem(coll())
MPlot coll()\x,coll()\y,coll()\col
Wend
MUnQueue 0
Return
```

## 1.568 Re: Collision Detection Nprint and AHI :(

for blitz-list@netsoc.ucd.ie; Tue, 26 Jan 1999 01:29:00 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 26 Jan 99 00:57:10 +0000

Subject: Re: Collision Detection Nprint and AHI :(

Encoding: 7bit

Oliver,

> I have got nprint working but mpoint is bringing up very strange

> results i have included the main graphics loop so you can see if you

> know what could be causing it.

> Mpoint is comming up with negitaive numbers like -32 it has a value of

> 0 if the ship is not moving and i get lots of multiples of 16 when the

> ship is being moved.

Strange. Firstly, MPoint is a byte function so normally returns byte values, which if you read them might display as negative numbers, because they would range from -127 (?) upwards. That may be down to the way nprint interprets it. So you could try converting it into a word first. I've made a small modification to the mpoint routine now, in v1.28, which clears d0 (the return register) before grabbing the byte from the bitmap, in case that was causing corrupt output.

> i do not see how it could be getting the coordinates wrong because the

> mqblit command is using the same cordinates and it is displayed

> on the bitmap.

I've looked at the routine for MPoint and I can't see any other bugs in it.

> .display

> ;MUseBitmap 2

>

> MQueue 0,100 ; allow 100 objects in the queue (can be more)

btw, i'm not clear on this, but you dont need to make a new queue object each time you do your display routine (if its in a loop).



```
> ;For yy=1 To 14
> ;For xx=1 To 14
> pixel=MPoint(p1x,p1y)
> ;Next xx
> ;Next yy
> If pixel>128
> MQBlit shp+8,p1x,p1y
> Else
> MQBlit shp,p1x,p1y
> EndIf
```

A suggestion here, is as I wonder if maybe your shp+8 is the same shape as the normal ship but in white? Are you doing that to indicate a collision? Just a thought, that if you are you could use the recently added MColourMode as a blit mode, rather than a separate graphic. For what I know, though, you might have a different image.

```
> ;ResetList coll()
> ;While NextItem(coll())
> ; coll()\col=MPoint (coll()\x,coll()\y)
> ; MPlot coll()\x,coll()\y,35
> ;Wend
> Mc2p MBitmapPtr(x,y,2),Bank(2)
> ;pixel=MPoint(p1x,p1y)
> Use BitMap 2
> BitMapOutput 2
> Colour 20
> Locate 0,0
> NPrint pixel
```

Here you could try nprint bin\$(pixel), having done pixel.l=mpoint(x,y) earlier (longword), to see if there is any strange corruption going on.

```
> NPrint MPoint(p1x,p1y)
> NPrint "bitmap",x," ",y
> NPrint "Player",p1x," ",p1y
> MUseBitmap 2
> ResetList coll()
> While NextItem(coll())
> MPlot coll()\x,coll()\y,coll()\col
> Wend
> MUnQueue 0
```

> Return

>

Once you've tried v1.28 of mildred, which also has another new blit mode - MSimpleRemap, for one-dimensional remap tables (shadebobs anyone?) - and if the problem still persists, let me know.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

### **1.569 Re: Collision Detection Nprint and AHI :(**

From: Donovan Reeve <[bubby.lnk@ispi.net](mailto:bubby.lnk@ispi.net)>

Date: Sat, 30 Jan 1999 15:13:47 +0500

Subject: Re: Collision Detection Nprint and AHI :(

On 24-Jan-99, Daniel Allsopp flashed:

>If you wait a bit longer I'll send my optimised AHI routines for Blitz which

>allow a sample to be played in any format which it's saved in, IFF that is,

>8/16 Bit, Mono or Stereo, and can have any length. The old routines only

>support 128k samples and 8bit sound.

>Please be patient

SUPER COOL!

I would love to have that as well, when you have it ready.

catcha later,

Donovan Reeve ([bubby.lnk@ispi.net](mailto:bubby.lnk@ispi.net))

### **1.570 Re: Collision Detection Nprint and AHI :(**

([62.136.121.248] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail3.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 106kP0-0000uB-00

for blitz-list@netsoc.ucd.ie; Sun, 31 Jan 1999 00:06:15 +0000

From: James L Boyd <[jamesboyd@all-hail.freemove.co.uk](mailto:jamesboyd@all-hail.freemove.co.uk)>

Date: Sat, 30 Jan 1999 23:58:15 +0000

Subject: Re: Collision Detection Nprint and AHI :(

Donovan Reeve churned out \*this\* drivel :

>> If you wait a bit longer I'll send my optimised AHI routines for Blitz

>> which allow a sample to be played in any format which it's saved in, IFF

>> that is, 8/16 Bit, Mono or Stereo, and can have any length. The old  
>> routines only support 128k samples and 8bit sound.

>

>> Please be patient

>

>

> SUPER COOL!

>

> I would love to have that as well, when you have it ready.

Me too, that sounds great.

What I really want though, are pitch changing commands, like

SetPeriod or Freq, so me and Curt can update BeatBox2 to use AHI :)

Is this possible (ie can you do it? ;)

See ya,

--

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

Connected from Dundee, Scotland.

(<http://surf.to/all-hail/>)

## 1.571 Re: Collision Detection And Displays

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Wed, 27 Jan 1999 21:18:29 +0200

Organization: A97

Subject: Re: Collision Detection And Displays

Encoding: quoted-printable

On 27-Jan-99, Oliver Marks wrote:

> Hi,

> I am still having problems with my collision detection i have tried

> all the things that have been tested with out any change i also using

> mildred 1.28.

> I have included the entire code below =

Nice. I'll give it a look see, and tell you what I come up with.

> The collision detection is my main concern =

> if any one is intrested i need to get cookie cut working and stencils

> so that the bitmap is not over written when the shape is placed on it.

> If any one can suggest anything to speed up the code it would also be  
> appreciated.

I'm interested. And like I said, I'll look it over. :o)

> I am a total beginner in respect with chunky displays and using the  
> mildred library and desperately need help.

> By the way can some one explain what cookies are and what stencils  
> are i believe cookies are used to create shapes that are not square is  
> this right. ?

A Cookie: This is a bitmap, much like the actual shape, except instead of holding the actual image data, it determines which points are plotted, and which aren't.

A Stencil: This is also a separate bitmap except this time it defines where on the bitmap pixels can be plotted (so you can make a shape pass "under" some of the bitmap graphics.)

> I can give you the graphics if you need them.

Please do. My email should be in the reply-to section.

> sorry about the code i am terrible at commenting it.

No worries, I'll figure it out sooner or later.

[-code section left out-]

> Thanks for any help you can give.

You're welcome.

Regards

-- =

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Visit : <http://members.tripod.com/~FlameDuck>

## 1.572 Re: Collision Detection And Displays

From: "Oliver Marks" <oly@enterprise.net>

Organization: Private

Date: 27 Jan 99 19:54:51 +0000

Subject: Re: Collision Detection And Displays

Encoding: 7bit

Hi,

I am still having problems with my collision detection i have tried all the things that have been tested with out any change i also using mildred 1.28.

I have included the entire code below

The collision detection is my main concern

if any one is intrested i need to get cookie cut working and stencils so that the bitmap is not over written when the shape is placed on it.

If any one can suggest anything to speed up the code it would also be appreciated.

I am a total beginner in respect with chunky displays and using the mildred library and desperatly need help.

By the way can some one exsplain what cookies are and what stencils are i belive cookies are used to create shapes that are not square is this right. ?

I can give you the graphics if you need them.

sorry about the code i am terrible at commenting it.

WBStartup

NEWTYPE .LL

dire.b

obj.b

dist.b

col.b

x.w

y.w

End NEWTYPE

NEWTYPE .OB

xs.w[16]

ys.w[16]

End NEWTYPE

Dim List coll.LL(100)

MCPU Processor ; Ensures best efficiency according to cpu

---

---

```
InitBank 0,640*512,$10000 ; Fastram
CludgeBitMap 0,640,512,8,Bank(0)
InitBank 1,320*256,$10000
CludgeBitMap 1,320,256,8,Bank(1)
MReserveShapes 20
P=0 ;number of objects stored in coll.LL
p1x.w = 160 ;x cordinates of ship
p1y.w = 128 ;y cordinates of ship
Play2x= 100 ;
Play2y= 100
speed=0 ;speed player is travelling at
bullsp = 1 ;speed shots are travelling at
slow=0 ;slow down the ship
shotdelay=0 ;delay between firing
x = 0 ;x cordinates of bitmap
y = 0 ;y cordinates of bitmap
shp=1 ;start shape
pixel.l=0 ;store colour being pasted on to
LoadBitMap 1,"dh3:projects/games/roketz/ships.template"
MBitmap 1,320,256
MPlanar16ToBitmap 1,Bank(1) ; Convert planar to chunky
MUseBitmap 1
;MAutoCookie On
;MAutoStencil On
;MAutoShapeClip On
e=0
d=0
For b=1 To 2
c=0
For a=1 To 8 ;get shapes of bitmap
e=e+1
If MShape(e,16,16)=0 Then End
For yy=1 To yy+14
For xx=1 To xx+14
MPlotShape xx,yy,Point(xx+c,yy+d)
Next xx
Next yy
MMakeCookie e
c=c+16
```

---

---

```
Next a
d=d+16
Next b
MQueue 0,100 ; allow 100 objects in the queue (can be more)
LoadBitMap 0,"dh3:projects/games/roketz/Maps/SPACEPARC.IFF",0
MBitmap 2,640,512
MPlanar16ToBitmap 2,Bank(0) ; Convert planar to chunky
InitCopList 0,$13018
BLITZ
CreateDisplay 0
DisplayPalette 0,0
InitBank 2,320*256,$10002 ; Chipram, for the the planar display
CludgeBitMap 2,320,256,8,Bank(2)
DisplayBitMap 0,2,0,0 ; Note no scroll offset!
Mc2pWindow 0,320,256,640,Processor,320,256
Repeat
Gosub movement
Until Joyb(0)=1
.display
;For yy=1 To 14
;For xx=1 To 14
pixel=MPoint(p1x,p1y)
;Next xx
;Next yy
;If pixel>128
;MQBlit shp+8,p1x,p1y
;Else
MQBlit shp,p1x,p1y
;EndIf
ResetList coll()
While NextItem(coll())
coll()\col=MPoint (coll()\x,coll()\y)
MPlot coll()\x,coll()\y,35
Wend
Mc2p MBitmapPtr(x,y,2),Bank(2)
Use BitMap 2
BitMapOutput 2
Colour 20
Locate 0,0
```

---

```
NPrint pixel
NPrint MPoint(p1x,p1y)
;NPrint "bitmap",x," ",y
;NPrint "Player",p1x," ",p1y
MUseBitmap 2
ResetList coll()
While NextItem(coll())
MPlot coll()\x,coll()\y,coll()\col
Wend
MUnQueue 0
Return
.movement
slow=slow+1 ;to make ship slow down
RWait=RWait+1 ;used to slow down turning
shotdelay=shotdelay+1 ;slow down shot speed
If RWait = 4 ;slow down the turning
If Joyx(1)=-1 ;record the direction facing when joy is pressed left
If shp=1
shp=8
Else
shp=shp-1
EndIf
EndIf
If Joyx(1)=1 ;record the direction facing when joy is pressed right
If shp=8
shp=1
Else
shp=shp+1
EndIf
EndIf
RWait=0
EndIf
If Joyy(1)=-1 ;sort out acceleration and slow down
If shp=1
If yspeed>-5 Then yspeed=yspeed-1
EndIf
If shp=2
If yspeed>-5 Then yspeed=yspeed-1
If xspeed<5 Then xspeed=xspeed+1
```

---



```
EndIf
If shp=3
If xspeed<5 Then xspeed=xspeed+1
EndIf
If shp=4
If xspeed<5 Then xspeed=xspeed+1
If yspeed<5 Then yspeed=yspeed+1
EndIf
If shp=5
If yspeed<5 Then yspeed=yspeed+1
EndIf
If shp=6
If xspeed>-5 Then xspeed=xspeed-1
If yspeed<5 Then yspeed=yspeed+1
EndIf
If shp=7
If xspeed>-5 Then xspeed=xspeed-1
EndIf
If shp=8
If xspeed>-5 Then xspeed=xspeed-1
If yspeed>-5 Then yspeed=yspeed-1
EndIf
Else
If slow>10
If xspeed>0 Then xspeed=xspeed-1
If xspeed<0 Then xspeed=xspeed+1
If yspeed>0 Then yspeed=yspeed-1
If yspeed<0 Then yspeed=yspeed+1
slow=0
EndIf
EndIf
If Joyb(1)=1 AND shotdelay>5 ;Sort out bullet type and direction
If AddItem(coll())
If shp=1 Then coll()\dire=1
If shp=2 Then coll()\dire=2
If shp=3 Then coll()\dire=3
If shp=4 Then coll()\dire=4
If shp=5 Then coll()\dire=5
If shp=6 Then coll()\dire=6
```

---

```
If shp=7 Then coll()\dire=7
If shp=8 Then coll()\dire=8
coll()\obj=1
coll()\dist=10
coll()\x=p1x+7
coll()\y=p1y+7
shotdelay=0
EndIf
EndIf
ResetList coll()
While NextItem(coll())
If coll()\x>6 AND coll()\x<634
If coll()\y>6 AND coll()\y<505
If coll()\dire=1
coll()\y=coll()\y-bullsp
EndIf
If coll()\dire=2
coll()\x=coll()\x+bullsp
coll()\y=coll()\y-bullsp
EndIf
If coll()\dire=3
coll()\x=coll()\x+bullsp
EndIf
If coll()\dire=4
coll()\x=coll()\x+bullsp
coll()\y=coll()\y+bullsp
EndIf
If coll()\dire=5
coll()\y=coll()\y+bullsp
EndIf
If coll()\dire=6
coll()\x=coll()\x-bullsp
coll()\y=coll()\y+bullsp
EndIf
If coll()\dire=7
coll()\x=coll()\x-bullsp
EndIf
If coll()\dire=8
coll()\x=coll()\x-bullsp
```

---

```
coll()\y=coll()\y-bullsp
EndIf
Else
KillItem coll()
EndIf
Else
KillItem coll()
EndIf
Wend
p1y=p1y+yspeed
p1x=p1x+xspeed
If p1y>128 AND p1y<384 ;y Bitmap scrolling coordinates
y=p1y-128
EndIf
If p1x>160 AND p1x<480 ;x Bitmap scrolling coordinates
x=p1x-160
EndIf
Gosub display
Return
```

Thanks for any help you can give.

### **1.573 Re: Collision Detection And Displays**

for blitz-list@netsoc.ucd.ie; Wed, 27 Jan 1999 21:21:55 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 27 Jan 99 21:20:16 +0000

Subject: Re: Collision Detection And Displays

Encoding: 7bit

Oliver,

> I am a total beginner in respect with chunky displays and using the  
> mildred library and desperatly need help.

Most people are :-) You've probably done more with them already than I  
have.

> By the way can some one exsplain what cookies are and what stencils  
> are i belive cookies are used to create shapes that are not square is  
> this right. ?

Basically yes.

More generically, you can refer to cookies and stencils as a `mask`.

---

It is an image, although not usually visible, which contains pixels of either colour 255 or colour 0. The areas in colour 0 in the mask represent those areas in the shape that contain your image/character/ship. The mask is logically combined with the destination data in an 'and' operation, to remove any graphics that exist where you want to put your shape. This is necessary because you then logically 'or' the image with the destination, which would cause erroneous results if the destination wasn't cleared. But that's the technical explanation.

Simpler, a cookie and a stencil are the same thing, in Mildred anyway.

It just contains an image which represents the areas of the shape which will be drawn and the areas which will let the background show through. So as you say, a cookie lets the shape be drawn 'not square'. Although it should technically be the case that alterations made to the cookie should cause different parts of the shape to be drawn, this is not true of Mildred, as I have opted for the simpler, faster, and more often used assumption that the cookie represents the image exactly.

```
> ;MAutoCookie On
```

```
> ;MAutoStencil On
```

```
> ;MAutoShapeClip On
```

If these autocookie or autostencil things are On, a cookie will be generated for the shape at the same time as when you create it. But that will usually mean it's empty unless you're using something like MGetaShape. As for the autoshapeclip, you need not concern yourself with that at the moment as there are very few routines in mildred that will take any note of the clipping.

This is something I should warn you about if you don't already know.

Mildred does not clip or crop the area that has to be blitted. The runtime errorchecking should ensure that you do not try to draw a shape 'outside' of the reserved memory, but it does not, at this time, make any effort to crop the size and position of the operation in the way that blitz's 'clipblit' does.

```
> e=0
```

```
> d=0
```

```
> For b=1 To 2
```

```
> c=0
```

```
> For a=1 To 8 ;get shapes of bitmap
```

```
> e=e+1
```

```
> If MShape(e,16,16)=0 Then End
> For yy=1 To yy+14
>
> For xx=1 To xx+14
> MPlotShape xx,yy,Point(xx+c,yy+d)
> Next xx
> Next yy
> MMakeCookie e
> c=c+16
> Next a
> d=d+16
> Next b
```

Although this is a valid way to convert planar to chunky, you could use the much faster MPlanar16ToShape command, perhaps in combination with the MGenericPtr command for ease of use, so long as your shapes have a width that is multiple of 16.

```
> Mc2p MBitmapPtr(x,y,2),Bank(2)
> Use BitMap 2
> BitMapOutput 2
```

Just to check, are you sure you intend that this is Use Bitmap 2, and not meant to be MUseBitmap 2?

Hmm, maybe it'd be easier if you sent the program in a form that can be actually compiled.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

## 1.574 Collision Detection :(

From: "Oliver Marks" <[oly@enterprise.net](mailto:oly@enterprise.net)>

Organization: Private

Date: 23 Jan 99 19:29:58 +0000

Subject: Collision Detection :(

Encoding: 7bit

Hi,

I have now got my program working the screen scrolls well and the ship is displayed on the screen the next thing i want to implement in

---

my code is collision detection can anyone help.

I need to check for collisions between shapes and collision of shapes with pixels that i have plotted on the screen the only way i can think to do this is to check every single x y coordinate of the shape bitmap and the pixels that are plotted on the screen very slow.

the bitmap has been drawn so that the top 128 colours of the bitmap are used to draw the walls and the lower 128 for the background is it possible to detect whether the shapes have been put on the higher 128 colours.

if i need to be able to check wheather the shape has hit using its x y coordinates how can i read them in because i would have to read in the x y coordinate of ever pixel.

another thing i will say is that when i scroll the shapes they do not move allong 1 pixel at a time they can move up to 5 pixels at a time.

I have allways had trouble with collision detection and desperatly need help.

Any help will be greatfully recieved

## 1.575 Re: Collision Detection :(

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sun, 24 Jan 1999 09:19:06 +0200

Organization: A97

Subject: Re: Collision Detection :(

Encoding: quoted-printable

On 23-Jan-99, Oliver Marks wrote:

> I have now got my program working the screen scrolls well and the  
> ship is displayed on the screen the next thing i want to implement in  
> my code is collision detection can anyone help.

I sure hope so.

> I need to check for collisions between shapes and collision of shapes  
> with pixels that i have plotted on the screen the only way i can think  
> to do this is to check every single x y coordinate of the shape bitmap  
> and the pixels that are plotted on the screen very slow.

Indeed. You might get a little more speed with Mildred, but probably not =  
enough.

> the bitmap has been drawn so that the top 128 colours of the bitmap

---

> are used to draw the walls and the lower 128 for the background is it  
 > possible to detect whether the shapes have been put on the higher 128  
 > colours.

No. Not using standard Blitz commands. (Of course you could check the poi=nt BEFORE you blit the shape, but it's not failsafe)

> if i need to be able to check wheather the shape has hit using its x y  
 > coordinates how can i read them in because i would have to read in the  
 > x y coordinate of ever pixel.  
 > another thing i will say is that when i scroll the shapes they do not  
 > move allong 1 pixel at a time they can move up to 5 pixels at a time.  
 > I have allways had trouble with collision detection and desperatly  
 > need help.

Okay, for one, the collision detection in Blitz suck eggs. There are a fe= w collision detection commands, but they both use rectangular areas and d= isregard the cookie of a shape. One work arround is to use a smaller "Dum= my" shape to test collision. Hopefully Paul West will add some sort of MC= ookieCollision Command to Mildred (Paul ?) which would solve your problem= in an instance.

Regards

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Visit : <http://members.tripod.com/~FlameDuck>

**1.576 RE: CDXL Compiling (MPEG?)**

From: "C.J.R.Jarvis" <C.J.R.Jarvis@wkac.ac.uk>

Subject: RE: CDXL Compiling (MPEG?)

Date: Thu, 28 Jan 1999 13:39:00 -0000

charset="iso-8859-1"

> When everybody else went FMV with CDs, Commodore was too lame to come up with

any technology that could perform such a task, so they made a lame file format

with very low compression rates (for the Original A500) that runs at about 160x160, and runs in ham.

well actually, it runs in ham5/ham6 and the Geneticv Species intro (which is cdxl) uses a res of about 300\*200.

Chris

**1.577 Re: CDXL Compiling (MPEG?)**

From: Jake Frederick <gonzo@acadia.net>

Date: Thu, 28 Jan 1999 18:44:13 +0500

Subject: Re: CDXL Compiling (MPEG?)

Encoding: quoted-printable

On 28-Jan-99, Mikkel L=F8kke wrote:

> Well, if you only had a 020, you might think differently. True MPEG is rather

> nice on a 060 or PPC (If you don't mind LegoRes=AE displays), but PPC's= are

> hardly standard, and for games work, most developers prefer a format th= at

at

> least most of the potential clients will be able to run. Anyway, in the= se

> DVD/cheap CD days, compression is hardly a releveant issue anymore.

> =

> There are two intros in CDXL format that you should watch if you think = it's

> crap (They will change the way you think totally.). The first is Microc= osm,

> the second is Rise of the robots.

---



I had a CD-32 demo CD with both of those intros and a CD-32 CDXL commerci=  
al  
that I was pretty impressed with. And didn't someone say the Genetic Spec=  
ies  
intro was CDXL? I thought that looked great.  
-- =  
-If the doors of perception were cleansed everything would appear to man =  
as it  
truly is, infinite.-

### 1.578 Re: CDXL Compiling (MPEG?)

From: Jamie Bentley <sniper@technet2000.com.au>

Date: Thu, 28 Jan 1999 19:58:42 +0500

Organization: Sniper Productions

Subject: Re: CDXL Compiling (MPEG?)

>> Heya,

>>

>> Does anybody have a small program(or large program) they can >send me that

>>MAKES CDXL files?

>>

>> Thanks,

>What are those CDXL files ? Is it an animation format like MPEG

>or what ?

>Thanks

When everbody else went FMV with CDs, Commodore was too lame to come up with  
any technology that could perform such a task, so they made a lame file format  
with very low compression rates (for the Original A500) that runs at about  
160x160, and runs in ham.

its lame :)

JB

### 1.579 Re: CDXL Compiling (MPEG?)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 28 Jan 1999 18:23:35 +0200

Organization: A97

Subject: Re: CDXL Compiling (MPEG?)

Encoding: quoted-printable

---



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Visit : http://members.tripod.com/~FlameDuck=

```

## 1.580 Re: CDXL Compiling (MPEG?)

From: "aMIGA\_dUDE" <aMIGA\_dUDE@assign.u-net.com>

Organization: Author of ProPassWord

Date: 31 Jan 99 11:06:45 +0000

Subject: Re: CDXL Compiling (MPEG?)

X-Face: (\_q}6lZ;BQops9` }X~b69)+\*BiJl\_ur1MVm@7?1L%b8~r^vjuPaA+\*y\_KvLLQF.~mMmTO5@)C56oH;@6Zw(D}.Fw!a+i58

Encoding: 7bit

Well Jamie Bentley thats what you thought on the Thu, 28 Jan 1999 19:58:42 +0500 this is what I think,

>>> Heya,

>>>

>>> Does anybody have a small program(or large program) they can >send me that

>>>MAKES CDXL files?

>>>

>>> Thanks,

>

>>What are those CDXL files ? Is it an animation format like MPEG

>>or what ?

>

>>Thanks

>

> When everbody else went FMV with CDs, Commodore was too lame to come up with

> any technology that could perform such a task, so they made a lame file format  
> with very low compression rates (for the Original A500) that runs at about  
> 160x160, and runs in ham.

>

> its lame :)

What a lode of twadale. CDXL isn't in Ham. CDXL (CDTV-A500) is 64/32 colours and is amazing for CPU power and CD-Rom access speed 150K/Sec.

Then there was update for CD32 which work with CD32 which was only A1200, no 030 or fast mem. For what was it was, it was dam good.

But for modem A1200 it is a bit lame. I am talking 030/50 or 040/25 or better. But at the time they were not use that type of system.

Carl did a very good job, just like he did with Exec.

And as point of order CDXL was first format that could be double-buffered with Video and Audio.

--

--

Is your Amiga safe? Or you already using ProPassWord.

--

V/AmigaV/ Team AMIGA RC5

--

603e+ 233/040 PowerUP, 32 Meg, BVision, Zip, CD-Rom. Kickstart 3.1

PortJr, Pace56 External Voice. ISP <http://www.wirenet.co.uk/>

ICQ 21765436

## 1.581 Re: CDXL Compiling (MPEG?)

From: "aMIGA\_dUDE" <aMIGA\_dUDE@assign.u-net.com>

Organization: Author of ProPassWord

Date: 31 Jan 99 11:24:59 +0000

Subject: Re: CDXL Compiling (MPEG?)

X-Face: (\_q}6lZ;BQops9` }X~b69)+\*BiJl\_urlMVm@7?1L%b8~r^vjuPaA+\*y\_KvLLQF.~mMmTO5@)C56oH;@6Zw(D).-Fw!a+i58

Encoding: quoted-printable

Well Mikkel L=F8kke thats what you thought on the Thu, 28 Jan 1999 18:23:35=

+0200 this is what I think,

> Well, if you only had a 020, you might think differently. True MPEG is ra=  
ther nice on a 060 or PPC (If you don't mind LegoRes=AE displays), but PPC'=  
s are hardly standard, and for games work, most developers prefer a format =  
that at least most of the potential clients will be able to run. Anyway, in=  
these DVD/cheap CD days, compression is hardly a releveant issue anymore.

>=20

> There are two intros in CDXL format that you should watch if you think it=  
's crap (They will change the way you think totally.). The first is Microco=  
sm, the second is Rise of the robots.

I have both games and intro are brill. But it is a same that thay  
forgot about game play, what game play?

--=20

--

Is your Amiga safe? Or you already using ProPassWord.

--

V//Amiga// Team AMIGA RC5

--

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PortJr, Pace56 External Voice. ISP <http://www.wirenet.co.uk/>=20=20  
ICQ 21765436

## 1.582 Re: CDXL Compiling (MPEG?)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sun, 31 Jan 1999 17:42:00 +0200

Organization: A97

Subject: Re: CDXL Compiling (MPEG?)

Encoding: quoted-printable

X-Info: <mailto:sf@xxl.ots.dk> in case of problems!

On 31-Jan-99, aMIGA\_dUDE wrote:

>>>> Does anybody have a small program(or large program) they can >send m=  
e that

>>>> MAKES CDXL files?

>>>> =

>>> What are those CDXL files ? Is it an animation format like MPEG

>>> or what ?

>> When everbody else went FMV with CDs, Commodore was too lame to come =  
up with

>> any technology that could perform such a task, so they made a lame fil=  
e format

>> with very low compression rates (for the Original A500) that runs at a=  
bout

>> 160x160, and runs in ham.

>> =

>> its lame :)

- > What a lode of twadale. CDXL isn't in Ham. CDXL (CDTV-A500) is 64/32
- > colours and is amazing for CPU power and CD-Rom access speed 150K/Sec.
- > Then there was update for CD32 which work with CD32 which was only
- > A1200, no 030 or fast mem. For what was it was, it was dam good. =
- > But for modem A1200 it is a bit lame. I am talking 030/50 or 040/25
- > or better. But at the time they were not use that type of system. =
- > Carl did a very good job, just like he did with Exec.

I agree. Carl Sassenrath Truely knows what he's doing. Anyway if anyone h= as anything better to use. Please don't hesitate to send it here. I'm sur= e MoST of the other people here would be interested.

- > And as point of order CDXL was first format that could be
- > double-buffered with Video and Audio.

Another AMiGA first. :o)

Regards

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Visit : <http://members.tripod.com/~FlameDuck>

### 1.583 Re: CDXL Compiling (MPEG?)

From: Mikkel L=F8kke?= <FlameDuck@usa.net>

Date: Sun, 31 Jan 1999 17:45:05 +0200

Organization: A97

Subject: Re: CDXL Compiling (MPEG?)

Encoding: quoted-printable

X-Info: mailto:sf@xxl.ots.dk in case of problems!

Hello aMIGA\_dUDE.

On 31-Jan-99, aMIGA\_dUDE wrote:

> Well Mikkel L=F8kke that's what you thought on the Thu, 28 Jan 1999 18:2=3:35 +0200 this is what I think,

>> Well, if you only had a 020, you might think differently. True MPEG is rather nice on a 060 or PPC (If you don't mind LegoRes=AE displays), but PPC's are hardly standard, and for games work, most developers prefer a format that at least most of the

>> potential clients will be able to run. Anyway, in these DVD/cheap CD = days, compression is hardly a releveant issue anymore.

>> There are two intros in CDXL format that you should watch if you think it's crap (They will change the way you think totally.). The first is Microcosm, the second is Rise of the robots.

> I have both games and intro are brill. But it is a same that they

> forgot about game play, what game play?

I too have both games, and when people spend that much time on making intros, you can't expect the game to be any good, can you ? ;o)

Regards

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 Visit : <http://members.tripod.com/~FlameDuck=>

### 1.584 Re: CDXL Compiling

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>  
 Date: Thu, 28 Jan 1999 08:23:06 +0200  
 Organization: A97  
 Subject: Re: CDXL Compiling  
 Encoding: quoted-printable  
 X-Info: <mailto:sf@xxl.ots.dk> in case of problems!

Hello Jamie.

On 28-Jan-99, Jamie Bentley wrote:

> Does anybody have a small program(or large program) they can send me th=  
 at  
 > MAKES CDXL files?

No sorry. Look on the developer CD. (Someone here had iit for sale recent=

ly.)

> Thanks,  
Erm, you're welcome.

Regards

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Visit : http://members.tripod.com/~FlameDuck=

```

### 1.585 CDXL Compiling

From: Jamie Bentley <sniper@technet2000.com.au>  
 Date: Thu, 28 Jan 1999 16:13:48 +0500  
 Organization: Sniper Productions  
 Subject: CDXL Compiling

Heya,  
 Does anybody have a small program(or large program) they can send me that  
 MAKES CDXL files?  
 Thanks,  
 JB

### 1.586 Re: cdxl

(envelope-from FlameDuck@usa.net)  
 (envelope-from FlameDuck@usa.net)  
 From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>  
 Date: Fri, 22 Jan 1999 15:28:39 +0200  
 Organization: A97  
 Subject: Re: cdxl

Encoding: quoted-printable  
 Hello C.J.R.Jarvis.  
 On 22-Jan-99, C.J.R.Jarvis wrote:  
 > where oh where can I get the files needed for making cdxl anims!  
 > I can't find it anywhere  
 I hear it's on the Developer CD. How are you planning to play them back t=  
 ho' ?  
 Regards

```

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**1.589 Re: cdxl**

From: Blitzwing <blitzwing@goldweb.com.au>

Date: Tue, 26 Jan 1999 17:07:32 +1000

Subject: Re: cdxl

Encoding: quoted-printable

> I hear it's on the Developer CD. How are you planning to play them back=  
tho'

> ?

> oh I'll probably just use the Execute\_ or whatever the command is. Will=  
that

> work?

You can use cdgsxl (a cdxl player) which last time I checked was on Amine=  
t gfx/show cdgsxl.lha, quite a handy little beast to be sure...

Blitzwing=

**1.590 Re: cdxl**

From: Centro Amiga <centro.amiga@ip.pt>

Date: Tue, 26 Jan 1999 15:23:29 +0000

Organization: Centro Amiga

Subject: Re: cdxl

Hya

>#> where oh where can I get the files needed for making cdxl anims!

>#> I can't find it anywhere

>

> I hear it's on the Developer CD. How are you planning to play them back

> tho' ?

Yes, I think they are there. I would tell you but Rui Carvalho took my  
cd and didn't return it yet :( Ask him !!!

Cya

Silver

aka Nuno Trancoso

**1.591 Re: cdxl**

From: Rui Carvalho <grim@ip.pt>

Date: Wed, 27 Jan 1999 20:18:10 +0000

X-SenderInfo: 1; picture="http://www.ip.pt/~ip234558/ddds/grim.gif"

---

Organization: Dark Dreams Designs

Subject: Re: cdxl

Encoding: quoted-printable

Hello

Somewhere BungHole wrote:

CA > Yes, I think they are there. I would tell you but Rui Carvalho took =  
my

CA > cd and didn't return it yet :( Ask him !!!

Erhh... Well the CD had this very strange hole in the middle, but i didn'=  
t do

it... I'm innocent... Really....

-- =

Best Regards,

Rui Carvalho =ABgRiM=BB

<tsb>

Sex is hereditary. If your parents never had it, chances are you  
won't either.

-- Murphy's laws on sex

=ABHttp://www.ip.pt/~ip234558 - Last Update: 05.01.99=BB

=ABICQ:28959421=BB

<tsb>Projects

Bubbles -> |-----50%-----|

AFM2 -> |-----100%| (Bug Fixing)

<tsb>

## 1.592 CDR or Master CD?

for blitz-list@netsoc.ucd.ie; Thu, 28 Jan 1999 21:04:42 +0000

From: Stuart Walker <stuart@digital-images.demon.co.uk>

Date: Thu, 28 Jan 1999 20:58:59 +0000

Subject: CDR or Master CD?

Hello,

Does anyone know if it possible to find out if a CD is a master CD (such as  
the one you would buy with a brand new computer game) or if it is a CDR or a  
CDRW? If so, what is the source code for this?

Best Regards

Stuart Walker

Digital Images

---

### 1.593 Re: CDR or Master CD?

for blitz-list@netsoc.ucd.ie; Thu, 28 Jan 1999 22:51:56 +0000

From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>

Organization: International House of Mojo

Date: Thu, 28 Jan 1999 22:43:36 -0000

encoding: Quoted-printable

Subject: Re: CDR or Master CD?

On 28 Jan 99, at 20:58, Stuart broke out long enough to write:

> Does anyone know if it possible to find out if a CD is a master CD (such  
> as the one you would buy with a brand new computer game) or if it is a C=  
DR

> or a CDRW? If so, what is the source code for this?

Try writing to it and hope that it's in a CDR drive?? Presumably you won't be

using some sort of CDR drive to make your CDs, so why not put a vital piece of

code after the 74 minutes or whatever that CDRs can write. Audio CDs go >7=  
4

mins, so there must be a way of getting stuff on there.

[ ] ^ V [ ] [ ] M [ =A9 M [ ] [ M M

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

### 1.594 Re: CDR or Master CD?

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Fri, 29 Jan 1999 17:48:01 +0200

Organization: A97

Subject: Re: CDR or Master CD?

Encoding: quoted-printable

X-Info: <mailto:sf@xxl.ots.dk> in case of problems!

On 28-Jan-99, Stuart Walker wrote:

> Does anyone know if it possible to find out if a CD is a master CD (suc=  
h as

> the one you would buy with a brand new computer game) or if it is a CDR=  
or a

> CDRW? If so, what is the source code for this?

Yeah, it's very easy. Master CD's are made of glass, so they don't work i=

---

n conventional CDROM drives. Presuming that this is not what you meant, the answer is no.

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

## 1.595 Re: CDR or Master CD?

From: Rick Hodger <[rick.thehub@bigfoot.com](mailto:rick.thehub@bigfoot.com)>

Date: Sat, 30 Jan 1999 01:20:54 +0000

Organization: Pagan Software

Subject: Re: CDR or Master CD?

On 28-Jan-99, Stuart Walker wrote:

> Does anyone know if it possible to find out if a CD is a master CD (such as

> the one you would buy with a brand new computer game) or if it is a CDR or

> a CDRW? If so, what is the source code for this?

Not as far as anyone knows...of course you could try putting your software on an unusually long CD (88 mins anyone?) and fill the gaps with blank tracks...then check the length of the entire CD when you run the program.

I assume this is for copy protection? ;)

To the CD-ROM drive, a commercially produced CD and a CD-R look identical, they just work slightly differently.

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>

<sb>Visit us at <http://www.thehub.u-net.com>

<sb>EMail us at [/pagan@thehub.u-net.com/](mailto:/pagan@thehub.u-net.com/)

<sb>"Dafel: Bloodline" - The most acomplished RPG ever!

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team \*AMIGA\*

<sb>

<sb>If you are feeling good, don't worry. You'll get over it.

## 1.596 Re: CDR or Master CD?

From: Rui Carvalho <[grim@ip.pt](mailto:grim@ip.pt)>

Date: Sat, 30 Jan 1999 21:42:29 +0000

X-SenderInfo: 1; picture="<http://www.ip.pt/~ip234558/ddds/grim.gif>"

Organization: Dark Dreams Designs

Subject: Re: CDR or Master CD?

Encoding: quoted-printable

Hello Stuart

Somewhere Stuart Walker wrote:

SW > Hello,

SW > Does anyone know if it possible to find out if a CD is a master CD (= such as

SW > the one you would buy with a brand new computer game) or if it is a = CDR or

SW > a CDRW? If so, what is the source code for this?

Simple the hole all CDs have in the middle is the Write protection (like = in

tapes) if you don't want to record a CD anymore just brake the hole.

Double Sided CD have a square intead of a circle.

Hope this info serves you...

-- =

Best Regards,

Rui Carvalho =ABgRiM=BB

<tsb>

---

The only thing that stops God from sending another flood is that the first one was useless.

=ABHttp://www.ip.pt/~ip234558 - Last Update: 05.01.99=BB

=ABICQ:28959421=BB

<tsb>Projects

Bubbles -> |-----50%-----|

AFM2 -> |-----100%| (Bug Fixing)

<tsb>

## 1.597 Re: CDR or Master CD?

From: amorel <amorel@xs4all.nl>

Date: Sun, 31 Jan 1999 18:27:48 +0500

Subject: Re: CDR or Master CD?

On 31-Jan-99, Rui Carvalho wrote:

>Simple the hole all CDs have in the middle is the Write protection (like in  
>tapes) if you don't want to record a CD anymore just brake the hole.

>Double Sided CD have a square intead of a circle.

What? I hope u r kidding. Breaking a hole eh? Tell me how to do that. All  
cd`s have a hole in the middle yes, it serves the purpose if fitting it in  
place in the driver :-)

If this is a joke, stop being a smartass and give either a helpfull answer  
or none :-)

--

Jeroen(and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040/32,2g hd,CD32

H.P. Lovecraft, Inc. \\ Good old C=64 Aura 12/16 sampler

Ever kissed a frog? ;-P\\ /Fatman analogue synth :D

Do you need music for your game/demo?\\ /Roland dr-5 and more ;-9

Have you got a recorddeal? ;) \\ /Check my music on aminet:

Contact me! amorel@xs4all.nl \\ /mods/hardc (ftp.wustl.eduetc.)

<http://www.xs4all.nl/~amorel/> \\ /or take a look at my homepage.

## 1.598 Re: CDR or Master CD?

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sun, 31 Jan 1999 17:35:46 +0200

Organization: A97

Subject: Re: CDR or Master CD?

Encoding: quoted-printable

---



X-Info: mailto:sf@xxl.ots.dk in case of problems!

Hello Rui.

On 30-Jan-99, Rui Carvalho wrote:

> Hello Stuart

> Somewhere Stuart Walker wrote:

>> Hello,

>> Does anyone know if it possible to find out if a CD is a master CD (such as

>> the one you would buy with a brand new computer game) or if it is a CD-

R or

>> a CDRW? If so, what is the source code for this?

> Simple the hole all CDs have in the middle is the Write protection (like in

> tapes) if you don't want to record a CD anymore just brake the hole.

> Double Sided CD have a square instead of a circle.

What !?!

Regards

-- =

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Visit : <http://members.tripod.com/~FlameDuck>

## 1.599 Re: CDR or Master CD?

for blitz-list@netsoc.ucd.ie; Sun, 31 Jan 1999 18:16:37 +0000

From: Stuart Walker <stuart@digital-images.demon.co.uk>

Date: Sun, 31 Jan 1999 16:34:45 +0000

Subject: Re: CDR or Master CD?

Hello Rui

>> Does anyone know if it possible to find out if a CD is a master CD (such as

>> the one you would buy with a brand new computer game) or if it is a CDR or

>> a CDRW? If so, what is the source code for this?

>

> Simple the hole all CDs have in the middle is the Write protection (like in

> tapes) if you don't want to record a CD anymore just brake the hole.

> Double Sided CD have a square intead of a circle.

Sorry, I meant if it is possible to identify with Blitz or any other way if a CD is recordable or not...

Best Regards

Stuart Walker

Digital Images

## 1.600 Can U help ME?

From: "Matt Briggs" <s9225796@rothervalley.ac.uk>

Subject: Can U help ME?

Date: Mon, 25 Jan 1999 11:04:12 +0900

boundary="-----\_NextPart\_000\_0005\_01BE4852.70BCEBA0"

This is a multi-part message in MIME format.

-----\_NextPart\_000\_0005\_01BE4852.70BCEBA0

charset="iso-8859-1"

Encoding: quoted-printable

Hello everyone :)

I still have two questions that you were unable to answer the last time =

I asked.=20

1. How do I send and receive messages using CreateMsgPort? I do not wish =  
to use Arexx!

2. How do I IncBIN a tracker module and play it? I have tried the codes =

---

that people have been sending me, but it just plays `crap=92.

Thanx.

Matt Brigg.

-----=\_NextPart\_000\_0005\_01BE4852.70BCEBA0

charset="iso-8859-1"

Encoding: quoted-printable

<!DOCTYPE HTML PUBLIC "-//W3C//DTD W3 HTML//EN">

<HTML>

<HEAD>

<META content=3Dtext/html;charset=3Diso-8859-1 =

http-equiv=3DContent-Type>

<META content=3D'"MSHTML 4.72.2106.6"' name=3DGENERATOR>

</HEAD>

<BODY bgColor=3D#ffffff>

<DIV><FONT face=3DArial>

<P>Hello everyone :)</P>

<P>I still have two questions that you were unable to answer the last =

time I=20

asked. </P>

<P>1. How do I send and receive messages using CreateMsgPort? I do not =

wish to=20

use Arexx!</P>

<P>2. How do I IncBIN a tracker module and play it? I have tried the =

codes that=20

people have been sending me, but it just plays `crap&rsquo;</P>

<P>Thanx.</P>

<P>Matt Brigg.</P></FONT></DIV></BODY></HTML>

-----=\_NextPart\_000\_0005\_01BE4852.70BCEBA0--

## 1.601 Re: Can U help ME?

for blitz-list@netsoc.ucd.ie; Mon, 25 Jan 1999 21:01:55 +0000

From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>

Organization: International House of Mojo

Date: Mon, 25 Jan 1999 20:53:41 -0000

Subject: Re: Can U help ME?

--Message-Boundary-22965

encoding: Quoted-printable

Content-description: Mail message body

---

> 1. How do I send and receive messages using CreateMsgPort? I do not wish  
> to use Arexx!

See the two attached programs. Compile them (both with debugger off) and =  
run

them from 2 separate CLI windows, a first then b. You may be able to get a=  
way

with one program using the debugger, but they went haywire when I had both=  
debugged.

> 2. How do I IncBIN a tracker module and play it? I have tried the codes  
> that people have been sending me, but it just plays `crap=92.

Ah, if it were the days of the Spectrum, you could have your program on t=  
he

tape first, then when it has run leave the tape running to hear the music.=

Excellent design work.

Does the tracker play when you load it, as the command you use to play it=  
may

be at fault. Also there is a few different DecodeMod type commands you cou=  
ld

try different ones of those.

[ ] ^ V ] [ [ ] | | =A9 | | ] [ | | |

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

--Message-Boundary-22965

Content-disposition: attachment; filename="messages.lha"

encoding: BASE64

ISItbGg1LfAAAACaAQA AVKU5JgAAC1BvcnRzX0EuYmly5RAA6VqXqkUPx3wB+OF3dVuBYIxY  
G1aRuB3GlaEQQaM9/mSIUVKHxy+s1BYHVQI2k7tDuGKYLfJbm9QBi2QwfByRjEJij7glzGRD  
oDKDIQQwLzbQzm8SGW94zjIWGNvw8s/PLC5MEPZFRqW0s03EIIUN1u/usQK76Ng3gFipjbGT  
e6Ert0VZF2HWHbAUSG0+o+ZYdefWbHiFhdUvyQuVAGn/V2FgP5hJXEmiR9NVgWuoPflBbZA  
e8teGRX8jwKI/PQ56UocgyfZDVLaoLuYNdGP+t1SJNf9HzB01u+Av+J0f62+Sp2TEPWYnr8  
Px406MYh6S1saDUtPwIAAAkFAABWpTkmAAALUG9ydHNfQi5iYjLoDQIWaputtvSbnXwB8O41  
kpNC7l/pOCWVykCuaFkCICAxvzcRmknkk7B43xv8k3JbJ/SmwYpuHcmugWNNt9QdgsIWepp  
1J/4AzJaK6lqIFjAIUhFaTyyOWBoWqhciA6zdQarKhIbd7TYxooMbPD4avHRDhlXJUhlBnK5  
URxEy5KBw3f7UxAsO40KZguKmJreA89NITKA7QbtOwN0lmAJC/iSVPO0kCWgpIhuO3aEgJkQ  
IXjtYCVNChR00A1QbBJmyBVXspPKFSltvm6EWO4YYmUaC/hiDIsZGjd3vQQXzZpwuDPiVgpm  
ap3Zzn+GKDVIZ644Hq+jzWejSynTM7IHe+PqcvmeWc4fNSbfULshy8adFat1P3upyHEGOmlU  
sQovaT/cfpPvF4OaKGLLHjz+P4t45O6HH33+B18p+jN3tHX52a1oTHnVMoulMbrtE7ObPqji  
h06cfbD/jOhZyMdP9Hd41U2XUu41s/hLuFNBXuxB/88/ksSgg3z6TcleitpWij415we1E85R  
+WLkHWHydfhoItgDAWOH2uxYnUsFuj2DkY8CXPvn7ycUJdovgK9cCv8gbs+QSlzOy7WKFeQh  
IWhN0AsCdakPzGLNkoFEptWdroT9WNsrbbpW/Q58VuaTdoowhq2jYS0jqqlst0moOl+pWH3o  
UsZRP5FDUGDhWLkMyrESyVfNGD92gdvPmnN7N+wbalQ0sE36fsqq6ZnyZOWrNtAnWGu2Eua/  
A9xNZOBqV+84Isuoi5iwG3m0zGLwAA==

--Message-Boundary-22965--

## 1.602 C Include problem...

([62.136.126.178] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail9.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 105u9J-0004FV-00

for blitz-list@netsoc.ucd.ie; Thu, 28 Jan 1999 16:18:34 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Thu, 28 Jan 1999 15:44:56 +0000

Subject: C Include problem...

Hi all,

I was messing around with the ASyncIO library a while

back, but I had a weird problem with the C include -

basically, it has some constants which don't have any definitions, at least as far as I can tell!

>From the include (thanks to Fred's OpenBlitz :) ...

```
typedef enum OpenModes
```

```
MODE_READ, ; read an existing file
```

```
MODE_WRITE, ; create a new file, delete existing file if needed
```

```
MODE_APPEND ; append to end of existing file, or create new
```

```
} OpenModes
```

```
typedef enum SeekModes
```

```
MODE_START = -1, ; relative to start of file
```

```
MODE_CURRENT, ; relative to current file position
```

```
MODE_END ; relative to end of file
```

```
} SeekModes
```

I don't have a clue what values these are supposed to have, but it's the only thing stopping me from using this library! The constants aren't defined in any of the other files in the archive and I don't think they're AmigaDOS constants either...

Anybody know what to do?

I'll send my little converted archive if that's any use...

See ya,

--

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

Connected from Dundee, Scotland.

(<http://surf.to/all-hail/>)

**1.603 Re: C Include problem...**

28 Jan 99 17:05:23 0

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Thu, 28 Jan 1999 17:05:15 -0000

encoding: Quoted-printable

Subject: Re: C Include problem...

On 28 Jan 99, at 15:44, James L Boyd wrote:

> From the include (thanks to Fred's OpenBlitz :) ...

>

> typedef enum OpenModes

>

> MODE\_READ, ; read an existing file

> MODE\_WRITE, ; create a new file, delete existing file if needed

> MODE\_APPEND ; append to end of existing file, or create new

> } OpenModes

There's a { missing from the line after the typedef one...

Anyway, an enum block will basically number some constants, they can be

specified, in which case it uses them, or can be left alone, in which case=

the

current constant will be numbered from the previous constant + 1. In the a=

bove

bit of code,

```
#MODE_READ =3D 0
```

```
#MODE_WRITE =3D #MODE_READ + 1
```

```
#MODE_APPEND =3D #MODE_WRITE + 1
```

There's an example on aminet by entity for doing automatic numbering of e=

num

types, but I can't remember the name.

Oh and:

```
MODE_START =3D -1, ; relative to start of file
```

```
MODE_CURRENT, ; relative to current file position
```

```
MODE_END ; relative to end of file
```

would be

```
#MODE_START =3D -1
```

```
#MODE_CURRENT=3D#MODE_START+1
```

```
#MODE_END=3D#MODE_CURRENT+1
```

```
) ^ V ][ ( ) M =A9 M ][ M M
```

d.mcminn@eee.rgu.ac.uk ICQ=3D16827694

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.604 Re: C Include problem...

([62.136.113.230] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail4.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 105vNv-0007M7-00

for blitz-list@netsoc.ucd.ie; Thu, 28 Jan 1999 17:37:43 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Thu, 28 Jan 1999 17:23:57 +0000

Subject: Re: C Include problem...

David McMinn churned out \*this\* drivel :

>> From the include (thanks to Fred's OpenBlitz :) ...

>>

>> typedef enum OpenModes

>>

>> MODE\_READ, ; read an existing file

>> MODE\_WRITE, ; create a new file, delete existing file if needed

>> MODE\_APPEND ; append to end of existing file, or create new

>> } OpenModes

>

> There's a { missing from the line after the typedef one...

Hey, Fred, there's a bug! ;)

> Anyway, an enum block will basically number some constants, they can be

> specified, in which case it uses them, or can be left alone, in which case

> the current constant will be numbered from the previous constant + 1. In

> the above bit of code,

Ah, right, thanks :)

> #MODE\_READ = 0

> #MODE\_WRITE = #MODE\_READ + 1

> #MODE\_APPEND = #MODE\_WRITE + 1

Thanks for your reply to the fileinfoblock thing too - I'd /never/

have thought of that ;)

See ya,

--

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

Connected from Dundee, Scotland.

(<http://surf.to/all-hail/>)

## 1.605 buffering

for blitz-list@netsoc.ucd.ie; Thu, 7 Jan 1999 17:40:27 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 7 Jan 99 17:39:47 +0000

Subject: buffering

Encoding: 7bit

Hi.

Has anyone got a fast double/triplebuffering method for AmigaMode screens, ie intuition display (to gfx-card)? I have tried altering ViewPort\RasInfo\RyOffset, but a call to ScrollVPort causes a RethinkDisplay which takes bloody ages. I really need to do triple buffering and it needs to be fast, and presently I can't get it to work without dropping 10 frames per second which is just silly.

Any ideas?

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

## 1.606 Re: buffering

From: Anton Reinauer <anton@ww.co.nz>

Date: Fri, 08 Jan 1999 11:30:25 +1300

Subject: Re: buffering

On 08-Jan-99, Paul wrote:

> Hi.

>

> Has anyone got a fast double/triplebuffering method for AmigaMode  
> screens, ie intuition display (to gfx-card)? I have tried altering  
> ViewPort\RasInfo\RyOffset, but a call to ScrollVPort causes a  
> RethinkDisplay which takes bloody ages. I really need to do triple  
> buffering and it needs to be fast, and presently I can't get it to  
> work without dropping 10 frames per second which is just silly.

I've used #ShowBitmap# in a Window with AGA. You have two bitmaps in chip and then swap them- it seems to run fast.

--

---



Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2\*.\*0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed  
for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.1)

<<http://www.ww.co.nz/home/anton>>

## 1.607 Re: buffering

for blitz-list@netsoc.ucd.ie; Tue, 12 Jan 1999 20:27:28 +0000

From: "Nick Chapman" <scillo@geocities.com>

Subject: Re: buffering

Date: Sun, 10 Jan 1999 20:58:44 -0000

charset="iso-8859-1"

Encoding: 7bit

Paul probably wants a triple buffering system that works on GFX cards,  
without using ChipRAM. So this is not what he wants, I don't reckon.

Nick / Skillo

-----Original Message-----

From: Anton Reinauer <anton@ww.co.nz>

Date: 07 January 1999 22:30

Subject: Re: buffering

>On 08-Jan-99, Paul wrote:

>> Hi.

>>

>> Has anyone got a fast double/triplebuffering method for AmigaMode

>> screens, ie intuition display (to gfx-card)? I have tried altering

>> ViewPort\RasInfo\RyOffset, but a call to ScrollVPort causes a

>> RethinkDisplay which takes bloody ages. I really need to do triple

>> buffering and it needs to be fast, and presently I can't get it to

>> work without dropping 10 frames per second which is just silly.

>

> I've used #ShowBitmap# in a Window with AGA. You have two bitmaps in

>chip and then swap them- it seems to run fast.

>

>--

> Anton Reinauer <anton@ww.co.nz>

> A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2\*.\*0

> A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

>  
> Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed  
> for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.1)  
> <<http://www.wv.co.nz/home/anton>>  
>

## 1.608 Browser Uploads

From: Eoghann Irving <[eoghann-irving@usa.net](mailto:eoghann-irving@usa.net)>

Date: Sun, 03 Jan 1999 14:44:38 +0000

Subject: Browser Uploads

Hi :)

Does anyone know of a program which can perform the equivalent of Netscape and IE browser uploads? There are a number of sites that I use which require this for uploading banners etc.

If not can anyone point me to documents which cover this sort of stuff.

The upload itself seems to be done via an HTTP POST command but I'm not clear what format the file should be sent in. I guess its encoded, base64 perhaps?

Have fun

--

Eoghann Irving ICQ:14497218 <mailto:eoghann@thenet.co.uk>

SOLAR FLARE - Fantasy & SF Mailing List - Solar News

<http://www.thenet.co.uk/~eoghann/index.html>

Join the webring, win free banner advertising!

## 1.609 Re: Browser Uploads

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <[FlameDuck@usa.net](mailto:FlameDuck@usa.net)>

Date: Tue, 05 Jan 1999 18:27:11 +0200

Organization: A97

Subject: Re: Browser Uploads

Encoding: quoted-printable

X-Info: <mailto:sf@xxl.ots.dk> in case of problems!

Hello Eoghann.

On 03-Jan-99, Eoghann Irving wrote:

> Does anyone know of a program which can perform the equivalent of  
> Netscape and IE browser uploads? There are a number of sites that I

> use which require this for uploading banners etc.

I thought all browsers did ? Anyway, I have yet to actually see a site th=
at does it. Anyway, maybe you can use FTP instead as WWW uploads is a sta=
ndard violation, and should only really be used by people that have no ot=
her means of uploading stuff.

> If not can anyone point me to documents which cover this sort of
> stuff.

Nope, sorry. Try the RFC. (Not sure which, but I'm sure there is one.)

> The upload itself seems to be done via an HTTP POST command but I'm
> not clear what format the file should be sent in. I guess its
> encoded, base64 perhaps?

Nah, I don't think it uses any encoding, if it did it would probably be U=
U, base64 or lzh.

Regards

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Visit : <http://members.tripod.com/~FlameDuck>

**1.610 Re: Browser Uploads**

id 0zyKBy-0002GD-00; Thu, 7 Jan 1999 18:29:59 +0000

From: Eoghann Irving <eoghann-irving@usa.net>

Date: Wed, 06 Jan 1999 21:34:17 +0000

Subject: Re: Browser Uploads

Encoding: quoted-printable

Hi Mikkel L=F8kke :)

On 05-Jan-99, Mikkel L=F8kke wrote:

> On 03-Jan-99, Eoghann Irving wrote:

>> Does anyone know of a program which can perform the equivalent of

>> Netscape and IE browser uploads? There are a number of sites that

I

>> use which require this for uploading banners etc.

> I thought all browsers did ? Anyway, I have yet to actually see a

> site that does it. Anyway, maybe you can use FTP instead as WWW

> uploads is a standard violation, and should only really be used by

> people that have no other means of uploading stuff.

To the best of my knowledge there are no Amiga browsers with this capability. IBrowse certainly doesn't do it nor any of the demos of the other two that I've used.

The reason I'm looking for this program is because certain sites don't give you the option of using FTP. WWW uploads aren't a violation of the current RFC though. they are part of the HTTP/1.1 protocol.

>> The upload itself seems to be done via an HTTP POST command but

I'm

>> not clear what format the file should be sent in. I guess its

>> encoded, base64 perhaps?

> Nah, I don't think it uses any encoding, if it did it would probably

> be UU, base64 or lzh.

I may just have to experiment.

Have fun

-- =

Eoghann Irving ICQ:14497218 mailto:eoghann-irving@usa.net

SOLAR FLARE - Fantasy & SF Mailing List - Solar News

<http://www.solarflare.freemove.co.uk/index.html>

Join the webring, win free banner advertising! =

## 1.611 Re: Browser Uploads

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

---

Date: Fri, 08 Jan 1999 13:20:18 +0200

Organization: A97

Subject: Re: Browser Uploads

Encoding: quoted-printable

Hello Eoghann.

On 06-Jan-99, Eoghann Irving wrote:

>>> Does anyone know of a program which can perform the equivalent of

>>> Netscape and IE browser uploads? There are a number of sites that

> I

>>> use which require this for uploading banners etc.

>> I thought all browsers did ? Anyway, I have yet to actually see a

>> site that does it. Anyway, maybe you can use FTP instead as WWW

>> uploads is a standard violation, and should only really be used by

>> people that have no other means of uploading stuff.

> To the best of my knowledge there are no Amiga browsers with this

> capability. IBrowse certainly doesn't do it nor any of the demos of

> the other two that I've used.

> The reason I'm looking for this program is because certain sites don't

> give you the option of using FTP. WWW uploads aren't a violation of

> the current RFC though. they are part of the HTTP/1.1 protocol.

Well, why not just use the RFC to find out how to do it, then write an Ar=

exx program that does it, and hey presto, all browsers do it ? :o) Or not=

=2E

Regards

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Visit : <http://members.tripod.com/~FlameDuck>

## 1.612 Re: Browser Uploads

From: "Andrew Guard" <aMIGA\_dUDE@assign.u-net.com>

Date: 10 Jan 99 08:19:14 +0000

Subject: Re: Browser Uploads

X-Face: (\_q}6lZ;BQops9` }X~b69)+\*BiJL\_ur1MVm@7?1L%b8~r^vjuPaA+\*y\_KvLLQF.~mMmTO5@)C56oH;@6Zw(D).-Fw!a+i58

Encoding: quoted-printable

Well Mikkel L=F8kke thats what you thought on the Tue, 05 Jan 1999 18:27:11=

+0200 this is what I think,

>=20

> Nope, sorry. Try the RFC. (Not sure which, but I'm sure there is one.)

>=20

After reading RFC you will think Amiga AutoDocs make senece!

--=20

--

Is your Amiga safe? Or you already using ProPassWord.

--

V//Amiga// Team AMIGA RC5

--

603e+ 233/040 PowerUP, 32 Meg, BVision, Zip, CD-Rom. Kickstart 3.1

PortJr, Pace56 External Voice. ISP <http://www.wirenet.co.uk/>=20=20

ICQ 21765436

## 1.613 Bringing it all back up. (piracy)

From: "C.J.R.Jarvis" <C.J.R.Jarvis@wkac.ac.uk>

Subject: Bringing it all back up. (piracy)

Date: Thu, 14 Jan 1999 14:10:07 -0000

charset="iso-8859-1"

Hello,

sorry but I've been off the list for a few days so I missed all this

at the time. About PIRACY!

The thing it is important to bear in mind is that yes, it's true that some programmers will always find a way through copy protection, and so games can be pirated, but the biggest problem is `bedroom' piracy. If a game can simply be copied from its original disk then one copy will be bought between about five people (or whatever). But even the slightest copy protection will deter a great many people. I still haven'ty figured out a way to successfully back up Graham Gooch's wc cricket, and that's prbably

really poor protection. Even a manual/code system, with the used words stored in a DirOpus Encrypted ASCII-file would probbaly prevent most users from having a go.

just a thought

Chris

## 1.614 Re: Bringing it all back up. (piracy)

From: Anton Reinauer <anton@ww.co.nz>

Date: Sun, 17 Jan 1999 12:43:46 +1300

Subject: Re: Bringing it all back up. (piracy)

On 15-Jan-99, C.J.R.Jarvis wrote:

> Hello,

> sorry but I've been off the list for a few days so I missed all this

> at the time. About PIRACY!

> The thing it is important to bear in mind is that yes, it's true that

> some programmers will always find a way through copy protection, and so

> games can be pirated, but the biggest problem is `bedroom' piracy. If a

> game can simply be copied from its original disk then one copy will be

> bought between about five people (or whatever). But even the slightest

> copy protection will deter a great many people.

In the Amiga's heyday, programs only had protection code to get in two weeks of sales before they where cracked!! Sometimes due to pissed-off (oops I swore- oh well too late now :) staff, crackers got hold of the source code, and had the cracked version out \*before\* the game was even released!!!! This could result in low game sales, because everyone got the cracked version instead.

Some game houses gave up wasting time, putting the protection code in the end- the theory was, if there wasn't a challenge there to crack, maybe it wouldn't get pirated so badly- I don't think it made any difference- it got spread around just the same anyhow :-/

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.1)

<<http://www.ww.co.nz/home/anton>>

---

**1.615 Re: Bringing it all back up. (piracy)**

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Sun, 17 Jan 1999 12:29:30 +0500

Subject: Re: Bringing it all back up. (piracy)

On 17-Jan-99, Anton Reinauer flashed:

> Some game houses gave up wasting time, putting the protection code in  
>the end- the theory was, if there wasn't a challenge there to crack,  
>maybe it wouldn't get pirated so badly- I don't think it made any  
>difference- it got spread around just the same anyhow :-/

But at least the pirates didn't make any money on them. That was the period when Piracy ebbed the lowest here in the U.S.A. Amiga community.

I don't know if it is that way everywhere in the U.S., but of all the Amiga owners I know, and I know quite a few, NONE are using pirated software any more. And that includes some people who were BLATENT pirates and copiers. The message of avoiding piracy to avoid killing the developement of new products (not to mention the moral issue) has sunk in pretty good, at least in my neck of the woods. I can honestly say that I know of no-one who pirates or steals copys. Untill I got on the web, I was unaware that piracy was still a major problem in the Amiga marketplace. I guess I was pretty nieve. Why can't people just be honest?

cach y'all later,

Donovan Reeve (bubby.lnk@ispi.net)

**1.616 Re: Bringing it all back up. (piracy)**

From: Anton Reinauer <anton@ww.co.nz>

Date: Mon, 18 Jan 1999 09:10:11 +1300

Subject: Re: Bringing it all back up. (piracy)

On 17-Jan-99, Donovan Reeve wrote:

> On 17-Jan-99, Anton Reinauer flashed:

>

>> Some game houses gave up wasting time, putting the protection code  
>> in the end- the theory was, if there wasn't a challenge there to  
>> crack, maybe it wouldn't get pirated so badly- I don't think it made  
>> any difference- it got spread around just the same anyhow :-/

>

> But at least the pirates didn't make any money on them. That was the

---



> period when Piracy ebbed the lowest here in the U.S.A. Amiga community.

Here in New Zealand, we had the 2nd worst piracy rate in the world! You could get thousands of games by mail-order for a fraction of the price of new- even now, the people that owned game stores back then cringe at the thought of selling Amiga games again, even if they were on CD!

This situation has now changed- the authorities now crack down on people selling pirated PC CDs.

> I don't know if it is that way everywhere in the U.S., but of all the > Amiga owners I know, and I know quite a few, NONE are using pirated > software any more.

I think that pretty much is the case here now as well- only stuff that can't be bought any more is copied- that's all I copy now.

--

Anton Reinauer <anton@ww.co.nz>

## **1.617 Re: BLUE PETER CHRISTMAS COMPETITION (am I too late ?)**

Date: Mon, 04 Jan 1999 10:56:34 +0000

From: stocksjames <stocksames@KNOCK.co.uk>

Organization: Our Lady & St. Patrick's College, Knock

Blitzwing <blitzwing@goldweb.com.au>

Subject: Re: BLUE PETER CHRISTMAS COMPETITION (am I too late ?)

Encoding: 7bit

Blitzwing wrote:

>

> Well, Am I

>

> I'm usually a useful beta tester (I can make lots of things break by themselves)

>

> Blitzwing

And so you shall!

## **1.618 BItBitMapRastPort\_**

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

---

Date: Sun, 10 Jan 1999 18:47:17 +0200

Organization: A97

Subject: BltBitMapRastPort\_

Encoding: quoted-printable

Hello.

How does the BltBitMapRastPort\_ command from intuition work ?

Any examples aso. would be highly appreciated.

Greets,

-- =

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Visit : <http://members.tripod.com/~FlameDuck=>

**1.619 Re: BltBitMapRastPort\_**

via sendmail with P:esmtprinet\_hosts/T:smtp

(sender: <Andreas.Falkenhahn@gmx.de>)

id <m0zzQgp-002pTBC@rhoen.regio.net>

for <blitz-list@netsoc.ucd.ie>; Sun, 10 Jan 1999 20:38:23 +0100 (MET)

(Smail-3.2.0.100 1997-Dec-8 #1 built 1997-Dec-13)

From: Andreas Falkenhahn <Andreas.Falkenhahn@gmx.de>

Date: Sun, 10 Jan 1999 20:35:11 +0100

Organization: Airsoft Softwair

Subject: Re: BltBitMapRastPort\_

Encoding: quoted-printable

Hi Mikkel

Am 10-Jan-99 schrieb Mikkel L=F8kke:

> Hello.

> =

> How does the BltBitMapRastPort\_ command from intuition work ?

It`s simple. Just create a bitmap with InitBitmap() or blitz command

Bitmap (you`ll need to peek the bitmap`s address then of coz)

create a rastport or open a window and use window`s Rastport

and then you can OS friendly and GFX card friendly blit a bitmap.

As minterm you should use \$0C0 vanilla copy. I`m using BltBitmapRastport(=  
)

whenever there`s some bitmap to blit (it works also fine with guigfx)

Keep `em coming!

> =

> Any examples aso. would be highly appreciated.

> =

> =

> Greetings,

Regards

-- =

A merry christmas and a happy new year wishes

Andreas

email: Andreas.Falkenhahn@gmx.de Software Failure of Airsoft

Softwair, Coder =

WWW: <http://www.airsoft.home.pages.de> A1200/040T, 40mhz, 2.0GB HD, 1=  
8MB

Ram, 33.600 Modem =

"Windows95 is bug free" Bill Gates in `95...."We fixed over 5000 bugs sin=  
ce

the release of Win95" Bill Gates in`98

"AMiGA iS BACK.....BACK FOR THE FUTURE!", Pedro Tyschtschenko on the The=  
me

of Amiga CD

---

## 1.620 BlitzCPUroutine for arcade game2

From: "Philippe Bovier" <bovier@club-internet.fr>

Organization: NightLight Team

Date: 3 Jan 99 13:35:46 -0100

Subject: BlitzCPUroutine for arcade game2

Encoding: 7bit

hello,

First thanks for all the answers (Mikkel lokke, Daniel Allsopp,...) I have received. I have a last question about mildred:

It's possible to use Mildred only for the animated shapes, bullets,... for an arcade game and use normal blitz programming for the GFX of the level and for moving the level ???? (lost graphic card compatibility).

I have this question because one of my friends have only a mtec 030/28 and the example (the example with merging 256 colors space shuttle picture) in the site of mildred run only at 8 frames (16 frames with blizzardIV 030/50).

After a visit to operation counterstrike to see this blitz game :-)

--

Philippe Bovier ( \*Mrod\* ) mailto:Bovier@club-internet.fr

----->> Friend's project in Blitz Basic <<-----

- De-Archiveur1.3 -> Aminet - FileFrog -> In progress

- XFD GUI Package -> In progress - BUBBLE AGA -> stand by

## 1.621 Re: BlitzCPUroutine for arcade game2

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sun, 03 Jan 1999 18:02:29 +0200

Organization: A97

Subject: Re: BlitzCPUroutine for arcade game2

Encoding: quoted-printable

X-Info: mailto:sf@xxl.ots.dk in case of problems!

On 03-Jan-99, Philippe Bovier wrote:

> First thanks for all the answers (Mikkel lokke, Daniel Allsopp,...) I

> have received. I have a last question about mildred:

You're welcome.

> It's possible to use Mildred only for the animated shapes, bullets,...

> for an arcade game and use normal blitz programming for the GFX of the

> level and for moving the level ???? (lost graphic card compatibility).

Erm, no. Although I hardly think it's nessecary. =

> I have this question because one of my friends have only a mtec 030/28  
 > and the example (the example with merging 256 colors space shuttle  
 > picture) in the site of mildred run only at 8 frames (16 frames with  
 > blizzardIV 030/50).

Hrmm. Well, I don't think the space shuttle example is the best one to sh=ow if Mildred's speed. However a 030/28 AGA machine is slow at doing c2p =conversions (at best). Maybe you can use some of the lacing options to sp=eed it up abit, and maybe paul will do a 2x2 option later on ? Anyway the=ere is no practical way to combine Chunky and Planar graphics. I'll be wor=king on a few more examples for the Mildred web site in the future, maybe=there will be something of interest ?

Regards

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Visit : <http://members.tripod.com/~FlameDuck>

**1.622 Re: BlitzCPUroutine for arcade game2**

([62.136.50.253] helo=all-hail.freemove.co.uk ident=James L Boyd)  
 by mail4.svr.pol.co.uk with smtp (Exim 2.10 #1)  
 id 0zxFrj-0003XU-00  
 for blitz-list@netsoc.ucd.ie; Mon, 4 Jan 1999 19:40:39 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Mon, 04 Jan 1999 18:54:30 +0000

Subject: Re: BlitzCPUroutine for arcade game2

Encoding: quoted-printable

Mikkel L=F8kke churned out \*this\* drivel :

> Hrmm. Well, I don't think the space shuttle example is the best one to =  
show

> if Mildred's speed. However a 030/28 AGA machine is slow at doing c2p

> conversions (at best). Maybe you can use some of the lacing options to

> speed it up abit, and maybe paul will do a 2x2 option later on ? Anyway=

> there is no practical way to combine Chunky and Planar graphics. I'll b=  
e

> working on a few more examples for the Mildred web site in the future,

> maybe there will be something of interest ?

I don't really know much about c2p and stuff, but one

of the Scoopex guys just posted the asm source to his

c2p routine on Aminet (1Seb\_FAST\_C2P.lha - don't remember

which dir)...he claims 1.23 vblanks for a 320x256 256 colour

screen on an 030, 0.8 on an 060...it's commented in French.

(Fred, are you listening? ;)

The supplied demo is very smooth, so maybe someone out

there with asm knowledge would like to try it...?

See ya,

-- =

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Team \*AMIGA\*, member of \*Dogbert's New Ruling Class.\*

Connected from Dundee, Scotland...=

## 1.623 Re: BlitzCPUroutine for arcade game2

for blitz-list@netsoc.ucd.ie; Mon, 4 Jan 1999 21:12:07 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 4 Jan 99 21:10:55 +0000

Subject: Re: BlitzCPUroutine for arcade game2

Encoding: 7bit

> I don't really know much about c2p and stuff, but one

> of the Scoopex guys just posted the asm source to his

> c2p routine on Aminet (1Seb\_FAST\_C2P.lha - don't remember

> which dir)...he claims 1.23 vblanks for a 320x256 256 colour  
 > screen on an 030, 0.8 on an 060...it's commented in French.  
 > (Fred, are you listening? ;)

>

> The supplied demo is very smooth, so maybe someone out  
 > there with asm knowledge would like to try it...?

I've taken a look. Maybe is has some worth I don't know, difficult to  
 tell without coding something with it. But it is /very/ restrictive.

You are only allowed to do 320x256, no linemodulos, and the width has  
 to be multiples of 128 or something like that, and putting in extra  
 functionality would be difficult as it uses a lot of macros and stuff.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

## 1.624 Re: BlitzCPUroutine for arcade game2

Date: Mon, 04 Jan 1999 23:21:45 +0100

From: Frederic Laboureur <alphasnd@sdv.fr>

Subject: Re: BlitzCPUroutine for arcade game2

Encoding: quoted-printable

Hi Paul,

>I've taken a look. Maybe is has some worth I don't know, difficult to  
 >tell without coding something with it. But it is /very/ restrictive.  
 >You are only allowed to do 320x256, no linemodulos, and the width has  
 >to be multiples of 128 or something like that, and putting in extra  
 >functionality would be difficult as it uses a lot of macros and stuff.

It's not fully true, the coder give an example to setup a c2p for an

-> 320\*220 <- screen mode. It's not multiple of 128.

=09

Fred.

-----  
 ^^^^ Fr=E9d=E9ric Laboureur (Fred)

\_\_/\\_

^ ^ u ^ n ^ ^ E-Mail Address: [alphasnd@sdv.fr](mailto:alphasnd@sdv.fr)

(o o\_/(o o)\\_o o)

\_/\_ /// || \ \ \_\ Only Amiga makes it possible





## 1.626 Re: BlitzCPUroutine for arcade game2

([62.136.107.38] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail4.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 0zxJso-0000ua-00

for blitz-list@netsoc.ucd.ie; Mon, 4 Jan 1999 23:58:02 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Mon, 04 Jan 1999 23:49:17 +0000

Subject: Re: BlitzCPUroutine for arcade game2

Frederic Laboureur churned out \*this\* drivel :

> Hi James,

>

>> I don't really know much about c2p and stuff, but one

>> of the Scoopex guys just posted the asm source to his

>> c2p routine on Aminet (1Seb\_FAST\_C2P.lha - don't remember

>> which dir)...he claims 1.23 vblanks for a 320x256 256 colour

>> screen on an 030, 0.8 on an 060...it's commented in French.

>> (Fred, are you listening? ;)

>

> Yes, I'm here :). But comments aren't so big, I can translate

> them for everyone if needed... Nevertheless, I think this routine

> can work only with CopperList type display, ie: No multitask.

> But if Paul wanna try to convert them (Are you listening Paul ?)

>

> I think that it's routine can convert a 320\*200 screen in less

> than 1 vbl on 030 and much less than 0.8 vbl on 060, so it could

> be an very interesting routine.

>

>> The supplied demo is very smooth

>

> Yes, it's very very smooth.

> Bye, Bye,

>

> Fred.

I'd better point out that this routine is of no use

to me whatsoever! - I just wanted to let everyone know

since c2p seems to be a pretty popular subject just now...

It must be worth looking at for those interested though -

it's one of the fastest/smoothest I've seen...

---

See ya,

--

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Team \*AMIGA\*, member of \*Dogbert's New Ruling Class.\*

Connected from Dundee, Scotland...

## 1.627 Re: BlitzCPUroutine for arcade game2

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Tue, 05 Jan 1999 15:56:10 +0200

Organization: A97

Subject: Re: BlitzCPUroutine for arcade game2

Encoding: quoted-printable

X-Info: mailto:sf@xxl.ots.dk in case of problems!

Hello James.

On 04-Jan-99, James L Boyd wrote:

>> Hmmm. Well, I don't think the space shuttle example is the best one to show

>> if Mildred's speed. However a 030/28 AGA machine is slow at doing c2p

>> conversions (at best). Maybe you can use some of the lacing options to

>> speed it up abit, and maybe paul will do a 2x2 option later on ? Anywa

y

>> there is no practical way to combine Chunky and Planar graphics. I'll

be

>> working on a few more examples for the Mildred web site in the future,

>> maybe there will be something of interest ?

> I don't really know much about c2p and stuff, but one

> of the Scoopex guys just posted the asm source to his

> c2p routine on Aminet (1Seb\_FAST\_C2P.lha - don't remember

> which dir)...he claims 1.23 vblanks for a 320x256 256 colour

> screen on an 030, 0.8 on an 060...it's commented in French.

> (Fred, are you listening? ;)

Well, not really impressive since most c2p routines only need about 1.5 f

rames to do the calculation. Mildred is easily faster than this, esp. on

a 040....

Regards

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Visit : http://members.tripod.com/~FlameDuck=

```

## 1.628 Re: BlitzCPUroutine for arcade game2

Date: Wed, 06 Jan 1999 18:23:21 +0100

From: Frederic Laboureur <alphasnd@sdv.fr>

Subject: Re: BlitzCPUroutine for arcade game2

Encoding: quoted-printable

Hello Mikkel,

>> I don't really know much about c2p and stuff, but one  
 >> of the Scoopex guys just posted the asm source to his  
 >> c2p routine on Aminet (1Seb\_FAST\_C2P.lha - don't remember  
 >> which dir)...he claims 1.23 vblanks for a 320x256 256 colour  
 >> screen on an 030, 0.8 on an 060...it's commented in French.  
 >> (Fred, are you listening? ;)

>

>Well, not really impressive since most c2p routines only need about 1.5  
 frames to do the calculation. Mildred is easily faster than this, esp. on a  
 040....

You're totally wrong here. 1.23 VBlank is VERY fast for converting a=  
 320\*256

area (on a 030/50 tough). The routine included in MildRed (based on the  
 excellent

Kalms c2p routine) do the same at ,hum, 33 fps ie: 1,6 frames. So this=



**1.630 Re: BlitzCPUroutine for arcade game2**

From: "Philippe Bovier" <bovier@club-internet.fr>

Organization: NightLight Team

Date: 7 Jan 99 19:32:51 -0100

Subject: Re: BlitzCPUroutine for arcade game2

Encoding: 8bit

Hello Mikkel Løkke,

> On 03-Jan-99, Philippe Bovier wrote:

>

>> I have this question because one of my friends have only a mtec 030/28

>> and the example (the example with merging 256 colors space shuttle

>> picture) in the site of mildred run only at 8 frames (16 frames with

>> blizzardIV 030/50).

>

> Hrmm. Well, I don't think the space shuttle example is the best one to show if Mildred's speed. However a 030/28 AGA machine is slow at doing c2p conversions (at best). Maybe you can use some of the lacing options to speed it up abit, and maybe paul will do a 2x2 option later on ? Anyway there is no practical way to combine Chunky and Planar graphics. I'll be working on a few more examples for the Mildred web site in the future, maybe there will be something of interest ?

I'm interesting to see an example with shapes in 256 colors moving with mildred in front of a picture in 256 colors without mildred to see If it's possible to gain speed (but lost GFX card compatibility).

I imagine a game plenty of objects animated with lots of colors with mildred for the speed and a traditionnal blitz programmong background level with multi directionnal scrolling created with map like I already say a mail before.

--

Philippe Bovier ( \*Mrod\* ) <mailto:bovier@club-internet.fr>

----->> Friend's project in Blitz Basic <<-----

- De-Archiveur1.3 -> Aminet - FileFrog -> In progress

- XFD GUI Package -> In progress - BUBBLE AGA -> stand by

**1.631 Re: BlitzCPUroutine for arcade game2**

(envelope-from [FlameDuck@usa.net](mailto:FlameDuck@usa.net))

(envelope-from [FlameDuck@usa.net](mailto:FlameDuck@usa.net))

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <[FlameDuck@usa.net](mailto:FlameDuck@usa.net)>

Date: Fri, 08 Jan 1999 13:16:05 +0200

Organization: A97

Subject: Re: BlitzCPUroutine for arcade game2

Encoding: quoted-printable

Hello Frederic.

On 06-Jan-99, Frederic Laboureur wrote:

```
>>> I don't really know much about c2p and stuff, but one
>>> of the Scoopex guys just posted the asm source to his
>>> c2p routine on Aminet (1Seb_FAST_C2P.lha - don't remember
>>> which dir)...he claims 1.23 vblanks for a 320x256 256 colour
>>> screen on an 030, 0.8 on an 060...it's commented in French.
>>> (Fred, are you listening? ;)
>> =
>> Well, not really impressive since most c2p routines only need about 1.=
5
> frames to do the calculation. Mildred is easily faster than this, esp. =
on a
> 040....
> You're totally wrong here. 1.23 VBlank is VERY fast for converting =
a 320*256
> area (on a 030/50 tough). The routine included in MildRed (based on the=
> excellent
> Kalms c2p routine) do the same at ,hum, 33 fps ie: 1,6 frames. So this =
routine
> is faster :).
```

Well, one of my friends has a c2p routine (developed for a game) that does a 320x256 in just over 1 frame (probably 1.05 or something) I just assumed that c2p was that fast. Guess I was wrong :o)

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

## 1.632 Re: BlitzCPUroutine for arcade game2

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Fri, 08 Jan 1999 13:38:23 +0200

Organization: A97

Subject: Re: BlitzCPUroutine for arcade game2

Encoding: quoted-printable

Hello Philippe.

On 07-Jan-99, Philippe Bovier wrote:

> Hello Mikkel L=F8kke,

>> On 03-Jan-99, Philippe Bovier wrote:

>> > I have this question because one of my friends have only a mtec 030/= 28

>> > and the example (the example with merging 256 colors space shuttle

>> > picture) in the site of mildred run only at 8 frames (16 frames with=

>> > blizzardIV 030/50).

>> Hmmm. Well, I don't think the space shuttle example is the best one t=

o show if Mildred's speed. However a 030/28 AGA machine is slow at doing =

c2p conversions (at best). Maybe you can use some of the lacing options t=

o speed it up abit, and maybe paul

>> will do a 2x2 option later on ? Anyway there is no practical way to c=

ombine Chunky and Planar graphics. I'll be working on a few more examples=

for the Mildred web site in the future, maybe there will be something of=

interest ?

> I'm interesting to see an example with shapes in 256 colors moving

> with mildred in front of a picture in 256 colors without mildred to

> see If It's possible to gain speed (but lost GFX card compatibility).

You can't. Besides, it would NOT increase the speed to first let intuitio=

n display the picture, THEN let Mildred recalculate it. It would take muc=

h longer. You have to think of Mildred being the basic unit (the atom if =

you will) which all other things are done from. The way Mildred works is= it takes a pseudo-bitmap which is in byte-per-pixel order (also [rather = inaccurately] called chunky buffer) and converts it to a nice planar bitma= p (which the AMiGA display hardware can work with). It also adds tons of = easy ways (i.e. commands, and even small routines) to alter the chunky bu= ffer, to make it easier to use.

> I imagine a game plenty of objects animated with lots of colors with  
> mildred for the speed and a traditionnal blitz programmong background  
> level with multi directionnal scrolling created with map like I  
> already say a mail before.

Once agin this is rather pointless, since you could just as well use mild= red for the entire thing. It would be faster and easier. Look at pauls re= ply for more info on that tile thingy :o)

Regards

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Visit : <http://members.tripod.com/~FlameDuck>=

## 1.633 Re: BlitzCPUroutine for arcade game2

Date: Sat, 09 Jan 1999 15:46:39 +0100

From: Frederic Laboureur <alphasnd@sdv.fr>

Subject: Re: BlitzCPUroutine for arcade game2





||  
 |---- Stingent BBS: 24hrz 7 Dayz --- 01332 740984 ---- |  
 |-----Stingent----- |  
 | - Mark Green "Bippy M" | Fido @ 2:256/306.9 | Fluffy @ 888:120/0 - |  
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 x-----| BippyM@Stingent.freemove.co.uk |-----x

## 1.635 Blitz Webring

18 Jan 99 09:23:43 0  
 From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>  
 Organization: The Robert Gordon University, E&EE  
 Date: Mon, 18 Jan 1999 09:23:28 -0000  
 encoding: Quoted-printable  
 Subject: Blitz Webring  
 Come on people, there's only six sites in the Blitz webring, to sign up, =  
 go to  
<http://www.ip.pt/~ip234558/blitzring.html>  
 No use saying "Count me in!" if you don't go to the above URL.  
 I) ^ V ][ I) MI =A9 MI ][ M N  
 d.mcminn@eee.rgu.ac.uk ICQ=3D16827694  
[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.636 Blitz Web Ring - Subscription

From: Rui Carvalho <grim@ip.pt>  
 Date: Tue, 05 Jan 1999 22:51:39 +0000  
 X-SenderInfo: 1; picture="http://www.ip.pt/~ip234558/ddds/grim.gif"  
 Organization: Dark Dreams Designs  
 Subject: Blitz Web Ring - Subscription  
 Encoding: quoted-printable  
 Hello ;)  
 Point your browsers to my site, and go to the Blitz Link...  
 On the small blitz icon, press the yellow ball...  
 Follow the instructions and wait patiently...  
 -- =  
 Best Regards,  
 Rui Carvalho =ABgRiM=BB  
 \*=ABBlitz Basic Source Code Site=BB\*

#Http://www.ip.pt/~ip234558 - Last Update: 05.01.99#

+-----+  
| AFM 2 - 100% - Beta Testing |

+-----+  
| Bubbles Project -> 50% Complete | =

+-----+

Party on Garth!

Party on Wayne!

### 1.637 Re: Blitz Vs. Assembler

for blitz-list@netsoc.ucd.ie; Sat, 9 Jan 1999 02:57:22 +0000

From: Darklight <Darklight@jigsawdeziqn.demon.co.uk>

Date: Sat, 09 Jan 1999 02:57:02 -0000

Subject: Re: Blitz Vs. Assembler

On 09-Jan-99, Jamie Bentley wibbled:

> Can a blitz 3D Routine (320x200 texture mapped objects, 256 colours etc)  
> compete with any of the Assembler demos liek those by Polka Brothers or by  
> TBL?

If your just using Blitz commands then NO WAY! if your intergrating ASM  
routines in ya

blitz code then maybe... although then your coding in ASM anyway..... and  
remember that

blitz's assembler is a 68000 assembler... it can't use the higher cpu's  
extended intructions...

so only way really is to use PhxAss to assemble the routines then include them  
into Blitz 2....

then you MIGHT be the same as the demos (although i doubt it)....

sorry to be a bit negative, but the whole point of the demos is to push the  
machine to it's limits,

and every cycle counts..

laters

James

### 1.638 Blitz Vs. Assembler

From: Jamie Bentley <sniper@technet2000.com.au>

Date: Sat, 09 Jan 1999 12:37:11 +0500

Organization: Sniper Productions

---

Subject: Blitz Vs. Assembler

Can a blitz 3D Routine (320x200 texture mapped objects, 256 colours etc) compete with any of the Assembler demos liek those by Polka Brothers or by TBL?

JB

## 1.639 Re: Blitz Vs. Assembler

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sat, 09 Jan 1999 10:59:58 +0200

Organization: A97

Subject: Re: Blitz Vs. Assembler

Encoding: quoted-printable

Hello Jamie.

On 09-Jan-99, Jamie Bentley wrote:

> Can a blitz 3D Routine (320x200 texture mapped objects, 256 colours etc=  
)

> compete with any of the Assembler demos liek those by Polka Brothers or=  
by

> TBL?

It depends on what you mean by "Blitz 3D Routine" to my knowledge there i=  
s no Blitz 3D library or anything, so you'll have to do it in ASM anyway,=  
and in that case the answer is YES. If you mean doing the 3D calculation=  
s and using plot to draw all the stuff, then it's a definat NO.

Also, when (if) there is a good, working 3D interface (Like Warp3D) you w=  
ill be able to do all kinds of cool stuff, using either the Picasso IV Vo=  
odoo add -on or the PPCVision Pamedia 3D chip. In this case you will surp=  
ass anything any ASM coder could possibly hope to do.

Regards

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Visit : <http://members.tripod.com/~FlameDuck>

## 1.640 Re: Blitz Vs. Assembler

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sat, 09 Jan 1999 11:00:33 +0200

Organization: A97

Subject: Re: Blitz Vs. Assembler

Encoding: quoted-printable

Hello Darklight.

On 09-Jan-99, Darklight wrote:

>> Can a blitz 3D Routine (320x200 texture mapped objects, 256 colours et=

c)

>> compete with any of the Assembler demos liek those by Polka Brothers o=

r by

>> TBL?

> If your just using Blitz commands then NO WAY! if your intergrating A=

SM

> routines in ya

> blitz code then maybe... although then your coding in ASM anyway..... =

and

> remember that

> blitz's assembler is a 68000 assembler... it can't use the higher cpu's=

> extended intructions...

But isn't that one of Blitz's strengths ? Incorporateing ASM seamlessly ?=

Anyway anyone who knows the higher CPU instruction set can quite easily =

make a library incorporating it into Blitz, that's why it kicks arse.

> so only way really is to use PhxAss to assemble the routines then inclu=  
de them

> into Blitz 2....

Not quite.

> then you MIGHT be the same as the demos (although i doubt it).....

Why ? Many of the demoes you see nowadays are actually written in C with s=  
ome of the more speed critical parts in assembly. Now I'm not trying to s=  
tart another "This programming language is better than that programming =  
language" (again) I'm just relating the facts.

> sorry to be a bit negative, but the whole point of the demos is to push=  
the

> machine to it's limits,

> and every cycle counts..

I agree with the first one, but not the later. There is not, and will nev=  
er be any demoes that use the CPU optimally 100%.

Regards

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Visit : <http://members.tripod.com/~FlameDuck>

## 1.641 Re: Blitz Vs. Assembler

for blitz-list@netsoc.ucd.ie; Sat, 9 Jan 1999 15:46:23 +0000

From: Darklight <Darklight@jigsawdeziagn.demon.co.uk>

Date: Sat, 09 Jan 1999 15:37:38 -0000

Subject: Re: Blitz Vs. Assembler

Encoding: quoted-printable

On 09-Jan-99, Mikkel L=F8kke wibbled:

>Hello Darklight.

>On 09-Jan-99, Darklight wrote:

>>> Can a blitz 3D Routine (320x200 texture mapped objects, 256 colours e=  
tc)

>>> compete with any of the Assembler demos liek those by Polka Brothers =  
or by

>>> TBL?

>> If your just using Blitz commands then NO WAY! if your intergrating =  
ASM

>> routines in ya

>> blitz code then maybe... although then your coding in ASM anyway.....=  
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and

>> remember that

>> blitz's assembler is a 68000 assembler... it can't use the higher cpu'=  
s

>> extended intructions...

>But isn't that one of Blitz's strengths ? Incorporateing ASM seamlessly =  
?

>Anyway anyone who knows the higher CPU instruction set can quite easily =  
make

a

>library incorporating it into Blitz, that's why it kicks arse.

hey, i'm not going against Blitz2 in any way, i love just shoving bits of=  
asm

into Blitz,

i'm just saying that there was no way using the standard Blitz drawing  
commands you

could write a demo that rivals the speed of demos written in asm.

>> so only way really is to use PhxAss to assemble the routines then incl=  
ude

>them

>> into Blitz 2....

>Not quite.

ok.... i know you don't HAVE to do that, but i like PhxAss 8) but i ca=

n't

be

bothered to have to write a whole program with it, which is why i like Bl=

itz =

8)

>> then you MIGHT be the same as the demos (although i doubt it).....

>Why ? Many of the demoes you see nowadays are actually written in C with =

some

>of the more speed critical parts in assembly. Now I'm not trying to star=

t

>another "This programming language is better than that programming lang=

uage"

>(again) I'm just relating the facts.

becuase, the texture mapping routines and c2p routines ARE in asm, and =

they

are

HUGELY optimised by ppl that are very experienced with asm..... (and ppl=

that

have the Motorola

68K reference manual)..... you can't just come along and say... yeah, i'=

m

going to write a demo that

kicks arse, because you won't...

>> sorry to be a bit negative, but the whole point of the demos is to pus=

h the

>> machine to it's limits,

>> and every cycle counts..

>I agree with the first one, but not the later. There is not, and will ne=

ver

be

>any demoes that use the CPU optimally 100%.

in those texture mapping inner loops, every cycle DOES count!!! =

i don't wish to start any sort of arguement, just making myself clearer (=

i

hope)....

laters,

James



## 1.642 Re: Blitz Vs. Assembler

for blitz-list@netsoc.ucd.ie; Sat, 9 Jan 1999 16:39:01 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 9 Jan 99 16:32:48 +0000

Subject: Re: Blitz Vs. Assembler

Encoding: 7bit

Darklight,

> becuase, the texture mapping routines and c2p routines ARE in asm, and they  
> are  
> HUGELY optimised by ppl that are very experienced with asm..... (and ppl that  
> have the Motorola  
> 68K reference manual)..... you can't just come along and say... yeah, i'm  
> going to write a demo that  
> kicks arse, because you won't...

Sure but it isn't just wether something is superb from a programmers  
point of view that makes it a good demo. Good design makes a lot of  
difference and just seeing some chrome environment-mapped blob  
rotating isn't very interesting IMO.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

## 1.643 Re: Blitz Vs. Assembler

for blitz-list@netsoc.ucd.ie; Sat, 9 Jan 1999 16:39:02 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 9 Jan 99 16:37:42 +0000

Subject: Re: Blitz Vs. Assembler

Encoding: 7bit

Darklight,

> blitz's assembler is a 68000 assembler... it can't use the higher cpu's  
> extended intructions...  
>  
> so only way really is to use PhxAss to assemble the routines then include them

> into Blitz 2....

It's pretty easy to generate the hex codes for various instructions via an assembler such as GenAM or whatever and then incorporate it into asm code in blitz by using dc.l or dc.w. I do this a LOT in the mildred library for several variations of the 040+ `move16' instruction, and to be honest a lot of the `new features' of higher cpu's instruction sets are not necessarily much better than the basic 68000 set, apart from perhaps a few addressing modes. Also in Mildred i do a lot of unaligned longword outputs which technically is forbidden on the 68000 but is allowed on the 68020 but compiles without hitch in blitz.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

## 1.644 Re: Blitz Vs. Assembler

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sat, 09 Jan 1999 18:39:52 +0200

Organization: A97

Subject: Re: Blitz Vs. Assembler

Encoding: quoted-printable

On 09-Jan-99, Paul wrote:

>> blitz's assembler is a 68000 assembler... it can't use the higher cpu's

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>> extended instructions...

>> so only way really is to use PhxAss to assemble the routines then include them

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> into asm code in blitz by using dc.l or dc.w. I do this a LOT in the  
> mildred library for several variations of the 040+ `move16'  
> instruction, and to be honest a lot of the `new features' of higher  
> cpu's instruction sets are not necessarily much better than the basic

> 68000 set, apart from perhaps a few addressing modes. Also in Mildred  
 > i do a lot of unaligned longword outputs which technically is  
 > forbidden on the 68000 but is allowed on the 68020 but compiles  
 > without hitch in blitz.

Ah, would you please NOT use unaligned words/longwords ? While it is indeed perfectly legal to do it, it is also slower. (According to Lance A. Leventhal: 68000 Machine Language Assembly. McGraw-Hill)

Regards

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Visit : <http://members.tripod.com/~FlameDuck>

**1.645 Re: Blitz Vs. Assembler**

for blitz-list@netsoc.ucd.ie; Sat, 9 Jan 1999 17:32:27 +0000

From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>

Organization: International House of Mojo

Date: Sat, 9 Jan 1999 17:25:06 -0000

encoding: Quoted-printable

Subject: Re: Blitz Vs. Assembler

On 9 Jan 99, at 16:37, Paul broke out long enough to write:

> a lot of unaligned longword outputs which technically is forbidden on the  
 e

> 68000 but is allowed on the 68020 but compiles without hitch in blitz.

Technically: that would be because it crashes the 68000 ;)

[] ^ V [] [ D ] M I =A9 M I [] [ N M

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.646 Re: Blitz Vs. Assembler

for blitz-list@netsoc.ucd.ie; Sat, 9 Jan 1999 17:32:28 +0000

From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>

Organization: International House of Mojo

Date: Sat, 9 Jan 1999 17:25:06 -0000

encoding: Quoted-printable

Subject: Re: Blitz Vs. Assembler

On 9 Jan 99, at 16:32, Darklight broke out long enough to write:

> HUGELY optimised by ppl that are very experienced with asm..... (and

> ppl that have the Motorola 68K reference manual)..... you can't just

which, if anybody wants, can be found at:

<http://www.mot.com/hpesd/cgi-bin/byteserver.pl/SPS/HPESD/aesop/68k/68kprm.=pdf>

this contains \*ALL\* the instructions for the entire 68k family and embedded

FPU's and MMU's.

[] ^ V [] [ D ] M I =A9 M I [] [ N M

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.647 Re: Blitz Vs. Assembler

for blitz-list@netsoc.ucd.ie; Sat, 9 Jan 1999 18:52:21 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 9 Jan 99 18:52:07 +0000

Subject: Re: Blitz Vs. Assembler

Encoding: 7bit

Mikkel Lokke,

> Ah, would you please NOT use unaligned words/longwords ? While it

> is indeed perfectly legal to do it, it is also slower. (According to

> Lance A. Leventhal: 68000 Machine Language Assembly. McGraw-Hill)

When you've got a copyback cache as in the 040 or higher, longword-based blits are faster if you simply move data to any output address than if you expend some considerable extra cpu cycles and instructions trying to shift and crop data around inside the cpu in order to get it to be aligned. The copyback cache at some stage will write a heap of data out in aligned 32-bit chunks. The fewer instructions needed for the straight move, and in combination with copyback cache, proved to be by a long way the most superior method in terms of speed and efficiency. Mind you, you might have some argument for 030's. I was going to look into breaking down the blit routines so that the bulk of the blit is aligned with some extra bits at the edges, but haven't got to it yet and am not sure it would be worth doing anyway. It also complicates matters because unless both source and destination are to aligned coordinates, one of the two is going to either be read or written unaligned, or alternatively loads of shifting, cropping and merging done within the cpu.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

## 1.648 Re: Blitz Vs. Assembler

([62.136.71.51] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail9.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 0zzpR0-0005m2-00

for blitz-list@netsoc.ucd.ie; Mon, 11 Jan 1999 22:03:42 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Mon, 11 Jan 1999 21:07:35 +0000

Subject: Re: Blitz Vs. Assembler

Encoding: quoted-printable

Mikkel L=F8kke churned out \*this\* drivel :

> It depends on what you mean by "Blitz 3D Routine" to my knowledge there= is

> no Blitz 3D library or anything, so you'll have to do it in ASM anyway,= and

Well, there's the Gorny3d library for Blitz, but it's very slow...

Somebody's been porting it to C and made it a bit faster, but it's

not much use for games...

See ya,

-- =

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Member of Team \*AMIGA\*, and \*Dogbert's New Ruling Class.\*

Connected from Dundee, Scotland. =

(<http://surf.to/all-hail/>)=

## 1.649 Blitz Site Web Ring - Development

From: Rui Carvalho <grim@ip.pt>

Date: Sun, 03 Jan 1999 23:58:20 +0000

X-SenderInfo: 1; picture="http://www.ip.pt/~ip234558/ddds/grim.gif"

Organization: Dark Dreams Designs

Subject: Blitz Site Web Ring - Development

Encoding: quoted-printable

Hello,

I'll start a WebRing soon, please wait a couple of days for news...

-- =

Best Regards,

Rui Carvalho =ABgRiM=BB

\*=ABBlitz Basic Source Code Site=BB\*

#[Http://www.ip.pt/~ip234558](http://www.ip.pt/~ip234558) - Last Update: 31.12.98#

+-----+

| AFM 2 - 100% - Beta Testing |

+-----+

| Bubbles Project -> 50% Complete | =

+-----+

It's life Jim but not as we know it...

--Spock

## 1.650 Re: Blitz Site Web Ring

From: Curt Esser <camge@ix.netcom.com>

Date: Sat, 02 Jan 1999 10:20:53 -0500

Subject: Re: Blitz Site Web Ring

Hi Rui

On 31-Dec-98, Rui Carvalho wrote:

> Hello Blitzers,

---

>  
> You you ppl be interested in linking all your blitz related sites in a  
Web  
> Ring?  
>  
> I've found out recently there are dedicated free servers for this, and  
this  
> way if someone finds one Blitz site it can find out all the other  
sites...  
Yes, this sounds like a good idea! What do the rest of you site-owners  
think?  
Yours electronically,  
Curt Esser  
camge@ix.netcom.com  
[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

## 1.651 Re: Blitz Site Web Ring

From: Anton Reinauer <anton@ww.co.nz>  
Date: Sun, 03 Jan 1999 14:00:27 +1300  
Subject: Re: Blitz Site Web Ring  
On 03-Jan-99, Curt Esser wrote:  
>> You you ppl be interested in linking all your blitz related sites in  
>> a  
> Web  
>> Ring?  
>>  
>> I've found out recently there are dedicated free servers for this,  
>> and  
> this  
>> way if someone finds one Blitz site it can find out all the other  
> sites...  
>  
> Yes, this sounds like a good idea! What do the rest of you  
site-owners  
> think?  
>  
Yeah, that would be a great idea, as lots of people come and go on the  
list.  
--  
Anton Reinauer <anton@ww.co.nz>

## 1.652 Re: Blitz Site Web Ring

From: Andre Beer <j.beer@abo.freiepresse.de>  
Date: Sun, 03 Jan 1999 13:20:32 +0100  
Organization: BEER PRODUCTIONS - Software for Amiga  
Subject: Re: Blitz Site Web Ring  
Encoding: quoted-printable

Hi blitzers!

I also mean this is a really good idea.

For now there are only some blitz sites wellknown. This can be a good promotion for all others...

-- =

Bye now!

Andre

-----  
\_\_ B E E R P R O D U C T I O N S

/// Andr=E9 + Ronny Beer, Siedlung 6, 09548 Deutscheinsiedel

V/// Tel. 037362/76934 - EMail j.beer@abo.freiepresse.de :-)

V// Homepage: <http://www.freiepresse.de/home/jubee>

Projects: GeoWorld - Geography on your Amiga

BlitzBasic-Developer-Site  
-----

## 1.653 Re: Blitz Site Web Ring

From: Eoghann Irving <eoghann-irving@usa.net>

Date: Sun, 03 Jan 1999 14:33:11 +0000

Subject: Re: Blitz Site Web Ring

Hi Anton Reinauer :)

On 03-Jan-99, Anton Reinauer wrote:

> On 03-Jan-99, Curt Esser wrote:

>

>> >> You you ppl be interested in linking all your blitz related

>> >> sites in a

>> Web

>> >> Ring?

>> >> I've found out recently there are dedicated free servers for

>> >> this, and

> Yeah, that would be a great idea, as lots of people come and go on



> the list.

Its very easy to set up a webring. Just pop over to  
<http://www.webring.org> and follow the instructions. :)

Have fun

--

Eoghann Irving ICQ:14497218 mailto:eoghann@thenet.co.uk

SOLAR FLARE - Fantasy & SF Mailing List - Solar News

<http://www.thenet.co.uk/~eoghann/index.html>

Join the webring, win free banner advertising!

## 1.654 Re: Blitz Site Web Ring

From: "BootBlock/Carnage" <BootBlock@Bigfoot.com>

"blitz-list" <blitz-list@netsoc.ucd.ie>

Subject: Re: Blitz Site Web Ring

Date: Wed, 6 Jan 1999 23:51:46 -0000

charset="iso-8859-1"

Encoding: 7bit

Curt Esser wrote:

>Hi Rui

>

>On 31-Dec-98, Rui Carvalho wrote:

>> Hello Blitzers,

>>

>> You you ppl be interested in linking all your blitz related sites in a

>Web

>> Ring?

>>

>> I've found out recently there are dedicated free servers for this, and

>this

>> way if someone finds one Blitz site it can find out all the other

>sites...

>

>Yes, this sounds like a good idea! What do the rest of you site-owners

>think?

Great idea! It's a major pain in the arse-cheeks hunting around for Blitz  
related sites and having them all connected via a webring would make it so  
much better! Count me in!

--

BootBlock/Carnage, from Grimsby, England. - ICQ#: 14864929

[HTTP://fly.to/ParpsVille](http://fly.to/ParpsVille) - Amiga/PC/PSX, Blitz2, Emulation, etc...

A1200T/020-28/iP166/2+4+32Mb/2.1+4.3Gb/56k/NEC4x4 (all in \*1\* case!)

**1.655 RE: Blitz Site Web Ring**

From: "C.J.R.Jarvis" <C.J.R.Jarvis@wkac.ac.uk>

Subject: RE: Blitz Site Web Ring

Date: Fri, 8 Jan 1999 13:33:27 -0000

charset="iso-8859-1"

>> You you ppl be interested in linking all your blitz related sites in a

>Web

>> Ring?

>>

Count me in!

Count me in too!

**1.656 Re: Blitz Problems 2**

From: Rui Carvalho <grim@ip.pt>

Date: Tue, 05 Jan 1999 22:49:29 +0000

X-SenderInfo: 1; picture="http://www.ip.pt/~ip234558/ddds/grim.gif"

Organization: Dark Dreams Designs

Subject: Re: Blitz Problems 2

Encoding: quoted-printable

Hello S9221846

Somewhere S9221846 wrote:

S > How is it that every Blitz Compiled Program is shit? Haven`t any of y= ou

S > Blitz Basic Programmers got any decent machine specs to program on,

S > losers.

H E L L O ! This isn`t the Dork`s Mailing List... All your messages are coming by \_mistake\_ to the Blitz Mailing List.

=

I think the Email address your looking for is krodaruoy@pu.sruoy... =

-- =

Best Regards,

Rui Carvalho =ABgRiM=BB

\*=ABBlitz Basic Source Code Site=BB\*

#Http://www.ip.pt/~ip234558 - Last Update: 05.01.99#

+-----+

| AFM 2 - 100% - Beta Testing |

+-----+

| Bubbles Project -> 50% Complete | =

+-----+

I think that God in creating man somewhat overestimated his ability.

## 1.657 Blitz Problems

From: S9221846 <S9221846@RotherValley.ac.uk>

Subject: Blitz Problems

Date: Mon, 4 Jan 1999 16:46:58 -0000

How is it that every Blitz Compiled Program is shit? Haven't any of you Blitz Basic Programmers got any decent machine specs to program on, losers.

Regards, Rob Livesey, S9221846@RotherValley.ac.uk

## 1.658 Re: Blitz Problems

([62.136.50.253] helo=all-hail.freemove.co.uk ident=James L Boyd)

by mail4.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 0zxFrl-0003XU-00

for blitz-list@netsoc.ucd.ie; Mon, 4 Jan 1999 19:40:42 +0000

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Mon, 04 Jan 1999 19:28:52 +0000

Subject: Re: Blitz Problems

S9221846 churned out \*this\* drivel :

> How is it that every Blitz Compiled Program is shit? Haven't any of you

> Blitz Basic Programmers got any decent machine specs to program on,

> losers.

>

> Regards, Rob Livesey, S9221846@RotherValley.ac.uk

Oh dear...it's The Attack Of The AMOS Listers...

See ya,

--

James L Boyd - jamesboyd@all-hail.freemove.co.uk

Team \*AMIGA\*, member of \*Dogbert's New Ruling Class.\*

Connected from Dundee, Scotland...

## 1.659 Re: Blitz Problems

From: "Simon Hitchen" <simon@gadge.u-net.com>

Organization: Gadge Software

Date: 4 Jan 99 23:00:49 +0000

Subject: Re: Blitz Problems

Encoding: 7bit

---

> How is it that every Blitz Compiled Program is shit? Haven`t any of you  
> Blitz Basic Programmers got any decent machine specs to program on,  
> losers.

>

> Regards, Rob Livesey, S9221846@RotherValley.ac.uk

>

Hello Rob,

The only loser in an intellectual argument is the one that resorts to  
verbal abuse :-)

Please feel free to let me know about the availability and content of  
any software that you may have coded so that I may cast my crytical  
eye over it.

Regards!!!!

--

Bye f`now

Simon

simon@gadge.u-net.com

<http://www.gadge.u-net.com>

ICQ: 22707489

A1200T-040/33-CD-HDx2-V90-SVGA-Scandoubler & other bits.

Home of Revenge AGA, UFO Enemy Unclothed, TCAA & more stuff.

## 1.660 Re: Blitz Problems

From: Eoghann Irving <eoghann-irving@usa.net>

Date: Tue, 05 Jan 1999 14:46:37 +0000

Subject: Re: Blitz Problems

Hi James L Boyd :)

On 04-Jan-99, James L Boyd wrote:

> S9221846 churned out \*this\* drivel :

>> How is it that every Blitz Compiled Program is shit? Haven`t any  
of

>> you Blitz Basic Programmers got any decent machine specs to  
program

>> on, losers.

>> Regards, Rob Livesey, S9221846@RotherValley.ac.uk

> Oh dear...it`s The Attack Of The AMOS Listers...

"S9221846@RotherValley.ac.uk"

This address has been used to troll in several amiga mailing lists for

---

some months now. I'd suggest we all simply delete posts from this address unread. Set up a filter in YAM and save yourself some hassle. :)

Have fun

--

Eoghann Irving ICQ:14497218 mailto:eoghann-irving@usa.net

SOLAR FLARE - Fantasy & SF Mailing List - Solar News

<http://www.solarflare.freemove.co.uk/~eoghann/index.html>

Join the webring, win free banner advertising!

### 1.661 Re: Blitz Problems

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Tue, 05 Jan 1999 22:09:31 +0200

Organization: A97

Subject: Re: Blitz Problems

Encoding: quoted-printable

X-Info: mailto:sf@xxl.ots.dk in case of problems!

Hello S9221846.

On 04-Jan-99, S9221846 wrote:

> How is it that every Blitz Compiled Program is shit? Haven't any of you=  
 > Blitz Basic Programmers got any decent machine specs to program on,  
 > losers.

Grow up. And how does one's machine spec make a program better ? It seems=  
 to me that a crap program would still be a crap program on a high spec m=  
 achine ? I'm sure you have something backwards. Some of the finest AMiGA =  
 software ever was written in Blitz, the crap ones are done in AM\*S or C..=  
 =2E

Regards

-- =

+--+

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+++++
Visit : http://members.tripod.com/~FlameDuck=

```

### 1.662 Re: Blitz Problems

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>  
Date: Tue, 05 Jan 1999 22:37:57 +0200  
Organization: A97  
Subject: Re: Blitz Problems  
Encoding: quoted-printable  
X-Info: mailto:sf@xxl.ots.dk in case of problems!

On 05-Jan-99, Eoghann Irving wrote:  
>> S9221846 churned out \*this\* drivel :  
>>> How is it that every Blitz Compiled Program is shit? Haven`t any  
> of  
>>> you Blitz Basic Programmers got any decent machine specs to  
> program  
>>> on, losers.  
>>> Regards, Rob Livesey, S9221846@RotherValley.ac.uk  
>> Oh dear...it's The Attack Of The AMOS Listers...  
> "S9221846@RotherValley.ac.uk"  
> This address has been used to troll in several amiga mailing lists for  
> some months now. I'd suggest we all simply delete posts from this  
> address unread. Set up a filter in YAM and save yourself some  
> hassle. :)

I find it sad that people have nothing better to do. Really.

Regards

-- =

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Visit : http://members.tripod.com/~FlameDuck=

```

1.663 Re: Blitz Problems

```

([62.136.16.170] helo=194.152.64.35 ident=kewl)
by mail2.svr.pol.co.uk with smtp (Exim 2.10 #1)
id 0zxH1M-00067K-00
for blitz-list@netsoc.ucd.ie; Mon, 4 Jan 1999 20:54:40 +0000
From: Loki <loki@napalmdeath.freereserve.co.uk>
Date: Tue, 05 Jan 1999 20:54:57 +0000
Organization: Satanic Dreams Software.
Subject: Re: Blitz Problems
Encoding: binary

```

Hello James

OI! James!... on 04-Jan-99 you wrote to me about Re: Blitz Problems and stuff... so i thought i'd reply! :)

JLB>> S9221846 churned out \*this\* drivel :

JLB>>

JLB>>> How is it that every Blitz Compiled Program is shit? Haven't any of

JLB>>> you Blitz Basic Programmers got any decent machine specs to program

JLB>>> on, losers.

JLB>>>

JLB>>> Regards, Rob Livesey, S9221846@RotherValley.ac.uk

JLB>>

JLB>> Oh dear...it's The Attack Of The AMOS Listers...

hahahahahahahah!, Nice one m8! :))))))

JLB>> See ya,

Regards

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>

<tsb>\*SATANIC DREAMS FOUNDER\*

<tsb>ADMIN: admin@satanicdreams.freemove.co.uk

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>

## 1.664 Re: Blitz Problems

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Date: Wed, 06 Jan 1999 16:59:22 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=  
 Subject: Re: Blitz Problems

Encoding: quoted-printable

On 04-Jan-99, S9221846 set out across the seas with this message:

->Regards, Rob Livesey, S9221846@RotherValley.ac.uk

Why hasn't this guy been banned yet?

-- =

\*\*\*\*\*

\*\*\* CAT TAG \*\*\* Captain! Someone's snorted all the dilithium crystals

\*\*\*\*\*

-----^\_

\_\_\_\_\_v\_\_\_\_\_^\_\_\_ -- Toby Zuijdveld --

\\_\_\_ =ACV. \_\_\_\_\_\_/

l) \_^\_\_\_ v\ -EMail : <mailto:hotcakes@abacus.net.au>-

!! |=AC\\ - HTTP : <http://abacus.net.au/hotcakes>

l\_| // \_\_\_\_\_ // \_\_\_ // [ Last updated : 02=B701=B799 ]

!\_\_\_/VDTN.v



## 1.665 Blitz Manual

for blitz-list@netsoc.ucd.ie; Wed, 6 Jan 1999 22:34:19 +0000

From: "Nick Chapman" <scillo@geocities.com>

Subject: Blitz Manual

Date: Wed, 6 Jan 1999 22:29:26 -0000

charset="iso-8859-1"

Encoding: 7bit

Hello there,

The Blitz manual is coming along well. I am currently writing example programmes to illustrate the functions in Blitz. One of these is a game entitled "Truffle Snuffle" which is for 1 or 2 players and is quite original, if I do say so myself. Here comes the crunch: all the Skillo graphic artists are tied up at the moment, so can some kind soul please volunteer to do the graphics in exchange for a royalty payment on the manual? Email me direct if you are interested! Epic Marketing, UK, have expressed an interest in publishing and distributing the manual for me, so this is a commercial project being done properly. Don't worry, though, Blitzers, the retail cost of the manual will be as low as possible. I will only receive a small royalty from it, to cover my expenses in producing the manual. So, I want to hear from artists!

Nick / Skillo

## 1.666 Blitz developer list

From: Andre Beer <j.beer@abo.freiepresse.de>

Date: Sun, 31 Jan 1999 13:01:49 +0100

Organization: BEER PRODUCTIONS - Software for Amiga

Subject: Blitz developer list

Encoding: quoted-printable

Hi!

I just want to inform you that a new version of the blitz developer list =  
is  
online.

Your comments and informations are welcome.

-- =

Bye now!

Andre

-----

---

---

\_\_ B E E R P R O D U C T I O N S

/// Andr=E9 + Ronny Beer, Siedlung 6, 09548 Deutscheinsiedel

V/// Tel. 037362/76934 - EMail j.beer@abo.freiepresse.de :-)

V// Homepage: <http://www.freiepresse.de/home/jubee>

Projects: GeoWorld - Geography on your Amiga

BlitzBasic-Developer-Site

-----

## 1.667 Re: Blitz CPU routine for arcade game

From: "opi.plastic aka emil" <opi@amigascne.org>

Date: Tue, 29 Dec 1998 21:33:18 +0100

Organization: calkowiecie nie-zorganizowany

Subject: Re: Blitz CPU routine for arcade game

Yello Mikkel

)-> and all of the latest AMiGA demos. (The Party comming up soon, there )->

is bound to be some massive releases up there) :o)

Yes => BTW: All pplz on the list should see a Scoopex intro called

1000% Pure Magic!

--

opi.plastic <opi@amigascne.org>

amiga+linux+net+grass+ascii+scene = phuunnn

-----

GETIN Internet Service Provider <http://www.getin.pl/> <http://www.gnet.pl/>

Dostep K56Flex/V.90/ISDN, Darmowe konta BOX43.gnet.pl, Serwer gier SHOT.gnet.pl

Internetowy paszport - dostep w kazdym miejscu Ziemi: [www.getin.pl/ipass.html](http://www.getin.pl/ipass.html)

-----

## 1.668 Blitz CD for Sale..

([62.136.11.100] helo=194.152.64.35 ident=stingent)

by mail1.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 100zwi-0003jt-00

for blitz-list@netsoc.ucd.ie; Fri, 15 Jan 1999 03:29:16 +0000

From: Bippy M <BippyM@stingent.freemove.co.uk>

Date: Fri, 15 Jan 1999 03:21:14 +0000

Subject: Blitz CD for Sale..

Encoding: 8bit

Hi,

---

I have a copy of the Ultimate Blitz CD for sale, it comes on 1 CD and has the Blitz Support Suite on it :))

If interested Private Email me, I'm lookin for say £10 inc P&P

Cya

--

x-----| BippyM@Stingent.freemove.co.uk |-----x

||

| ---- Stingent BBS: 24hrz 7 Dayz --- 01332 740984 ---- |

| -----Stingent----- |

| - Mark Green "Bippy M" | Fido @ 2:256/306.9 | Fluffy @ 888:120/0 - |

||

x-----| BippyM@Stingent.freemove.co.uk |-----x

## 1.669 Beta testers wanted

From: Curt Esser <camge@ix.netcom.com>

Date: Wed, 20 Jan 1999 05:37:18 -0500

Subject: Beta testers wanted

Hi Everybody,

On 19-Jan-99, Paul wrote:

>> But now I see a discussion of LoadRGB32 - won't the standard palette

>> commands work on a GFX card? Ie, loadpalette, use palette, etc...

> Well i'm using ShowPalette to a graphics card and have never had any

> problems with the colours :)

Thanks, everyone who replied on this.

I have put a (hopefully) GFX card compatible Beta version of my Crazy 8's game on my web site, for anyone brave enough to test it. It should also

work on standard systems, and I'd like to hear from anyone who has a

standard system with <68030 x 50 processor to know if it runs fast enough.

It runs fine on my standard AGA 030 x 50, in fact it runs faster than using

"ShowBitMap"...

At the moment, it is rather a cludge - all drawing is still done using blits

and chip ram bitmaps, which are then sent to the window. But if I've

gotten the display right (so it actually works on GFX cards) I can go ahead

and code it properly, using Mildred.

Thanks in advance to any testers...

Yours electronically,

Curt Esser

camge@ix.netcom.com

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

## 1.670 Average Size of Amiga Game

From: Jamie Bentley <sniper@technet2000.com.au>

Date: Fri, 15 Jan 1999 06:38:36 +0500

Organization: Sniper Productions

Subject: Average Size of Amiga Game

Heya all,

If any of you have made a game or a program, could you please state how big it was (in MEG).. Please do not submit anything under 1 meg :)

Its kind of a survey :)

JB

## 1.671 AttachGTLList

via in.smtpd with smtp (ident gosweede using rfc1413)

id <m0zxB1b-001OKVC@mr.lindesign.se> (Debian Smail3.2.0.101)

for <blitz-list@netsoc.ucd.ie>; Mon, 4 Jan 1999 15:30:31 +0100 (CET)

Date: Mon, 4 Jan 1999 15:30:29 +0100 (CET)

From: Gustav Gnosselius <gosweede@lindesign.se>

Subject: AttachGTLList

How can I avoid getting the "GTLList already attached"-message? I have a window with some GT-gadgets that are attached right after the window is opened, this window can be closed and reopened again, but when it reopens; I have to attach the GT-list again or no buttons will show, but when I do that, I get an error message! Dear Dr. Love, what should I do? :-=

//Gustav Gnosselius, A dedicated Amiga user, Sweden

## 1.672 Re: AttachGTLList

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Tue, 05 Jan 1999 01:06:21 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=  
Subject: Re: AttachGTLList

Encoding: quoted-printable

On 04-Jan-99, Gustav Gnosselius set out across the seas with this message:

e:

-> How can I avoid getting the "GTLList already attached"-message? I

->window with some GT-gadgets that are attached right after the window

---

->opened, this window can be closed and reopened again, but when it  
->I have to attach the GT-list again or no buttons will show, but when  
->that, I get an error message! Dear Dr. Love, what should I do? :-=3D  
Try a #DetachGTList# before reattaching the new list...

-- =

\*\*\*\*\*

\*\*\* CAT TAG \*\*\* Politically Correct Speech - "parasitically oppressed"

\*\*\*\*\* =3D pregnant=

----- ^ \_

\_\_\_\_\_ V \_\_\_\_\_ ^ \_\_\_\_ -- Toby Zuijdveld --

\ \_\_\_\_ =ACV. \_\_\_\_\_ \_/

l) ) \_^ \_\_\_\_ V \ -EMail : mailto:hotcakes@abacus.net.au-

!! | =AC\\ \ \ - HTTP : http://abacus.net.au/hotcakes

l \_ | // \_\_\_\_ // \_\_\_\_ // [ Last updated : 02=B701=B799 ]

! \_\_\_\_ / VDTN.V

## 1.673 Re: AttachGTList

via in.smtpd with smtp (ident gosweede using rfc1413)  
id <m0zxJxH-001OKVC@mr.lindesign.se> (Debian Smail3.2.0.101)  
for <blitz-list@netsoc.ucd.ie>; Tue, 5 Jan 1999 01:02:39 +0100 (CET)  
Date: Tue, 5 Jan 1999 01:02:38 +0100 (CET)  
From: Gustav Gnosselius <gosweede@lindesign.se>  
Subject: Re: AttachGTList  
Detach the lists before you re-attach them. Using:  
# DetachGTList# #GTList  
Yeah, Yeah, I know, it`s not in the manual, and nobody told you :)))  
I thought the same thing :)  
Thanks!  
//Gustav Gnosselius, A dedicated Amiga user, Sweden

## 1.674 Re: AttachGTList

([62.136.14.76] helo=194.152.64.35 ident=kewl)  
by mail1.svr.pol.co.uk with smtp (Exim 2.10 #1)  
id 0zxBmH-00054h-00  
for blitz-list@netsoc.ucd.ie; Mon, 4 Jan 1999 15:18:45 +0000  
From: Loki <loki@napalmdeath.freemove.co.uk>  
Date: Tue, 05 Jan 1999 15:14:03 +0000

Organization: Satanic Dreams Software.

Subject: Re: AttachGTLList

Encoding: binary

Hello Gustav

O! Gustav!... on 04-Jan-99 you wrote to me about AttachGTLList and stuff... so i thought i`d reply! :)

GG>>

GG>> How can I avoid getting the "GTLList already attached"-message? I have a

GG>> window with some GT-gadgets that are attached right after the window is

GG>> opened, this window can be closed and reopened again, but when it

GG>> reopens; I have to attach the GT-list again or no buttons will show, but

GG>> when I do that, I get an error message! Dear Dr. Love, what should I do?

GG>> :-=

Detach the lists before you re-attach them. Using:

```
# DetachGTLList# #GTLList
```

Yeah, Yeah, I know, it`s not in the manual, and nobody told you :))))

I thought the same thing :)

GG>> //Gustav Gnospelius, A dedicated Amiga user, Sweden

GG>>

GG>>

GG>>

Regards

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: [loki@napalmdeath.freemove.co.uk](mailto:loki@napalmdeath.freemove.co.uk)

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>

<tsb>\*SATANIC DREAMS FOUNDER\*

<tsb>ADMIN: [admin@satanicdreams.freemove.co.uk](mailto:admin@satanicdreams.freemove.co.uk)

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>

## 1.675 ASM question

8 Jan 99 17:18:10 0

From: "David McMinn" <[D.McMinn@eee.rgu.ac.uk](mailto:D.McMinn@eee.rgu.ac.uk)>

Organization: The Robert Gordon University, E&EE

---

Date: Fri, 8 Jan 1999 17:17:59 -0000

encoding: Quoted-printable

Subject: ASM question

Could someone tell me if there is any difference (regarding where you will= jump

to) between:

LEA.l 6(a0),a0

JSR (a0)

and

JSR 6(a0)

Obviously a0 has something sensible in it. Thanks.

l) ^ V ][ l) |V| =A9 |V| ][ |V| |

d.mcminn@eee.rgu.ac.uk ICQ=3D16827694

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.676 APPicon

From: Benjamin VERNOUX <bvernoux@kyxar.fr>

Date: Sat, 16 Jan 1999 22:53:02 +0100

Subject: APPicon

Hi ALL Blitzers,

I want to know if it's possible to change the title of an APPIcon all the second without use AddAppIcon ?

Thanks !!!

--

--- . .

|| \ /

|--- \ / \*Benjamin Vernoux\*

|| \ / \*E-Mail: bvernoux@inforoutes-ardeche.fr\*

--- | \*Page WEB: <http://www.chez.com/titan>\*

## 1.677 AMOS source for free!

From: Andre Beer <j.beer@abo.freiepresse.de>

Date: Sun, 10 Jan 1999 19:34:48 +0100

Organization: BEER PRODUCTIONS - Software for Amiga

Subject: AMOS source for free!

Encoding: quoted-printable

Hi!

---

I just want to inform you that the AMOS source code for  
AMOS V1.23 Interpreter (256 KB)  
AMOS V1.3 Interpreter (172 KB)  
AMOS V1.3 Compiler (233 KB)  
Easy AMOS (184 KB)  
is now available for free at  
<http://www.clickteam.com/web/amos/amos.htm>  
[http://www.clickteam.com/web/amos/amos\\_download.htm](http://www.clickteam.com/web/amos/amos_download.htm)  
Maybe some of you ASM guys can use it in useful blitz extensions.

=

-- =

Bye now!

Andre

-----

#### \_\_ B E E R P R O D U C T I O N S

/// Andr=E9 + Ronny Beer, Siedlung 6, 09548 Deutscheinsiedel

V/// Tel. 037362/76934 - EMail j.beer@abo.freiepresse.de :-)

V/ Homepage: <http://www.freiepresse.de/home/jubee>

Projects: GeoWorld - Geography on your Amiga

BlitzBasic-Developer-Site

-----

## 1.678 Aminet request?

From: "Matt Briggs" <s9225796@rothervalley.ac.uk>

Subject: Aminet request?

Date: Wed, 6 Jan 1999 13:39:17 -0000

charset="iso-8859-1"

Encoding: 7bit

Hello everyone. I recieved this e-mail recently from a guy a called Hans Guijt, who is requesting that everone who programs should upload their source coding. Here is the e-mail I recieved, tell me what you think.

Perhaps we could black mail aminet into giving us our own directory for blitz sources and programs :)

--- Forwarded message follows ---

Date: 29-Dec-98 13:00:00

From: Hans Guijt <H.Guijt@inter.NL.net>

Subject: The Amiga Community Source project

Hi!

---



At some point in the past one or more programs were uploaded to Aminet, with you specified as either the author or the uploader (a list of these programs can be found at the end of this message). This means you have been, or maybe still are, involved in creating software for the Amiga.

No doubt you have noticed the current sad state of the Amiga. The number of people that still create software for it has grown very small (and it is quite likely you are no longer among them). A rebirth is in the making, but whether this will work remains to be seen.

However, some people are willing to make it happen. They want the Amiga to be a viable platform again. And for this to happen, that future Amiga will need two things that are closely related: users, developers and software. This is a classic chicken'n'egg situation: users attract developers; developers write software; software attracts users.

Fortunately, there is something you can do to help break this circle.

Much of the software on Aminet is in binary form only. Porting it to the new Amiga will only be possible after a complete rewrite.

However, the process of porting could be greatly sped up if source was available. And that is why I am asking you to upload your sources to Aminet.

\*\*\* If you have ever written something for the Amiga, \*\*\*

\*\*\* please upload its sources to Aminet. \*\*\*

As I see it, there are three advantages to this scheme:

- Your software will live on, and continue to make people happy.
- Maintenance and upgrades will be possible for current Amiga systems (there is a lot of software around that fails to work with high-end Amigas).
- The next generation Amiga will be able to profit from quickly-ported programs.

Now, you may argue that there are numerous reasons for not doing so.

This message was automatically generated from a .README found on one of the Aminet CDs. It may not apply to you at all. In that case, my sincere apologies for disturbing you. However, if you have any source still lying around, please give some thought to making it freely available to the Amiga community.

Don't be shy. Noone writes perfect source. You are not expected to write perfect source either. If you make source available, people

---

will not complain about bad source quality (well, some might: ignore them ;-)); they will thank you for the opportunity to keep your source up to date. And eventually someone will come and improve that source.

As a suggestion, if you decide to upload source, do it like this:

suppose you have written a program called 'AmigaBla'. It is located on Aminet in misc/misc/AmigaBla.lha. If so, please put its source in that same directory, under the same name, but with a \_src extension to the filename. The final archive would then be:

misc/misc/AmigaBla\_src.lha. This way all source can be found close to its binary, and vice versa.

Once again, my apologies if this message is totally inappropriate for you. But if it applies, and you decide to upload your sources, my heartfelt thanks. You will be doing the Amiga community a great favor.

Regards,

Hans Guijt

What follows is a list of files uploaded under your name.

For clarity, only the .readme files are specified.

demo/mag/e9diskmag.readme

## 1.679 Re: Aminet request?

From: Rui Carvalho <grim@ip.pt>

Date: Wed, 06 Jan 1999 21:00:20 +0000

X-SenderInfo: 1; picture="http://www.ip.pt/~ip234558/ddds/grim.gif"

Organization: Dark Dreams Designs

Subject: Re: Aminet request?

Encoding: quoted-printable

Hello Matt

Somewhere Matt Briggs wrote:

MB > Hello everyone. I recived this e-mail recently from a guy a called H=ans

MB > Guijt, who is requesting that everone who programs should upload the=ir

MB > source coding. Here is the e-mail I recieved, tell me what you think= =2E

MB > Perhaps we could black mail aminet into giving us our own directory =for

MB > blitz sources and programs :)

No you can't, i have very sad news to give you all... :(  
 Last December i tried once again get a directory for Blitz...  
 Urban Mueller replied to me saying he would not create such directory, be=  
 cause  
 it would be very complicated transferring such a large amount of files on =  
 all  
 Aminet Servers, and because the Basic directory is already almost exclusi=  
 vely  
 ours, and there would be no poit in having a directory with only 50 files=  
 =2E :( =  
 I never mentioned this before because it were bad news...  
 -- =

Best Regards,

Rui Carvalho =ABgRiM=BB

\*=ABBlitz Basic Source Code Site=BB\*

#Http://www.ip.pt/~ip234558 - Last Update: 05.01.99#

+-----+

| AFM 2 - 100% - Beta Testing |

+-----+

| Bubbles Project -> 50% Complete | =

+-----+

It's life Jim but not as we know it...

--Spock

## 1.680 Re: Aminet request?

for blitz-list@netsoc.ucd.ie; Thu, 7 Jan 1999 22:07:46 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 7 Jan 99 22:07:56 +0000

Subject: Re: Aminet request?

Encoding: 7bit

> Urban Mueller replied to me saying he would not create such  
 > directory, because  
 > it would be very complicated transferring such a large amount of  
 > files on all  
 > Aminet Servers, and because the Basic directory is already almost  
 > exclusively  
 > ours, and there would be no poit in having a directory with only 50

> files. :(

>

> I never mentioned this before because it were bad news...

Everybody OBVIOUSLY knows where the blitz files are on aminet so i don't see how having a seperate directory can be in any way necessary but for those who are just plain fussy and obsessed with ownership! so there ;)

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: [paul@stationone.demon.co.uk](mailto:paul@stationone.demon.co.uk)

## 1.681 Re: Aminet request?

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Fri, 08 Jan 1999 13:02:17 +0200

Organization: A97

Subject: Re: Aminet request?

Encoding: quoted-printable

On 06-Jan-99, Matt Briggs wrote:

> Hello everyone. I recieved this e-mail recently from a guy a called Hans=  
> Guijt, who is requesting that everone who programs should upload their  
> source coding. Here is the e-mail I recieved, tell me what you think.  
> Perhaps we could black mail aminet into giving us our own directory for=  
> blitz sources and programs :)

[-Forwarded message removed-]

I have spent some time looking at this letter, it seems that Hans automat=ically asumes that people will stop developing for the new AMiGA (I can't= blame him tho'). The thing I ask myself is, is the low availability of t=he soure code not a good thing ? Will it not prevent the crap software fr=om being ported (Just take a look at all the ""PPC software" available to=ns and tons of small [crap] programs that have noting to do with actually=using the PPC, but the source was there so we recompile it. I mean look =at things like Virtual GameBoy, is it really nessecary to have a 200Mh 60=4 to emulate a Z80 ? I think not.) ? Will the New AMiGA not have Classic =AMiGA emuation anyway ? It seems to me that uploading the source for at l=

east 99% of everything on Aminet will only ADD to the number of complete=
y pointless things on aminet, not to the portability of software. Sure it=
will be easier to port the really really cool programs (which are comerc=
ial, so you'll never get to see a shred of source code for it anyway.). O=
kay I admit that there are some relly good programs up there, but these p=
rograms are so strong thsat they would be ported regardless of the availa=
bility of the source code. I mean is it really in the interest of the AMi=
GA community to clutter their AMiGA resource with worthless source code. =
(In the sense that since they don't program, why would they want the sour=
ce code anyway ?) And would it not be upto AMiGA Inc./Int. to get develop=
ers for the new platform ? I'm quite sure that the people at AMiGA realis=
e that you cannot launch a platform without any software in these days.

Regards

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Visit : <http://members.tripod.com/~FlameDuck>

### 1.682 Re: Aminet request?

From: "Andrew Guard" <aMIGA\_dUDE@assign.u-net.com>

Date: 10 Jan 99 08:51:03 +0000

Subject: Re: Aminet request?

X-Face: (\_q}6lZ;BQops9` }X~b69)+!\*BiJl\_ur1MVm@7?1L%b8~r^vjuPaA+\*y\_KvLLQF.~mMmTO5@)C56oH;@6Zw(D).-Fw!a+i58

Encoding: 7bit

Well Rui Carvalho thats what you thought on the Wed, 06 Jan 1999 21:00:20 +0000 this is what I think,

> Hello Matt

>

> Somewhere Matt Briggs wrote:

>

> MB > Hello everyone. I recieved this e-mail recently from a guy a called Hans

> MB > Guijt, who is requesting that everone who programs should upload their

> MB > source coding. Here is the e-mail I recieved, tell me what you think.

> MB > Perhaps we could black mail aminet into giving us our own directory for

> MB > blitz sources and programs :)

>

> No you can't, i have very sad news to give you all... :(

>

> Last December i tried once again get a directory for Blitz...

>

> Urban Mueller replied to me saying he would not create such directory, because

> it would be very complicated transferring such a large amount of files on all

> Aminet Servers, and because the Basic directory is already almost exclusively

> ours, and there would be no poit in having a directory with only 50 files. :(

>

> I never mentioned this before because it were bad news...

>

>

Urban hates to 2 things

1) Craking systems to \_Sid Meier's\_ any else is ok.

2) Blitz!

I love it if see him at next WOA, and if he is there I will tell him

what I think about number 2!

--

--

Is your Amiga safe? Or you already using ProPassWord.

--

V//AmigaV// Team AMIGA RC5

--

603e+ 233/040 PowerUP, 32 Meg, BVision, Zip, CD-Rom. Kickstart 3.1

PortJr, Pace56 External Voice. ISP <http://www.wirenet.co.uk/>

ICQ 21765436

---

### 1.683 Re: AmigaLibs.res 3.1

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Tue, 26 Jan 1999 11:30:23 +0200

Organization: A97

Subject: Re: AmigaLibs.res 3.1

Encoding: quoted-printable

Hello Frederic.

On 25-Jan-99, Frederic Laboureur wrote:

- > Sorry, but EUDORA 4.0 (the worste mailer I've ever seen) can't do
- > mass reply (or I missed something ?). So, please resend your mail
- > to have a copy of the AmigaLibs.res file and I will reply with
- > YAM, which is much more better :-).
- > I don't want to mail the file on the Blitz list as its too big
- > (more than 100 kb).

Just a thought, how about uploading it to Aminet ?

Regards

-- =

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Visit : <http://members.tripod.com/~FlameDuck=>

**1.684 Re: Amiga OS (was 3D Doom????)**

27 Jan 99 09:27:47 0

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Wed, 27 Jan 1999 09:27:29 -0000

encoding: Quoted-printable

Subject: Re: Amiga OS (was 3D Doom????)

On 27 Jan 99, at 9:16, Keresztes Tam=E1s wrote:

> And the AmigaOS homepage states that one of their most important aim is =

> be Win32 compatible.It can easily become an x86 based OS - dont forget :

> they chosen an x86 based kernel (QNX), not a ppc/mips/alpha based one .

Where? Win32 compatible? Perhaps through a Windows emulator or something =

(like

the ones you can get for Unix), but I doubt whether they'd want to spend a=

ll

their time and effort in creating a lean mean OS machine, if it was going =

to be

compatible with Win32 (a bloated pain in the arse). Hell, you'd be as well=

letting me write the OS in Blitz with the debugger turned on ;)

QNX exists for loads of different processors, its not just a x86 OS ("We'=

ve

got realtime OS technology to suit your specific CPU", from QNX webpage). =

And

given enough incentive, I'm quite sure they could do versions for new

processors - after all, if they don't they'll be left behind in the market=

place.

l) ^ V ][ l) |V| =A9 |V| ][ |V| |V|

d.mcminn@eee.rgu.ac.uk ICQ=3D16827694

[http://members.xoom.xom/David\\_McMinn](http://members.xoom.xom/David_McMinn)

Someday we'll look back on all this and plow into a parked car.

**1.685 Re: Amiga in General , Was : 3D Doom Game Maker**

V5.0) with ESMTP; Wed, 27 Jan 1999 16:40:22 +0200

(8.8.7/8.8.7) with ESMTP id RAA01381 for <blitz-list@netsoc.ucd.ie>;

Wed, 27 Jan 1999 17:04:59 +0100

Date: Wed, 27 Jan 1999 16:49:05 +0100

From: "Keresztes Tamás" <tom@tombox.buvi.matav.hu>



Subject: Re: Amiga in General , Was : 3D Doom Game Maker

Encoding: 7bit

> And as goes for the "most important aim" to be Win32 compatible is totally impossible. QNX is based on Unix and Windows (insert favorite year here) is based on CP/M. If it was to have any Win32 compatibility it would be through "Soft Windows" type Emulators. Anyway, trying to make the AMiGA IBM compatible was what killed Commodore in the first place, and if you have a MIPS processor, you can allways use

Commodore tried to make the Amiga IBM compatible ? How do you mean that ?

## 1.686 Airbus crashes from bad programming

From: Anton Reinauer <anton@ww.co.nz>

Date: Mon, 18 Jan 1999 09:39:37 +1300

Subject: Airbus crashes from bad programming

Someone mentioned about Airbus crashes from the computers crashing- yes this is true- what happened is the whole plane is computer controlled- but the chips where badly programmed. There was no redundancy- when one system crashed, it made all the other systems it was connected to crash- and then every system went down (in one plane, it was a secondary (non-essential) system that brought the whole thing down) !!!

Each system should have been able to operate independantly, so if a system it was connected to went down and fed it weird data, it would just ignore it and carry on. This is becoming a large problem as more things are now being entirely computer controlled.

Because my game programming is object orientated (as it should be), it has dealt with the odd bug or two automatically instead of crashing :-)

My player went into a wall it shouldn't of (because of a bug), but instead of getting stuck, it just glided across the wall blocks and came out into floor space and the game carried on as if nothing had happened- it completely blew me away!!! I was sitting there waiting for it to crash the whole time, and it didn't :) This was just due to the way my routines were coded generally, as I hadn't forseen this bug! For me, this was a good lesson on how to program well :-)

The experts are stressing that quality programmers who check what they program carefully, and think about all the possible problems that could happen and program with that in mind (also writing the routines in such a way as to catch anything bad and reset themselves instead of just locking), should be programming these chips- not just some nerd programmer who dumps out the programs as fast as possible (like Windose programmers) !!

Just thought ya might be interested :)

Seeya- Anton

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed  
for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.1)

<<http://www.ww.co.nz/home/anton>>

### **1.687 Re: Airbus crashes from bad programming**

Date: Mon, 18 Jan 1999 00:10:08 +0100

From: Bob <stifter@mira.cz>

Subject: Re: Airbus crashes from bad programming

> Because my game programming is object orientated (as it should be), it

How do you do that ?

Thanks

Bob

### **1.688 Re: Airbus crashes from bad programming**

From: Anton Reinauer <anton@ww.co.nz>

Date: Tue, 19 Jan 1999 12:00:06 +1300

Subject: Re: Airbus crashes from bad programming

On 18-Jan-99, Bob wrote:

>> Because my game programming is object orientated (as it should be),

>> it

>

> How do you do that ?

Well you set up all your screen objects (player, monstas, bullets, etc.), as an object (ie: set up a newtype for screen objects- it has it's position, speed, direction, animation frame, activated or not etc.), then treat it as if it's a physical object- set it in motion, and check wether it hits another object or wall etc, and then destroy it if necessary.

As long as you have your stops programmed correctly (to stop it going off a Map, bitmap etc), then it can recover from bugs (or at least not crash) quite well.

---

You're probably doing it anyway, but didn't know the terminology :)

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP\_Chat [99%]- an Internet multi-player code, test-bed  
for my game Pyro-Mid. - Aminet: dev/basic/UDP\_Chat.lha (V2.1)

<<http://www.ww.co.nz/home/anton>>

## 1.689 Re: Airbus crashes from bad programming

From: amorel <amorel@xs4all.nl>

Date: Tue, 19 Jan 1999 04:02:11 +0500

Subject: Re: Airbus crashes from bad programming

On 19-Jan-99, Anton Reinauer wrote:

>> How do you do that ?

> Well you set up all your screen objects (player, monstas, bullets,

I don't believe that is real OO programming, is it? Does it have inheritance etc? Just wanna be a whiner ;) Visual basic, whilst being crap anyway, isn't real OO as it doesn't have inheritance, which just takes away one of THE advantages of OO(it has disadvantages too though).

regards

--

Jeroen(and Wendy ;-)-\*AMOREL\*- \\ Amiga 1200T/PPC/040,hd, CD32

H.P. Lovecraft, Inc. \\ Good old C=64 Aura 12/16 sampler

Ever kissed a frog? ;-P \\ /Fatman analogue synth :D

Do you need music for your game/demo? \\ /Roland dr-5 and more ;-9

Have you got a recorddeal? ;) \\ /Check my music on aminet:

Contact me! amorel@xs4all.nl \\ /mods/hardc (ftp.wustl.eduetc.)

<http://www.xs4all.nl/~amorel/> \\ /or take a look at my homepage.

## 1.690 Re: Airbus crashes from bad programming

From: Anton Reinauer <anton@ww.co.nz>

Date: Wed, 20 Jan 1999 10:51:16 +1300

Subject: Re: Airbus crashes from bad programming

On 19-Jan-99, amorel wrote:

> On 19-Jan-99, Anton Reinauer wrote:

>  
>>> How do you do that ?  
>  
>> Well you set up all your screen objects (player, monstas, bullets,  
>  
> I don't believe that is real OO programming, is it? Does it have  
> inheritance etc? Just wanna be a whiner ;) Visual basic, whilst being  
> crap anyway, isn't real OO as it doesn't have inheritance, which just  
> takes away one of THE advantages of OO(it has disadvantages too  
> though).  
It's not bad, considering all my programming is self taught :) I  
have read through the Java specs- and there's some nice ideas in there!  
--  
Anton Reinauer <anton@ww.co.nz>

## 1.691 AHI

Wed, 13 Jan 1999 04:29:41 +0100 (MET)

From: Peter Thor <thor@mailbox.swipnet.se>

Date: Wed, 13 Jan 1999 04:22:54 +0300

Organization: Nukleus

Subject: AHI

Hello Blitzers!

I remember someone posted some pseudo code or statement upon using AHI (might have been Paul Burkey), and I'm really interested in getting the latest version of this (if there is any version that is) so I can use it with Blitz.

Thanx in advance lads, c ya!

Kind regards, Thor.

--

Peter Thor, Coder Asm/Blitz/C/C++

Irc: Joru (irc.stealth.net, #AmigaSWE/#Amiga/#Amigascene)

ICQ: 11277616, Alt-EMail: Joru@hotmail.com

Creative Amigans at: [www.ping.be/sillycat](http://www.ping.be/sillycat)

.- Amiga is it! -.

**1.692 Re: AHI**

for blitz-list@netsoc.ucd.ie; Wed, 13 Jan 1999 14:56:04 +0000

Date: Wed, 13 Jan 1999 14:48:59 +0000

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: AHI

boundary="-----FA52ED155D6101959FD5D530"

This is a multi-part message in MIME format.

-----FA52ED155D6101959FD5D530

Encoding: 7bit

Peter Thor wrote:

> I remember someone posted some pseudo code or statement upon using AHI (might  
> have been Paul Burkey), and I'm really interested in getting the latest  
> version of this (if there is any version that is) so I can use it with Blitz.  
> Thanx in advance lads, c ya!

I compiled an include file containing the basic AHI support which was used in Foundation. I'll attach it here because I recently removed it from my web page. I'm not sure if i ever uploaded it to Aminet, I should check it some time.

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

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Encoding: base64

Content-Disposition: inline;

filename="Blitzahi.lha"

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j74YMJRXnsBYIIGN9T6zfXN9KRdnRsKjG3VwSzLoIDTFoKVV5gbv/t7/41G7OAtQQd/tX0Xk  
xmCCCweQFYQQAuz7Pz3k1s4/HCWfLEA0TwWfWucYSWWESb9p/4cpvDlSDMV1XBLGwb5HVvKD  
bBaWQX+r6cmZqufvvGPrk3jtdV3IDAmZ4LXHMLI7v5Ah0U2DLvvLTv0DZEyUarDgI1cj+N98  
n5+4ezkVwAClvG015WTtXVMCBSCwVQfs4/l6S182o0wWZwPaMTpnqng6sIMS5/7ejydJE8e  
eKRrT4wdZQhLBNssHVDUNjfu+Tl6Tr484a6OA4EHfz5hWsRB1sFESz9np3/chm/mnOyCMDDBI  
c+QdrA3duVnKd9/k4umRmPTKhIzX1h52ygv9CC9NYoIaP+Hk3umduHTRFaWKdhw6WxhCUGh7  
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qr8bv+MVIF++K5/CKZQF8f//DOn/6KZfCrw//1vdS4e+i++K/w/ft7v/fHM0P35S3e0f+GFw  
eYbXd07K23b0e7L/w1tJdHgNuHdt0brT272XJeSbfcD2jbFWAS1Xct2rDhmUEgAQ+t7nqG3g  
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EqvifEx+Wv+zLLFN0cOHnelXd7QHRo3izxVWWePen64uKPk4r7MPZToho4kb2DjUuiqUWYUk  
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+czZl84NJA0xDVw8QFJkTdE9rVdvQWsI8KExRAqcYRUECcxuX0z8eqgGnNAPty3NdA4DMKIX  
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V1cZKpDkPMBOaVvZ2WfJslkXWC8K+B0N8H0bFhKTfDIW3GlsJNc4OPgTGluda/r3pbMha2y6  
kSHhhCUWOWQiqquPVNIpiGrCeJyUKBoex3d389h95lcT9MwHG5A5mLSi1WXeGzgAD4dUgTNf  
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bXbCyvqjoy85IFJaMJFPvBNgzWMrr+5nBnxYwWnAiUvIRvoD8Qhyvtq5taMJXAvu2X54sE8  
TVO2WJ8MvCCsGU1loNwkXsciAfpavV6vce8EhQmLrZEYEyu/LdN2tWyntzyRgk6mIEZAokjn  
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2isJGvakIS6gIDYF2S3W0MbU6suu0IX/a4UccaDyTT3FelAA  
-----FA52ED155D6101959FD5D530--

### 1.693 Re: AFS vs. FFS (increasingly offtopic) :o)

From: Eoghann Irving <eoghann-irving@usa.net>

Date: Sat, 02 Jan 1999 22:20:31 +0000

Subject: Re: AFS vs. FFS (increasingly offtopic) :o)

Encoding: quoted-printable

Hi Anton Reinauer :)

On 26-Dec-98, Anton Reinauer wrote:

> On 26-Dec-98, Mikkel L=F8kke wrote:

This bit was me.

>>> Its also a fact that FFS is not very stable at all.

>> Ehm, say that again ? Well, maybe not the early versions, but the

> early

>> versions of PFS where downright dangerous. I have yet to  
experience

> (in

>> 7 years and counting) a serious flaw in FFS, it took me 4 months

>> find several in AFS. You be the judge.

> =

> Yep, have to agree with you- I have been using FFS for around the  
> same amount of time- and can't recall any problems with it- the  
only

> thing that screws it up, is crashing while writing to the drive-  
> which can be fixed by running SafeDisk on Aminet!

I think you probably mean DiskSafe and that doesn't protect from  
crashes but from other OS legal actions which can cause disk  
problems.

The fact is that FFS can potentially wipe out an entire hard disk if  
the power should fail during writing to the disk or if it should  
crash during writing. That in my books is unstable.

> As an aside: Try running WB3.1 on a 68000, once you sort out  
buggy

> programs and clashes- it random crashes about once every couple of  
> months- unbelievably stable!

Yes and if I never switch on the computer it never crashes at all!

Come on. I want to use my computer. Buggy programs shouldn't bring  
down the entire computer or the filesystem.

Have fun

-- =

Eoghann Irving ICQ:14497218 <mailto:eoghann@thenet.co.uk>

SOLAR FLARE - Fantasy & SF Mailing List - Solar News

<http://www.thenet.co.uk/~eoghann/index.html>

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## 1.694 Re: AFS vs. FFS (increasingly offtopic) :o)

From: Anton Reinauer <[anton@ww.co.nz](mailto:anton@ww.co.nz)>

Date: Sun, 03 Jan 1999 14:16:15 +1300

Subject: Re: AFS vs. FFS (increasingly offtopic) :o)

On 03-Jan-99, Eoghann Irving wrote:

>> Yep, have to agree with you- I have been using FFS for around the  
>> same amount of time- and can't recall any problems with it- the  
> only

>> thing that screws it up, is crashing while writing to the drive-  
>> which can be fixed by running SafeDisk on Aminet!

>

> I think you probably mean DiskSafe and that doesn't protect from

---

> crashes but from other OS legal actions which can cause disk  
> problems.

Yeah that's the one. It prevents the Disk from being unvalidated, and  
loss of data on a crash etc.

>

> The fact is that FFS can potentially wipe out an entire hard disk if  
> the power should fail during writing to the disk or if it should  
> crash during writing. That in my books is unstable.

>

Yeah, but is that due to the FFS or the disk being physically damaged  
by the heads. I do agree that FFS could do with major improvements- the  
problem with the OS not having been updated for many years!

>> As an aside: Try running WB3.1 on a 68000, once you sort out

> buggy

>> programs and clashes- it random crashes about once every couple of

>> months- unbelievably stable!

>

> Yes and if I never switch on the computer it never crashes at all!

>

> Come on. I want to use my computer. Buggy programs shouldn't bring  
> down the entire computer or the filesystem.

Yes, I completely agree- go tell all these programmers to stop being  
naughty!

--

Anton Reinauer <anton@ww.co.nz>

## 1.695 Re: AFS vs. FFS (increasingly offtopic) :o)

From: Eoghann Irving <eoghann-irving@usa.net>

Date: Sun, 03 Jan 1999 14:40:20 +0000

Subject: Re: AFS vs. FFS (increasingly offtopic) :o)

Hi Anton Reinauer :)

On 03-Jan-99, Anton Reinauer wrote:

> On 03-Jan-99, Eoghann Irving wrote:

>> I think you probably mean DiskSafe and that doesn't protect from  
>> crashes but from other OS legal actions which can cause disk  
>> problems.

> Yeah that's the one. It prevents the Disk from being unvalidated,  
> and loss of data on a crash etc.

Well not entirely. What it can do (which is very useful) is ensure that nothing is being written when the system does a reboot. A \*really\* bad crash might not acknowledge DiskSafe so it wouldn't protect from those. Nor can it protect against power failure.

I ran DiskSafe for some time but found that IBrowse crashes (IBrowse is easily the most unstable thing on my machine) often still required re-validation of the partition. There's no doubt that it did cut down on such things though.

>> The fact is that FFS can potentially wipe out an entire hard disk  
>> if the power should fail during writing to the disk or if it should

>> crash during writing. That in my books is unstable.

> Yeah, but is that due to the FFS or the disk being physically  
> damaged by the heads. I do agree that FFS could do with major  
> improvements- the problem with the OS not having been updated for  
> many years!

Indeed. These things are avoidable now. PFS2 does this. It does lack a good disk repair program, but then the ones for FFS are separate commercial applications too.

>> Come on. I want to use my computer. Buggy programs shouldn't bring

>> down the entire computer or the filesystem.

> Yes, I completely agree- go tell all these programmers to stop  
> being naughty!

Well its not just the programmers. Sometimes its simply a memory thing (thats what causes IBrowse crashes on my system mainly).

Also (and getting somewhat on topic again) Blitz programming can cause a lot of crashes I find. Which is another good reason to have a stable file system. :)

Have fun

--

Eoghann Irving ICQ:14497218 <mailto:eoghann@thenet.co.uk>

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<http://www.thenet.co.uk/~eoghann/index.html>

Join the webring, win free banner advertising!

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## 1.696 Address of a pointer??

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 20 Jan 99 13:26:10 +1000

Subject: Address of a pointer??

Encoding: 7bit

I'm trying to create a set of functions to replace the ACID linked list commands and not have to predetermine the number of entries in the list..

So far I've proven to myself that it can be done, but have hit one small snag.

I've created NewTypes for .list-control and .list-header and what I then do is:

1. define the newType for the list elements (E.g. .Thing)

2. Create a list header:

```
*Things.list_header = Def_List{SizeOf .Thing}
```

3. Now you can do things like:

```
*Thing.Thing = Add_Item{*Things} or
```

```
*Thing = Next_Item{*Things}
```

However, You can't do:

```
While Next_Item{*Things}
```

because the function returns a pointer to the current item which is swallowed up by the While statement.

So... I want to change the functions to return a True/False value and somehow set the current item pointer from inside the function.

I'm quite happy to change the parameters passed to the functions, but even so, I'm not sure how to do that.

Is it possible to get the address of a pointer (&\*Thing)? If so, I could simply pass a current item address pointer to the Def\_List function and store it in the List\_Header block. Otherwise I'm stumped. Any ideas anyone??

Thanks

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

[www.shoalhaven.net.au/edgewater](http://www.shoalhaven.net.au/edgewater)

## 1.697 Re: Address of a pointer??

20 Jan 99 09:29:47 0

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Wed, 20 Jan 1999 09:29:37 -0000

encoding: Quoted-printable

Subject: Re: Address of a pointer??

On 20 Jan 99, at 13:26, Tony Rolfe wrote:

> I'm trying to create a set of functions to replace the ACID linked  
> list commands and not have to predetermine the number of entries in  
> the list..

I was going to do that a couple of months ago, but ended up couldn't be a=  
\*sed.

> So far I've proven to myself that it can be done, but have hit one  
> small snag.

>

> I've created NewTypes for .list-control and .list-header and what I th=  
en

> do is:

>

> 1. define the newType for the list elements (E.g. .Thing)

>

> 2. Create a list header:

> \*Things.list\_header =3D Def\_List{SizeOf .Thing}

>

> 3. Now you can do things like:

> \*Thing.Thing =3D Add\_Item{\*Things} or

> \*Thing =3D Next\_Item{\*Things}

>

> However, You can't do:

> While Next\_Item{\*Things}

>

> because the function returns a pointer to the current item which is  
> swallowed up by the While statement.

>

> So... I want to change the functions to return a True/False value

> and somehow set the current item pointer from inside the function.

> I'm quite happy to change the parameters passed to the functions, but ev=

en

> so, I'm not sure how to do that.

OK, I'd recommend not return simply a true or false response. This is the =  
major

pain in the arse about the Blitz lists, and was why I was going to code so=  
me

functions for it. By all means track the current item pointer - can't you =  
just

have the current item pointer in the list-header or list control structure=  
s -

but you should still return the pointer value.

> Is it possible to get the address of a pointer (&\*Thing)? If so, I

> could simply pass a current item address pointer to the Def\_List

> function and store it in the List\_Header block. Otherwise I'm

> stumped. Any ideas anyone??

Yes the address of a pointer is &\*Thing.

Also you may want to consider allowing the user to specify a maximum numb=  
er of

items, i.e. when they create the list another parameter could be used to  
specify the max number of items, or -1 for unlimited.

Another thing is that you should use lists in the same way as the OS (Bli=  
tz

does this as well, but hides it totally), because then you will be able to=  
use

your lists with the OS. And it will mean that you are creating something t=  
hat

people are familiar with.

l) ^ V ][ l) |V| =A9 |V| ][ |N |N

d.mcminn@eee.rgu.ac.uk ICQ=3D16827694

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.698 Accessing main Amiga libraries.

From: Chris McGonagle <chris@kickstart.free-online.co.uk>

Date: Mon, 04 Jan 1999 15:19:12 +0000

Organization: Emerald

Subject: Accessing main Amiga libraries.

Hi Guys,

I was wondering do any of you kind people know how to access functions from

---



**1.700 Re: Accessing main Amiga libraries.**

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Tue, 05 Jan 1999 02:01:53 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=  
 Subject: Re: Accessing main Amiga libraries.

Encoding: quoted-printable

On 04-Jan-99, Chris McGonagle set out across the seas with this message:

->I was wondering do any of you kind people know how to access

->libraries stored in the LIBS: drawer, mpega.library perchance? What

->a Blitz library for Mpegs and even THX?

Huh? THX gave Blitz support in the main archive =3D]

-- =

\*\*\*\*\*

\*\*\* CAT TAG \*\*\* A Dirty Mind is a Terrible Thing to Waste

\*\*\*\*\*

-----^\_

\_\_\_\_\_v\_\_\_\_\_^\_\_\_ -- Toby Zuijdveld --

\\_\_\_ =ACV. \_\_\_\_\_/

l) )\_ ^\_\_\_ v \ -EMail : mailto:hotcakes@abacus.net.au-

!! | =AC\\ \ \ - HTTP : http://abacus.net.au/hotcakes

l \_\_\_ | // \_\_\_\_\_ // \_\_\_ // [ Last updated : 02=B701=B799 ]

!\_\_\_/VDTN.V

**1.701 Re: Accessing main Amiga libraries.**

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Tue, 05 Jan 1999 02:12:19 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=  
 Subject: Re: Accessing main Amiga libraries.

Encoding: quoted-printable

On 04-Jan-99, Manfred Linzner set out across the seas with this message:

->> ->I was wondering do any of you kind people know how to access

->> ->libraries stored in the LIBS: drawer, mpega.library perchance?

->> ->a Blitz library for Mpegs and even THX?

->> =

->> Huh? THX gave Blitz support in the main archive =3D]

->It=B4s AHX nowadays =3D)

It is? Where do I find a copy, then?

-- =

\*\*\*\*\*

\*\*\* CAT TAG \*\*\* Where do honey bees go potty? At a BP station!!!

\*\*\*\*\*

-----^--

\_\_\_\_\_v\_\_\_\_\_^\_\_\_ -- Toby Zuidveld --

\\_\_\_=ACV. \_\_\_\_\_/

l) \_^\_\_\_ v\ -EMail : <mailto:hotcakes@abacus.net.au>-

!! |=AC\\ - HTTP : <http://abacus.net.au/hotcakes>

l\_| // \_\_\_\_\_ // \_\_\_ // [ Last updated : 02=B701=B799 ]

!\_\_\_/VDTN.v

## 1.702 Accessing external progs and libs!

From: Chris McGonagle <[chris@kickstart.free-online.co.uk](mailto:chris@kickstart.free-online.co.uk)>

Date: Tue, 12 Jan 1999 13:40:00 +0000

Organization: Emerald

Subject: Accessing external progs and libs!

Yes there!

I know I asked this question before but I couldn't get subscribed to the list so I didn't see your answers, so:

Is there any way of accessing functions of external libraries in the LIBS: dir, without resorting to asm. Also, I have having a bit of bother regarding running external programs through Blitz, I can run them, but getting them to halt when I want is another. Any help?

See yah soon!

--

Chris McGonagle (Emerald Amiga Users - Author of CoolMod)

Get CoolMod on: <http://dez.over-the-edge.com/coolmod>

I like pigs. Dogs look up to us. Cats look down on us. Pigs treat us as equals.

-- Winston Churchill

## 1.703 Re: Accessing external progs and libs!

12 Jan 99 16:35:36 0

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Tue, 12 Jan 1999 16:35:23 -0000

encoding: Quoted-printable

Subject: Re: Accessing external progs and libs!

On 12 Jan 99, at 13:40, Chris McGonagle wrote:

> Is there any way of accessing functions of external libraries in the LIB=  
S:

> dir, without resorting to asm. Also, I have having a bit of bother  
> regarding running external programs through Blitz, I can run them, but  
> getting them to halt when I want is another. Any help?

If you have the .fd file for the library in question (all developers arch=  
ives

for libraries will contain it, if not hassle the library author) then you =  
can

use the NewFDConvert program to make blitz tokens for it. Then run the  
makedeflibs program to re-create your deflibs including the tokens for the=  
new

external library. Then read the autodocs for the library to get the comman=  
d

names and to use them in blitz just stick and underscore '\_' on the end of=  
them.

As for running external progs, it depends on how they can be stopped. Som=  
e

programs may have an AREXX interface which allows you to send messages say=  
ing

'QUIT', others may have a CLI option to force them to quit (i.e. myprog -q=  
uit),

most programs will have a Ctrl-C check in their main loop, so you could se=  
nd a

Break signal to their task (like pressing Ctrl-C when you do 'dir sys: all=  
').

l) ^ V ][ l) |M| =A9 |M| ][ |N |N

d.mcminn@eee.rgu.ac.uk ICQ=3D16827694

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.704 A Couple of questions

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>  
Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia  
Date: 16 Jan 99 14:02:22 +1000  
Subject: A Couple of questions  
Encoding: 7bit

Hi all,

Two questions if I may?

1. Is there a more efficient way to set an array of longwords to zero than by doing:

```
DIM Thing.l(100)
```

```
< some code which makes them non-zero >
```

```
For i = 0 to 99
```

```
Thing(i) = 0
```

```
Next
```

I'm hoping that there's a "Move 400 zeros to &Thing(0)" type command, preferably one which doesn't involve looping around. It gets very tedious single-stepping through the above code. (I've moved it to a GoSub routine so I can step over it, but that just adds to the inefficiency).

2. What does a string variable actually look like in memory? I think it's something like a longword length of the string, a longword address of the string and then the string.

I don't like the way BB2 handles string constants. If you have a lot of (for example) NPrint "Error" commands, the string "Error" appears in the code once for each occurrence. To get round that I've done Error\$ = "Error", but that puts a constant "Error" into the code, plus run time code to build a variable and move the constant to it. What I want to do is create a string constant (say following the End statement, so it doesn't get executed) which I think should be:

```
Error$ DC.l Length(String)
```

```
DC.l Address(String)
```

```
DC.b"Error"
```

but I don't know the actual syntax. Could it be done through a Macro? Then I could simply say !StrConst "Error".

Thanks in advance for your help.

Oh, yes, Thanks to David and Liz for the help with making arrays dynamic. Moving critical files into arrays cut my run times down by



50%.

Cheers

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

www.shoalhaven.net.au/edgewater

## 1.705 Re: A Couple of questions

for blitz-list@netsoc.ucd.ie; Sat, 16 Jan 1999 12:44:50 +0000

From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>

Organization: International House of Mojo

Date: Sat, 16 Jan 1999 12:37:10 -0000

encoding: Quoted-printable

Subject: Re: A Couple of questions

On 16 Jan 99, at 14:02, Tony broke out long enough to write:

> I'm hoping that there's a "Move 400 zeros to &Thing(0)" type command,  
> preferably one which doesn't involve looping around. It gets very tedio=  
us

> single-stepping through the above code. (I've moved it to a GoSub  
> routine so I can step over it, but that just adds to the inefficiency).

I think that's the best way, unless you implement the routine in ASM, then=  
you

could speed it up a bit just doing a bunch of MOVE.l #0,(a0)+ or something=  
. If

you were really sneaky you could do a bunch of MOVEM's.

But if your problem is only stepping through the code, just stick a Stop=  
after the routine and run it.

> 2. What does a string variable actually look like in memory? I think  
> it's something like a longword length of the string, a longword address =  
of  
> the string and then the string.

Well at the address of the string variable you have a longword address of =  
the  
start of the string. I think the length is tracked as well, but I think it=  
's a

word, located at &a\$-2. Then the string starts at wherever the longwords p=  
oints  
to.

> is create a string constant (say following the End statement, so it  
> doesn't get executed) which I think should be: Error\$ DC.l

> Length(String)  
> DC.l Address(String)  
> DC.b"Error"

You need to do:

```
ErrorStr:DC.b "ERROR!!!",0
```

If you have more strings, stick them in after it, once all strings are done,

put an Even after them to make sure the rest of the program is word aligned.

The only problem with this is that blitz commands that ask for a string as a

parameter need a Blitz string type, so you need to do Peek\$(?ErrorStr) when

using it. If you are using an OS command, you can get away with just ?ErrorStr.

> but I don't know the actual syntax. Could it be done through a

> Macro? Then I could simply say !StrConst "Error".

I know this is different from what you've got, but I don't know what you could

do with !StrConst "Error". You could use a macro, but that would do the same as

your original code. Macros are directly replaced into the code, so:

```
Macro StrConst "Error" End Macro
```

```
a$ =3D !StrConst
```

would be exactly the same as:

```
a$ =3D "Error"
```

Personally, I think the DC.b way is the best.

```
[] ^ V ][ [] |M| =A9 |M| ][ N N
```

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

## 1.706 Re: A Couple of questions

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sat, 16 Jan 1999 20:34:28 +0200

Organization: A97

Subject: Re: A Couple of questions

Encoding: quoted-printable

On 16-Jan-99, Tony Rolfe wrote:

> Hi all,

> Two questions if I may?

> 1. Is there a more efficient way to set an array of longwords to zero

> than by doing:

> DIM Thing.l(100) =

> =

> < some code which makes them non-zero >

> For i =3D 0 to 99

> Thing(i) =3D 0

> Next

> I'm hoping that there's a "Move 400 zeros to &Thing(0)" type command, =

> preferably one which doesn't involve looping around. It gets very

> tedious single-stepping through the above code. (I've moved it to a

> GoSub routine so I can step over it, but that just adds to the

> inefficiency).

You could just Dim them again.

> 2. What does a string variable actually look like in memory? I think

> it's something like a longword length of the string, a longword

> address of the string and then the string.

Erm I think it's just a normal NULL terminated string. With the variable =  
actually being a pointer to the address used. Anyway in a NEWTYPE structu=  
re, a sting variable only uses a longword, indicating that it doesn't nee=  
d to know anymore.

> I don't like the way BB2 handles string constants. If you have a lot

> of (for example) NPrint "Error" commands, the string "Error" appears

> in the code once for each occurrence. To get round that I've done

> Error\$ =3D "Error", but that puts a constant "Error" into the code, plu=

s

> run time code to build a variable and move the constant to it. What I

> want to do is create a string constant (say following the End

> statement, so it doesn't get executed) which I think should be:

> Error\$ DC.l Length(String)

> DC.l Address(String)

> DC.b"Error"

> but I don't know the actual syntax. Could it be done through a

> Macro? Then I could simply say !StrConst "Error". =  
 Erm I think David McMinn was closer :o) You could of course make you own =  
 string handling routines, or maybe use the ones in the New command set. M=  
 aybe it was time Frederic included things like Constant strings, and unsi=  
 gned byte, word and longword variable types. It's long overdue.

Regards

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Visit : <http://members.tripod.com/~FlameDuck>=

**1.707 Re: A Couple of questions**

(envelope-from FlameDuck@usa.net)  
 (envelope-from FlameDuck@usa.net)  
 From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>  
 Date: Sat, 16 Jan 1999 20:38:36 +0200  
 Organization: A97  
 Subject: Re: A Couple of questions  
 Encoding: quoted-printable  
 On 16-Jan-99, David McMinn wrote:  
 [-cut-cut-cut-]  
 >> is create a string constant (say following the End statement, so it  
 >> doesn't get executed) which I think should be: Error\$ DC.l =

```
>> Length(String)
>> DC.l Address(String)
>> DC.b"Error"
> You need to do:
> ErrorStr:DC.b "ERROR!!!",0
> If you have more strings, stick them in after it, once all strings are =
done, =
> put an Even after them to make sure the rest of the program is word ali=
gned. =
> The only problem with this is that blitz commands that ask for a string=
as a =
> parameter need a Blitz string type, so you need to do Peek$(?ErrorStr) =
when =
> using it. If you are using an OS command, you can get away with just ?E=
rrorStr.
```

Actually he should probably put them at the end of his code, so that the p=
rogram doesn't accidentally run into them (Trying to execute DATA produces =
some very spectacular crashes.). Or maybe add an RTS before he starts def=
ining them, just to make sure :o)

> Personally, I think the DC.b way is the best.  
Personally, I agree :o)

Regards

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Visit : <http://members.tripod.com/~FlameDuck>

**1.708 Re: <swear-word snipped> READ ME!**

([62.136.67.137] helo=194.152.64.35 ident=kewl)

by mail3.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 101vSI-0001JI-00

for blitz-list@netsoc.ucd.ie; Sun, 17 Jan 1999 16:53:43 +0000

From: Loki <loki@napalmdeath.freemove.co.uk>

Date: Sun, 17 Jan 1999 16:17:01 +0100

Importance: High

Organization: Satanic Dreams Software.

Subject: Re: <swear-word snipped> READ ME!

Encoding: binary

Hello David

Hiya, David... ,on 17-Jan-99 you wrote me about Re: <swear-word snipped>! :) )

DM>> What is the point in posting stuff like this to this list? It appears

DM>> we may now have two contenders for the title of 'Champion Asshole' -

DM>> ridingwood@sheffield.ac.uk and s???????@rothervalley.ac.uk

DM>>

DM>> If you don't have anything useful to add, please leave - it wastes your

DM>> time as much as ours.

Why bother replying to this sort of stuff, why give them the satisfaction of knowing they get on your nerves?

Personally, I think everybody should just ignore these small outbursts.

Ummm???

Your making it worse! (although that was quite funny :) )

Regards

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384

<tsb>

<tsb>\*SATANIC DREAMS FOUNDER\*

<tsb>ADMIN: [admin@satanicdreams.freemove.co.uk](mailto:admin@satanicdreams.freemove.co.uk)

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>

**1.709 Re: <swear-word snipped>**

for blitz-list@netsoc.ucd.ie; Sun, 17 Jan 1999 14:51:10 +0000

From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>

Organization: International House of Mojo

Date: Sun, 17 Jan 1999 14:43:27 -0000

encoding: Quoted-printable

Subject: Re: <swear-word snipped>

What is the point in posting stuff like this to this list? It appears we =  
may

now have two contenders for the title of 'Champion Asshole' -  
ridingwood@sheffield.ac.uk and s??????@rothervalley.ac.uk

If you don't have anything useful to add, please leave - it wastes your t=  
ime

as much as ours.

[] ^ v [] [ D ] M =A9 M [] [ N ]

dmcminn@house-of-mojo.freemove.co.uk

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

**1.710 Re: <swear-word snipped>**

From: Toby Zuidveld <hotcakes@abacus.net.au>

Blitz List <blitz-list@netsoc.ucd.ie>

Date: Mon, 18 Jan 1999 01:31:43 +0500

Organization: =?iso-8859-1?Q?Res=A1stance?=  
Subject: Re: <swear-word snipped>

Encoding: quoted-printable

On 17-Jan-99, David McMinn set out across the seas with this message:

-> What is the point in posting stuff like this to this list? It

->now have two contenders for the title of 'Champion Asshole' -

->ridingwood@sheffield.ac.uk and s??????@rothervalley.ac.uk

No! Don't be fooled! ridingwood@sheffield.ac.uk was the -alias- for the=

person who wrote the message (who was actually something like

d.p.smith@sheffield.ac.uk, i forget, i scrubbed the message:)

-- =

\*\*\*\*\*

\*\*\* CAT TAG \*\*\* Age is a high price to pay for maturity.

\*\*\*\*\*

----- ^ \_

\_\_\_\_\_V\_\_\_\_\_^\_\_\_ -- Toby Zuijdveld --  
\\\_\_\_ =ACV. \_\_\_\_\_ /  
l) \_^\_\_\_ V\ -EMail : mailto:hotcakes@abacus.net.au-  
!! |=AC\\ \\ - HTTP : http://abacus.net.au/hotcakes  
|\_\_\_| // \_\_\_\_\_ // \_\_\_ // [ Last updated : 14=B701=B799 ]  
!\_\_\_/ VDTN.V

## 1.711 3D Doom Game Maker

for blitz-list@netsoc.ucd.ie; Sun, 24 Jan 1999 00:28:06 +0000

From: Stuart Walker <stuart@digital-images.demon.co.uk>

Date: Sun, 24 Jan 1999 00:27:44 +0000

Subject: 3D Doom Game Maker

Hello,

Weren't Vulcan going to release the source code for their Doom game creator?

Has it been released yet. If so, where can I find it? Has the game creator  
itself been released yet?

Best Regards

Stuart Walker

Digital Images

## 1.712 Re: 3D Doom Game Maker

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sun, 24 Jan 1999 08:59:30 +0200

Organization: A97

Subject: Re: 3D Doom Game Maker

Encoding: quoted-printable

On 24-Jan-99, Stuart Walker wrote:

> Hello,

> Weren't Vulcan going to release the source code for their Doom game cre=  
ator?

> Has it been released yet. If so, where can I find it? Has the game crea=  
tor

> itself been released yet?

Erm, was it not a joke !?! Anyway, Vulcan themselves have not the brains =  
to code something like that, and if it isn't already released, it won't =



be. Vulcan have taken the first step towards financial ruin, abandoning t=  
he AMiGA market.

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

### 1.713 Re: 3D Doom Game Maker

From: Anton Reinauer <anton@ww.co.nz>

Date: Tue, 26 Jan 1999 12:27:21 +1200

Subject: Re: 3D Doom Game Maker

Encoding: quoted-printable

On 24-Jan-99, Mikkel L=F8kke wrote:

=

>Erm, was it not a joke !?! Anyway, Vulcan themselves have not the brains=

>code something like that, and if it isn't allready released, it won't be=

=2E

>Vulcan have taken the first step towards financial ruin, abandoning the =

AMiGA

>market.

They already were facing financial ruin in the Amiga market!

=

Anton Reinauer <anton@ww.co.nz>

=

### 1.714 Re: 3D Doom Game Maker

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Tue, 26 Jan 1999 11:50:43 +0200

Organization: A97

Subject: Re: 3D Doom Game Maker

Encoding: quoted-printable

Hello Anton.

On 26-Jan-99, Anton Reinauer wrote:

>> Erm, was it not a joke !?! Anyway, Vulcan themselves have not the brains to

>> code something like that, and if it isn't already released, it won't be.

>> Vulcan have taken the first step towards financial ruin, abandoning the AMiGA

>> market.

> They already were facing financial ruin in the Amiga market!

Right, and competing against Microsoft and id software is certainly going to be a successful venture. And the only reason they "were facing financial ruin in the AMiGA market" was because they bit off more than they could chew.

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

## 1.715 Re: 3D Doom Game Maker

From: Anton Reinauer <anton@ww.co.nz>

Date: Wed, 27 Jan 1999 14:44:04 +1200

Subject: Re: 3D Doom Game Maker

Encoding: quoted-printable

On 26-Jan-99, Mikkel L=F8kke wrote:

=

>>> Erm, was it not a joke !?! Anyway, Vulcan themselves have not the bra=  
ins

>>> code something like that, and if it isn't already released, it won't=  
be.

>>> Vulcan have taken the first step towards financial ruin, abandoning t=  
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>AMiGA

>>> market.

>> They already were facing financial ruin in the Amiga market!

>Right, and competeing against Microsoft and id software is certainly goi=  
ng to

>be a succesfull venture. And the only reason they "where facing financia=  
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ruin

>in the AMiGA market" was because they bit of more than they could chew.

=

Possibly, but the Amiga market in the last couple of years has looked

/very/ very bad, I don't blame them in the slightest- at least they'll st=  
ill

publish Amiga games other people have done. =

The Amiga market seems to be coming around with new games being announc=  
ed,

what with the kernel being chosen, and the PPC may end up being the OS5 C=  
PU,

and OS3.5 seeming to be a solid reality :) =

-- =

Anton Reinauer <anton@ww.co.nz>

=

---

## 1.716 Re: 3D Doom Game Maker

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Wed, 27 Jan 1999 07:54:28 +0200

Organization: A97

Subject: Re: 3D Doom Game Maker

Encoding: quoted-printable

Hello Anton.

On 27-Jan-99, Anton Reinauer wrote:

> On 26-Jan-99, Mikkel L=F8kke wrote:

> =

>>>> Erm, was it not a joke ?? Anyway, Vulcan themselves have not the brains to

>>>> code something like that, and if it isn't already released, it won't be.

>>>> Vulcan have taken the first step towards financial ruin, abandoning the

>>>> AMiGA market.

>>> They already were facing financial ruin in the Amiga market!

>> Right, and competing against Microsoft and id software is certainly going to

>> be a successful venture. And the only reason they "were facing financial ruin

>> in the AMiGA market" was because they bit off more than they could chew =2E

> Possibly, but the Amiga market in the last couple of years has looked

> /very/ very bad, I don't blame them in the slightest- at least they'll still

> publish Amiga games other people have done. =

True, but the market is certainly not as bad as people should expect. I mean it's over \*5\* years since Commodore kicked the bucket, the market shouldn't even exist.

> The Amiga market seems to be coming around with new games being announced,

> what with the kernel being chosen, and the PPC may end up being the OS5-CPU,

> and OS3.5 seeming to be a solid reality :) =

It certainly would be nice, in a way. I'm still hoping for MIPS instead of Power PC.

Regards

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Visit : <http://members.tripod.com/~FlameDuck=>

## 1.717 Re: 3D Doom Game Maker

V5.0) with ESMTP; Wed, 27 Jan 1999 09:08:04 +0200

(8.8.7/8.8.7) with ESMTP id JAA01105 for <blitz-list@netsoc.ucd.ie>;

Wed, 27 Jan 1999 09:32:38 +0100

Date: Wed, 27 Jan 1999 09:16:45 +0100

From: "Keresztes Tamás" <tom@tombox.buvi.matav.hu>

Subject: Re: 3D Doom Game Maker

Encoding: 8bit

>

> On 27-Jan-99, Anton Reinauer wrote:

>> On 26-Jan-99, Mikkel Løkke wrote:

>> The Amiga market seems to be coming around with new games being announced,

>> what with the kernel being chosen, and the PPC may end up being the OS5 CPU,

>> and OS3.5 seeming to be a solid reality :)

>

> It certainly would be nice, in a way. I'm still hoping for MIPS instead of Power PC.

>

And the AmigaOS homepage states that one of their most important aim is to be Win32 compatible. It can easily become an x86 based OS - don't forget : they chosen an x86

based kernel (QNX), not a ppc/mips/alpha based one .

## 1.718 Re: 3D Doom Game Maker

From: "Anders Hasselqvist" <hassel@acc.umu.se>

Subject: Re: 3D Doom Game Maker

Date: Wed, 27 Jan 1999 12:54:51 +0100

charset="iso-8859-1"

Encoding: quoted-printable

On 27-Jan-99, Keresztes Tam=E1s wrote:

>>

>>

>

>And the AmigaOS homepage states that one of their most important aim is =  
to be Win32 compatible. It can

>easily become an x86 based OS - don't forget : they chosen an x86

>based kernel (QNX), not a ppc/mips/alpha based one .

>

I hope you don't mean www.amigaos.com because that page has nothing to =  
do with

Amiga Inc. I haven't seen anything regarding win32 on www.amiga.com.

Regarding QNX. The Neutrino kernel exist for x86/ppc/mips. Just look at =  
www.qnx.com.

Bye,

Anders Hasselqvist

hassel@acc.umu.se

## 1.719 Re: 3D Doom Game Maker

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Wed, 27 Jan 1999 16:09:52 +0200

Organization: A97

Subject: Re: 3D Doom Game Maker

---

Encoding: quoted-printable

Hello Keresztes.

On 27-Jan-99, Keresztes Tam=E1s wrote:

>>> The Amiga market seems to be coming around with new games being anno= unced,

>>> what with the kernel being chosen, and the PPC may end up being the O= S5 CPU,

>>> and OS3.5 seeming to be a solid reality :)

>> It certainly would be nice, in a way. I'm still hoping for MIPS instea= d of Power PC.

> And the AmigaOS homepage states that one of their most important aim is= to be Win32 compatible. It can easily

> become an x86 based OS - dont forget : they chosen an x86 based kernel = (QNX), not a ppc/mips/alpha based

> one .

Oh, first of all, almost everyone else has already commented on the QNX= =3D80x86 thingy, here's my two cents. QNX was developed for CRAY Workstat= ions and other really-totally-super-high-end-killer-computer-workstations= =2E It was recompiled for Intel 80x86 compatibles, for much the same reas= on that CP/M was. To get a bite of one of the worlds biggest markets, for= like it or not, the Intel 80x86 compatible processors have surpassed the = Z80 as the most manufactured processor ever. (Mostly due to the fact that= the Z80 is only one processor, while 80x86 is an entire family, but that= 's besides the point).

And as goes for the "most important aim" to be Win32 compatible is totall= y impossible. QNX is based on Unix and Windows (insert favorite year here= ) is based on CP/M. If it was to have any Win32 compatibility it would be= through "Soft Windows" type Emulators. Anyway, trying to make the AMiGA = IBM compatible was what killed Commodore in the first place, and if you h= ave a MIPS processor, you can always use Windows CE.

I think there is no chance that the next generation AMiGA's will have any= thing to do with Wiintel's, since the people at AMiGA seem to have gotten= the idea that they want to create something that eats the rest. Somethin= g like a Nintendo64 or a DreamCast. Something the size of a discman or lap= top, with the power of a Cray, which is also quite affordable. Offcourse = I know nothing of this, and it's only rumours, but I hear the Next Genera= tion AMiGA's are going to have the SGI Reality chipset in them.

Regards

-- =

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Visit : http://members.tripod.com/~FlameDuck=

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## 1.720 Re: 3D Doom Game Maker

V5.0) with ESMTP; Wed, 27 Jan 1999 16:56:59 +0200  
 (8.8.7/8.8.7) with ESMTP id RAA01405; Wed, 27 Jan 1999 17:21:37 +0100  
 Date: Wed, 27 Jan 1999 17:05:43 +0100  
 From: "Keresztes Tamás" <tom@tombox.buvi.matav.hu>  
 Subject: Re: 3D Doom Game Maker  
 Encoding: 7bit

>  
 > I hope you don't mean [www.amigaos.com](http://www.amigaos.com) because that page has nothing to do with  
 > Amiga Inc. I haven't seen anything regarding win32 on [www.amiga.com](http://www.amiga.com).  
 > Regarding QNX. The Neutrino kernel exist for x86/ppc/mips. Just look at [www.qnx.com](http://www.qnx.com).  
 >  
 OOps.... I assumed that the [www.AmigaOS.com](http://www.AmigaOS.com) belongs to AI. If not ... Sorry.

## 1.721 Re: 3D Doom Game Maker

(Netscape Messaging Server 3.6) with ESMTP id AAA1971  
 for <blitz-list@netsoc.ucd.ie>; Wed, 27 Jan 1999 11:10:04 -0600  
 (Netscape Messaging Server 3.6) with ESMTP id AAA82E;



Wed, 27 Jan 1999 11:10:03 -0600

Date: Wed, 27 Jan 1999 11:10:03 -0600

From: "Robert R Mason" <rrmason@hti.com>

Organization: Raytheon Training Systems

Subject: Re: 3D Doom Game Maker

This is a multi-part message in MIME format.

-----B828FF250EE47637BF958B89

Encoding: 8bit

Mikkel Løkke wrote:

> Hello Keresztes.

>

> On 27-Jan-99, Keresztes Tamás wrote:

>

>

> Oh, first of all, almost everyone else has already commented on the QNX=80x86 thingy, here's my two cents. QNX was developed for CRAY Workstations and other really-totally-super-high-end-killer-computer-workstations. It was recompiled for Intel 80x86 compatibles, for much the same reason that CP/M was. To get a bite of one of the worlds biggest markets, for like it or not, the Intel 80x86 compatible processors have surpassed the Z80 as the most manufactured processor ever. (Mostly due to the fact that the Z80 is only one processor, while 80x86 is an entire family, but that's besides the point).

>

I still have a CP/M machine! (Heathkit H-89A, dual Z-80A's (4Mhz!), 64K ram, 20Meg HD, HD 5 1/4", 256K RAM Disk/PrintSpooler/Graphics).

> And as goes for the "most important aim" to be Win32 compatible is totally impossible. QNX is based on Unix and Windows (insert favorite year here) is based on CP/M. If it was to have any Win32 compatibility it would be through "Soft Windows" type Emulators. Anyway, trying to make the AMiGA IBM compatible was what killed Commodore in the first place, and if you have a MIPS processor, you can always use Windows CE.

>

> I think there is no chance that the next generation AMiGA's will have anything to do with Wiintel's, since the people at AMiGA seem to have gotten the idea that they want to create something that eats the rest. Something like a Nintendo64 or a DreamCast. Something the size of a discman or laptop, with the power of a Cray, which is also quite affordable. Offcourse I know nothing of this, and it's only rumours, but I hear the Next Generation AMiGA's are going to have the SGI Reality chipset in them.

>

> Regards

> M i k k e l L ø k k e | \_

15 Jan I attended the rollout of the new SGI Visual Workstations. Running NT with dual/quad Pent II's, and SGI Cobalt graphics chip set.

OH MY GOD!!

And for fun (work), I maintain/operate Onyx and Onyx2 machines in flight simulators.

Can't wait for an Amiga with SGI graphics!!!!

Just my two cents,

Bob Mason

-----B828FF250EE47637BF958B89

Encoding: 7bit  
Content-Description: Card for Mason, Robert  
Content-Disposition: attachment; filename="vcard.vcf"  
begin: vcard  
fn: Robert Mason  
n: Mason;Robert  
org: Raytheon Training Systems, Inc  
adr: 621 Six Flags Dr.;;P.O. Box 6171 M/S 402;Arlington;Tx;76005-6171;USA  
email;internet: rrmason@west.raytheon.com  
title: Test Engineering Technician  
tel;work: (817) 619-4093  
tel;fax: (817) 619-4028  
note: Pager # 817-513-0558  
x-mozilla-cpt: ;0  
x-mozilla-html: TRUE  
version: 2.1  
end: vcard  
-----B828FF250EE47637BF958B89--

## 1.722 Re: 3D Doom Game Maker

From: Donovan Reeve <bubby.lnk@ispi.net>  
Date: Sat, 30 Jan 1999 18:49:28 +0500  
Subject: Re: 3D Doom Game Maker  
Encoding: quoted-printable  
On 27-Jan-99, Mikkel L=F8kke flashed:  
>And as goes for the "most important aim" to be Win32 compatible is total=  
ly  
>impossible. QNX is based on Unix and Windows (insert favorite year here)=  
is  
>based on CP/M. If it was to have any Win32 compatibility it would be thr=  
ough  
>"Soft Windows" type Emulators. Anyway, trying to make the AMiGA IBM  
compatible  
>was what killed Commodore in the first place, and if you have a MIPS  
>processor, you can allways use Windows CE.  
Precisely.  
>I think there is no chance that the next generation AMiGA's will have  
anything

---

>to do with Wiintel's, since the people at AMiGA seem to have gotten the =  
idea  
>that they want to create something that eats the rest. Something like a  
>Nintendo64 or a DreamCast. Something the size of a discman or laptop, with  
h the  
>power of a Cray, which is also quite affordable. Offcourse I know nothing  
of  
>this, and it's only rumours, but I hear the Next Generation AMiGA's are =  
going  
>to have the SGI Reality chipset in them.  
Again, precisely. That is indeed the goal. (I don't know that the SGI =  
chips  
are going to be the mode, but super graphics power is definitely in the plan=  
ans).  
Catch y'all later,  
Donovan Reeve (bubby.lnk@ispi.net)

## 1.723 24bit screenmodes

via sendmail with P:esmtplib/R:inet\_hosts/T:smtp  
(sender: <Andreas.Falkenhahn@gmx.de>  
id <m0zxfqS-002pXOC@rhoen.regio.net>  
for <blitz-list@netsoc.ucd.ie>; Wed, 6 Jan 1999 00:25:04 +0100 (MET)  
(Smail-3.2.0.100 1997-Dec-8 #1 built 1997-Dec-13)  
From: Andreas Falkenhahn <Andreas.Falkenhahn@gmx.de>  
Date: Tue, 05 Jan 1999 23:18:12 +0100  
Organization: Airsoft Software  
Subject: 24bit screenmodes  
Hi freaks!  
Does anyone know how to output not messed up text to a bitmap on a 24bit  
screen with the OS call Text()? My text is on screens higher than 8bit  
always messed up when I use Text().....Help please!  
--  
A merry christmas and a happy new year wishes  
Andreas  
email: Andreas.Falkenhahn@gmx.de Software Failure of Airsoft  
Software, Coder  
WWW: <http://www.airsoft.home.pages.de> A1200/040T, 40mhz, 2.0GB HD, 18MB  
Ram, 33.600 Modem  
"Windows95 is bug free" Bill Gates in `95...."We fixed over 5000 bugs since  
the release of Win95" Bill Gates in `98  
"AMiGA is BACK.....BACK FOR THE FUTURE!", Pedro Tyschtschenko on the Theme  
of Amiga CD

## 1.724 2000AD Problems

From: Jamie Bentley <sniper@technet2000.com.au>

Date: Sun, 24 Jan 1999 10:32:59 +0500

Organization: Sniper Productions

Subject: 2000AD Problems

Okay, here's a small list I quickly whipped up of what might happen in certain areas when the PC's spit the dummy.

No Electricity: No computers controlling distribution of power.

No Food: Computers control the distribution of the food to the major super markets.

No Petrol: Same again.

No Internet: All the major servers around the world use PCs controlling the lines.

Microsoft Going Bankrupt: This would be quite amusing.

Amigas Take over the Earth: Brilliant time to do so too :)

Shortage in advertising in magazines: All (most) magazines are made with MACS, and macs will spit the dummy too :)

Rioting, Looting etc: This is expected.

You get my drift :)

JB

## 1.725 Re: 2000AD Problems

(envelope-from FlameDuck@usa.net)

(envelope-from FlameDuck@usa.net)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Sun, 24 Jan 1999 09:31:02 +0200

Organization: A97

Subject: Re: 2000AD Problems

Encoding: quoted-printable

Hello Jamie.

On 24-Jan-99, Jamie Bentley wrote:

> Okay, here's a small list I quickly whipped up of what might happen in  
> certain areas when the PC's spit the dummy.

> No Electricity: No computers controlling distribution of power.

No, this is paranoia. All computers controlling powerplants etc. have all= ready been updated.

> No Food: Computers control the distribution of the food to the major su=

---

per

> markets.

Nah, most computers that do these things use custom programs that will be fixed (if they aren't allready).

> No Petrol: Same again.

Right. Same again.

> No Internet: All the major servers around the world use PCs controlling the

> lines.

Yes, but they use Unix (Or a derevative). So it's not a real problem for them.

> Microsoft Going Bankrupt: This would be quite amusing.

Long over due. =

> Amigas Take over the Earth: Brilliant time to do so too :)

Erm, right.

> Shortage in advertising in magazines: All (most) magazines are made with

> MACS, and macs will spit the dummy too :)

No. Macs are going to suffer the least from the Year2000 "bug".

Regards

-- =

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Visit : <http://members.tripod.com/~FlameDuck>

## 1.726 Re: 2000AD Problems

([62.136.19.7] helo=194.152.64.35 ident=kewl)

by mail4.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 104Mzz-00031j-00

for blitz-list@netsoc.ucd.ie; Sun, 24 Jan 1999 10:42:36 +0000

From: Loki <loki@napalmdeath.freemove.co.uk>

Date: Sun, 24 Jan 1999 10:37:27 +0100

Organization: Satanic Dreams Software.

Subject: Re: 2000AD Problems

Hello Jamie

Hiya, Jamie... ,on 24-Jan-99 you wrote me about 2000AD Problems! :)

JB>> Okay, here's a small list I quickly whipped up of what might happen in

JB>> certain areas when the PC's spit the dummy.

JB>>

JB>> No Electricity: No computers controlling distribution of power.

JB>> No Food: Computers control the distribution of the food to the major

JB>> super markets.

JB>> No Petrol: Same again.

Computers are already fixed for those sort of things.!!

JB>> No Internet: All the major servers around the world use PCs controlling

JB>> the lines.

I dont think sooo!

JB>> Microsoft Going Bankrupt: This would be quite amusing.

It would be nice, but feasible?

JB>> Amigas Take over the Earth: Brilliant time to do so too :)

Really,... Mumm,, that would be nice too,...

Possible?, I think not.

JB>> Shortage in advertising in magazines: All (most) magazines are made

JB>> with MACS, and macs will spit the dummy too :)

JB>>

JB>> Rioting, Looting etc: This is expected.

I reckon hardly anything will happen! Personally. The world will go on

as per usually in all the ways that matter!

JB>> You get my drift :)

Yeah!

JB>> JB

JB>>

JB>>

Regards

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: loki@napalmdeath.freemove.co.uk

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384

<tsb>

<tsb>\*SATANIC DREAMS FOUNDER\*

<tsb>ADMIN: admin@satanicdreams.freemove.co.uk

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>

## 1.727 Re: 2000AD Problems

From: Rick Hodger <rick.thehub@bigfoot.com>

Date: Sun, 24 Jan 1999 11:29:35 +0000

Organization: Pagan Software

Subject: Re: 2000AD Problems

I watched as Jamie Bentley hammered "2000AD Problems" out on their keyboard...

> Okay, here's a small list I quickly whipped up of what might happen in  
> certain areas when the PC's spit the dummy.

> No Electricity: No computers controlling distribution of power.

Computer's controlling electricity run on a daily schedule, which doesn't change. The fact that the date is wrong shouldn't bother them, as long as the time is correct.

> No Food: Computers control the distribution of the food to the major  
super

> markets.

Yup.

> No Petrol: Same again.

Except petrol doesn't have an expiry date...the computer isn't going to suddenly say "Woah...this petrols a fortnight old! Better throw it away..."

> No Internet: All the major servers around the world use PCs controlling  
> the lines.

---

Again, the PC's that are being used aren't date critical, no reason for them to screw up. Anyway, most major ISP's use UNIX boxes...

> Microsoft Going Bankrupt: This would be quite amusing.

Could be possible, Windows98 is apparently amazingly unstable after the year 2000, so hopefully loadsa companies will sue Microcyst :)

> Amigas Take over the Earth: Brilliant time to do so too :)

It'd be nice...

> Shortage in advertising in magazines: All (most) magazines are made with

> MACS, and macs will spit the dummy too :)

Erm, modern Macs won't actually, I've tried it already on a friends and his couldn't care less what the date was...only thing that happened was he had to reinstall his Adobe Pagemill demo again. (I forget which model it was....one of the slower PowerPC ones anyway...)

> Rioting, Looting etc: This is expected.

Well, yeah.

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>

<sb>Visit us at <http://www.thehub.u-net.com>

<sb>EMail us at [/pagan@thehub.u-net.com/](mailto:/pagan@thehub.u-net.com/)

<sb>"Dafel: Bloodline" - The most acomplished RPG ever!

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team \*AMIGA\*

<sb>

<sb>Take everything in stride. Trample anyone who gets in your way.

## 1.728 Re: 2000AD Problems

From: "Evan Tuer" <et@enterprise.net>

Organization: !

Date: 24 Jan 99 20:37:05 +0000

Subject: Re: 2000AD Problems

Encoding: 7bit

> I watched as Jamie Bentley hammered "2000AD Problems" out on their  
> keyboard...

>

>> Okay, here's a small list I quickly whipped up of what might happen in  
>> certain areas when the PC's spit the dummy.



>

>> No Electricity: No computers controlling distribution of power.

>

> Computer's controlling electricity run on a daily schedule, which doesn't  
> change. The fact that the date is wrong shouldn't bother them, as long as  
> the time is correct.

>

If only it were that simple. The electricity pool is a very complex thing, and it runs on a large number of different systems, although mainly unix. Almost every piece of equipment they have though, now contains some kind of automatic comms equipment, often based on flakey old microprocessors from the '70s. Sure, it might not \*need\* to know the date, but you'll find in a lot of embedded systems, it's just a standard computer board, which is likely to have a clock/date chip on it (in case of power failures!). I've tried the 2000 test on one system that I'm involved with, and the clock chip trashes the one wire bus it's on when the date clicks over to 2000 - which means the whole system doesn't work, nothing you can do about that sort of thing in software.

So you just can't tell, until you try it..

>> No Food: Computers control the distribution of the food to the major  
> super markets.

>

> Yup.

>

Agreed, but I doubt you'll see any life or even convenience threatening screw-ups.

> Again, the PC's that are being used aren't date critical, no reason for them  
> to screw up. Anyway, most major ISP's use UNIX boxes...

Which, unfortunately, can be even more date error prone than wintels deal with it. And anyway the internet is bombproof.

>> Rioting, Looting etc: This is expected.

>

> Well, yeah.

Looking forward to that.

---

### 1.729 Re: .q

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <FlameDuck@usa.net>

Date: Thu, 28 Jan 1999 17:51:25 +0200

Organization: A97

Subject: Re: .q

Encoding: quoted-printable

X-Info: mailto:sf@xxl.ots.dk in case of problems!

On 28-Jan-99, Paul wrote:

> Does anyone know how a .q variable is stored?

No.

> Is it shifted left 16 places?

my guess is one word for the integer, and one for the fraction. Which I think is pretty much what you're trying to say. ;o)

Regards

-- =

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Visit : <http://members.tripod.com/~FlameDuck=>

**1.730 .q**

for blitz-list@netsoc.ucd.ie; Thu, 28 Jan 1999 16:09:15 +0000

From: "Paul" <paulwest@stationone.demon.co.uk>

Organization: private

Date: 28 Jan 99 16:08:40 +0000

Subject: .q

Encoding: 7bit

Does anyone know how a .q variable is stored?

Is it shifted left 16 places?

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: <http://www.stationone.demon.co.uk>

E-M: paul@stationone.demon.co.uk

**1.731 Re: .q**

28 Jan 99 17:00:40 0

From: "David McMinn" <D.McMinn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Thu, 28 Jan 1999 17:00:21 -0000

encoding: Quoted-printable

Subject: Re: .q

> Does anyone know how a .q variable is stored?

>

> Is it shifted left 16 places?

Its a long word, the upper word (bits 31-16) are the integer part and the

lower word (bits 15-0) are the fractional part. I think the whole thing is

one

twos complement number rather than both words being a twos complement num

er.

l) ^ V ][ l) Ml =A9 Ml ][ M N

d.mcminn@eee.rgu.ac.uk ICQ=3D16827694

[http://members.xoom.com/David\\_McMinn](http://members.xoom.com/David_McMinn)

---

## 1.732 Re: \*Semi\* Re: Fractal Encryption

Date: Mon, 25 Jan 1999 04:31:35 -0800 (PST)

From: Thomas Cobb <thomcobb@yahoo.com>

Subject: Re: \*Semi\* Re: Fractal Encryption

---Scott <scott@assembler.free-online.co.uk> wrote:

> 3 - This whole subject came up because of the topic of piracy, and software

> protection.

Yes, but it branched off, hence the \*semi\* re

I'm more interested in the encryption aspects than the piracy ones

Thom

> Damn the prime directive, give the Borg Windows 3.1 - Lt. Worf

I am pentium of borg, division is useless - you will be approximated

---

DO YOU YAHOO!?

Get your free @yahoo.com address at <http://mail.yahoo.com>

## 1.733 \*\* Re: Stop Gameb Checking \*\*

([62.136.24.178] helo=194.152.64.35 ident=kewl)

by mail4.svr.pol.co.uk with smtp (Exim 2.10 #1)

id 100tlw-0001vT-00

for blitz-list@netsoc.ucd.ie; Thu, 14 Jan 1999 20:53:44 +0000

From: Loki <loki@napalmdeath.freemove.co.uk>

Date: Thu, 14 Jan 1999 20:45:52 +0100

Organization: Satanic Dreams Software.

Subject: \*\* Re: Stop Gameb Checking \*\*

Hello Jake

Hiya, Jake... ,on 14-Jan-99 you wrote me about Stop Gameb Checking! :)

JF>> What's an easy way to stop the GameB command from checking the joypad

JF>> buttons until they've been released? I'm trying to eliminate the

JF>> autofire thing so the player has to hit the button every time they want

JF>> to fire instead of just holding it down.

Has anybody ever thought of checking the interval between fire button presses?

Then if it's being pressed too quickly, make the weapon "Jam" or something? So they can't fire for a second or 2. This will make them remove the autofire and, hey-presto :) Otherwise they will be

---

flying around with a weapon that fires every 50 frames :)

Or you could make it "Jam" only if the button is pressed 3 times, and it`s too quick :)

Nobody can press the fire button as fast as an auto-fire :)

And if they can, it`ll just "Jam" the weapon, and as that would be a /feature/ of the game,.. its ok :)

Just an idea :)

Regards

--

<tsb>

<tsb>\*CONTACTING ME:\*

<tsb>E-MAIL: [loki@napalmdeath.freemove.co.uk](mailto:loki@napalmdeath.freemove.co.uk)

<tsb>WWW: <http://www.napalmdeath.freemove.co.uk/>

<tsb>ICQ: 27181384

<tsb>

<tsb>\*SATANIC DREAMS FOUNDER\*

<tsb>ADMIN: [admin@satanicdreams.freemove.co.uk](mailto:admin@satanicdreams.freemove.co.uk)

<tsb>AMINET: SDPackN.lha (docs/misc)

<tsb>WWW: <http://www.satanicdreams.freemove.co.uk/>

<tsb>IRC: Dalnet/#SatanicDreams

<tsb>

---