BlitzList

	COLLABORATORS		

	TITLE : BlitzList		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		August 13, 2022	

	REVISION HISTORY		

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

BlitzList

1.1 Introduction

Blitz Mailing List Guide

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This guide is intended as an easy reference to the Blitz mailing list.

It contains messages posted to the Blitz mailing list during the month shown on the main page.

--- Administrative commands for the blitz-list list ---

I can handle administrative requests automatically. Please

do not send them to the list address! Instead, send

your message to the correct command address:

To subscribe to the list, send a message to:

<blitz-list-subscribe@netsoc.ucd.ie>

To remove your address from the list, send a message to:

<blitz-list-unsubscribe@netsoc.ucd.ie>

Send mail to the following for info and FAQ for this list:

<blitz-list-info@netsoc.ucd.ie>

<blitz-list-faq@netsoc.ucd.ie>

To get messages 123 through 145 (a maximum of 100 per request), mail:

<blitz-list-get.123_145@...>

To get an index with subject and author for messages 123-456 , mail:

<blitz-list-index.123_456@...>

They are always returned as sets of 100, max 2000 per request,

so you'll actually get 100-499.

To receive all messages with the same subject as message 12345,

send an empty message to:

<blitz-list-thread.12345@...>

The messages do not really need to be empty, but I will ignore

their content. Only the ADDRESS you send to is important.

You can start a subscription for an alternate address,

for example "john@...", just add a hyphen and your

address (with '=' instead of '@') after the command word:

<blitz-list-subscribe-john=host.domain@...>

To stop subscription for this address, mail:

<blitz-list-unsubscribe-john=host.domain@...>

In both cases, I'll send a confirmation message to that address. When

you receive it, simply reply to it to complete your subscription.

If despite following these instructions, you do not get the

desired results, please contact my administrator at

hassel@... or my owner at blitz-list-owner@netsoc.ucd.ie.

Please be patient, they are a lot slower than I am ;-)

This AmigaGuide was created using GuideMaker.rexx © Roger Light 1999

1.2 Blitz Mailing List Guide

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                      Blitz Mailing List Guide
         ========================


              August 2002


         Introduction
         Introduction to the guide.

 Search   Search this file (requires SearchGuide)

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         AmiDiction bug.
            Lorence Lombardo

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            Bernd Roesch

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    Demon Hell

Re: BlitzPC
    amorel

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```

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                           Fabio

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                           Thilo Köhler

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                           David McMinn

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                           Bernd Roesch

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                           Bernd Roesch

                         Re: BlitzPC
                           David McMinn

                         Re: BlitzPC
                           Fabio

                         Re: BlitzPC
                           Bernd Roesch

                         Re: BlitzPC
                           Bernd Roesch
```

Re: workbench with gfx cards.
Bernd Roesch

Re: workbench with gfx cards.
Nick Clover

Re: workbench with gfx cards.
Joar Berntsen

Re: workbench with gfx cards.
Bernd Roesch

Writetype instruction for writing a type+string
Bernd Roesch

1.3   AmiDiction bug.

From: Lorence Lombardo <lombi@...>
Date: 08-31-02 20:42:50
Subject: AmiDiction bug.

Hello Blitzers,
                I'm not sure if this is Blitz problem or not.
But it is regarding my Blitz program AmiDiction.
The bug is as follows:-

Due to changes in the services of www.dictionary.com, AmiDiction's
workings had to be restructured and unfortunately now contains a bug
which I'm having some difficulty in resolving. Words with large
definitions such as "set" cause AmiDiction to have a premature EOF and
therfore the output definition will be incomplete. If an EOF occurs,
you will be notified of this in the text console. Feedback as to why
this is occuring and ideas on how to go about fixing this problem will
be most appreciated.

It worked fine before the changes in www.dictionary.com. I have set
lots of string buffer in blitz's compiler, 100k infact. So I really
dont know what the problem is, or if it is a Blitz problem or something
I dont know about comms perhaps.

Kind regards
--

Why not check out some of my programs...!!!???

http://home.in.tum.de/hodges/cgi-bin/amifind?query=Lorence+Lombardo&dir=-1&mode= ←
    and

I know not with what weapons World War III will be fought, but World
War IV will be fought with sticks and stones.
-- Albert Einstein

There should be a file mail_0/amidiction.lha included with this guide.

1.4   BDGfxLib & SaveILBM

From: Lorence Lombardo <lombi@...>
Date: 08-27-02 09:57:01
Subject: BDGfxLib & SaveILBM

Hello Blitz users,
                 Does anyone know of where there is an example of the
SaveILBM command from the BDGfxLib. My attempts of its use only have
lead to crashes :)

regards
--

Why not check out some of my programs...!!!???

http://home.in.tum.de/hodges/cgi-bin/amifind?query=Lorence+Lombardo&dir=-1&mode= ↩
    and

Always remember that you are unique. Just like everyone else.

1.5   Re: BlitzPC

From: Asy <asymetrix_uk@...>
Date: 08-22-02 16:27:42
Subject: Re: BlitzPC

Hi

is anyone working on making BlitzPC compatible with
Amiblitz ?

and also I would like to use the clicktab.gadget- how
do I implement the advanced GUI classes whithin
Amiblitz ?

regards, asaf

_____
Do You Yahoo!?
HotJobs - Search Thousands of New Jobs
http://www.hotjobs.com

1.6 Re: BlitzPC

From: Gareth Griffiths <mail@...>
Date: 08-22-02 22:14:55
Subject: Re: BlitzPC

Hello Asy,
On Thursday, August 22, 2002 at 4:27:42 PM, you wrote:

> is anyone working on making BlitzPC compatible with
> Amiblitz ?

We'd have a job given that BlitzPC uses DirectX and is far more advanced
than AmiBlitz in terms of what it does with the hardware.

That, and of course, the fact that BlitzPC is purely for games.

Cheers,
GazChap.
--
Gareth Griffiths -- mailto:mail@... -- http://www.gazchap.com
I eat pitbulls for f**king breakfast, mate!

1.7 Re: BlitzPC

From: Bernd Roesch <berndroesch1@...>
Date: 08-23-02 18:31:24
Subject: Re: BlitzPC

Hello Asy

On 22-Aug-02, you wrote:

> Hi
>
> is anyone working on making BlitzPC compatible with
> Amiblitz ?
>

I think not but it is possible to use Stormmesa(openGL)or Warp3d when use
optimize 2 (FPU).If someone find a limit in AB2 please send a mail

> and also I would like to use the clicktab.gadget- how
> do I implement the advanced GUI classes whithin
> Amiblitz ?
>

You can use Stormwizard (fastest to use) or efmui (nicest look many custom
classes)
> regards, asaf
>

```
>
> _____
> Do You Yahoo!?
> HotJobs - Search Thousands of New Jobs
> http://www.hotjobs.com
>
> ------------------------------------------------------------------
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>
Regards
```

1.8   Re: BlitzPC

From: Asy <asymetrix_uk@...>
Date: 08-23-02 16:32:26
Subject: Re: BlitzPC

hi

> We'd have a job given that BlitzPC uses DirectX and
> is far more advanced
> than AmiBlitz in terms of what it does with the
> hardware.

Yes, i know it would be hard. I just dont want
AmiBlitz to remain in the stone age.

Its a shame nobody is trying to make AmiBlitz into the
#1 Basic programming language for Amiga - with the
latest OS 3.9 functionality & GUI capability.

As you are aware AmigaOne will be released soon &
someone is going to provide development software and
make money on it.

I rather it be AmiBlitz.
Couldnt some sort of abstraction layer be built ? that
way Amiblitz could be very portable.

Some good games are being released for BlitzPC
including souce which just fail to compile in
AmiBlitz.

showing off the same game for Amiga 68k, ppc, x86
would be great.

is all hope lost ?

later, asy

1.9   Re: BlitzPC

From: Asy <asymetrix_uk@...>
Date: 08-23-02 16:35:43
Subject: Re: BlitzPC

hi

>
> I think not but it is possible to use
> Stormmesa(openGL)or Warp3d when use

or someone codes AmiBlitz to support OpenGL natively.

> > and also I would like to use the clicktab.gadget-
> how
> > do I implement the advanced GUI classes whithin
> > Amiblitz ?
> >
>
> You can use Stormwizard (fastest to use) or efmui

isnt that a C developers tool ?
Or is it compatible with Amiblitz ?
Also I need to buy Storm C for that, wouldnt I ?

later, asy

1.10   Re: BlitzPC

From: Berga <berga76@...>
Date: 08-23-02 16:53:14
Subject: Re: BlitzPC

-----Messaggio Originale-----
Da: "Asy" <asymetrix_uk@...>

A: <blitz-list@...>; "Gareth Griffiths" <mail@gazchap.com>
Data invio: venerdì 23 agosto 2002 17.32
Oggetto: Re: BlitzPC

> hi
>
> > We'd have a job given that BlitzPC uses DirectX and
> > is far more advanced
> > than AmiBlitz in terms of what it does with the
> > hardware.
>
> Yes, i know it would be hard. I just dont want
> AmiBlitz to remain in the stone age.
>
> Its a shame nobody is trying to make AmiBlitz into the
> #1 Basic programming language for Amiga - with the
> latest OS 3.9 functionality & GUI capability.
>
> As you are aware AmigaOne will be released soon &
> someone is going to provide development software and
> make money on it.
>
> I rather it be AmiBlitz.
> Couldnt some sort of abstraction layer be built ? that
> way Amiblitz could be very portable.
>
> Some good games are being released for BlitzPC
> including souce which just fail to compile in
> AmiBlitz.
>
> showing off the same game for Amiga 68k, ppc, x86
> would be great.
>
> is all hope lost ?

Well, maybe.
All AmiBlitz is coded in pure 68k assembly language. Converting it for ppc
would be a very hard task.
Anyway old software (68k native, and clean os programs) will work on
AmigaONE.
Maybe you can use some sort of 68k>PPC assembly conversion (i know that
exists at least one program for this), if you have the assembly source of
your progs.
And you should ask to Acid Software to do that, the good Bernie is doing
this work for free, and the pc blitz is commercial so i don't think they
will allow someone to do an Amiga compatible Blitz2D/3D.

If you need high-level language with compatibility with more os, why not try
PureBasic? When you buy it, they will send you the Amiga, the PC and the
Linux version of the compiler and editor. You can then write a program with
standard commands and it will compile w/o problems on these 3 os, using the
better way (I think, because on win it uses directx for gfx output), and you
still can access os functions. If you are used of AmiBlitz/BlitzBasic, you
should know that PureBasic is a sort of clone, you can find similar or equal
commands on it. And you can produce assembly sources instead of exe's so you
can optimize/translate them.

Bye,
Berga

1.11   Re: BlitzPC

From: Demon Hell <demonhell_@...>
Date: 08-23-02 23:54:31
Subject: Re: BlitzPC

>Its a shame nobody is trying to make AmiBlitz into the
>#1 Basic programming language for Amiga - with the
>latest OS 3.9 functionality & GUI capability.

Huh? what is the #1 Basic language on the amiga then?

Bernd is doing a great job updating and bugfixing AmiBlitz.
On top of that, he's doing it in his own time, and releasing it for free.

What extra functionality in 3.9 ;)
Anyway, AmiBlitz can already use it..just run fdconvert on the updated
library fd files, convert the headers to blitz and away you go.

>As you are aware AmigaOne will be released soon &
>someone is going to provide development software and
>make money on it.
>
>I rather it be AmiBlitz.
>Couldnt some sort of abstraction layer be built ? that
>way Amiblitz could be very portable.

The trouble here are the userlibs that people use. Some are Amiga hardware
specific, others depend on 3rd party shared libraries etc etc.
On top of that, many were released without source code which doesnt help the
porting process to OS4/Morphos or whatever.

Let's just hope Amiga Inc are quicker at releasing the NDK's for
OS4 than they were for 3.5 & 3.9 !
I'd love to see Amiblitz continued onto OS4 so I could rewrite /port some of
my programs to take advantage of the PPC's speed.

>Some good games are being released for BlitzPC
>including souce which just fail to compile in
>AmiBlitz.

But what about the difference in hardware performance between a PC and the
Amiga?
DirectX emulation would drain an already overworked CPU.

Why not try the SDL library..available for the amiga, windows, linux (and
others too), specifically developed to make porting of games between
different systems easier.

Anyway, since Blitz started off on the Amiga, why not heckle Mark Sibly into
making the PC version more compatible ;)

_____

Send and receive Hotmail on your mobile device: http://mobile.msn.com

----

1.12   Re: BlitzPC

From: Jan-Erik Karlsson <trg@...>
Date: 08-27-02 01:09:25
Subject: Re: BlitzPC

Hello Berga

On 23-Aug-02, you wrote:

>>> We'd have a job given that BlitzPC uses DirectX and
>>> is far more advanced
>>> than AmiBlitz in terms of what it does with the
>>> hardware.
>>
>> Yes, i know it would be hard. I just dont want
>> AmiBlitz to remain in the stone age.
>>
>> Its a shame nobody is trying to make AmiBlitz into the
>> #1 Basic programming language for Amiga - with the
>> latest OS 3.9 functionality & GUI capability.
>>
>> As you are aware AmigaOne will be released soon &
>> someone is going to provide development software and
>> make money on it.
>>
>> I rather it be AmiBlitz.
>> Couldnt some sort of abstraction layer be built ? that
>> way Amiblitz could be very portable.
>>
>> Some good games are being released for BlitzPC
>> including souce which just fail to compile in
>> AmiBlitz.
>>
>> showing off the same game for Amiga 68k, ppc, x86
>> would be great.
>>
>> is all hope lost ?
>
> Well, maybe.
> All AmiBlitz is coded in pure 68k assembly language. Converting it for ppc
> would be a very hard task.
> Anyway old software (68k native, and clean os programs) will work on
> AmigaONE.
> Maybe you can use some sort of 68k>PPC assembly conversion (i know that

> exists at least one program for this), if you have the assembly source of
> your progs.

There is PPC68k which handles these things even if you don't have
the asm source. (but do have a good disassembler)

> And you should ask to Acid Software to do that, the good Bernie is doing
> this work for free, and the pc blitz is commercial so i don't think they
> will allow someone to do an Amiga compatible Blitz2D/3D.

why not simply use Warp3D in the same way that BlitzPC uses DirectX?

> If you need high-level language with compatibility with more os, why not
> try PureBasic? When you buy it, they will send you the Amiga, the PC and
> the Linux version of the compiler and editor. You can then write a program
> with standard commands and it will compile w/o problems on these 3 os,
> using the better way (I think, because on win it uses directx for gfx
> output), and you still can access os functions. If you are used of
> AmiBlitz/BlitzBasic, you should know that PureBasic is a sort of clone,
> you can find similar or equal commands on it. And you can produce assembly
> sources instead of exe's so you can optimize/translate them.

--
With kind Regards,
Jan-Erik Karlsson
--
Conversation enriches the understanding, but solitude is the soul of genius.
-- Unknown

1.13   Re: BlitzPC

From: Fabio <shada@...>
Date: 08-24-02 14:30:50
Subject: Re: BlitzPC

Ciao,

>> is anyone working on making BlitzPC compatible with
>> Amiblitz ?
>We'd have a job given that BlitzPC uses DirectX and is far more advanced
>than AmiBlitz in terms of what it does with the hardware.

I think BlitzPC should be made compatible with AmiBlitz ! I am not
joking (I have bought BlitzPC as well) and both the original BlitzBasic
for Amiga and AmiBlitz are definitely better than BlitzPC. BlitzPC is
fast enough and it has special functions for graphics (using Direct-X),
but it has a sub-set of commands from the BlitzBasic for Amiga. For example
it has no support for OS (in such case Windows) and it uses a runtime.dll
like VisualBasic (though it is linked in the executable... but that's why
.EXEs made by BlitzPC have a very large size). Actually Mark is working on
a new version called BlitzMax for PC, with a real linker and a new improved
compiler... it'll be something like AmiBlitz for Amiga. :)

1.14   Re: BlitzPC

From: Bernd Roesch <berndroesch1@...>
Date: 08-24-02 01:45:47
Subject: Re: BlitzPC

Hello Asy

On 23-Aug-02, you wrote:

> hi
>
>> We'd have a job given that BlitzPC uses DirectX and
>> is far more advanced
>> than AmiBlitz in terms of what it does with the
>> hardware.
>
> Yes, i know it would be hard. I just dont want
> AmiBlitz to remain in the stone age.

I think Amiga is still in stoneage (The average CPU's count on AMiga is
030/50)
PPC is sold to low and was therefore crap.Is it shit because it is sold too
low or sold to low because it is shit

Use a PC and BlitzPC thats just the best if you want make 3D games

AB2 support still more as C.With 3D Games you must just go the same way as C
until someone make a lib

With AB2 you can do easy 2d Games on GFX Cards in 16-32bit.
A voodoo3 System get in the blits.ab2 Demo >250 Cookieblittet Balls with
32*32 Pixels in nonrectangular Mode.

>
> Its a shame nobody is trying to make AmiBlitz into the
> #1 Basic programming language for Amiga - with the
> latest OS 3.9 functionality & GUI capability.
>
> As you are aware AmigaOne will be released soon &
> someone is going to provide development software and
> make money on it.
>
> I rather it be AmiBlitz.
> Couldnt some sort of abstraction layer be built ? that
> way Amiblitz could be very portable.
>
> Some good games are being released for BlitzPC
> including souce which just fail to compile in
> AmiBlitz.

```
>
> showing off the same game for Amiga 68k, ppc, x86
> would be great.
>
> is all hope lost ?
>
> later, asy
>
>
> _____
> Do You Yahoo!?
> Yahoo! Finance - Get real-time stock quotes
> http://finance.yahoo.com
>
> ---------------------------------------------------------------------
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>
Regards
```

1.15   Re: BlitzPC

From: Bernd Roesch <berndroesch1@...>
Date: 08-24-02 01:34:56
Subject: Re: BlitzPC

Hello Asy

On 23-Aug-02, you wrote:

```
> hi
>
>>
>> I think not but it is possible to use
>> Stormmesa(openGL)or Warp3d when use
>
> or someone codes AmiBlitz to support OpenGL natively.
```

You can still use PPC Assembler in AB2 so you can use the PPC stormmesa.

But i give up PPC because now there are too few Amiga Users out so Developer

get not enough money and maybe OS4 get a simular crap as fusion
PPC/Amigawriter or the other new age Amiga commercial Soft.And someone who
is not able in 5 Years to get AMigaOS working on PPC i have no believe

If they do good work (i dont believe)with the JIT AB2 can reach near 80% of
native Speed
The 2.27 compiler i work should support register vars so speed is increase
also ca 20% so wy i should do the hard job of porting for 20% Speed ???

This is available to all Platforms and i really hate prefer one System.

68k is for me the virtual Language of Classic Amiga.
Only User i not support are those who have no FPU.Because i think a User who
have today no FPU use no Amiga anymore

>
>>> and also I would like to use the clicktab.gadget-
>> how
>>> do I implement the advanced GUI classes whithin
>>> Amiblitz ?
>>>
>>
>> You can use Stormwizard (fastest to use) or efmui
>
> isnt that a C developers tool ?
> Or is it compatible with Amiblitz ?
> Also I need to buy Storm C for that, wouldnt I ?
>

No it is a gui editor that generate binary files currently you can buy it at
a addon Cd for 10$+shipping by H&P.but i hope sometimes it get free.I think
1.0 is free ?

Commercial Programs that use stormwizard are Arteeffect Turboprint StormC...

Reaction have bad editor (groups should be loaded/save or do you want when
you need a slider+string+text all do step by step)
and i think it is not capable to do large project.Where are big reaction
Programms ?

Adding a guiwin in amiblitz is easy

Here is a simple Program that use a *.wizard file you design with the editor

Acsessing Gadgets is easy do a wzprint "gadget",val[,val...
You need no constantlist include you can choose the gadget name

AB2 does automatic the right depending what gadget type it use.Just easy as
writing non guiprograms.If your gadget is a pagegad val select of course
the page.No stupid tags are need but possible for nonstandard features if
you for example want diffrent colors in a listview like ped do

Reading data you do with wzinput or wzinputstr
Also take a look at the wizard.bb2 (i have now enhance the example with
hierachy gadgets of course work simple and shared idcmp even simple

```
  FindScreen 0
  WZWindow 1,?wzdata,20          ;open the window with the guidata
  Repeat
     ev.l=WaitEvent
     Use Window EventWindow
     Select EventWindow
      Case 1:Select ev
              Case #IDCMP_CLOSEWINDOW:exit=1
              Case #IDCMP_MENUPICK:
                  Select WZMenuName
```

```
                                Case "quit":exit=1
                                Case "cut":
                        End Select
                    Case #IDCMP_IDCMPUPDATE
                        Select WZGadName
                        Case "start":kapital.f=Val(WZInputstr)
                        Case "zins":zins.f=Val(WZInputstr)
                        Case "zeit":jahr=Val(WZInputstr)
                        Case "entnommen":ent.f=Val(WZInputstr)
                        End Select
                        Gosub calculate
                End Select
        End Select
      Until exit=1
      exit=0
  WZCloseWindow 1
  End
.calculate
  k.f=kapital
  z.f=zins/100
  For i= 1 To jahr:k=k+k*z-ent:Next
  WZPrint "ergebniss",Str$(k)
Return
wzdata: IncBin "zinzeszins.wizard"
```

I found this the best solution the sad thing is only that MUI Classes cannot
use only standard amiga Boopsi classes can use.A exmaple how write custom
classes is available.Wy H&P use the Reaction Shit in 3.5 i never
understand.

I think it should sell 3.5 because 3.1 Users cant use it.But this is really
bad praxis Microsoft make direct X Available also for win98.They kno
developers use this technic that is available oin most platforms.If
DirectX8 is not free this result in stop progress because only DirectX5 is
then developed.OS4 make trhe same mistake ...

It is really easy to add to standard Boopsi gadgets shading only to do is
draw lines with diffrent colors if run in 65k Mode.But my priority is
functionality before looking so i have no time to do better look

The stormwizard API with MUI was my dream which i can only do if i maybe get
the stormwizard Source

>
> later, asy
>
> _____
> Do You Yahoo!?
> Yahoo! Finance - Get real-time stock quotes
> http://finance.yahoo.com
>
> ---
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>
Regards
```

------------------------------------------------------------------------

## 1.16   Re: BlitzPC

From: Bernd Roesch <berndroesch1@...>
Date: 08-27-02 16:29:49
Subject: Re: BlitzPC

Hello Fabio

On 24-Aug-02 , you wrote:

> Ciao,
>
>>> is anyone working on making BlitzPC compatible with
>>> Amiblitz ?
>> We'd have a job given that BlitzPC uses DirectX and is far more advanced
>> than AmiBlitz in terms of what it does with the hardware.
>
> I think BlitzPC should be made compatible with AmiBlitz !

The reason for not doing it i think is it must simular to Standard
Visualbasic.

If BlitzPC get full language i think Mark get maybe trouble with Microsoft.
Same as ID SOft.They fear noone buy Q3 engines and forbid using the format
in BlitzPC.
If this done in Amiga i think ID Soft have not forbid this

Noone need then C or VisualBasic if BlitzPC support activeX and OCX.Its fast
as C
and komfartabel as VB then you need not choose 1 language support all

There is no technical reason that Basic is slow comfortabel and C fast
uncomfortabel.Its only sell strategy

A reason wy C is popular in this raw state:

Programmers dont like learn something maybe better other than standard

All know this situation:
A drill is unsharp you want to put a hole in steel.

Most spend much time and press the drill hard in the hole

Maybe he is faster with one hole when i sharpen my drill with selfbuild
drillsharper.But if he later have to put more holes i get much more speed
then he

Have tools in optimal state give overall best possible performance.

And all that use GCC ... are in my eyes not very productive and fast and
loose faster the fun to develop.
Look winuae/linux uae.Winuae have lots more features.Seem VisualC motivate

the dev not to early giveup a project before it is finished.If you look on
Linux you see lots of 60% Software.Users think wy does not something other
finish this project ?
The reasen is simple:Its hard to understand not selfmade C and even C++
Programms.
Thats true but if I use clickjump and the AB2 searchfunctions i get able to
furtherdevelop a unknown program


BTW: If the Amigaone get really sucsess (i dont believe the sellers of
nonstandard Hardware (PS2/Xbox..) need to sell under costs and get money
with games(the reason wy winuae is not allowed for xbox) i maybe add PPC
support if it is usefull

Normaly its not much diffrence if you compile from C to 68k asm and compile
from 68kasm to PPCasm.or compile direct from C to PPC asm.

When you program a PPC in Assembler you get really 3* Speed of X86 (i see it
on my DSP Routines of softsynth) if you manage registers from hand etc.
But if you use C Compilers Speed is same if you have 4 regs X86 or 32 regs
PPC +mulladd Instruction PPC)

Compare in Praxis Raytracing Speed of povray or Cinema4d same MHZ same Speed
on Athlon (realspeed)versus G4 (downscaled Athlons XP because such fast G4
are not available)



 I am not joking
> (I have bought BlitzPC as well) and both the original BlitzBasic for Amiga
> and AmiBlitz are definitely better than BlitzPC. BlitzPC is fast enough
> and it has special functions for graphics (using Direct-X), but it has a
> sub-set of commands from the BlitzBasic for Amiga. For example it has no
> support for OS (in such case Windows) and it uses a runtime.dll like
> VisualBasic (though it is linked in the executable... but that's why .EXEs
> made by BlitzPC have a very large size). Actually Mark is working on a new
> version called BlitzMax for PC, with a real linker and a new improved
> compiler... it'll be something like AmiBlitz for Amiga. :)
>
>
> ------------------------------------------------------------------
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>
Regards


------------------------------------------------------------------



## 1.17   Re: BlitzPC


From: Demon Hell <demonhell_@...>
Date: 08-27-02 20:36:26
Subject: Re: BlitzPC

>For example it has no support for OS (in such case Windows) and it >uses a
>runtime.dll like VisualBasic (though it is linked in the >executable... but
>that's why
>.EXEs made by BlitzPC have a very large size). Actually Mark is >working on
>a new version called BlitzMax for PC, with a real linker >and a new
>improved compiler... it'll be something like AmiBlitz for >Amiga. :)

You should try PureBasic ..very Blitz like (user created command libraries
etc), no runtime needed, full Win32 API support...plus it's a hell of a lot
cheaper than BlitzPC!

_____

MSN Photos is the easiest way to share and print your photos:
http://photos.msn.com/support/worldwide.aspx


----------------------------------------------------------------------


## 1.18   Re: BlitzPC

From: Fabio <shada@...>
Date: 08-27-02 22:24:38
Subject: Re: BlitzPC

Ciao Demon Hell,

>>For example it has no support for OS (in such case Windows) and it uses a
>>runtime.dll like VisualBasic...
>You should try PureBasic ..very Blitz like (user created command libraries
>etc), no runtime needed, full Win32 API support...plus it's a hell of a lot
>cheaper than BlitzPC!

 I also have PureBasic demo for PC and it's very good indeed, but still
for fast 2d (Direct-X) , I think BlitzPC is better. The 2d version of
BlitzPC is much cheaper than PureBasic. BlitzPPC supports external DLLs,
so you can expand its capability. But still AmiBlitz is the best among
PureBasic (Amiga or Windows) and BlitzPC.


----------------------------------------------------------------------


## 1.19   Re: BlitzPC

From: Fabio <shada@...>
Date: 08-27-02 22:21:19
Subject: Re: BlitzPC

Ciao Bernd Roesch,

>With AB2 you can do easy 2d Games on GFX Cards in 16-32bit.

_____

>A voodoo3 System get in the blits.ab2 Demo >250 Cookieblittet Balls with
>32*32 Pixels in nonrectangular Mode.

 Exactly ! I tried myself with my Voodoo card and it's gorgeous. And
all this with just a 060... On PC (with BlitzPC or other languages) , you
need hundreds of OS libraries (DirectX) to do the same... :)

----------------------------------------------------------------------

## 1.20   Re: BlitzPC

From: David McMinn <dave@...>
Date: 08-27-02 22:21:17
Subject: Re: BlitzPC

>  I also have PureBasic demo for PC and it's very good indeed, but still
> for fast 2d (Direct-X) , I think BlitzPC is better. The 2d version of
> BlitzPC is much cheaper than PureBasic. BlitzPPC supports external DLLs,
> so you can expand its capability. But still AmiBlitz is the best among
> PureBasic (Amiga or Windows) and BlitzPC.

AmiBlitz is still a lot better than PB for the Amiga, but I prefer PB under  ←
   Windows. Yes
BlitzPC supports the use of external DLLs but seems they need to be compiled a bit
differently to standard DLLs. BlitzMAX sounds like it is going to be PB with all  ←
   the bells
and whistles from Blitz2D and Blitz3D. By the time that is finished, PB is  ←
   supposed to have
full 2D and 3D capability.

So whatever happens, sure looks like there will be some fun in the future ;)

--
[) /\ \/ ][ [)   |\/| c |\/| ][ |\| |\|   |        ICQ=16827694
    http://www.david-mcminn.co.uk      |   dave@...
Ignore this email and I'll summon Satan all over your hard drive!

----------------------------------------------------------------------

## 1.21   Re: BlitzPC

From: amorel <amorel@...>
Date: 08-28-02 09:44:03
Subject: Re: BlitzPC

On Fri, Aug 23, 2002 at 05:53:14PM +0200, Berga wrote:

> If you need high-level language with compatibility with more os, why not try
> PureBasic? When you buy it, they will send you the Amiga, the PC and the
> Linux version of the compiler and editor. You can then write a program with

Well not really true =)
I just got the windoze version when I ordered PB. The Amiga version I won't use as
Blitz works satisfactory. Anyways, after asking for it I got the linux version so  ←
    no
propblems there. But the linux version is still quite limited. I coded a gui in  ←
    one
evening, that is dead easy, but soon got stuck with various issues. No proper  ←
    message
handling for gui/window events, no audio, no timer support, no hardware access( ←
    serial
etc), most importantly no linux/posix api support. So until that gets updated I
guess it's a just a fun tool for now. I did find a couple of bugs and submitted it ←
    .
I'm not bashing PB for linux btw, I know it's beta at best.

Regards

------------------------------------------------------------------------


## 1.22   Re: BlitzPC

From: Bernd Roesch <berndroesch1@...>
Date: 08-29-02 00:00:26
Subject: Re: BlitzPC

Hello amorel

On 28-Aug-02 , you wrote:

> On Fri, Aug 23, 2002 at 05:53:14PM +0200, Berga wrote:
>
>> If you need high-level language with compatibility with more os, why not
>> try PureBasic? When you buy it, they will send you the Amiga, the PC and
>> the Linux version of the compiler and editor. You can then write a
>> program with
>

I test the win demo of purebasic.I switch Debugger chckmark of
The demo say it give slower speed and larger executables.I dont like demos
that say the full version have more speed.I know about one who buy
FXPaint here stand too the full version have more speed he buy this and of
a result jpegs are not load by PPC same as demo(datatypes it not
support).What faster was on the full version he not see


.Here are my results i get

AB2.27 take with a dsp Bench on winuae 1 sec int amithlon of course faster
(seem 0,5 sec)purebasic take over 2 sec with X86 native

Using fpu have same speed on winuae and AB2 is 30% faster on Amithlon

For use this testprog with purebasic remove optimize 7 and wbstartup
maybe someone can give me the results of the full version
BTW: Blitz PC Demo is 2* faster than AB2 and comes near VisualC++

Thats the Code

```
optimize 7
WBStartup

begin
cnt.l=0
DEFTYPE .f
loop:r=x1*c1+x2*c2+x3*c3          ;simple IIR Formel use in equlizers
x3=x2:x2=x1:x1=r
If r > 32768
 r=32768
EndIf
If r < -32768
r=-32768
EndIf
;*************************bench code
If i2>1000
 If i2>9000000
  Goto out
  EndIf
EndIf
i2+1
Goto loop
out:
End
```

```
> Well not really true =)
> I just got the windoze version when I ordered PB. The Amiga version I
> won't use as Blitz works satisfactory. Anyways, after asking for it I got
> the linux version so no propblems there. But the linux version is still
> quite limited. I coded a gui in one evening, that is dead easy, but soon
> got stuck with various issues. No proper message handling for gui/window
> events, no audio, no timer support, no hardware access(serial etc), most
> importantly no linux/posix api support. So until that gets updated I guess
> it's a just a fun tool for now. I did find a couple of bugs and submitted
> it. I'm not bashing PB for linux btw, I know it's beta at best.
>
> Regards
>
> ----------------------------------------------------------------------
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>
Regards
```

1.23   Re: BlitzPC

From: Fabio <shada@...>
Date: 08-28-02 22:33:27
Subject: Re: BlitzPC

Ciao David McMinn,

>AmiBlitz is still a lot better than PB for the Amiga, but I prefer PB under
>Windows.

 PB is surely more complete than BlitzPC... and it's great for OS
applications, but then again it all depends from what you have to do.
 For mere 2d applications (and games) BlitzPC gives you something more.

>to be compiled a bit differently to standard DLLs.

 Mmm... no, they are standard DLLs. BlitzPC supports C or Windows
standard conventions. I did myself some DLLs (with lcc-Win32, a C
free C compiler) , it only needs a bit more attention since you
have to pass two Blitz banks as parameter and of course, they are
pointers in C.

>So whatever happens, sure looks like there will be some fun in the
>future ;)

 I'm agreed. :) If you stay away from Microsoft products, you can
find something good even for Windows. :)

1.24   Re: BlitzPC

From: Demon Hell <demonhell_@...>
Date: 08-28-02 23:20:57
Subject: Re: BlitzPC

David McMinn wrote:
>AmiBlitz is still a lot better than PB for the Amiga, but I prefer PB
> >under Windows. Yes BlitzPC supports the use of external DLLs but seems
> >they need to be compiled a bit differently to standard DLLs. BlitzMAX
> >sounds like it is going to be PB with all the bells and whistles from
> >Blitz2D and Blitz3D. By the time that is finished, PB is supposed to
> >have full 2D and 3D capability.
>

It already can (PB that is!), there's an opengl user lib..OK, so it's a
little bit beta state at the moment.

If I really wanted to be an anally rententive sod, I could argue the fact
that since PB supports using 3rd party DLLs, that DirectX and openGL are
supported too..but I'm not, so I wont ;)

Anyway, AmiBlitz still rules..keep up the hard work Bernd.

>So whatever happens, sure looks like there will be some fun in the >future
>;)
Yep, and more flame wars on the BlitzPC and PureBasic forums..

BTW.. since starting coding using the Win32API, I've found I no longer curse
CBM/Amiga/whoever about the Amiga OS and developer docs!

_____

Join the worlds largest e-mail service with MSN Hotmail.
http://www.hotmail.com

1.25   Re: BlitzPC

From: Demon Hell <demonhell_@...>
Date: 08-28-02 23:27:00
Subject: Re: BlitzPC

Bernd Roesch wrote:
>I test the win demo of purebasic.I switch Debugger chckmark of
>The demo say it give slower speed and larger executables.I dont like >demos
>that say the full version have more speed.

I think you've got your wires crossed there.
What the docs said was that enabling the debugger gave slower speed and
larger exes. It has nothing to do with it being the demo version.

The only difference between full and demo is that quite a few functions have
been disabled,(just like in the old days when you got crippled shareware).

I just wish I had a working Amiga right now, so I could get back into
Blitzing about again, all this Win32 stuff is frying my poor little brain.

_____

Chat with friends online, try MSN Messenger: http://messenger.msn.com

----

1.26   Re: BlitzPC

From: amorel <amorel@...>
Date: 08-29-02 00:55:15
Subject: Re: BlitzPC

On Wed, Aug 28, 2002 at 10:20:57PM +0000, Demon Hell wrote:

> BTW.. since starting coding using the Win32API, I've found I no longer curse
> CBM/Amiga/whoever about the Amiga OS and developer docs!

You shouldn't have in the first place. i haven't come across anything like
it, except maybe qnx devdocs/api. But that's sadly not yet having a nice
basic flavour to play with and supporting the full api.

Regards

1.27   Re: BlitzPC

From: Bernd Roesch <berndroesch1@...>
Date: 08-29-02 16:15:50
Subject: Re: BlitzPC

Hello Demon

On 28-Aug-02 , you wrote:

> David McMinn wrote:
>> AmiBlitz is still a lot better than PB for the Amiga, but I prefer PB
>>> under Windows. Yes BlitzPC supports the use of external DLLs but seems
>>> they need to be compiled a bit differently to standard DLLs. BlitzMAX
>>> sounds like it is going to be PB with all the bells and whistles from
>>> Blitz2D and Blitz3D. By the time that is finished, PB is supposed to
>>> have full 2D and 3D capability.
>>
>
> It already can (PB that is!), there's an opengl user lib..OK, so it's a
> little bit beta state at the moment.
>
> If I really wanted to be an anally rententive sod, I could argue the fact
> that since PB supports using 3rd party DLLs, that DirectX and openGL are
> supported too..but I'm not, so I wont ;)
>
> Anyway, AmiBlitz still rules..keep up the hard work Bernd.
>

Overall i think i have spend now 200 Hours on AB2 and 400 Hours on winuae.
More than 100 Hours to get a stupid stuff like sound with latency of 20 ms
which can every A500 with 8 MHZ
on winuae
So you see the right tools give more progress with less time
If you develop as hobby you are free to choose the easiest platform.

I develop winuae only because the PPC developer seem too stupid to do a good
job and make OS4 running on PPC.
But the problem really is that they cannot work together

>> So whatever happens, sure looks like there will be some fun in the
>>> future ;)
> Yep, and more flame wars on the BlitzPC and PureBasic forums..
>
> BTW.. since starting coding using the Win32API, I've found I no longer
> curse CBM/Amiga/whoever about the Amiga OS and developer docs!
>

```
> _____
> Join the worlds largest e-mail service with MSN Hotmail.
> http://www.hotmail.com
>
>
> ------------------------------------------------------------------
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>
Regards
```

1.28   Re: BlitzPC

From: Bernd Roesch <berndroesch1@...>
Date: 08-29-02 16:37:59
Subject: Re: BlitzPC

Hello Demon

On 28-Aug-02 , you wrote:

```
> Bernd Roesch wrote:
>> I test the win demo of purebasic.I switch Debugger chckmark of The demo
>> say it give slower speed and larger executables.I dont like >demos that
>> say the full version have more speed.
>
> I think you've got your wires crossed there.
> What the docs said was that enabling the debugger gave slower speed and
> larger exes. It has nothing to do with it being the demo version.
>
```

Hm this mean purebasic is native slower as AB2 on JIT on same PC P3 1 GHZ
The reason for my question is not to blame anything it is because i see that
Purebasic win can create shared libs windows dll.

winuae have a undocumentet feature (broken) to execute native windows dll
Code.
So i can if really need full power use dll.Creating dll from C .. is a
mess
but if purebasic support this easy and is faster it make sense because
purebasic is simular to AB2

```
> The only difference between full and demo is that quite a few functions
> have been disabled,( just like in the old days when you got crippled
> shareware).
>
> I just wish I had a working Amiga right now, so I could get back into
> Blitzing about again, all this Win32 stuff is frying my poor little brain.
>
```

Wy not use winuae ?

----

start winuae once
then use on your PC Hybernate and you get a running Amiga workbench in 30
sec.
and you never see anything from windows if you not wish

BTW: Wy i realy hate all other os because the windowmanagement pop to front
is
bad.
So developers used docwindows thats a nice feature moving a window you can
not move it fast because doing that maybe it is doced in some confused
way.My 17 Zoll Monitor show not much on VC7 ca 40*15 chars.Higher priority
have safe my eyes so i use only 800*600 on 17 Zoll.1024*768 give also not
much more space

Memprotect take me lots of additional work and help nothing if you do what
you should do write stable programs.On my homesystem i change data only on
1 program at time and here data lost can possible on memprotect too

One example wy i like Amiga
Bars&Pipes have since 1992 a plugininterface with which you have
acsess to complete Bars&Pipes structure so you can do nearly all with it
acsess to midi/audio sequencer Data plugins etc.Because you can acsess over
4000 Values no Object Orientat Developer give you Methods to all of your
functions.
Normally you write programs because you need a feature you cant buy and are
nonstandard so how should the Method writer know what for methods you
want.He offer you methods for some standard behavior thats it

Cubase the professsional Piece which cost now 600$ have first get a DirectX
interface for audioplugins with bad latency etc.
Later come (1996) special tricky VST Plugins.
Then they find out that audioplugins need acssess to midi timing to set
delay times in BPM.This get V2 1998.
Now we have 2002 and they found out that you can also use midi plugins have
also acsess to Midi Data so you can for example make midi delays in
realtime nondestructive.Also possible is only >2002 that you can edit your
Synthesizer direct
without start another program or loopbackdevice because midiports can not
share normaly

The ability to replace sequencers that Bars&Pipes have is still
not in cubase i cannot add here a tracker like step sequencer or so

For this all i need new cubase Versions.The all in all costs (updates
needed) belong to min 2000$ to get this acsess i have from beginning in
Bars&Pipes

Look the VST specs in Praxis its a complete mess.THats because someone must
write a api to comuniticate with the host process.If this one is lazy/have
not enough time much usefull is miss.And thats the mainproblem of OO.You
need loots for functional unnecessary work to comunicate between diffrent
programs

Same is with Photogenics on Amiga or Photoshop on PC.The Plugininterfaces of
Photoshop are very limited.Photogenics plugins have acsess to whole
programs struct so all can acsess if i wish

Only what have usefull plugin Interfaces are M$ Soft but i think no other
than M$ can invest the cost/time and make such a big and complete interface
stuff in OO memprotect way.But i dont use officeapllications at home so
this help me not

Thats the problems i have in Praxis with memprotect oses

BTW: Steinberg have also designed the first usable realtime (5 ms no
Problem)
Sounddevice called ASIO for PC(macOS9 have this MacOSX 10 not and users not
happy).I look a example prog it look very
complicate
in his 1000 Lines

So i stay on AmigaOS this make me more fun i need less time to get usefull
results and since Bernies JIT it can run in the speed i need.
For my own programs it doesnt matter if i emulate it or not only reason for
me is that it can do what i want.Also i dont want complete programs there
are so much 60% solutions out they only must enahnce a few to fit my needs.

AB2 for ex. have in this state only 4000 lines more than BB2 to get the
stuff
i need so it fit my needs of shared library/plugins/reentrant Code in basic

fast compiletime
need because of missing linker
150000 Lines if a=1 then a=2 take 15 sec on 1 GHZ P3 winuae.

fast execute speed to need no asm or C anymore.

comfortabler editor and all what come in future

For non comercial stuff i can choose the easiest and best OS to fit my needs

> _____
> Chat with friends online, try MSN Messenger: http://messenger.msn.com
>
>
> ---
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>
Regards

1.29   Re: BlitzPC

From: Sami Näätänen <sami.naatanen@...>
Date: 08-29-02 11:49:51
Subject: Re: BlitzPC

On Thursday 29 August 2002 18:37, you wrote:
> Hello Demon

```
>
> On 28-Aug-02 , you wrote:
> > Bernd Roesch wrote:
> >> I test the win demo of purebasic.I switch Debugger chckmark of The demo
> >> say it give slower speed and larger executables.I dont like >demos that
> >> say the full version have more speed.
> >
> > I think you've got your wires crossed there.
> > What the docs said was that enabling the debugger gave slower speed and
> > larger exes. It has nothing to do with it being the demo version.
>
> Hm this mean purebasic is native slower as AB2 on JIT on same PC P3 1 GHZ
> The reason for my question is not to blame anything it is because i see
> that Purebasic win can create shared libs windows dll.

Do you mean it's slower on compiling or the execution speed of compiled
program's are slower?

If the compilation speed then one reason is that AB is token based and PB is
text based multipass compiler. So PB compiles the source to asm and uses
another compiler to compile the resulting program from the asm (the assembler
is NASM last time I checked) to the final executable.
```

1.30   Re: BlitzPC

From: Fabio <shada@...>
Date: 08-29-02 10:53:46
Subject: Re: BlitzPC

Ciao Bernd Roesch,

>AB2.27 take with a dsp Bench on winuae 1 sec int amithlon of course faster
>(seem 0,5 sec)purebasic take over 2 sec with X86 native

 You mean AB on Amithlon is faster than PureBasic native on x86 ??

 Anyway... I tested such code:

[...]

```
optimize 7
cnt.l=0
DEFTYPE .f

NPrint "Inizio"
a=Timer

loop:

r=x1*c1+x2*c2+x3*c3
x3=x2:x2=x1:x1=r
```

```
If r > 32768
 r=32768
EndIf

If r < -32768
r=-32768
EndIf

If i2>1000
 If i2>9000000
  Goto out
  EndIf
EndIf

i2+1
Goto loop

out:
b=Timer-a
NPrint b

End
```

[...]

 with:

1) AB2.26 (on real Amiga with Blizzard-1260@60)

2) BlitzPC full 2d-version (on Celeron@1000)

3) PureBasic-PC demo (on Celeron@1000)

Here they are the results:

```
1 = 10 s.
2 = 1 s
3 = 2 s.
```

It seems BlitzPC is two times faster than PB. :) At least in this code.

1.31 Re: BlitzPC

```
From: Thilo Köhler <koehlerthilo@...>
Date: 08-29-02 13:05:02
Subject: Re: BlitzPC
```

Hello Fabio

```
> 1) AB2.26 (on real Amiga with Blizzard-1260@60)
>
```

```
> 2) BlitzPC full 2d-version (on Celeron@1000)
>
> 3) PureBasic-PC demo (on Celeron@1000)
>
> Here they are the results:
>
> 1 = 10 s.
> 2 = 1 s
> 3 = 2 s.
>
> It seems BlitzPC is two times faster than PB. :) At least in this code.
If your machine was Athlon 1,2 GHz or faster this would mean
that Amithlon with AB2 on the same machine is at least as fast
as BlitzPC x86 native ;-) (Amithlon with 1,2GHz Athlon is about
10-20 times faster than 68060)

Ciao,

Thilo
```

1.32   Re: BlitzPC

```
From: Thilo Köhler <koehlerthilo@...>
Date: 08-29-02 13:10:28
Subject: Re: BlitzPC

Hello all!

>> It seems BlitzPC is two times faster than PB. :) At least in this code.
> If your machine was Athlon 1,2 GHz or faster this would mean
> that Amithlon with AB2 on the same machine is at least as fast
> as BlitzPC x86 native ;-) (Amithlon with 1,2GHz Athlon is about
> 10-20 times faster than 68060)
Ups! I didnt see that you wrote Celeron 1000MHz.
So it could be about even speed, AB2 on Amothlon and
BlitzPC on Windows. (If you ignore that it is a celeron,
but this gives only disatvantage to amithlon, a real
athlon or pentium would be better beacuse of cache)

Ciao,

Thilo
```

1.33   Re: BlitzPC

```
> 
```

```
From: Bernd Roesch <berndroesch1@...>
Date: 08-29-02 20:07:43
Subject: Re: BlitzPC

Hello Fabio

On 29-Aug-02 , you wrote:

> Ciao Bernd Roesch,
>
>> AB2.27 take with a dsp Bench on winuae 1 sec int amithlon of course
>> faster (seem 0,5 sec)purebasic take over 2 sec with X86 native
>
> You mean AB on Amithlon is faster than PureBasic native on x86 ??
>
> Anyway... I tested such code:
>
> [...]
>
> optimize 7
> cnt.l=0
> DEFTYPE .f
>
> NPrint "Inizio"
> a=Timer
>
> loop:
>
> r=x1*c1+x2*c2+x3*c3
> x3=x2:x2=x1:x1=r
>
>> 32768
> r=32768
> EndIf
>
> If r < -32768
> r=-32768
> EndIf
>
>> 1000
>> 9000000
>  Goto out
>  EndIf
> EndIf
>
> i2+1
> Goto loop
>
> out:
> b=Timer-a
> NPrint b
>
> End
>
> [...]
>
```

```
> with:
>
> 1) AB2.26 (on real Amiga with Blizzard-1260@60)
>
> 2) BlitzPC full 2d-version (on Celeron@1000)
>
> 3) PureBasic-PC demo (on Celeron@1000)
>
> Here they are the results:
>
> 1 = 10 s.
> 2 = 1 s
> 3 = 2 s.
>
> It seems BlitzPC is two times faster than PB. :) At least in this code.
>
```

Thats the results i get too but you have too used a demo i want know on a
real purebasic

```
>
> --------------------------------------------------------------------
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>
Regards
```

1.34   Re: BlitzPC

From: Bernd Roesch <berndroesch1@...>
Date: 08-29-02 20:25:19
Subject: Re: BlitzPC

Hello Thilo

On 29-Aug-02 , you wrote:

```
> Hello all!
>
>>> It seems BlitzPC is two times faster than PB. :) At least in this code.
>> If your machine was Athlon 1,2 GHz or faster this would mean
>> that Amithlon with AB2 on the same machine is at least as fast
>> as BlitzPC x86 native ;-) (Amithlon with 1,2GHz Athlon is about
>> 10-20 times faster than 68060)
> Ups! I didnt see that you wrote Celeron 1000MHz.
> So it could be about even speed, AB2 on Amothlon and
> BlitzPC on Windows. (If you ignore that it is a celeron,
> but this gives only disatvantage to amithlon, a real
> athlon or pentium would be better beacuse of cache)
```

THe cache doesnt matter in this short loop

Dont do speculative tests

a 68060/50 overclocked to 10000 GHZ take for the job 0,5 sec is not correct

I only find out some times ago that Blitzpc is simular to VisualC++ Speed
and so 2* faster than AB2.This bench i have not port to blitzPC because its
more work

So BlitzPC can really called a fast language

>
> Ciao,
>
> Thilo
>
>
> ---
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>
Regards

1.35   Re: BlitzPC

From: Bernd Roesch <berndroesch1@...>
Date: 08-29-02 20:05:33
Subject: Re: BlitzPC

Hello Sami

On 29-Aug-02 , you wrote:

> On Thursday 29 August 2002 18:37, you wrote:
>> Hello Demon
>>
>> On 28-Aug-02 , you wrote:
>>> Bernd Roesch wrote:
>>>> I test the win demo of purebasic.I switch Debugger chckmark of The
>> demo
>>>> say it give slower speed and larger executables.I dont like >demos
>> that
>>>> say the full version have more speed.
>>>
>>> I think you've got your wires crossed there.
>>> What the docs said was that enabling the debugger gave slower speed
>> and
>>> larger exes. It has nothing to do with it being the demo version.
>>
>> Hm this mean purebasic is native slower as AB2 on JIT on same PC P3 1
>> GHZ
>> The reason for my question is not to blame anything it is because i see

```
>> that Purebasic win can create shared libs windows dll.
>
> Do you mean it's slower on compiling or the execution speed of compiled
> program's are slower?
>

I mean the execution speed of the test prog i mail.The executing time the 9
Millions loop take
          Integer      float
winuae      1 sec        1,8 sec
Amitlon     0.5 sec      1,6 sec


Purebasic native X86
            2,5-3 sec       2,5-3 sec          handstopped


> If the compilation speed then one reason is that AB is token based and PB
> is text based multipass compiler. So PB compiles the source to asm and
> uses another compiler to compile the resulting program from the asm (the
> assembler is NASM last time I checked) to the final executable.
>
>
> ------------------------------------------------------------------
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>
Regards
```

1.36   Re: BlitzPC

```
From: David McMinn <dave@...>
Date: 08-29-02 18:54:21
Subject: Re: BlitzPC


> Thats the results i get too but you have too used a demo i want know on a
> real purebasic

If you send me the PB code you used I'll test it for
you.
```

1.37   Re: BlitzPC

From: Berga <berga76@...>
Date: 08-30-02 11:47:04
Subject: Re: BlitzPC

-----Messaggio Originale-----
Da: "amorel" <amorel@...>
A: <blitz-list@netsoc.ucd.ie>
Data invio: mercoledì 28 agosto 2002 10.44
Oggetto: Re: BlitzPC

> On Fri, Aug 23, 2002 at 05:53:14PM +0200, Berga wrote:
>
> > If you need high-level language with compatibility with more os, why not
try
> > PureBasic? When you buy it, they will send you the Amiga, the PC and the
> > Linux version of the compiler and editor. You can then write a program
with
>
> Well not really true =)
> I just got the windoze version when I ordered PB. The Amiga version I
won't use as
> Blitz works satisfactory. Anyways, after asking for it I got the linux
version so no
> propblems there. But the linux version is still quite limited. I coded a
gui in one
> evening, that is dead easy, but soon got stuck with various issues. No
proper message
> handling for gui/window events, no audio, no timer support, no hardware
access(serial
> etc), most importantly no linux/posix api support. So until that gets
updated I
> guess it's a just a fun tool for now. I did find a couple of bugs and
submitted it.
> I'm not bashing PB for linux btw, I know it's beta at best.

Damn! Thanks for the info Amorel.
Actually I'm using PB 3.0 demo to do some little progs on pc, and i'm
continue using Blitz/AmiBlitz on Amiga to do the same, so I didn't know
that.
I'm coding a prog that will remove the debug stuff of compiled progs with
the demo, the funny thing is that all this prog is coded with the PB demo!
:) I need it coz is bad to have a small prog compiled but with that damn
debug window popped up, and because i really don't need the full version,
because i need it only rarely for some really small appz.
And you're right: it's DAMN easy! But too limited at this time...we'll see
the next versions...

Bye,
Berga

1.38   Re: BlitzPC

From: Berga <berga76@...>
Date: 08-30-02 11:59:19
Subject: Re: BlitzPC

-----Messaggio Originale-----
Da: "Bernd Roesch" <berndroesch1@...>
A: <blitz-list@netsoc.ucd.ie>
Data invio: giovedì 29 agosto 2002 1.00
Oggetto: Re: BlitzPC

> Hello amorel
>
> On 28-Aug-02 , you wrote:
>
> > On Fri, Aug 23, 2002 at 05:53:14PM +0200, Berga wrote:
> >
> >> If you need high-level language with compatibility with more os, why
not
> >> try PureBasic? When you buy it, they will send you the Amiga, the PC
and
> >> the Linux version of the compiler and editor. You can then write a
> >> program with
> >
>
> I test the win demo of purebasic.I switch Debugger chckmark of
> The demo say it give slower speed and larger executables.I dont like demos
> that say the full version have more speed.I know about one who buy
> FXPaint here stand too the full version have more speed he buy this and of
> a result jpegs are not load by PPC same as demo(datatypes it not
> support).What faster was on the full version he not see

I can assure you they are right in this case. I've taken a look on the asm
source generated by pc version of PB and by removing the debug code you
should get a 100/200 % speedup at least. But I'm with you about those who
says "the full version is faster" because most of the times the full ver is
only the demo without nag screens and some small stuff that will not affect
the prog speed.

> .Here are my results i get
>
> AB2.27 take with a dsp Bench on winuae 1 sec int amithlon of course faster
> (seem 0,5 sec)purebasic take over 2 sec with X86 native
>
> Using fpu have same speed on winuae and AB2 is 30% faster on Amithlon
>
> For use this testprog with purebasic remove optimize 7 and wbstartup
> maybe someone can give me the results of the full version
> BTW: Blitz PC Demo is 2* faster than AB2 and comes near VisualC++

Hey! I never meant to compare PB with AmiBlitz! AmiBlitz is on another
planet compared with PB, as you can do anything with blitz and only small
things with PB. I've only said that because you can compile PB sources on 3

systems natively, without using an Amiga emulator.
Anyway thanks for the infos, i really like benchmarks :)

Bye,
Berga

1.39   Re: BlitzPC

From: Berga <berga76@...>
Date: 08-30-02 12:11:58
Subject: Re: BlitzPC

-----Messaggio Originale-----
Da: "Demon Hell" <demonhell_@...>
A: <blitz-list@netsoc.ucd.ie>
Data invio: giovedì 29 agosto 2002 0.27
Oggetto: Re: BlitzPC

> Bernd Roesch wrote:
> >I test the win demo of purebasic.I switch Debugger chckmark of
> >The demo say it give slower speed and larger executables.I dont like
>demos
> >that say the full version have more speed.
>
> I think you've got your wires crossed there.
> What the docs said was that enabling the debugger gave slower speed and
> larger exes. It has nothing to do with it being the demo version.

With PB v3 and some earlier releases, you cannot switch off the debugger for
the compiled exe's on the demo version. So Bernd is right.

Bye,
Berga

1.40   Re: BlitzPC

From: Berga <berga76@...>
Date: 08-30-02 12:29:45
Subject: Re: BlitzPC

```
-----Messaggio Originale-----
Da: "Bernd Roesch" <berndroesch1@...>
A: <blitz-list@netsoc.ucd.ie>
Data invio: giovedì 29 agosto 2002 17.37
Oggetto: Re: BlitzPC
```

> Wy not use winuae ?
> start winuae once
> then use on your PC Hybernate and you get a running Amiga workbench in 30
> sec.
> and you never see anything from windows if you not wish

Hey Bernd any chances to have WinUAE running faster in the next releases?
I really like WinUAE because it's really (and easily) configurable. I've
tried AmigaXL but it's damn slow, and Amithlon that is greatly faster but
not configurable at all and you cannot use HD images as WinUAE, but you need
to partition, format in Amiga's way, configure win startup to do dual
boot...etc... You cannot use floppy-images as easily as WinUAE, and you
cannot emulate ALL amiga's (well, it was not built for that). So I really
like it in these days, because it gots good stability and good emulation,
but still it's slow, and it's going to be slower, so you need a fast pc to
do the job, and to have an Amiga that runs only a few times the speed of the
fastest real Amiga (with a very fast pc). I don't mean to get the Amithlon
speed, I know it's impossible coz it runs on a really small'n'fast linux
kernel, but...
Not really a problem, because nowadays you can get a cheap pc and WinUAE
will run times faster than real Amiga, but it will be nice to get it run on
slower (and older) pc's at a reasonable speed (at least 68020, just to try
programs).

Bye,
Berga

1.41   Re: BlitzPC

```
From: Bernd Roesch <berndroesch1@...>
Date: 08-30-02 20:10:03
Subject: Re: BlitzPC
```

Hello David

On 29-Aug-02 , you wrote:

>
>> Thats the results i get too but you have too used a demo i want know on a
>> real purebasic
>
> If you send me the PB code you used I'll test it for
> you.

Here is a purebasic file but the code i send run in purebasic only wbstartup
and optimize must remove

>
>
> --
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>
Regards

There should be a file mail_38/purespeed.lha included with this guide.

1.42 Re: BlitzPC

From: Bernd Roesch <berndroesch1@...>
Date: 08-30-02 21:17:09
Subject: Re: BlitzPC

Hello Berga

On 30-Aug-02 , you wrote:

>
> -----Messaggio Originale-----
> Da: "Bernd Roesch" <berndroesch1@...>
> A: <blitz-list@netsoc.ucd.ie>
> Data invio: giovedì 29 agosto 2002 17.37
> Oggetto: Re: BlitzPC
>
>
>> Wy not use winuae ?
>> start winuae once
>> then use on your PC Hybernate and you get a running Amiga workbench in 30
>> sec.
>> and you never see anything from windows if you not wish
>
> Hey Bernd any chances to have WinUAE running faster in the next releases?

No not yet Amithlon have a blockoptimizer so that short branches in integer
compare do not check if the AMithlon minimal chipset should emulate.Since
over 1 Year in my Amiga live I have no need for more winuae speed.

To get winuae faster set sound to disable but emulate

If someone (Bernie) add this stuff to uae then winuae and amithlon seem near
same speed.But most important is a blockoptimizer for FPU branches because
all whats too slow with 1 GHZ use fpu Code (raytracer mp3 coding...)

BTW:The bench i send is very bad for winuae and integer because it use lots
of branches so Amithlon give here double Speed in integer

> I really like WinUAE because it's really (and easily) configurable. I've
> tried AmigaXL but it's damn slow, and Amithlon that is greatly faster but
> not configurable at all and you cannot use HD images as WinUAE, but you

> need to partition, format in Amiga's way, configure win startup to do dual
> boot...etc... You cannot use floppy-images as easily as WinUAE, and you
> cannot emulate ALL amiga's (well, it was not built for that). So I really
> like it in these days, because it gots good stability and good emulation,
> but still it's slow, and it's going to be slower, so you need a fast pc to
> do the job, and to have an Amiga that runs only a few times the speed of
> the fastest real Amiga (with a very fast pc). I don't mean to get the
> Amithlon speed, I know it's impossible coz it runs on a really
> small'n'fast linux kernel, but...
> Not really a problem, because nowadays you can get a cheap pc and WinUAE
> will run times faster than real Amiga, but it will be nice to get it run
> on slower (and older) pc's at a reasonable speed (at least 68020, just to
> try programs).
>
> Bye,
> Berga
>
>
>
> --
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>
Regards

1.43   Re: BlitzPC

From: David McMinn <dave@...>
Date: 08-30-02 18:44:28
Subject: Re: BlitzPC

> Here is a purebasic file but the code i send run in purebasic only
> wbstartup and optimize must remove

OK - I thought I saw some timer commands in the AB2 code (which PB only has with ←
   external
libraries).

Anyway, it takes about 1 second to run on my system (judging from my watch). I've ←
   got a
Duron750, Win98, 128Mb.

1.44   Re: BlitzPC

From: Fabio <shada@...>
Date: 08-30-02 21:06:07
Subject: Re: BlitzPC

Ciao Bernd Roesch,

>I only find out some times ago that Blitzpc is simular to VisualC++ Speed
>and so 2* faster than AB2.

 You mean 2* faster than AB2 under emulation (Amithlon) ??

>So BlitzPC can really called a fast language

 I wonder how much faster than VisualBasic could be ?? :)

1.45   Re: BlitzPC

From: Bernd Roesch <berndroesch1@...>
Date: 08-31-02 15:33:46
Subject: Re: BlitzPC

Hello Fabio

On 30-Aug-02 , you wrote:

> Ciao Bernd Roesch,
>
>> I only find out some times ago that Blitzpc is simular to VisualC++ Speed
>> and so 2* faster than AB2.
>
> You mean 2* faster than AB2 under emulation (Amithlon) ??
>
>> So BlitzPC can really called a fast language
>
> I wonder how much faster than VisualBasic could be ?? :)
>

;) Oh VisualBasic is as fast as a A1200 with 14 MHZ CPU and AB2
If it is faster then noone use C
>
> --
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>
Regards

1.46   Re: BlitzPC

From: Bernd Roesch <berndroesch1@...>
Date: 08-31-02 16:28:53
Subject: Re: BlitzPC

Hello Fabio

On 29-Aug-02 , you wrote:

> Ciao Bernd Roesch,
>
>> AB2.27 take with a dsp Bench on winuae 1 sec int amithlon of course
>> faster (seem 0,5 sec)purebasic take over 2 sec with X86 native
>
> You mean AB on Amithlon is faster than PureBasic native on x86 ??
>

Can you please send me the blitzPC Bench.
After the results from David that purebasic is fast as BlitzPC i think you
have
forget to use integer vars in the bench (or maybe i have compared speed
wrong).Default is float in Blitz PC.I not
familar to port to blitzPC.On the fast label i get function not found

David:
If you have no timer please increase loopcount to get exacter result
winuae you dont have ?.So you can compare direct

I have a timer bench only for AB2 that run always 1 sec on AB2.

Here i get 10 Millons count per sec on winuae (1 GHZ P3)
On Amithlon i get 17 Million count.If i remove some if thens then winuae
Speed get near amithlon Speed (AMithlon 30% faster).Same as when using FPU
because Amithlon have here no blockoptimizer

On a Athlon 1,3 GHZ (old model) i can remember someone told about 25.This
mean AMD get
with 30% more clock 42% more speed than my lame P3

so the Purebasic result give me no hope that it make sense to use native
Code in winuae

So i should stay my plan to work on a register optimizer for AB2 which give
faster code to all Amigas most increase is noticed in FPU here

Thats usefull because I have the ok from a very good dsp Engenier to use his
high quality reverb (50 Delays) in AB2 for public.

Here is a standard benchmarking loop maybe usefull to tune timecritical
functions
It show every seconds the loop Count/Million it end if you press long enough
the left mouse button

optimize 7
DEFTYPE .l

```
buf.l=AllocMem (2000,0)
restart:ResetTimer
i2.l=0
cnt.l=0
loop   ;simple IIR Formel
cnt+1
;*******************************+ bench code start
;c1=Peek.l(buf)
r=x1*c1+x2*c2+x3*c3
x3=x2:x2=x1:x1=r
If r >32768 Then r=32768
If r <-32768 Then r=-32768
;******************************* bench code end

If i2>1000 Then i2=0:If Timer>50 Then Goto out
i2+1
Goto loop
out
erg.f=cnt/1000000
NPrint erg
BTST #6,$bfe001
BNE restart
End

> Anyway... I tested such code:
>
> [...]
>
> optimize 7
> cnt.l=0
> DEFTYPE .f
>
> NPrint "Inizio"
> a=Timer
>
> loop:
>
> r=x1*c1+x2*c2+x3*c3
> x3=x2:x2=x1:x1=r
>
>> 32768
> r=32768
> EndIf
>
> If r < -32768
> r=-32768
> EndIf
>
>> 1000
>> 9000000
>  Goto out
>  EndIf
> EndIf
>
> i2+1
> Goto loop
>
```

```
> out:
> b=Timer-a
> NPrint b
>
> End
>
> [...]
>
> with:
>
> 1) AB2.26 (on real Amiga with Blizzard-1260@60)
>
> 2) BlitzPC full 2d-version (on Celeron@1000)
>
> 3) PureBasic-PC demo (on Celeron@1000)
>
> Here they are the results:
>
> 1 = 10 s.
> 2 = 1 s
> 3 = 2 s.
>
> It seems BlitzPC is two times faster than PB. :) At least in this code.
>
>
> --------------------------------------------------------------------
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>
Regards
```

1.47   Re: BlitzPC

From: Berga <berga76@...>
Date: 08-31-02 11:44:48
Subject: Re: BlitzPC

-----Messaggio Originale-----
Da: "Bernd Roesch" <berndroesch1@...>
A: <blitz-list@netsoc.ucd.ie>
Data invio: sabato 31 agosto 2002 16.33
Oggetto: Re: BlitzPC

> ;) Oh VisualBasic is as fast as a A1200 with 14 MHZ CPU and AB2
> If it is faster then noone use C

Eheh. MS market strategy... :)

1.48   Re: BlitzPC

From: Berga <berga76@...>
Date: 08-31-02 12:07:13
Subject: Re: BlitzPC

-----Messaggio Originale-----
Da: "Bernd Roesch" <berndroesch1@...>
A: <blitz-list@netsoc.ucd.ie>
Data invio: sabato 31 agosto 2002 17.28
Oggetto: Re: BlitzPC

> Can you please send me the blitzPC Bench.
> After the results from David that purebasic is fast as BlitzPC i think you
> have
> forget to use integer vars in the bench (or maybe i have compared speed
> wrong).Default is float in Blitz PC.I not
> familar to port to blitzPC.On the fast label i get function not found
>
> David:
> If you have no timer please increase loopcount to get exacter result
> winuae you dont have ?.So you can compare direct
>
> I have a timer bench only for AB2 that run always 1 sec on AB2.
>
> Here i get 10 Millons count per sec on winuae (1 GHZ P3)
> On Amithlon i get 17 Million count.If i remove some if thens then winuae
> Speed get near amithlon Speed (AMithlon 30% faster).Same as when using FPU
> because Amithlon have here no blockoptimizer
>
> On a Athlon 1,3 GHZ (old model) i can remember someone told about 25.This
> mean AMD get
> with 30% more clock 42% more speed than my lame P3
>
> so the Purebasic result give me no hope that it make sense to use native
> Code in winuae
>
> So i should stay my plan to work on a register optimizer for AB2 which
give
> faster code to all Amigas most increase is noticed in FPU here
>
> Thats usefull because I have the ok from a very good dsp Engenier to use
his
> high quality reverb (50 Delays) in AB2 for public.

Why have you to do these optimizations? Only for competition against PB?
What I want to say is that you should continue your job as you always done,
and if you want to give AB2 more speed this shouldn't be just for
competition. Just like WinUAE, you know, you all developers of it are doing
a great job, making it more and more stable and compatible, and leaving the
speed problems for the time that WinUAE is finished 100% (like all options

are done and compatibility is 100%). If an emulated Amiga is so fast on a
pc, why bothering you to do these optimizations while there are some more
important things to do (like adding some more features and removing some
known bugs)?
You can do what you want with AB2 (as you know :) but don't leave the most
important things only for competition, I don't want to see a MS-like program
on Amiga (the MS staff takes as first priority task the beautiness of the
os/programs instead of the robustness and functionality), because I use
Amiga to stay away from MS-stuff, and it's related problems...
Having a greater speed in AB2 is really good, we can do progs that can run
better on a real Amiga and even better on an emulated one, but I think is
secondary in front of the bugfixing/improving task.
Please don't take me the wrong way, I'm not judging anyone (but MS :) but I
want only to express my wish in the development of AB2, also if I don't
count more than nothing because I'm not actually using it (well, I don't use
Blitz too ATM), but I will use it when I can have some time to dedicate.
So this is just an opinion, let me know what do you think about, maybe I've
understood you wrongly (probably).

Bye,
Berga

1.49   Re: BlitzPC

From: Bernd Roesch <berndroesch1@...>
Date: 08-31-02 21:18:53
Subject: Re: BlitzPC

Hello Berga

On 31-Aug-02 , you wrote:

>
> -----Messaggio Originale-----
> Da: "Bernd Roesch" <berndroesch1@...>
> A: <blitz-list@netsoc.ucd.ie>
> Data invio: sabato 31 agosto 2002 17.28
> Oggetto: Re: BlitzPC
>
>
>> Can you please send me the blitzPC Bench. After the results from David
>> that purebasic is fast as BlitzPC i think you have
>> forget to use integer vars in the bench (or maybe i have compared speed
>> wrong).Default is float in Blitz PC.I not familar to port to blitzPC.On
>> the fast label i get function not found
>>
>> David:
>> If you have no timer please increase loopcount to get exacter result
>> winuae you dont have ?.So you can compare direct
>>
>> I have a timer bench only for AB2 that run always 1 sec on AB2.

```
>>
>> Here i get 10 Millons count per sec on winuae (1 GHZ P3)
>> On Amithlon i get 17 Million count.If i remove some if thens then winuae
>> Speed get near amithlon Speed (AMithlon 30% faster).Same as when using
>> FPU
>> because Amithlon have here no blockoptimizer
>>
>> On a Athlon 1,3 GHZ (old model) i can remember someone told about
>> 25.This
>> mean AMD get
>> with 30% more clock 42% more speed than my lame P3
>>
>> so the Purebasic result give me no hope that it make sense to use native
>> Code in winuae
>>
>> So i should stay my plan to work on a register optimizer for AB2 which
> give
>> faster code to all Amigas most increase is noticed in FPU here
>>
>> Thats usefull because I have the ok from a very good dsp Engenier to use
> his
>> high quality reverb (50 Delays) in AB2 for public.
>
> Why have you to do these optimizations? Only for competition against PB?
> What I want to say is that you should continue your job as you always
> done, and if you want to give AB2 more speed this shouldn't be just for
> competition. Just like WinUAE, you know, you all developers of it are
> doing a great job, making it more and more stable and compatible, and
> leaving the speed problems for the time that WinUAE is finished 100% (like
> all options are done and compatibility is 100%). If an emulated Amiga is
> so fast on a pc, why bothering you to do these optimizations while there
> are some more important things to do (like adding some more features and
> removing some known bugs)?
```

For new features i dont know (noone do suggestions except porting to PPC).
For bugfixes:
Some Users who use AB2 know if they write me a report (program i see the
failure)i fix it in 2-3 Days.But these reports are very rare.My speedtests
for example motived Thilo to use the optimizer he get some bugs with his
code but now i send him a hopefully running version.

Seem that noone New use AB2 because all think a emulatet stuff is not trendy
and can not do the same job that a native thing do.You know the PPC Port
sugestions ?Too much work too less advantages.I notice that there are much
less Blitz users as for 1 Year,David seem also give up AB2.

Fast and stable solutions that run AmigaOS are out too but all leave the
amiga.And these few User that buy a exotic PPC i dont think to motivate
developers to do something on AMiga.

So i think it maybe help to show that you loose not much speed when using
emulations and even with a good JIT optimized compiler you can be faster
than other native solutions.BTW:68k JIT is simular to JAVA or .net

Emulations are in my eyes better than originals.I can use from windows CD as
floppy (UDF) can use sb-live Soundfounts/effects etc.Also winuae hardfiles
are more handy to backup than a whole real drive.files are cached automatic

no need for fda that i remove from my real amiga because of instable
Have better debugging features (winuae buildin debugger ..)

BTW: adding registervars is just easy if i am not too lazy it take only 5
Hours.
if no problems occur see it next week
How it should work:

The command addreg add the pointer to the var in a 8 entry table (for 4
regs).and also add a free register num

every time a variable (only local/global vars work (no types)))it look if
the var
is a register var if so it write the code

fmove.x fpvarreg,fpreg

If not it write standard load code

fmove.s var(a5),fpreg.This increase speed on all Amigas but especially on
X86 JIT
because of byteswapping.

I found out that on the portet DSP code 57 regloads (4 vars) of 144
Instructions can safe time.So it give a speedincrease of ca 30% enough to
do the simple job but if maybe a PPC can 30% faster with native Code or X86
with native code thats too much work for the effect.The reached result is
the same but of course not trendy

I only begin developing on Amiga when i am sure that i get needed speed
and hardware availibility (The born of X86 JIT was my born of motivation to
use AMigaOS)
Because solutions for other platforms i dont like so i stay forever on
AmigaOS
regardless if Amiga is mega out or not.I have all apps i need here and even
better i can enhance as i like

Since noone want release AB2 stuff and if someone need something new for AB2
he can always ask me if i plan this or have already done.Also if he found a
bug.I send then versions only to interestet users

> You can do what you want with AB2 (as you know :) but don't leave the most
> important things only for competition, I don't want to see a MS-like
> program on Amiga (the MS staff takes as first priority task the beautiness
> of the os/programs instead of the robustness and functionality), because I
> use Amiga to stay away from MS-stuff, and it's related problems... Having
> a greater speed in AB2 is really good, we can do progs that can run better
> on a real Amiga and even better on an emulated one, but I think is
> secondary in front of the bugfixing/improving task. Please don't take me
> the wrong way, I'm not judging anyone (but MS :) but I want only to
> express my wish in the development of AB2, also if I don't count more than
> nothing because I'm not actually using it (well, I don't use Blitz too
> ATM), but I will use it when I can have some time to dedicate. So this is
> just an opinion, let me know what do you think about, maybe I've
> understood you wrongly (probably).
>
> Bye,

```
> Berga
>
>
>
> ------------------------------------------------------------------
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>
Regards
```

1.50   Default dir for sourcecodes

```
From: Thilo Köhler <koehlerthilo@...>
Date: 08-09-02 14:09:57
Subject: Default dir for sourcecodes

Hi all!

Maybe I am blind but can tell me someone if and how it is
possible to set the default directory for sourcecodes ?
If I dont have my sources in the progrdir I have always
to go through the ASL requester and this sucks. (<-sorry)

Ciao,

Thilo
```

1.51   Re: Default dir for sourcecodes

```
From: Steve Hargreaves <Steve@...>
Date: 08-09-02 15:33:39
Subject: Re: Default dir for sourcecodes

Hi there, Thilo

On 09-Aug-02, you said:

TK> Maybe I am blind but can tell me someone if and how it is
TK> possible to set the default directory for sourcecodes ?
TK> If I dont have my sources in the progrdir I have always
TK> to go through the ASL requester and this sucks. (<-sorry)

Me too, and you're right, it sucks. If you figure it out yourself, please let me
know.

Regards
```

```
Steve
--
    // A1200 '060 50Mhz, 2+64Meg, EZ-Tower,  2 x 3 Gig IDE
   //  Power CD-ROM, IDE CDRW, HPDJ610C, OS 3.9
  //  56K Origo Modem, Silver Surfer, EZMouse, ProLine
\// Wheelmouse, Sega and CD32 Controllers, NEC 2A
 \/  Multisync, EIDE buffered 4 way interface, and no hair.
```

Author of:- GHelp, Blitzdock, Blitzpass, Placemouse, WBCycle, Amiga Draughts and
ScalosEject.

PGP Public Key:-

http://www.hargreavess.freeserve.co.uk/SteveHargreavesPGP.asc

... and borrowing dulls the edge of husbandry.
-- William Shakespeare

1.52   Re: Default dir for sourcecodes

From: Bernd Roesch <berndroesch1@...>
Date: 08-09-02 23:15:06
Subject: Re: Default dir for sourcecodes

Hello Thilo

On 09-Aug-02, you wrote:

> Hi all!
>
> Maybe I am blind but can tell me someone if and how it is

Yes always the same all unecessary Stuff add to a Program but the usefull
stuff is not add.If AB2 is comercial i can say thats strategec to sell
later Version but so i can say comes soon.And soon mean hopefully not the
same as the PPC Guys mean with soon

I add two tooltyppe for this one when open normal and one when you open when
shift pressed

> possible to set the default directory for sourcecodes ?
> If I dont have my sources in the progrdir I have always
> to go through the ASL requester and this sucks. (<-sorry)
>

The filehistory help here too

> Ciao,
>

```
> Thilo
>
>
> -----------------------------------------------------------------
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>
Regards
```

1.53   dim before statement/function

```
From: Joar Berntsen <joar.berntsen@...>
Date: 08-19-02 15:29:35
Subject: dim before statement/function


I try to run this but...

Dim dimming(3)
Statement dumdidei{a}
dimming(1)=a+1            <--...array not yet dimmed
dimming(2)=a+2
dimming(3)=a+3
End Statement
b=4
dumdidei{b}
End

why do I get that error?

is there some things about
statement and function that is not documented?
as I have tried to use statements and functions
before, but always get an illogical error.
...thats right, I don't use them,
but a game im making will really benefit from them.
so I hope anyone can tell me something.
```

1.54   Re: dim before statement/function

```
From: Nick Clover <bauk@...>
Date: 08-19-02 17:28:26
Subject: Re: dim before statement/function

Hello Joar
```

On 19-Aug-02, you wrote:

Try this:

```
Dim dimming(3)
Statement dumdidei{a}
shared dimming
dimming(1)=a+1              <--...array not yet dimmed
dimming(2)=a+2
dimming(3)=a+3
End Statement
b=4
dumdidei{b}
End
```

> why do I get that error?

You get the error because statements and functions use 'local' variables
that are cleared when you exit the statement/function, you must tell the
statement it can use your dimmed variable with the shared command...

> is there some things about
> statement and function that is not documented?
> as I have tried to use statements and functions
> before, but always get an illogical error.
> ...thats right, I don't use them,
> but a game im making will really benefit from them.
> so I hope anyone can tell me something.

> --
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

Regards
--
<sb>
<sb>Nick Clover - #http://bauk.amigafree.net#
<sb>
<sb>A4000/060/50, 128Mb, PicassoIV, Paloma, CTX 15" LCD Monitor
<sb>IDE: Fujitsu 10.1 & Seagate 13.8 Gb HD's, Ricoh 8x8x32 CDrw, 52xCDRom, LS120
<sb>SCSI: Fujitsu 18Gb HD, 2x Baracuda 4Gb, Sony CDU625-S CD.
<sb>Zorro: MultiFace III, X-Surf & Silver Surfer
<sb>Brother HL1250 Laser, HP890c Inkjet, Generic V90 Modem, Epson GT-5000
<sb>USB Mouse & Keyboard :)
<sb>

1.55   Re: dim before statement/function

From: Joar Berntsen <joar.berntsen@...>
Date: 08-19-02 18:52:30
Subject: Re: dim before statement/function

```
WAHOO!!

thanks!!

it was so simple too!
allthough I have never used the shared command before.

> Dim dimming(3)
> Statement dumdidei{a}
> shared dimming

the correct is dimming()
```

1.56   e-mails to lory@...

```
From: Lorence Lombardo <lombi@...>
Date: 08-05-02 08:01:10
Subject: e-mails to lory@...

Hello Blitzers,
                The e-mail services of subdimension have been down for
quite some time and I'm really not sure whats going on with that.
It would be most appreciated if someone could forward me any replies to e-mails I' ←
   ve had to this e-mail address starting from the 27th of July 2002 on the  ←
   following subjects:-

1. TCP: device on WinUAE
2. Enforcer Hits and Amithlon
3. RTEZGetString enforcer hit.

Regards
--


Why not check out some of my programs...!!!???

http://home.in.tum.de/hodges/cgi-bin/amifind?query=Lorence+Lombardo&dir=-1&mode= ←
   and


Be careful of reading health books, you might die of a misprint.
-- Mark Twain
```

1.57   Re: e-mails to lory@...

```
From: Bernd Roesch <berndroesch1@...>
Date: 08-06-02 14:21:49
Subject: Re: e-mails to lory@...
```

Hello Lorence

On 05-Aug-02, you wrote:

```
> Hello Blitzers,
>                 The e-mail services of subdimension have been down for
> quite some time and I'm really not sure whats going on with that. It would
> be most appreciated if someone could forward me any replies to e-mails
> I've had to this e-mail address starting from the 27th of July 2002 on the
> following subjects:-
>
> 1. TCP: device on WinUAE
> 2. Enforcer Hits and Amithlon
> 3. RTEZGetString enforcer hit.
>
```

For the rtezgetstring enfrocer hit i have send a fix or is it not recieve
from you ?

```
> Regards
> --
>
>
> Why not check out some of my programs...!!!???
>
>
http://home.in.tum.de/hodges/cgi-bin/amifind?query=Lorence+Lombardo&dir=-1&mode= ←֓
    and
>
>
> Be careful of reading health books, you might die of a misprint.
> -- Mark Twain
>
>
> ------------------------------------------------------------------------
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>
Regards
```

1.58   Re: e-mails to lory@...

```
From: Lorence Lombardo <lombi@...>
```

```
Date: 08-07-02 05:18:36
Subject: Re: e-mails to lory@...
```

Hello Bernd

On 06-Aug-02, you wrote:

> For the rtezgetstring enfrocer hit i have send a fix or is it not
> recieve from you ?

No I havent recieved the rtezgetstring fix from you but it would be
appreciated.

Regards
--

Why not check out some of my programs...!!!???

http://home.in.tum.de/hodges/cgi-bin/amifind?query=Lorence+Lombardo&dir=-1&mode= ←
    and

I have made this letter longer than usual because I lack the time to
make it shorter.
-- Blaise Pascal

1.59   EsseErre: MenuED chrashes on exit

```
From: Stefano Maria Regattin <stefano.regattin@...>
Date: 08-22-02 09:48:50
Subject: EsseErre: MenuED chrashes on exit
```

Date: Thursday, 22th August 2002

Hi Blitz2 and AmiBlitz2 users!
I used AmiBlitz 2.23 under WinUAE 0.8.21 Release 4.
Unfortunately when I launched the Help for a token it crashed, so I have ←
    downloaded the full AmiBlitz2 version 2.25 package; i have extracted the dir ←
    from the archive and I have overwritten the AmiBlitz2 environment into my ←
    Blitz2 drawer.
First there are only two libs that clashes at number 50, both are the RiDisAsm.obj ←
    , one is placed in the REDBlitzLibs drawer and the other is placed into the ←
    TobyLibs drawer: may I delete one of these?
If the answer is yes, which of these can be deleted?
The second problem I have encountered is that if I launch the MenuED prog from ←
    Blitz2 or AmiBlitz2 it appears and runs properly, but when I click on Exit ←
    MenuED closes and put on my WB a requester with a misunderstandly message: I ←
    click on OK to close the requester and the Blitz environment is blocked!
The same behaviour happens if I launch MenuED alone from WB: when I click on Exit ←
    the strange requester appears and when I click on OK the workbench is blocked!

I have appreciate the different higlight of the comments but I wish in the further ←
    versions of AmiBlitz2 that will come it will be possible to select the colours ←
    for the comments: this because I want the tokens in white!
At the moment I have no other bug to report to Bernd.
I want to ask To Bernd why it is impossible to run AmiBlitz2 on an Amiga that hasn ←
   't a fpu: will you never develop a non-fpu version of AmiBlitz?
Thanks Bernd for AmiBlitz2 and many greetings from Milan, Italy!

Ciao da (Bye from):
Stefano Maria
EsseErre Software Solutions
http://space.tin.it/clubnet/aregat/
e-mail: pearl_harbor@...
ICQ#: 113412377

1.60   Re: EsseErre: MenuED chrashes on exit

From: Bernd Roesch <berndroesch1@...>
Date: 08-23-02 18:51:05
Subject: Re: EsseErre: MenuED chrashes on exit

Hello Stefano

On 22-Aug-02, you wrote:

> Date: Thursday, 22th August 2002
>
> Hi Blitz2 and AmiBlitz2 users! I used AmiBlitz 2.23 under WinUAE 0.8.21
> Release 4. Unfortunately when I launched the Help for a token it crashed,

You need here the original file from RWE or newest (from 2.26) RED_HELP
RED_HELP.rx files
copy to blitz2:redhelp.Dont use the fixed version for BB2 on Davids Page !

Dont forget to activate the script bit

> so I have downloaded the full AmiBlitz2 version 2.25 package; i have

Wy not use 2.26:Newer version are better versions

If you have problems use
always the newest version.You need only replace blitz2:ped blitz2:amiblitz2
blitz2:acidlibs blitz2:deflibs and blitz2:dbug/reddebugger to upgrade to
newest if you have no special libs.

If you use special deflibs rename your deflibs to mydeflibs and activate the
tooltype libfile=blitz2:mydeflibs to load your own deflibs that clash with
the default.Notice in right window the deflibsname you load.

When doing this you can avoid to copy the amiblitz.info file so all newer
versions can work

> extracted the dir from the archive and I have overwritten the AmiBlitz2
> environment into my Blitz2 drawer. First there are only two libs that
> clashes at number 50, both are the RiDisAsm.obj, one is placed in the

> REDBlitzLibs drawer and the other is placed into the TobyLibs drawer: may
> I delete one of these? If the answer is yes, which of these can be
> deleted? The second problem I have encountered is that if I launch the
> MenuED prog from Blitz2 or AmiBlitz2 it appears and runs properly, but
> when I click on Exit MenuED closes and put on my WB a requester with a
> misunderstandly message: I click on OK to close the requester and the
> Blitz environment is blocked!

I think this problem is because in the background there is still a window.
You can switch on the Tooltype backdrop or use a hotkey tool that can switch
windows to background and foreground

The same behaviour happens if I launch
> MenuED alone from WB: when I click on Exit the strange requester appears
> and when I click on OK the workbench is blocked! I have appreciate the
> different higlight of the comments but I wish in the further versions of
> AmiBlitz2 that will come it will be possible to select the colours for the
> comments: this because I want the tokens in white! At the moment I have no
> other bug to report to Bernd. I want to ask To Bernd why it is impossible
> to run AmiBlitz2 on an Amiga that hasn't a fpu: will you never develop a
> non-fpu version of AmiBlitz? Thanks Bernd for AmiBlitz2 and many greetings
> from Milan, Italy!
>
> Ciao da (Bye from):
> Stefano Maria
> EsseErre Software Solutions
> http://space.tin.it/clubnet/aregat/
> e-mail: pearl_harbor@...
> ICQ#: 113412377
Regards

1.61   Font-Sensitive GadTools

From: Tony Rolfe <edgewater@...>
Date: 08-17-02 05:41:32
Subject: Font-Sensitive GadTools

Hi,

Does anyone have any experience with writing a GadTools interface
allowing for proportional fonts?

I understand all ablou using TextLength_ to get the length of a string of
text, but have dificulty implementing it in an elegant way.

For example, I have a Text Gadget which I want to create empty and
then plug the text into it after creating the gadget list.   I know that there
will be 10 characters going into it, but don't know what yet.

If I create the text gadget GTText with a size allowing for the maximum
width of the string (10 x "W") this looks silly because there is a heap of

white space after the last character.   If I make it smaller than this I run
the risk of overflowing the actual gadget.

Any thoughts on this area would be appreciated.

Cheers

Tony

1.62   Re: Font-Sensitive GadTools

From: amorel <amorel@...>
Date: 08-17-02 10:24:31
Subject: Re: Font-Sensitive GadTools

On Sat, Aug 17, 2002 at 02:41:32PM +1000, Tony Rolfe wrote:

> Does anyone have any experience with writing a GadTools interface
> allowing for proportional fonts?

Yes, gadtools rule 8-)

> I understand all ablou using TextLength_ to get the length of a string of
> text, but have dificulty implementing it in an elegant way.

You better use TextExtent_ in this way:

TextExtent_ *screenpointer\RastPort,&string$,lengthofstring,textvalues.TextExtent

Where *screenpointer is a pointer to the screen where your app is running, string$ ←
    is
the string to be examined, lengthofstring is the length of the string(or less if ←
   you
want) and the last is where the result of the function will arrive. So after doing
this textvalues\te_Width contains the width of the string. This does work with
proportional fonts.

> For example, I have a Text Gadget which I want to create empty and
> then plug the text into it after creating the gadget list.   I know that there
> will be 10 characters going into it, but don't know what yet.
>
> If I create the text gadget GTText with a size allowing for the maximum
> width of the string (10 x "W") this looks silly because there is a heap of
> white space after the last character.   If I make it smaller than this I run
> the risk of overflowing the actual gadget.

Can't see any other way to predict the size, the way you do it is fool proof as it
will at least not write beyond the gadget. Mui gadgets also look like this often,
lots of space and little text, you can't have it all ;-) Live with it I'd say.

Regards

1.63   Re: Font-Sensitive GadTools

From: Steve Hargreaves <Steve@...>
Date: 08-17-02 11:18:03
Subject: Re: Font-Sensitive GadTools

Hi there, amorel

On 17-Aug-02, you said:

a>> If I create the text gadget GTText with a size allowing for the maximum
a>> width of the string (10 x "W") this looks silly because there is a heap of
a>> white space after the last character. If I make it smaller than this I run
a>> the risk of overflowing the actual gadget.
a>
a> Can't see any other way to predict the size, the way you do it is fool proof
a> as it will at least not write beyond the gadget. Mui gadgets also look like
a> this often, lots of space and little text, you can't have it all ;-) Live
a> with it I'd say.

It's not a limitation of MUI. There are a couple of flags that can be set in MUI
which force resizing of the gadget to the length of the text. eg.

MUISet obj,#MUIA_Text_SetMin,True,#MUIA_Text_SetMax,True

would ensure that your gadget is always the same size as the text it contains.

Regards

Steve
--
     // A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 2 x 3 Gig IDE
    // Power CD-ROM, IDE CDRW, HPDJ610C, OS 3.9
   // 56K Origo Modem, Silver Surfer, EZMouse, ProLine
\// Wheelmouse, Sega and CD32 Controllers, NEC 2A
 \/ Multisync, EIDE buffered 4 way interface, and no hair.

Author of:- GHelp, Blitzdock, Blitzpass, Placemouse, WBCycle, Amiga Draughts and
ScalosEject.

PGP Public Key:-

http://www.hargreavess.freeserve.co.uk/SteveHargreavesPGP.asc

Isn't it funny how everyone in favour of abortion has already been born?
-- Patrick Murray

1.64   Re: Font-Sensitive GadTools

From: David McMinn <dave@...>
Date: 08-17-02 21:30:32
Subject: Re: Font-Sensitive GadTools

Hi Tony,

> If I create the text gadget GTText with a size allowing for the maximum
> width of the string (10 x "W") this looks silly because there is a heap of
> white space after the last character.   If I make it smaller than this I
> run the risk of overflowing the actual gadget.
>
> Any thoughts on this area would be appreciated.

Better having more space than not enough space.

Also consider this - who is to say that W is the widest
character? I thinnk there is some way to get the width
of the font, which for variable width fonts is the
width of the widest character. Maybe.

If you want a look at some code for doing this, have a
look at my Dir2HTML program. The source is in there, it
might be useful.

-- [) /\ \/][[) |\/| c |\/|][|\| |\| |
ICQ=16827694   http://www.david-mcminn.co.uk
| dave@... I can please only one person
per day. Today is not your day. Tomorrow isn't looking
good either.

1.65   Re: Font-Sensitive GadTools

From: Tony Rolfe <edgewater@...>
Date: 08-18-02 05:37:07
Subject: Re: Font-Sensitive GadTools

Thanks for the info so far.

As an aside, is there some way I can dynamically alter the graphic
drawn by a gadtool.   In other words, have a standard width text box
and then, when I fill it, do some sort or redraw?

Cheers

Tony Rolfe
For Gill & Tony Rolfe
EDGEWATER MOTEL
1 Princess Avenue South
BURRILL LAKE   NSW   2539

```
Phone: +61 2 4455 2604
  Fax: +61 2 4454 4095
        http://www.shoalhaven.net.au/edgewater
```

1.66   Re: Font-Sensitive GadTools

From: David McMinn <dave@...>
Date: 08-18-02 10:33:59
Subject: Re: Font-Sensitive GadTools

On 18 Aug 2002 at 14:37, Tony Rolfe wrote:

> As an aside, is there some way I can dynamically alter the graphic
> drawn by a gadtool.   In other words, have a standard width text box
> and then, when I fill it, do some sort or redraw?

You could just mean calling your resize routine (copy current gadget contents, ←
   free,
create with new size, restore contents, re-activate gadget) every keypress.

AFAIK there is no way to get the OS to do this automatically.

--
[) /\ \/][[) |\/| c |\/|][|\| |\| | ICQ=16827694
     http://www.david-mcminn.co.uk | dave@...
To be removed from our spam list and thus recieve more spam,
spam us (Spam Co.) at spam@...

1.67   GTInteger

From: Thilo Köhler <koehlerthilo@...>
Date: 08-06-02 16:58:30
Subject: GTInteger

Hi all!

I have an GTInteger gadget that is created
and visible on the screen. Now I want to change its value.

GTSetAttrs win,id,#GTIN_Number,myvalue

doe not work. (As described in the manual)

So how can I change the value then ?
Is it possible to add this feature to the bbgtlib ?

Ciao,

Thilo

1.68   Re: GTInteger

From: David McMinn <dmcminn@...>
Date: 08-06-02 16:06:41
Subject: Re: GTInteger

> GTSetAttrs win,id,#GTIN_Number,myvalue
>
> doe not work. (As described in the manual)
>
> So how can I change the value then ?
> Is it possible to add this feature to the bbgtlib ?

There should be a function there for setting the value. GTSetNumber or ←
    GTSetInteger. And do you mean that the manual says GTSetAttrs does not work (←
    sorry, been so long since I looked at it :) ?

Freeserve AnyTime, only £13.99 per month with one month's FREE trial!
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    8890

1.69   Re: GTInteger

From: Thilo Köhler <koehlerthilo@...>
Date: 08-06-02 17:58:11
Subject: Re: GTInteger

Hello David

>> So how can I change the value then ?
>> Is it possible to add this feature to the bbgtlib ?
>
> There should be a function there for setting the value. GTSetNumber or
> GTSetInteger. And do you mean that the manual says GTSetAttrs does not
> work (sorry, been so long since I looked at it :) ?
Em, ups, I will try GTSetNumber.
And yes, the manual says then GTSetAttrs will not work in this
case.

Ciao,
Thilo

1.70   Re: GTInteger

From: "jm.gigandet@..." <jm.gigandet@...>
Date: 08-06-02 22:26:18
Subject: Re: GTInteger

Hi,
6 months without my Amiga :-(
And now that it is repaired, my 1438 died :-(
Not a good year ...
Well, I can't search my archives to be sure, but I think I
had to use GTSetString ... (yes for Integer too ...)

Pendant tout l'été, le modem ADSL Tiscali est gratuit.
Profitez en pour passer au Haut Débit !
Cliquez ici, http://register.tiscali.fr/adsl/
Offre soumise à conditions.

1.71   GTMenuLib

From: Tony Rolfe <edgewater@...>
Date: 08-12-02 10:49:39
Subject: GTMenuLib

I'm just converting from MenuLib to GTMenuLib

Everything seems OK except that with MenuLib, I could simply toggle
between a menu showing "Reconcile Mode" and "Edit Mode" by setting
the menuitem to the appropriate value.

With GTMenuLib this does not change the menu.

Adding a CreateMenuStrip doesn't work eithet and adding
CreateMenuStrip plus SetMenu gives two items in the menue, one for
each value.   Looping through adds one menu item each time.

What am I doing wrong??

Tony Rolfe
For Gill & Tony Rolfe
EDGEWATER MOTEL

```
1 Princess Avenue South
BURRILL LAKE   NSW   2539
Phone: +61 2 4455 2604
  Fax: +61 2 4454 4095
        http://www.shoalhaven.net.au/edgewater
```

1.72   How open a screen which is never visible

```
From: Bernd Roesch <berndroesch1@...>
Date: 08-11-02 22:51:31
Subject: How open a screen which is never visible
```

I want open a screen which can not get visible (screen to back etc. for
doublebuffer use in a clean way

I know its possible to open a screen and remove it out of the screenlist

I need this because ability for workbench games.The blitter from CGFX is
only use on screens so there is need a invisible screen to avoid flicker
and copy data with fullspeed

1.73   Re: How open a screen which is never visible

```
From: Thilo Köhler <koehlerthilo@...>
Date: 08-11-02 22:42:58
Subject: Re: How open a screen which is never visible
```

Hello Bernd

> I want open a screen which can not get visible (screen to back etc. for
> doublebuffer use in a clean way
Why not simply open 2 screens and remove one of them later? Why has one of
them to be opened in the background ?

Ciao,

Thilo

1.74   Re: How open a screen which is never visible

```
From: Emanuele Cesaroni <emacesa@...>
Date: 08-12-02 18:04:18
Subject: Re: How open a screen which is never visible
```

Hello Bernd

On 11-Ago-02, you wrote:

```
> I want open a screen which can not get visible (screen to back etc. for
> doublebuffer use in a clean way
>
> I know its possible to open a screen and remove it out of the screenlist
>
> I need this because ability for workbench games.The blitter from CGFX is
> only use on screens so there is need a invisible screen to avoid flicker
> and copy data with fullspeed
>
>
```

```
A trasparent screen is not possible to get, so i advice you to use the  ←
   ChangeVPBitMap() which works
with viewports and is good for double and triple buffering. See the autodocs...
```

Bye
Emanuele

1.75   Re: How open a screen which is never visible

```
From: Bernd Roesch <berndroesch1@...>
Date: 08-12-02 18:34:39
Subject: Re: How open a screen which is never visible
```

Hello Thilo

On 11-Aug-02, you wrote:

```
> Hello Bernd
>
>> I want open a screen which can not get visible (screen to back etc. for
>> doublebuffer use in a clean way
> Why not simply open 2 screens and remove one of them later? Why has one of
> them to be opened in the background ?
>
```

```
Cybergraphics can only blit from screen to screen.If a use a only a bitmap
it use not the blitter so its slow.With P96 it work
```

```
If want to play a animation on the wb it must render to the screen and then
```

if read copy with the blitter to the workbenchwindow

```
> Ciao,
>
>
> Thilo
>
>
> ------------------------------------------------------------------
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>
Regards
```

1.76 Re: How open a screen which is never visible

From: Peter Thor <pettho-0@...>
Date: 08-13-02 00:52:24
Subject: Re: How open a screen which is never visible

Citerat från Bernd Roesch <berndroesch1@...>:

```
> I want open a screen which can not get visible (screen to back etc.
> for
> doublebuffer use in a clean way
>
> I know its possible to open a screen and remove it out of the
> screenlist
>
> I need this because ability for workbench games.The blitter from CGFX
> is
> only use on screens so there is need a invisible screen to avoid
> flicker
> and copy data with fullspeed
```

Why not open a super-bitmap which is for example twice the height of your games
display and then switch the visable area between the two halves in your game-
window?

//Pete

1.77 illogical freeze at simple line.

From: Joar Berntsen <joar.berntsen@...>
Date: 08-21-02 17:04:08
Subject: illogical freeze at simple line.

this complete open source package
is my attempt at making a
2d strategy game like civilization,
with as much user friendliness as possible,
ie: without too much work to produce more units.

but recently I get a very illogical freeze
on a very simple line.

the compiler has nothing to say about it,
and runs without problem.

the program cycle does not loop forever,
as most "freezes" do,
  but it just totally stops at that line.
the debugger gets innefective afterwards,
and I can't quit the now "dead" program.

the line position is at the first IF after:
.mov

the wierd thing is that this line
has always worked before.

before this stopping line is processed,
the game has just highlighted the players first unit
with a bright grey image, so you could search
for 'grey' to follow the program towards the stopping line.

I will be very glad if someone figures out
why this happens, as I was very motivated
in adding features to the game,
untill this thing appeared. :(

also, since it is open source,
you can do whatever you want with it.
look at the readme for details.

There should be a file mail_74/2dstrategy.lha included with this guide.

1.78   Re: illogical freeze at simple line.

From: amorel <amorel@...>
Date: 08-22-02 09:29:12
Subject: Re: illogical freeze at simple line.

I see you use .mov and the variable mov in the if statement, is that
actually good to do? Maybe the crash is hardware related, a slightly b
roken simm etc.?

Regards

1.79   Re: illogical freeze at simple line.

From: Joar Berntsen <joar.berntsen@...>
Date: 08-22-02 15:03:45
Subject: Re: illogical freeze at simple line.

> I see you use .mov and the variable mov in the if statement, is that
> actually good to do?

I changed it, without any effect. :(

> Maybe the crash is hardware related, a slightly b
> roken simm etc.?

are you saying that it WORKS to you???

it might be my machine, as its an old towered 1200.

do you think I should try it on my other a1200?

1.80   Re: illogical freeze at simple line.

From: Bernd Roesch <berndroesch1@...>
Date: 08-24-02 15:55:02
Subject: Re: illogical freeze at simple line.

Hello Joar

On 21-Aug-02, you wrote:

>
> this complete open source package
> is my attempt at making a
> 2d strategy game like civilization,
> with as much user friendliness as possible,
> ie: without too much work to produce more units.
>
> but recently I get a very illogical freeze
> on a very simple line.
>
> the compiler has nothing to say about it,
> and runs without problem.
>

---> Line 1415 If explored(2,ux(u),uy(u))=1   here come error:#
 if without endif
     Blit (ut(u)*10)+29+ub(u),ux(u)*8,(uy(u)*8)+4

in Blitz2 AB2 2.21b1 - 2.25

There is a bad bug in AB2.26 which does not report an error if a endif is
miss
It generate instead a branch to itself like this:

$12345678 bra $12345678

A sinple program
if a=10
x=2
can compile without error thats really bad

(10A54C88): MOVE.L -$7FFC(A5),D0
(10A54C8C): MOVE.L #$A0000,D1
(10A54C92): CMP.L   D1,D0
(10A54C94): SEQ   D0
(10A54C96): EXT   D0
(10A54C98): TST   D0
(10A54C9A): BEQ $10A54C9A   ;endless loop

I fix this soon
This is currently new
  ; Mode fix highlight now at first ;

     \char add char with hexbyte to a string in newsyntaxmode (optimize 4)
     You must write always both chars (ex: \0a for 0xa)
     print "\22 Hello \22" print the text " Hello "
     If you want print \ you need write \\ 4 backslashs

     \R05char repeat char 5 times print "\R09*Hello" print"*********
Hello"

     Tooltype STARTDIR add.You can choose a default directory now for
startup

     Does now automatic switch to nontoken Mode so you can
     edit .guide and .txt Files in ped.Try the amiblitz History it have
some bookmarks set
Note: if you maybe get wrong mode (nothing is impossible)
     go to preferences and set the tokenmode manuel (no data lost possible)
     If you totally unhappy with this feature
     Tooltype no_auto_tokenize can set

Ped can now handle editpad/YAM Clipboard data

writetype/readtype command add to load/save a complete Type

     Use only with this compiler Version or you get runtime errors

     stop commands are ignored in release builds

     No error no crash now
debug of extern programs
     Type DEBUG as first command in your programm and you can debug
     it when you have a plugin or start from WB or cli
     Notes: dont let such a program reach a stop when ped is not run
            Also the source of this program must be visible in ped

```
          or you see no (wrong Source) in reddebug


BTW:  Ped(AMiblitz) can now debug since this version with reddebug



.Fixes 2.27: fpu optimizer fix:
        sa.l = a.l-testfunc{Str$("test")}
        optimize 1 fix #num-1 sometimes work wrong

        does put fpu regs illegal to stack
        (because AB2 think ustr$ use FPU)
                                      Thanks to Steffen Nitz for the example Code
        Please try optimizer out it seem 100% stable now
        Many cmake/macro fixes     thanks to Arne Lunde for report
        !test {var} give wrong highlightcolor


 windowslib: setfont fix
             rtezstringrequest enforcerfix
 wizardlib:  hierachiegadget working now see extended testprog how to use
             updatet exampleprog wizard.bb2
 string2func alibjsr $c702 call add for assign string working in libs
             alibjsr $c704 call add for detecting
             FPU compile in libs or AB2
   brexx.obj   type can now have a qualiefier entry
   nclip.obj  Fixes for clips larger than 256 char and YAM clips



> the program cycle does not loop forever,
> as most "freezes" do,
>  but it just totally stops at that line.
> the debugger gets innefective afterwards,
> and I can't quit the now "dead" program.
>
> the line position is at the first IF after:
> .mov
>
> the wierd thing is that this line
> has always worked before.
>
> before this stopping line is processed,
> the game has just highlighted the players first unit
> with a bright grey image, so you could search
> for 'grey' to follow the program towards the stopping line.
>
> I will be very glad if someone figures out
> why this happens, as I was very motivated
> in adding features to the game,
> untill this thing appeared. :(
>
> also, since it is open source,
> you can do whatever you want with it.
> look at the readme for details.
Regards


-----------------------------------------------------------------------
```

1.81   Re: illogical freeze. have you ran it?

From: Joar Berntsen <joar.berntsen@...>
Date: 08-23-02 11:16:45
Subject: Re: illogical freeze. have you ran it?

if you have succesfully ran my 2dstrategy game,
without any sign of my detailed problem,
PLS tell me.

1.82   improved 2DStrategy attached...

From: Joar Berntsen <joar.berntsen@...>
Date: 08-31-02 20:16:40
Subject: improved 2DStrategy attached...

>>
>> this complete open source package
>> is my attempt at making a
>> 2d strategy game like civilization,
>> with as much user friendliness as possible,
>> ie: without too much work to produce more units.

I decided to give you all this
improved and bugfixed version
in case anyone wanna help me develop it.
(gfx,music,code,soundfx,levels,story)

if not,
then This will be
the last time I bother you with this game.

as well as source,
executable is included also.

There should be a file mail_79/2dstrategy.lha included with this guide.

1.83   IRC channel

From: Patrick Wesseling <p_wesseling@...>
Date: 08-30-02 09:59:29
Subject: IRC channel

I saw on the Blitz site that there is also a IRC channel. Is this still
active?

Patrick

1.84   Re: IRC channel

From: Andrew Bruno <abruno@...>
Date: 08-30-02 10:22:17
Subject: Re: IRC channel

Hello Patrick

On 30-Aug-02, you wrote:

> I saw on the Blitz site that there is also a IRC channel. Is this still
> active?

I hvae been there a few times and to be honest, I can't remember if I have
ever seen anyone there.

Ok, it is a matter of timing, but I have tried at different times over the
weekends when I am not on at the same time, and still can't say I have ever
seen anyone there.

Regards
--
I'll do anything for chocolate!

Andrew Bruno
abruno@...

1.85   Re: IRC channel

From: David McMinn <dave@...>
Date: 08-30-02 18:40:13
Subject: Re: IRC channel

> > I saw on the Blitz site that there is also a IRC channel. Is this still
> > active?
>
> I hvae been there a few times and to be honest, I can't remember if I have
> ever seen anyone there.

I've been there a few times around midnight GMT. Peter Thor kicks about, but that' ←
   s about
it.

--
[) /\ \/][[) |\/| c |\/|][|\| |\| | ICQ=16827694

```
      http://www.david-mcminn.co.uk        |    dave@...
Gonnae nae dae that?
```

1.86   More of my antics with Blitz.

```
From: Andrew Bruno <abruno@...>
Date: 08-30-02 09:55:13
Subject: More of my antics with Blitz.
```

Hi,

Folks, my next project (current?) is not too difficult in theory, but there
are some things I would like to do to "tweak" its working.

Overview:

This program is run.
It reads the ENV() variable.

An ENV() is set/modified by a program.

This program notices the change.
Reads the new data and updates what is needed.

(it is the first part about detecting the change, which I don't know how to
do easily)

Could anyone please help me?

Cya!
--
"Man must reach for the stars, else he will wither and die."

Andrew Bruno
abruno@...

1.87   Re: More of my antics with Blitz.

```
From: Gareth Griffiths <mail@...>
Date: 08-30-02 11:09:25
Subject: Re: More of my antics with Blitz.
```

Hello Andrew,
On Friday, August 30, 2002 at 9:55:13 AM, you wrote:

> (it is the first part about detecting the change, which I don't know how to
> do easily)

> Could anyone please help me?

Only way I could think of doing it would be to have a timer function
somewhere that gets executed every so often and checks for changes.

I don't know if there is a Blitz command for getting the number of
milliseconds the computer has been switched on or not, but it'd be a
question of storing the millisecs value in a variable, then running a loop
checking to see whether the new millisecs value is higher than the one you
stored plus your interval, for example:

```
msecs = getmilliseconds()

repeat
      msecs2 = getmilliseconds()
until msecs2 > msecs + 2000

[code to act on change here]
```

2000 is 2 seconds (1000 millisecs to a second)

This all depends on there being a getmilliseconds() type command for Blitz.

Cheers,
GazChap.
--
Gareth Griffiths -- mailto:mail@... -- http://www.gazchap.com
Always remember you're unique, just like everyone else.

1.88   Re: More of my antics with Blitz.

From: amorel <amorel@...>
Date: 08-30-02 11:27:09
Subject: Re: More of my antics with Blitz.

Just use the timer.device and let it signal your process when a certain amount of
time has elapsed. Read the rkrm to figure out how, I did 8-)

Regards

1.89   Re: More of my antics with Blitz.

From: Nick Clover <bauk@...>
Date: 08-30-02 12:36:14
Subject: Re: More of my antics with Blitz.

Hello Andrew

On 30-Aug-02, you wrote:

> This program notices the change.
> Reads the new data and updates what is needed.

> (it is the first part about detecting the change, which I don't know how to
> do easily)

> Could anyone please help me?

you could try using file notification, you just put in a check in your main ←
   routine and the
system tells your program when the file has been changed, iirc David McMinn told ←
   me
how to do it a couple of years ago, try the list archives...

Regards
--
<sb>
<sb>Nick Clover - #http://bauk.amigafree.net#
<sb>
<sb>A4000/060/50, 128Mb, PicassoIV, Paloma, CTX 15" LCD Monitor
<sb>IDE: Fujitsu 10.1 & Seagate 13.8 Gb HD's, Ricoh 8x8x32 CDrw, 52xCDRom, LS120
<sb>SCSI: Fujitsu 18Gb HD, 2x Baracuda 4Gb, Sony CDU625-S CD.
<sb>Zorro: MultiFace III, X-Surf & Silver Surfer
<sb>Brother HL1250 Laser, HP890c Inkjet, Generic V90 Modem, Epson GT-5000
<sb>USB Mouse & Keyboard :)
<sb>

1.90 Re: More of my antics with Blitz.

From: Bernd Roesch <berndroesch1@...>
Date: 08-30-02 21:00:57
Subject: Re: More of my antics with Blitz.

Hello amorel

On 30-Aug-02 , you wrote:

> Just use the timer.device and let it signal your process when a certain
> amount of time has elapsed. Read the rkrm to figure out how, I did 8-)
>

Or you use in your messageloop case #IDCMP_INTUITICKS that give you 10
messages/sec to check something (enable the flag for all of your windows
you use)
I use this in ped to check the chars in stringgadget

> Regards

```
>
> ------------------------------------------------------------------
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>
Regards
```

1.91   Re: More of my antics with Blitz.

```
From: amorel <amorel@...>
Date: 08-30-02 23:06:02
Subject: Re: More of my antics with Blitz.

On Fri, Aug 30, 2002 at 03:00:57PM -0500, Bernd Roesch wrote:

> Or you use in your messageloop  case #IDCMP_INTUITICKS that give you 10
> messages/sec to check something (enable the flag for all of your windows
> you use)

Ofcourse, if you only need lose timning, so to say :-)
```

1.92   Re: More of my antics with Blitz.

```
From: Andrew Bruno <abruno@...>
Date: 08-30-02 23:46:35
Subject: Re: More of my antics with Blitz.

Hello Nick

On 30-Aug-02, you wrote:

> you could try using file notification, you just put in a check in your
> main routine and the system tells your program when the file has been
> changed, iirc David McMinn told me how to do it a couple of years ago, try
> the list archives...

Of all the answers this sounds the more logical.

But would you now mind telling me a bit about how to do that - please?

Regards
--
Can music save your mortal soul?

Andrew Bruno
abruno@...
```

1.93   More WinUAE Stuff

From: Gill & Tony Rolfe <rolfe@...>
Date: 08-12-02 08:16:35
Subject: More WinUAE Stuff

Sorry I'm off topic a bit, but my A2000 has just gone to Cyber-heaven

Can anyone tell me of a good ToolsDaemon replacement (Adds tools to
the Tools Menu) which will work in a WinUAE and OS3.5 environment?
ToolsDaemon seems VERY flaky here.

Also a DirWork Replacement (Ditto)

Thanks

1.94   Re: More WinUAE Stuff

From: Lorence Lombardo <lombi@...>
Date: 08-12-02 17:29:03
Subject: Re: More WinUAE Stuff

Hello Gill

On 12-Aug-02, you wrote:

> Sorry I'm off topic a bit, but my A2000 has just gone to
> Cyber-heaven
>
> Can anyone tell me of a good ToolsDaemon replacement (Adds tools to
> the Tools Menu) which will work in a WinUAE and OS3.5 environment?
> ToolsDaemon seems VERY flaky here.
>
> Also a DirWork Replacement (Ditto)

Why do you need a ToolsDaemon replacement ? Have you patched your
version of ToolsDaemon to 2.2 ? The patch is available on the aminet.
Just do a ToolsDaemon search. It works fine for me on WinUAE with OS3.9.

I'm not sure about DirWork since I dont use it. But Dopus4.x and
DiskMaster are now freely available.

Regards
--

Why not check out some of my programs...!!!???

http://home.in.tum.de/hodges/cgi-bin/amifind?query=Lorence+Lombardo&dir=-1&mode= ←
    and

Politicians should read science fiction, not westerns and detective
stories.
-- Arthur C. Clarke

1.95   Re: More WinUAE Stuff

From: Tony Rolfe <edgewater@...>
Date: 08-12-02 10:44:14
Subject: Re: More WinUAE Stuff

>
> Why do you need a ToolsDaemon replacement ? Have you patched your
> version of ToolsDaemon to 2.2 ? The patch is available on the aminet.
> Just do a ToolsDaemon search. It works fine for me on WinUAE with
> OS3.9.
>
I'm not sure whether this will work under 3.5.   It is a patch for 3.9 and I
don't want to screw up ToolsDaemon so it won't work under 3.5

Tony Rolfe
For Gill & Tony Rolfe
EDGEWATER MOTEL
1 Princess Avenue South
BURRILL LAKE   NSW   2539
Phone: +61 2 4455 2604
  Fax: +61 2 4454 4095
       http://www.shoalhaven.net.au/edgewater

1.96   Re: More WinUAE Stuff

From: Lorence Lombardo <lombi@...>
Date: 08-12-02 20:02:10
Subject: Re: More WinUAE Stuff

Hello Tony

On 12-Aug-02, you wrote:

```
>>
>> Why do you need a ToolsDaemon replacement ? Have you patched your
>> version of ToolsDaemon to 2.2 ? The patch is available on the
>> aminet. Just do a ToolsDaemon search. It works fine for me on
>> WinUAE with OS3.9.
>>
> I'm not sure whether this will work under 3.5. It is a patch for 3.9
> and I don't want to screw up ToolsDaemon so it won't work under 3.5
```

You have nothing to screw up since it does not work properly at the
moment for you. You should make a back up before patching it. :)

Regards
--

Why not check out some of my programs...!!!???

http://home.in.tum.de/hodges/cgi-bin/amifind?query=Lorence+Lombardo&dir=-1&mode= ←
    and

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

1.97   Re: More WinUAE Stuff

From: Jason Faramus <Jason@...>
Date: 08-12-02 19:48:16
Subject: Re: More WinUAE Stuff

Sorry if this seems stupid but how are you guys using OS3.5 and 3.9 with
WinUAE. I still have a real Amiga and have had to move to PC and would like
to use my OS 3.9. I also really need to get DPaint 5 working but
I cant get it to install from my original Amiga CD's any ideas?

Best wishes,
Jason.

----- Original Message -----
From: "Gill & Tony Rolfe" <rolfe@...>
To: <blitz-list@netsoc.ucd.ie>
Sent: Monday, August 12, 2002 8:16 AM
Subject: More WinUAE Stuff

> Sorry I'm off topic a bit, but my A2000 has just gone to Cyber-heaven
>
> Can anyone tell me of a good ToolsDaemon replacement (Adds tools to
> the Tools Menu) which will work in a WinUAE and OS3.5 environment?

> ToolsDaemon seems VERY flaky here.
>
> Also a DirWork Replacement (Ditto)
>
> Thanks
>
>
>
>
> --
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>
>
>

1.98   Re: More WinUAE Stuff

From: Tony Rolfe <edgewater@...>
Date: 08-13-02 02:24:15
Subject: Re: More WinUAE Stuff

On 12 Aug 2002 at 19:48, Jason Faramus wrote:

> Sorry if this seems stupid but how are you guys using OS3.5 and 3.9 with
> WinUAE. I still have a real Amiga and have had to move to PC and would like
> to use my OS 3.9. I also really need to get DPaint 5 working but I cant get
> it to install from my original Amiga CD's any ideas?
>
> Best wishes,
> Jason.

Make sure that any CD is in the drive before you start up WinUAE, then
you can change CD's and use them like normal.   The only thing is that
the CD name does not change on the Workbench screen (at least mine
don't).

To get 3.5 up, create adf files from your 3.1 disks then do the install in
the normal way, then install 3.5 from the CD.

Cheers

Tony Rolfe
For Gill & Tony Rolfe
EDGEWATER MOTEL
1 Princess Avenue South
BURRILL LAKE   NSW   2539
Phone: +61 2 4455 2604
  Fax: +61 2 4454 4095
       http://www.shoalhaven.net.au/edgewater

1.99   Re: More WinUAE Stuff

From: Lorence Lombardo <lombi@...>
Date: 08-13-02 11:56:15
Subject: Re: More WinUAE Stuff

Hello Jason

On 12-Aug-02, you wrote:

> Sorry if this seems stupid but how are you guys using OS3.5 and 3.9
> with WinUAE. I still have a real Amiga and have had to move to PC
> and would like to use my OS 3.9. I also really need to get DPaint 5
> working but I cant get it to install from my original Amiga CD's any
> ideas?

I dont know if you have the luxury of a cd burner or not. But I just
booted my real amiga's hard drive cd backup from WinUAE. I then
transfered the files from the booted cd to the hard drive file which I
created with WinUAE. I then re-installed P96 with the WinUAE gfx
drivers. I did not use any adf's to set up WinUAE. The hard drive file
I created is 700,000,000 bytes which works out to 667MB. I was then
able to fit it on to 700mb cd with WinUAE on it. It can boot from the
CD. Make sure you have the correct paths in your WinUAE config so that
WinUAE will boot from the HD file on the cd. I made a coaster on my
1st attempt. :)

Regards
--

Why not check out some of my programs...!!!???

http://home.in.tum.de/hodges/cgi-bin/amifind?query=Lorence+Lombardo&dir=-1&mode= ↩
   and

I like pigs. Dogs look up to us. Cats look down on us. Pigs treat
us as equals.
-- Winston Churchill

1.100   Re: More WinUAE Stuff

From: Bernd Roesch <berndroesch1@...>
Date: 08-13-02 22:05:41

Subject: Re: More WinUAE Stuff

Hello Tony

On 12-Aug-02, you wrote:

> On 12 Aug 2002 at 19:48, Jason Faramus wrote:
>
>> Sorry if this seems stupid but how are you guys using OS3.5 and 3.9 with
>> WinUAE. I still have a real Amiga and have had to move to PC and would
>> like to use my OS 3.9. I also really need to get DPaint 5 working but I
>> cant get it to install from my original Amiga CD's any ideas?
>>
>> Best wishes,
>> Jason.
>
> Make sure that any CD is in the drive before you start up WinUAE, then
> you can change CD's and use them like normal.   The only thing is that
> the CD name does not change on the Workbench screen (at least mine
> don't).
>

When you use a 0.8.17 you need run the uaediskchange program.In 0.8.21 all
should work like real amigacd rom with for example amicdfs. that i use

BTW: A new version come soon with fixed Cd-Rom.

If someone with problems with cd-rom and like to test i can give a link so
he can download the stable beta

Thats the mountfile i use

```
/* AmiCDROM filesystem V1.15 */

 Handler      = SYS:L/cdrom-handler
 Stacksize    = 20000
 Priority     = 5
 GlobVec      = -1
 Mount        = 1
 Startup      = "DEVICE=uaescsi.device SB=20 FB=20 UNIT=0 FAST ROCKRIDGE
PC=s:playcdda"
```

> To get 3.5 up, create adf files from your 3.1 disks then do the install in
> the normal way, then install 3.5 from the CD.
>
> Cheers
>
> Tony Rolfe
> For Gill & Tony Rolfe
> EDGEWATER MOTEL
> 1 Princess Avenue South
> BURRILL LAKE   NSW   2539
> Phone: +61 2 4455 2604
> Fax: +61 2 4454 4095

```
>         http://www.shoalhaven.net.au/edgewater
>
>
>
> --------------------------------------------------------------------
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>
Regards
```

1.101   Re: More WinUAE Stuff

```
From: Jason Faramus <Jason@...>
Date: 08-13-02 17:48:39
Subject: Re: More WinUAE Stuff
```

Unfortunetly, I haven't a CD burner on my Amiga but I have on my PC. Is
there any way to use this? Also are there any good .adf sites out there with
progs like DPaint 5 ect... on as I cannot really access my own Amiga at the
moment to create the adf's myself.

Jason.

```
----- Original Message -----
From: "Lorence Lombardo" <lombi@...>
To: <blitz-list@netsoc.ucd.ie>
Sent: Tuesday, August 13, 2002 11:56 AM
Subject: Re: More WinUAE Stuff


> Hello Jason
>
> On 12-Aug-02, you wrote:
>
> > Sorry if this seems stupid but how are you guys using OS3.5 and 3.9
> > with WinUAE. I still have a real Amiga and have had to move to PC
> > and would like to use my OS 3.9. I also really need to get DPaint 5
> > working but I cant get it to install from my original Amiga CD's any
> > ideas?
>
> I dont know if you have the luxury of a cd burner or not. But I just
> booted my real amiga's hard drive cd backup from WinUAE. I then
> transfered the files from the booted cd to the hard drive file which I
> created with WinUAE. I then re-installed P96 with the WinUAE gfx
> drivers. I did not use any adf's to set up WinUAE. The hard drive file
> I created is 700,000,000 bytes which works out to 667MB. I was then
> able to fit it on to 700mb cd with WinUAE on it. It can boot from the
> CD. Make sure you have the correct paths in your WinUAE config so that
> WinUAE will boot from the HD file on the cd. I made a coaster on my
> 1st attempt. :)
>
> Regards
```

```
> --
>
>
> Why not check out some of my programs...!!!???
>
>
http://home.in.tum.de/hodges/cgi-bin/amifind?query=Lorence+Lombardo&dir=-1&m
ode=and
>
>
> I like pigs. Dogs look up to us. Cats look down on us. Pigs treat
> us as equals.
> -- Winston Churchill
>
>
> ---------------------------------------------------------------------
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>
>
>
```

1.102   Re: More WinUAE Stuff

From: Lorence Lombardo <lombi@...>
Date: 08-14-02 06:42:47
Subject: Re: More WinUAE Stuff

Hello Bernd

On 13-Aug-02, you wrote:

```
> When you use a 0.8.17 you need run the uaediskchange program.In
> 0.8.21 all should work like real amigacd rom with for example
> amicdfs. that i use
>
> BTW: A new version come soon with fixed Cd-Rom.
>
> If someone with problems with cd-rom and like to test i can give a
> link so he can download the stable beta
>
> Thats the mountfile i use
>
> /* AmiCDROM filesystem V1.15 */
>
> Handler     = SYS:L/cdrom-handler
> Stacksize   = 20000
> Priority    = 5
> GlobVec     = -1
> Mount       = 1
> Startup = "DEVICE=uaescsi.device SB=20 FB=20 UNIT=0 FAST ROCKRIDGE
```

```
> PC=s:playcdda"
```

I have scsi cd problems and can not use 0.8.21 so I would like to test
the beta version.

Regards
--

Why not check out some of my programs...!!!???

http://home.in.tum.de/hodges/cgi-bin/amifind?query=Lorence+Lombardo&dir=-1&mode= ↩
    and

Software suppliers are trying to make their software packages more
'user-friendly'.... Their best approach, so far, has been to take all
the old brochures, and stamp the words, 'user-friendly' on the cover.
-- Bill Gates

1.103   MUI Llist & NList

From: Steve Hargreaves <Steve@...>
Date: 08-22-02 19:26:58
Subject: MUI Llist & NList

Hi there,

I've added both List and NList in the title since the problem is the same with
both (bar the tag name).

If I create a List & Listview (or NList equivalents), whether they be simple
lists or multicolumn lists, and then try and use #MUIM_List_GetEntry the target
string/type is always empty. eg:-

Deftype gl.s

item.l=muiget(list,#MUIA_List_GetEntry_Active)
MuiDoMethod 2,#MUIA_List_GetEntry,item,&gl
NPrint gl

prints an empty string. If I understand the autodocs correctly, gl should be
populated with the contents of the selected list entry.

Similarly, for a 3 column list:-

NewType .glt
    col1.s
    col2.s
    col3.s
End NewType

```
DefType .glt gl

item.l=muiget(list,#MUIA_List_GetEntry_Active)
MuiDoMethod 2,#MUIA_List_GetEntry,item,&gl
NPrint gl\col1," ",gl\col2," ",gl\col3
```

just prints empty strings.

What am I doing wrong?

All the best

Steve
--
```
     // A1200 '060 50Mhz, 2+64Meg, EZ-Tower,  2 x 3 Gig IDE
    //  Power CD-ROM, IDE CDRW, HPDJ610C, OS 3.9
   //  56K Origo Modem, Silver Surfer, EZMouse, ProLine
\// Wheelmouse, Sega and CD32 Controllers, NEC 2A
 \/  Multisync, EIDE buffered 4 way interface, and no hair.
```

Author of:- GHelp, Blitzdock, Blitzpass, Placemouse, WBCycle, Amiga Draughts and
ScalosEject.

PGP Public Key:-

http://www.hargreavess.freeserve.co.uk/SteveHargreavesPGP.asc

The most disadvantageous peace is better than the most just war.
-- Erasmus

1.104   Re: MUI Llist & NList

From: David McMinn <dave@...>
Date: 08-22-02 21:47:49
Subject: Re: MUI Llist & NList

```
> item.l=muiget(list,#MUIA_List_GetEntry_Active)
> MuiDoMethod 2,#MUIA_List_GetEntry,item,&gl
> NPrint gl
```

Maybe you don't have an active entry?

Also, by taking &gl you are getting the address of the start of the string, not ←
    the
address of the string pointer. You probably need to do something like this:

```
DefType.l gl
item.l=muiget(list,#MUIA_List_GetEntry_Active)
MuiDoMethod 2,#MUIA_List_GetEntry,item,&gl
If gl<>0
```

```
    NPrint Peek$(gl)
EndIf
```

```
--
[) /\ \/ ][ [)    |\/| c |\/| ][ |\| |\|    |         ICQ=16827694
     http://www.david-mcminn.co.uk         |    dave@...
There's too much blood in my alcohol system.
```

1.105   Re: MUI Llist & NList

From: Steve Hargreaves <Steve@...>
Date: 08-22-02 21:56:09
Subject: Re: MUI Llist & NList

Hi there, David

On 22-Aug-02, you said:

DM>> item.l=muiget(list,#MUIA_List_GetEntry_Active)
DM>> MuiDoMethod 2,#MUIA_List_GetEntry,item,&gl
DM>> NPrint gl
DM>
DM> Maybe you don't have an active entry?

I've ensured that I do, and #MUIA_List_GetEntry_Active is returning the correct
number of the active entry (assuming the count starts at zero)

DM> Also, by taking &gl you are getting the address of the start of the string,
DM> not the address of the string pointer. You probably need to do something
DM> like this:
DM>
DM> DefType.l gl
DM> item.l=muiget(list,#MUIA_List_GetEntry_Active)
DM> MuiDoMethod 2,#MUIA_List_GetEntry,item,&gl
DM> If gl<>0
DM>   NPrint Peek$(gl)
DM> EndIf

I've tried that, too. No difference (BTW - I assume you meant Peek$(&gl)).

Actually - there is a difference with that one. If I double click entries
repeatedly, it seems to get filled with random values completely unrelated to
the list. eg. One of the (legible) random outputs was actually the CLI
arguments as passed by Blitz (and not used by this program - it's a carry over
from another program I was working on). In other words, &gl seems to get filled
with random memory areas :o/

Regards

Steve
--

```
   // A1200 '060 50Mhz, 2+64Meg, EZ-Tower,  2 x 3 Gig IDE
  //  Power CD-ROM, IDE CDRW, HPDJ610C, OS 3.9
 //  56K Origo Modem, Silver Surfer, EZMouse, ProLine
\// Wheelmouse, Sega and CD32 Controllers, NEC 2A
 \/  Multisync, EIDE buffered 4 way interface, and no hair.
```

Author of:- GHelp, Blitzdock, Blitzpass, Placemouse, WBCycle, Amiga Draughts and
ScalosEject.

PGP Public Key:-

http://www.hargreavess.freeserve.co.uk/SteveHargreavesPGP.asc

I've sometimes thought of marrying, and then I've thought again.
-- Noel Coward

1.106   Re: MUI Llist & NList

From: David McMinn <dave@...>
Date: 08-22-02 22:13:57
Subject: Re: MUI Llist & NList

> I've tried that, too. No difference (BTW - I assume you meant Peek$(&gl)).

No, I really do mean Peek$(gl). But I could easily be wrong.

If you look at the example in the MUI_List.doc autodoc, you can see it uses a ←
   pointer
variable (*fib) and when it gets the item from the list it passes the address of ←
   the
pointer (&fib). So the GetEntry method only returns a pointer to your data, not ←
   the
actual data itself.

This also implies that it might be that you need to make sure that the contents of ←
    your
strings are preserved since the list class is only handling a list of pointers to ←
   data
and not the data itself. I'm not sure about that though.

But I guess both those points are subject to how you put items into the list.

So - how is it you set up and fill the lists?

--
[) /\ \/][[) |\/| c |\/|][|\| |\| | ICQ=16827694
     http://www.david-mcminn.co.uk | dave@...
Yahoo!'s share price dropped by 50%....now it's called OhS**t!

1.107 Re: MUI Llist & NList

From: Steve Hargreaves <Steve@...>
Date: 08-22-02 22:24:12
Subject: Re: MUI Llist & NList

Hi there, David

On 22-Aug-02, you said:

DM> But I guess both those points are subject to how you put items into the
DM> list.
DM>
DM> So - how is it you set up and fill the lists?

Well, that's another problem in itself. I would prefer to use MUIs methods to do
this (#MUIM_List_InsertSingle), but if I do this the way the autodocs prescribe
I get the last entry in the list copied to all previous entries (meaning the
identical entry is repeated x number of times). This happens whether I use a
single type or an array, ensuring that each entry is preserved. (nb - this is
for a multi-column list)

As it happens, In my current working example, I'l using the EFMUILib command
MUIInsertSingle to populate the list, which seems to work in what it does, but
also appears to contain a bug, thus:-

Create an MUI List and Listview (NList if you prefer - it doesn't matter).

Create a couple of other objects (perhaps buttons) and arrange them all into a
group(or groups - whatever you please - as long as you end up with one large
group - maybe the one you attach to the window).

OK - now give the final group a Frame with a frame title.

Display the window, and everything is fine. However, populate the list with
MUIInsertSingle (using enough entries to ensure that list needs to be scrolled
to see some of the entries) and all the frame titles are corrupted (you may
need to refresh the window to see this).

Unfortunately, this is the first time I've had to use a multicolumn list, and
whilst I could get around my problem by maintaing an array which matches the
list entry for entry, and simply reading the data from the array using
#MUIA_List_GetEntry_Active (or even #MUIA_List_Active), I really want to avoid
having to use a separate array.

This is part of a bigger project, and I am not responsible for other parts of
the code, so the need to keep shared variables to a minimum (which wouldn't be
possible using arrays) is of paramount importance.

Somewhere, it seems as though MUI data is leaking into other memory.

Having said all that, I would assume that however the list is populated, MUI
will still keep the data in the same format internally, and should feed it back
in the prescribed format.

Regards

Steve
--
     // A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 2 x 3 Gig IDE
    // Power CD-ROM, IDE CDRW, HPDJ610C, OS 3.9
   // 56K Origo Modem, Silver Surfer, EZMouse, ProLine
\// Wheelmouse, Sega and CD32 Controllers, NEC 2A
 \/ Multisync, EIDE buffered 4 way interface, and no hair.

Author of:- GHelp, Blitzdock, Blitzpass, Placemouse, WBCycle, Amiga Draughts and
ScalosEject.

PGP Public Key:-

http://www.hargreavess.freeserve.co.uk/SteveHargreavesPGP.asc

It is impossible to love and to be wise.
-- Francis Bacon

1.108   Re: MUI Llist & NList

From: David McMinn <dave@...>
Date: 08-23-02 11:07:37
Subject: Re: MUI Llist & NList

Hi Steve,

> this (#MUIM_List_InsertSingle), but if I do this the way the autodocs
> prescribe I get the last entry in the list copied to all previous entries
> (meaning the identical entry is repeated x number of times). This happens
> whether I use a single type or an array, ensuring that each entry is
> preserved. (nb - this is for a multi-column list)

OK. Is there any way to get access to the internals of a mui list? Then you could ←
   see what is
actually being stored.

> to see some of the entries) and all the frame titles are corrupted (you may
> need to refresh the window to see this).

Hmm, it could be the same bug. It sounds like the MUI lib is not taking copies of ←
   the strings
or something like that (i.e. it's just copying the pointer), and so if anything is ←
    done with
the temporary string buffer it all dies.

But if you have already tried keeping a copy of the strings in an array, that ←
   would seem to

indicate that wasn't the problem.

Didn't someone update the EFMUILib recently? ISTR it was, but I could be wrong – ←
   maybe you
could try the original version?

> Unfortunately, this is the first time I've had to use a multicolumn list,
> and whilst I could get around my problem by maintaing an array which
> matches the list entry for entry, and simply reading the data from the
> array using #MUIA_List_GetEntry_Active (or even #MUIA_List_Active), I
> really want to avoid having to use a separate array.

Yeah, I thought you would, but if the MUI List class is just a general storage ←
   mechanism
which only stores lists of pointers (which it seems to be from the autodoc, and ←
   would also
make sense – since you only pass pointers to the insert method, not sizes and ←
   using pointers
means the list can store anything it needs) it becomes a bit messy in Blitz (since ←
    it does
most of your memory management for you).

I remember Rob Hutchinson had some awful trouble with multicolumn lists in MUI (←
   using the
NList) but I think that was because he was using entry and exit hooks to ←
   automatically
allocate the strings he passed (so the list would effectively make it's own copy ←
   of the data
to be stored and then only store the pointer to said data).

At least that's what I remember. And the MUIA_List_ConstructHook looks like it ←
   describes that
too – although it looks like there is a pre-defined one for strings. I don't know ←
   enough
about the EFMUILib to say whether it uses that automatically, or if you have to ←
   specify it,
or if the EFMUILib does the copying – but the list class sounds like it definately ←
    only
stores pointers and there needs to be something extra to manage the memory.

Sorry for not being more help, I guess most of this reply is related to single ←
   column stuff.
The small parts about multicolumn listviews I can find in the autodoc don't ←
   explain much
(such as what structure do you use for the items in a multicolumn listview?).

--
[) /\ \/][[) |\/| c |\/|][|\| |\| | ICQ=16827694
    http://www.david-mcminn.co.uk | dave@...
Sea Wars Episode 1: The Plankton Menace. A story of good and evil
featuring Loch Seawater and Marsh Wader

1.109   Re: MUI Llist & NList

From: Demon Hell <demonhell_@...>
Date: 08-23-02 13:53:08
Subject: Re: MUI Llist & NList

>If you look at the example in the MUI_List.doc autodoc, you can see it
> >uses a pointer variable (*fib) and when it gets the item from the list
> >it passes the address of the pointer (&fib). So the GetEntry method >only
>returns a pointer to your data, not the actual data itself.
>
>This also implies that it might be that you need to make sure that the
> >contents of your strings are preserved since the list class is only
> >handling a list of pointers to data and not the data itself. I'm not sure
>about that though.
>
>But I guess both those points are subject to how you put items into >the
>list.

I spent ages trying to figure out exactly the same "trashed list" and empty
string problems.
There is an archive on aminet(I think!) that shows how to use multilist MUI
gadgets.
David hit the nail right on the head..it's upto the programmer to allocate
memory and store the string in it, then pass a pointer to that to
MUI..pointing to a string variable is useless unless you never change the
contents of that variable !

_____

Send and receive Hotmail on your mobile device: http://mobile.msn.com

----

1.110   Re: MUI Llist & NList

From: Steve Hargreaves <Steve@...>
Date: 08-23-02 18:38:37
Subject: Re: MUI Llist & NList

Hi there, David

On 23-Aug-02, you said:

DM> Didn't someone update the EFMUILib recently? ISTR it was, but I could be
DM> wrong – maybe you could try the original version?

I'm not aware of a newer version than the one I have, and I don't believe it's
still being developed. I don't use V1.0 anymore since some functionality was
missing.

DM>> Unfortunately, this is the first time I've had to use a multicolumn list,
DM>> and whilst I could get around my problem by maintaing an array which

DM>> matches the list entry for entry, and simply reading the data from the
DM>> array using #MUIA_List_GetEntry_Active (or even #MUIA_List_Active), I
DM>> really want to avoid having to use a separate array.
DM>
DM> Yeah, I thought you would, but if the MUI List class is just a general
DM> storage mechanism which only stores lists of pointers (which it seems to be
DM> from the autodoc, and would also make sense – since you only pass pointers
DM> to the insert method, not sizes and using pointers means the list can store
DM> anything it needs) it becomes a bit messy in Blitz (since it does most of
DM> your memory management for you).

Tell me about it :o/

DM> I remember Rob Hutchinson had some awful trouble with multicolumn lists in
DM> MUI (using the NList) but I think that was because he was using entry and
DM> exit hooks to automatically allocate the strings he passed (so the list
DM> would effectively make it's own copy of the data to be stored and then only
DM> store the pointer to said data).

I get the same problems with List – NList has more functionality, but it comes
at a price. (see reply to next para)

DM> At least that's what I remember. And the MUIA_List_ConstructHook looks like
DM> it describes that too – although it looks like there is a pre-defined one
DM> for strings. I don't know enough about the EFMUILib to say whether it uses
DM> that automatically, or if you have to specify it, or if the EFMUILib does
DM> the copying – but the list class sounds like it definately only stores
DM> pointers and there needs to be something extra to manage the memory.

There is a pre-defined DisplayHook for Multicolumn lists, which is used (semi–)
automatically. The ListHook On/Off command enables/disables the display hook
for each list at creation time (meaning that I have to remember to switch it
on/off depending on the type of list I'm using). For MultiColumn lists it is
necessary to use a MUIListHook On command before creation. For single column,
MUIListHook Off. I fell foul of this at first :o)

But regardless of what does the copying (Whether it be EFMUI as I'm using it, or
MUI using an MUIDoMethod (which AFAIK simply passes an MUI argument structure
to MUI – meaning EFMUI actually does very little) – MUI should still manage
it's own memory. Using an MUI method to fill the list should ensure that the
contents can be retrieved the same way.

From my experience, it should be possible to write an entire MUI application in
Blitz with little more than the MUIDoMethod command, but it seems that's
entirely the case. Things are also compilcated further by the inconsistent
approach to MUI classes (some can react to explicit strings, some require
pointers to string, and at least one class that I've used – the cycle gadget –
requires a pointer to a pointer).

DM> Sorry for not being more help, I guess most of this reply is related to
DM> single column stuff. The small parts about multicolumn listviews I can find
DM> in the autodoc don't explain much (such as what structure do you use for the
DM> items in a multicolumn listview?).

And don't I know it. I'm trying to play safe by simply using strings at the
moment, but as I've previously mentioned, even that gets a bit hairy, and
doesn't seem to work as it should (at least not the way I'm interpreting the

autodocs and doing it myself).

Guess I'll have to keep on experimenting (and crashing) until something works.

Perhaps Bernd could take a look at EFMUI when he gets a chance to at least try and clean it up (or supplement the guide with more detailed help). I believe the source is available in the archive (but I couldn't swear to it)

Regards

Steve
--
     // A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 2 x 3 Gig IDE
    // Power CD-ROM, IDE CDRW, HPDJ610C, OS 3.9
   // 56K Origo Modem, Silver Surfer, EZMouse, ProLine
\// Wheelmouse, Sega and CD32 Controllers, NEC 2A
 \/ Multisync, EIDE buffered 4 way interface, and no hair.

Author of:- GHelp, Blitzdock, Blitzpass, Placemouse, WBCycle, Amiga Draughts and ScalosEject.

PGP Public Key:-

http://www.hargreavess.freeserve.co.uk/SteveHargreavesPGP.asc

Proper Grammar II: "An entertaining way to discover how terrible your writing really is - 87%".
-- CU Amiga, August 1993

1.111   Re: MUI Llist & NList

From: Steve Hargreaves <Steve@...>
Date: 08-23-02 18:40:34
Subject: Re: MUI Llist & NList

Hi there, Demon

On 23-Aug-02, you said:

DH> I spent ages trying to figure out exactly the same "trashed list" and empty
DH> string problems.
DH> There is an archive on aminet(I think!) that shows how to use multilist MUI
DH> gadgets.
DH> David hit the nail right on the head..it's upto the programmer to allocate
DH> memory and store the string in it, then pass a pointer to that to
DH> MUI..pointing to a string variable is useless unless you never change the
DH> contents of that variable !

Damn - just sent a lengthy reply to Dave's reply, then read this :o)

you wouldn't know the name of the archive, would you? I've searched for examples
myself, and didn't spot anything.

Regards

Steve
--
     // A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 2 x 3 Gig IDE
    // Power CD-ROM, IDE CDRW, HPDJ610C, OS 3.9
   // 56K Origo Modem, Silver Surfer, EZMouse, ProLine
\// Wheelmouse, Sega and CD32 Controllers, NEC 2A
 \/ Multisync, EIDE buffered 4 way interface, and no hair.

Author of:- GHelp, Blitzdock, Blitzpass, Placemouse, WBCycle, Amiga Draughts and
ScalosEject.

PGP Public Key:-

http://www.hargreavess.freeserve.co.uk/SteveHargreavesPGP.asc

Winning is a habit. Unfortunately, so is losing.
-- Vince Lombardi

1.112   Re: MUI Llist & NList

From: Demon Hell <demonhell_@...>
Date: 08-27-02 20:57:04
Subject: Re: MUI Llist & NList

>Damn - just sent a lengthy reply to Dave's reply, then read this :o)
>
>you wouldn't know the name of the archive, would you? I've searched >for
>examples myself, and didn't spot anything.

Aint it typcial!
I can't for the life of me remember the archive name, (can't even remember
the authors name). My Miggy is still boxed up outta the way whilst I'm
finishing of some DIY, so I can't check it right now :(

What I do remember though, is that it was a simple multi column list example
that showed howto use construct & destruct hooks for MUI, and it fried my
brain for ages until I saw the light..I even managed to fix the bug in the
example that bombed the program out on exit !
The only other thing that springs to light is that I maybe got it outta one
of the mailing list archives off Davids site, can't see anything on Aminet
that looks right.
If you still can't find it, gimme a shout and I'll unbox the miggy and mail
it to you.

_____

Send and receive Hotmail on your mobile device: http://mobile.msn.com

----

1.113   Re: MUI Llist & NList

From: Steve Hargreaves <Steve@...>
Date: 08-27-02 21:03:25
Subject: Re: MUI Llist & NList

Hi there, Demon

On 27-Aug-02, you said:

DH> What I do remember though, is that it was a simple multi column list example
DH> that showed howto use construct & destruct hooks for MUI, and it fried my
DH> brain for ages until I saw the light..I even managed to fix the bug in the
DH> example that bombed the program out on exit ! The only other thing that
DH> springs to light is that I maybe got it outta one of the mailing list
DH> archives off Davids site, can't see anything on Aminet that looks right.
DH> If you still can't find it, gimme a shout and I'll unbox the miggy and mail
DH> it to you.

Nope - I can't see anything on Aminet either. I've searched the BlitzList
archives, and the only thing I can find that looks promising is some examples
posted by Rob Hutchinson circa May 2000, but his attachments aren't included in
the archive.

That said, if you get a minute, and you don't mind, well, y'know - would ya?

Thanks in advance :o)

Regards

Steve
--
    // A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 2 x 3 Gig IDE
   // Power CD-ROM, IDE CDRW, HPDJ610C, OS 3.9
  // 56K Origo Modem, Silver Surfer, EZMouse, ProLine
\// Wheelmouse, Sega and CD32 Controllers, NEC 2A
 \/ Multisync, EIDE buffered 4 way interface, and no hair.

Author of:- GHelp, Blitzdock, Blitzpass, Placemouse, WBCycle, Amiga Draughts and
ScalosEject.

PGP Public Key:-

http://www.hargreavess.freeserve.co.uk/SteveHargreavesPGP.asc

Never give in. Never. Never. Never. Never.

-- Sir Winston Leonard Spencer Churchill

1.114   non draggable screen.

From: Joar Berntsen <joar.berntsen@...>
Date: 08-28-02 22:17:53
Subject: non draggable screen.

I really need a screen to be non dragable
in a game,
 so that when you hold down left mousebutton
on the title bar,
and move your mouse downwards,
it won't drag the screen along.

I saw the screentags command in my manual,
but I only saw a -dragable- option,
and I do not even know how to use
screen tags,
so I decided to annoy you with this
probably easy problem.

1.115   Re: non draggable screen.

From: Daniel Allsopp <daniel@...>
Date: 08-29-02 19:03:48
Subject: Re: non draggable screen.

Hi Joar

On 28-Aug-02, you wrote:

>
> I really need a screen to be non dragable
> in a game,
> so that when you hold down left mousebutton
> on the title bar,
> and move your mouse downwards,
> it won't drag the screen along.
>
> I saw the screentags command in my manual,
> but I only saw a -dragable- option,
> and I do not even know how to use
> screen tags,
> so I decided to annoy you with this
> probably easy problem.

I think it's as easy as setting the -dragable- option to FALSE?

Anyone confirm this?

Regards

Daniel

1.116   Re: non draggable screen.

From: David McMinn <dave@...>
Date: 08-29-02 21:31:38
Subject: Re: non draggable screen.

> I think it's as easy as setting the -dragable- option to FALSE?
>
> Anyone confirm this?

According to the autodocs, that's right (it's a OS3+
feature though).

Dim ImTooLazyToLookThisUpSoItMightBeWrong.TagItem(10)
ImTooLazyToLookThisUpSoItMightBeWrong(0).ti_Tag =
#SA_Draggable, 0
ImTooLazyToLookThisUpSoItMightBeWrong(1).ti_Tag =
#SA_Depth, etc
....
ScreenTags 0,"title
IIRC",&ImTooLazyToLookThisUpSoItMightBeWrong(0)

--
[) /\ \/][[) |\/| c |\/|][|\| |\| |
ICQ=16827694
     http://www.david-mcminn.co.uk |
dave@...
You sendin' in the Fett? S**t, Hutt, that's all you had
to say!
 - Samuel L. Jackson, Jedi

1.117   problem with debugger?

From: amorel <amorel@...>
Date: 08-10-02 08:49:07
Subject: problem with debugger?

I just reinstalled my blitz archive on my amiga, but when I compile an app with ←
   the debugger

on it will compile fine and the hd light will flash indicating its loading the ↩
   debugger but
then nothing happens. I guess I am missing some file or library, but which?

It worked before and all.

Regards

1.118   Re: problem with debugger?

From: amorel <amorel@...>
Date: 08-10-02 11:26:17
Subject: Re: problem with debugger?

Ignore the last email, the executable bit wasn't set for the debugger, duh
;-)

1.119   Rob Hutchinson

From: Steve Hargreaves <Steve@...>
Date: 08-24-02 14:31:40
Subject: Rob Hutchinson

Hi there,

Does anyone have Rob Hutchinsons current Email address. I've tried
rob@... - but he's not there anymore.

I want to see if he can help with this MUI list problem I'm having.

Thanks.

All the best

Steve
--
    // A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 2 x 3 Gig IDE
   // Power CD-ROM, IDE CDRW, HPDJ610C, OS 3.9
  //   56K Origo Modem, Silver Surfer, EZMouse, ProLine
\// Wheelmouse, Sega and CD32 Controllers, NEC 2A
 \/ Multisync, EIDE buffered 4 way interface, and no hair.

Author of:- GHelp, Blitzdock, Blitzpass, Placemouse, WBCycle, Amiga Draughts and
ScalosEject.

PGP Public Key:-

http://www.hargreavess.freeserve.co.uk/SteveHargreavesPGP.asc

I married the first man I ever kissed. When I tell this to my children they just
about throw up.
-- Barbara Bush

1.120   Re: Rob Hutchinson

From: Gareth Griffiths <mail@...>
Date: 08-27-02 10:11:01
Subject: Re: Rob Hutchinson

Hello Steve,
On Saturday, August 24, 2002 at 2:31:40 PM, you wrote:

> Does anyone have Rob Hutchinsons current Email address. I've tried
> rob@... - but he's not there anymore.

Satanic Dreams went AWOL ages ago mate :)

I'm not sure of his current address, but if you go to
http://www.blitzbasic.com or http://www.blitzcoder.com the chances are he is
on the members list somewhere.

Cheers,
GazChap.
--
Gareth Griffiths -- mailto:mail@... -- http://www.gazchap.com
"Bother", said Pooh, as the old lady caught him stealing her television.

1.121   Re: Rob Hutchinson

From: David McMinn <dave@...>
Date: 08-27-02 19:07:32
Subject: Re: Rob Hutchinson

On 24 Aug 2002 at 14:31, Steve Hargreaves wrote:

> Does anyone have Rob Hutchinsons current Email address. I've tried
> rob@... - but he's not there anymore.
>
> I want to see if he can help with this MUI list problem I'm having.

His current email AFAIK is loki.sd@...

I don't know if he'll be able to help you though, his Amiga died a long time ago.

--
[) /\ \/][[) |\/| c |\/|][|\| |\| | ICQ=16827694
     http://www.david-mcminn.co.uk | dave@...
There are very few personal problems that cannot be solved
through a suitable application of high explosives.

1.122   RTEZGetString enforcer hit fixed version.

From: Lorence Lombardo <lombi@...>
Date: 08-20-02 08:24:48
Subject: RTEZGetString enforcer hit fixed version.

Hello Blitzers & Bernd,
                       I'm afraid there is a new bug in the
RTEZGetString command after the enforcer hit fix.
The following is a bug report I got from someone using BabelDoc in
"text" mode.

> In testing it out, I think I encountered the following bug while
> trying to translate from english to german.
>
> In the "text" mode I typed:
>
> In the morning we will take this computer apart.
>
> And it consistently appearred to drop the "p" in the last word - ie
> making "apart" "aart".

Kind regards
--

Why not check out some of my programs...!!!???

http://home.in.tum.de/hodges/cgi-bin/amifind?query=Lorence+Lombardo&dir=-1&mode= ↩
   and

Reality is for people who lack imagination.

1.123   Re: RTEZGetString enforcer hit fixed version.

From: Bernd Roesch <berndroesch1@...>
Date: 08-20-02 15:15:45
Subject: Re: RTEZGetString enforcer hit fixed version.

Hello Lorence

On 20-Aug-02, you wrote:

> Hello Blitzers & Bernd,
>   I'm afraid there is a new bug in the
> RTEZGetString command after the enforcer hit fix.
> The following is a bug report I got from someone using BabelDoc in
> "text" mode.
>
I test this code it work
a$=RTEZGetString ("test","hello",100)
NPrint a$
mousewait

Only i do is skip the copystringfunction if the user select nothing

```
........................ New:
  JSR _rtGetStringA(a6)    ;call rectollslib
  CLR.l gsActual
  CMPI.l #0,d0             ;Did the user select something?
  BEQ exitgs              ;No, so exit
  MOVEQ #0,d0
  MOVE.l gsBuffer,a0
  MOVE.l swsPtr,a3
  JSR _CopyString
  MOVE.l d0,gsActual
exitgs:  MOVE.l gsTxtSize,d0
  MOVE.l gsBuffer,a1
  ALibJsr $c003
  MOVE.l gsActual,d0
  MOVEM.l (a7)+,a3-a6
  RTS

._CopyString:
;Copy a null-terminated string from (a0) to (a3) - the Blitz
;string pointer - and return the length in d0.  Trashes d1, leaves
;a0 pointing at the end of the source string, and a3 pointing at the
;of the copy.  Does _NOT_ copy the null!
  MOVE.b (a0)+,d1          ;Get a byte
  CMP.b #0,d1             ;Is it null?
  BEQ _EndCopy            ;Yes, so end the copy
  MOVE.b d1,(a3)+         ;Copy this byte into the string
  ADDI.l #1,d0           ;Increment length counter
  BRA _CopyString
_EndCopy
  RTS                     ;Exit
```

>> In testing it out, I think I encountered the following bug while
>> trying to translate from english to german.
>>
>> In the "text" mode I typed:
>>
>> In the morning we will take this computer apart.
>>

```
>> And it consistently appearred to drop the "p" in the last word - ie
>> making "apart" "aart".
>
> Kind regards
Regards
```

1.124   Re: RTEZGetString enforcer hit fixed version.

```
From: Lorence Lombardo <lombi@...>
Date: 08-20-02 19:30:36
Subject: Re: RTEZGetString enforcer hit fixed version.

Hello Bernd

On 20-Aug-02, you wrote:

> I test this code it work
> a$=RTEZGetString ("test","hello",100)
> NPrint a$
> mousewait
>
> Only i do is skip the copystringfunction if the user select nothing

Using your example this is the result I got when I enterd this sentence.
In the morning we will take this computer apart.   ; Input
In the mornng we will take this computer apart.    ; Output

This did not happen before the enforcer hit fix. I tested it with the
previous .obj and it works fine.

Regards
--


Why not check out some of my programs...!!!???

http://home.in.tum.de/hodges/cgi-bin/amifind?query=Lorence+Lombardo&dir=-1&mode= ←
   and


I like pigs. Dogs look up to us. Cats look down on us. Pigs treat
us as equals.
-- Winston Churchill
```

1.125   Re: RTEZGetString enforcer hit fixed version.

```
From: Bernd Roesch <berndroesch1@...>
Date: 08-21-02 22:50:06
Subject: Re: RTEZGetString enforcer hit fixed version.


Hello Lorence


On 20-Aug-02, you wrote:


> Hello Bernd
>
> On 20-Aug-02, you wrote:
>
>> I test this code it work
>> a$=RTEZGetString ("test","hello",100)
>> NPrint a$
>> mousewait
>>
>> Only i do is skip the copystringfunction if the user select nothing
>


Ok found it fix is attached

> Using your example this is the result I got when I enterd this sentence.
> In the morning we will take this computer apart.    ; Input
> In the mornng we will take this computer apart.     ; Output
>
> This did not happen before the enforcer hit fix. I tested it with the
> previous .obj and it works fine.
>
> Regards
> --
>
>
> Why not check out some of my programs...!!!???
>
>
http://home.in.tum.de/hodges/cgi-bin/amifind?query=Lorence+Lombardo&dir=-1&mode= ←
    and
>
>
> I like pigs. Dogs look up to us. Cats look down on us. Pigs treat
> us as equals.
> -- Winston Churchill
>
>
> ---------------------------------------------------------------------
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>
Regards

There should be a file mail_122/neilsreqtoolslib.lha included with this guide.
```

1.126   Re: RTEZGetString enforcer hit fixed version.

From: Lorence Lombardo <lombi@...>
Date: 08-22-02 09:20:45
Subject: Re: RTEZGetString enforcer hit fixed version.

Hello Bernd

On 21-Aug-02, you wrote:

> Ok found it fix is attached

Thank you very much. I've tested & it seems to work fine now. :)

Regards
--

Why not check out some of my programs...!!!???

http://home.in.tum.de/hodges/cgi-bin/amifind?query=Lorence+Lombardo&dir=-1&mode= ←
    and

Sex is hereditary. If your parents never had it, chances are you
won't either.
-- Murphy's laws on sex

1.127   Re: RTEZGetString enforcer hit. (fix)

From: Bernd Roesch <berndroesch1@...>
Date: 08-07-02 16:07:03
Subject: Re: RTEZGetString enforcer hit. (fix)

Hi, Lorence

*** Begin of forwarded message ***

Date: 30-Jul-02 13:52:39
From: Bernd Roesch <berndroesch1@...>
Subject: Re: RTEZGetString enforcer hit.

Have you recieve this ?

--- Forwarded message follows ---

Hello Lorence

On 30-Jul-02, you wrote:

> Hello Blitzers,
>   I would just like to report an enforcer hit on the
> RTEZGetString command. It happens when the Cancel button is hit or no
> string is entered. The .obj source can be found here:-
>

Thanks for your precise Bugreport

Fixed file is attached

> ftp://x2ftp.oulu.fi/pub/amiga/prog/blitz/
>
> The file is NeilsLibs.lzh. The source has ~1300 lines & well beyond my
> asm talents. If someone could fix this it would be most appreciated.
>
> NB: There are still delays in my e-mail reply's since my e-mail
>   service is still down.
>
>
> ILLEGAL M68K WRITE to 00000000 near 02F59330 (TCB: 02F42920) SR:0010
> Data: 00000000 02F64041 00000064 00008044 0000FFFF 00000000 00000000
> 00000000 Addr: 02F60AD8 02F1CC40 02F64030 00000001 00000000 02F33CF8
> 02F5E0B0 02F439F8 Stck: 00000000 00FA0156 00001000 416D6944 69637469
> 6F6E0000 02F4D320 000032D8
>   00000000 00000000 00000000 00000000 00000000 00000000 00000000
> 00000000 02F59330: 421b clrb %a3@+ 02F59332: 202d 8014 movel
> %fp@(-32748),%d0 02F59336: 2640 moveal %d0,%a3 02F59338: 45ed 8068 lea
> %fp@(-32664),%a2 Name: "AmiDiction"
>
>
> Regards
> --
>
>
> Why not check out some of my programs...!!!???
>
>
http://home.in.tum.de/hodges/cgi-bin/amifind?query=Lorence+Lombardo&dir=-1&mode= ↵
   and
>
>
> I have made this letter longer than usual because I lack the time to
> make it shorter.
> -- Blaise Pascal
>
>
> ---
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>
Regards
*** End of forwarded message ***

Bye

There should be a file mail_124/neilsreqtoolslib.lha included with this guide.

1.128   Re: RTEZGetString enforcer hit. (fix)

From: Lorence Lombardo <lombi@...>
Date: 08-07-02 23:53:51
Subject: Re: RTEZGetString enforcer hit. (fix)

Hello Bernd,
            Thanx for the RTEZGetString bug fix. I've tested it and it
works fine now.

Regards
--

Why not check out some of my programs...!!!???

http://home.in.tum.de/hodges/cgi-bin/amifind?query=Lorence+Lombardo&dir=-1&mode= ↩
    and

I like work ... I can sit and watch it for hours.

1.129   setting program version

From: Joar Berntsen <joar.berntsen@...>
Date: 08-23-02 14:15:01
Subject: setting program version

hope you don't mind this simple question.

how do you add a version number to your program?
so that the Version dos command displays it.

I tried:

Version$="sillybilly 1.0"

but that doesn't do anything.

1.130   Re: setting program version

From: Berga <berga76@...>
Date: 08-23-02 13:56:05
Subject: Re: setting program version

-----Messaggio Originale-----
Da: "Joar Berntsen" <joar.berntsen@...>
A: "AmiBlitz" <blitz-list@netsoc.ucd.ie>
Data invio: venerdì 23 agosto 2002 15.15
Oggetto: setting program version

>
> hope you don't mind this simple question.
>
> how do you add a version number to your program?
> so that the Version dos command displays it.
>
> I tried:
>
> Version$="sillybilly 1.0"
>
> but that doesn't do anything.
>

Simply set a variable (any name) with the string: "$VER: sillybilly 1.0
(12.08.2002)"
example:
Version$="$VER: sillybilly 1.0 (12.08.2002)"
naturally the date can be any :)

Bye,
Berga

1.131   Re: setting program version

From: Joar Berntsen <joar.berntsen@...>
Date: 08-23-02 16:28:24
Subject: Re: setting program version

> Simply set a variable (any name) with the string: "$VER: sillybilly 1.0
> (12.08.2002)"
> example:
> Version$="$VER: sillybilly 1.0 (12.08.2002)"
> naturally the date can be any :)

I tried that too.
didn't work.

when I use the version command,
it always displays this:

BD-GFXLibrary v1.4 (18/12/1997)

and not anything I have set.

maybe a library my exe use
overrides my attempts at setting it,
and displays its own version info only?

1.132   Re: setting program version

From: Berga <berga76@...>
Date: 08-27-02 00:22:30
Subject: Re: setting program version

-----Messaggio Originale-----
Da: "Joar Berntsen" <joar.berntsen@...>
A: <blitz-list@netsoc.ucd.ie>
Data invio: venerdì 23 agosto 2002 17.28
Oggetto: Re: setting program version

>
> > Simply set a variable (any name) with the string: "$VER: sillybilly 1.0
> > (12.08.2002)"
> > example:
> > Version$="$VER: sillybilly 1.0 (12.08.2002)"
> > naturally the date can be any :)
>
> I tried that too.
> didn't work.
>
> when I use the version command,
> it always displays this:
>
> BD-GFXLibrary v1.4 (18/12/1997)
>
> and not anything I have set.
>
> maybe a library my exe use
> overrides my attempts at setting it,
> and displays its own version info only?

Yes, you're right. So you should use the hard way :)
Add the following lines on top of your prog:

Even
Dc.b   "PrgName 1.6 (16.05.2002)",0

Even

But i haven't my amiga in front of me now, so maybe the Dc.b may be
substituted with another assembly instruction, but try it anyway. I'll try
to give you the right solution (if this don't work) just when i can turn on
my amy.

Bye,
Berga

1.133   Re: setting program version

From: Steve Hargreaves <Steve@...>
Date: 08-23-02 18:44:40
Subject: Re: setting program version

Hi there, Berga

On 23-Aug-02, you said:

B>> hope you don't mind this simple question.
B>>
B>> how do you add a version number to your program?
B>> so that the Version dos command displays it.
B>>
B>> I tried:
B>>
B>> Version$="sillybilly 1.0"
B>>
B>> but that doesn't do anything.
B>>
B>
B> Simply set a variable (any name) with the string: "$VER: sillybilly 1.0
B> (12.08.2002)"
B> example:
B> Version$="$VER: sillybilly 1.0 (12.08.2002)"
B> naturally the date can be any :)

Which works most of the time, but since Blitz stores variables at the end of the
source, and there is at least one lib that inserts its' own version string in
the exe, it doesn't always work.

I asked this a while ago, and the response I got works EVERY time:-

at the top of your code, add:-

JMP strt
Dc.b "$VER: My Prof V1.0 © Me (19/06/02)",0
Even

.strt
Rest of your program.....

I can't remember who it was that gave me this solution, so can't properly
accredit it. Sorry :o/

Regards

Steve
--
     // A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 2 x 3 Gig IDE
    // Power CD-ROM, IDE CDRW, HPDJ610C, OS 3.9
   // 56K Origo Modem, Silver Surfer, EZMouse, ProLine
\// Wheelmouse, Sega and CD32 Controllers, NEC 2A
 \/ Multisync, EIDE buffered 4 way interface, and no hair.

Author of:- GHelp, Blitzdock, Blitzpass, Placemouse, WBCycle, Amiga Draughts and
ScalosEject.

PGP Public Key:-

http://www.hargreavess.freeserve.co.uk/SteveHargreavesPGP.asc

Leadership is intelligence, humaneness and courage.
-- Sun Tzu

1.134   Re: setting program version

From: Thilo Köhler <koehlerthilo@...>
Date: 08-27-02 02:07:12
Subject: Re: setting program version

Hi all!

This ....

_____ snip!
JMP skipversion
Dc.b "$VER: MyProggy V0.8 (26.08.2002)",0
Even
skipversion:
_____ snip!

... does the trick. Add this somewhere at the start
of your program, this has not neccessarely to be the
first lines.

Ciao,

Thilo

1.135   Re: setting program version

From: Berga <berga76@...>
Date: 08-27-02 11:05:23
Subject: Re: setting program version

-----Messaggio Originale-----
Da: "Steve Hargreaves" <Steve@...>
A: <blitz-list@netsoc.ucd.ie>
Data invio: venerdì 23 agosto 2002 19.44
Oggetto: Re: setting program version

Hi there, Berga

On 23-Aug-02, you said:

>I asked this a while ago, and the response I got works EVERY time:-
>at the top of your code, add:-
>JMP strt
>Dc.b "$VER: My Prof V1.0 © Me (19/06/02)",0
>Even
>.strt
>Rest of your program.....
>I can't remember who it was that gave me this solution, so can't properly
>accredit it. Sorry :o/

Yup! Forget my email, this is the right solution! With my code you should
get a great guru!
My memory is getting worst :)

Bye,
Berga

1.136   Undeliverable: Re: illogical freeze. have you ran it?

From: Mail Delivery Subsystem <MAILER-DAEMON@...>
Date: 08-23-02 10:18:47
Subject: Undeliverable: Re: illogical freeze. have you ran it?

Important information!

This e-mail has not been delivered to andy.h@...
The receiver's mailbox is full. When the mailbox has been emptied you will

----

be able to resend this e-mail.

Best regards
Telia Internet

1.137   Using a hook

From: Steve Hargreaves <Steve@...>
Date: 08-13-02 20:35:37
Subject: Using a hook

Hi there,

Can someone give me an example of using a listhook for a multi-column list using
MUINList. The docs aren't much help :o/

Thanks.

All the best

Steve
--
     // A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 2 x 3 Gig IDE
    // Power CD-ROM, IDE CDRW, HPDJ610C, OS 3.9
   // 56K Origo Modem, Silver Surfer, EZMouse, ProLine
\// Wheelmouse, Sega and CD32 Controllers, NEC 2A
 \/ Multisync, EIDE buffered 4 way interface, and no hair.

Author of:- GHelp, Blitzdock, Blitzpass, Placemouse, WBCycle, Amiga Draughts and
ScalosEject.

PGP Public Key:-

http://www.hargreavess.freeserve.co.uk/SteveHargreavesPGP.asc

His hidden meaning lies in our endeavours; our valors are our best gods.
-- Caratach

1.138   WinUAE

From: Tony Rolfe <edgewater@...>
Date: 08-12-02 02:19:36
Subject: WinUAE

Can anyone tell me which is the best (stablest & most features) version
of WinUAE to use?

I currently have 0.8.16 release 4.   Should I upgrade and, if so, to what
& from where?

Thanks

Tony Rolfe
For Gill & Tony Rolfe
EDGEWATER MOTEL
1 Princess Avenue South
BURRILL LAKE   NSW   2539
Phone: +61 2 4455 2604
  Fax: +61 2 4454 4095
        http://www.shoalhaven.net.au/edgewater

1.139   workbench menu colors

From: Joar Berntsen <joar.berntsen@...>
Date: 08-08-02 17:26:44
Subject: workbench menu colors

how do I find what colors workbench uses
on its menus?

1.140   Re: workbench menu colors

From: David McMinn <dmcminn@...>
Date: 08-09-02 13:21:00
Subject: Re: workbench menu colors

> how do I find what colors workbench uses
> on its menus?

It depends on what you want to do with them, but if you want the pen numbers you ←
    can do something like this:

(Note I cannot test this so it could be and probably is wrong)

*scr.Screen = Peek.l(Addr Screen(my_screen))
*dri.DrawInfo = GetScreenDrawInfo_(*scr)

```
background.w = Peek.w(*dri\dri_Pens + #BLOCKPEN * Sizeof.w)
foreground.w = Peek.w(*dri\dri_Pens + #DETAILPEN * Sizeof.w)
FreeScreenDrawInfo_ *scr,*dri
```

If you just want to open a window with the same colours for your own menus you ←
    should be able to use values of -1 and the system will use the default values.

Freeserve AnyTime, only £13.99 per month with one month's FREE trial!
For more information visit http://www.freeserve.com/time/ or call free on 0800 970 ←
    8890

1.141   workbench with gfx cards.

From: Joar Berntsen <joar.berntsen@...>
Date: 08-06-02 22:59:30
Subject: workbench with gfx cards.

hi friends.

is it possible to use the drawing commands,
ie:

wline
wplot

with true color?

1.142   Re: workbench with gfx cards.

From: Bernd Roesch <berndroesch1@...>
Date: 08-07-02 16:09:16
Subject: Re: workbench with gfx cards.

Hello Joar

On 06-Aug-02, you wrote:

>
> hi friends.
>

```
> is it possible to use the drawing commands,
> ie:
>
> wline
> wplot
>
> with true color?
>
```

Yes all draw instructions in the windows lib amigaguide can use

```
>
> ----------------------------------------------------------------------
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>
```
Regards

1.143   Re: workbench with gfx cards.

```
From: Nick Clover <bauk@...>
Date: 08-07-02 13:47:02
Subject: Re: workbench with gfx cards.
```

Hello Bernd

On 07-Aug-02, you wrote:


```
>> is it possible to use the drawing commands,
>> ie:
>>
>> wline
>> wplot
>>
>> with true color?
```

> Yes all draw instructions in the windows lib amigaguide can use

Erm, well sort of...

You can use them but you will be limited to workbench's palette (256 colours)
I would probably be better to get the picasso96 SDK if you want true 16/24 bit
gfx...

```
Regards
--
<sb>
<sb>Nick Clover - #http://bauk.amigafree.net#
<sb>
<sb>A4000/060/50, 128Mb, PicassoIV, Paloma, CTX 15" LCD Monitor
<sb>IDE: Fujitsu 10.1 & Seagate 13.8 Gb HD's, Ricoh 8x8x32 CDrw, 52xCDRom, LS120
```

```
<sb>SCSI: Fujitsu 18Gb HD, 2x Baracuda 4Gb, Sony CDU625-S CD.
<sb>Zorro: MultiFace III, X-Surf & Silver Surfer
<sb>Brother HL1250 Laser, HP890c Inkjet, Generic V90 Modem, Epson GT-5000
<sb>USB Mouse & Keyboard :)
<sb>
```

1.144   Re: workbench with gfx cards.

```
From: Joar Berntsen <joar.berntsen@...>
Date: 08-07-02 13:03:30
Subject: Re: workbench with gfx cards.


>>
>> hi friends.
>>
>> is it possible to use the drawing commands,
>> ie:
>>
>> wline
>> wplot
>>
>> with true color?
>>

> Yes all draw instructions in the windows lib amigaguide can use

the command WPlot requires x and y position,
and a third color register value.

does true color have about 16000000 color registers?

if so, can I type
WPlot 30,20,7382959
and it will work?

or how else do I use
the color register field with true color?
```

1.145   Re: workbench with gfx cards.

```
From: Bernd Roesch <berndroesch1@...>
Date: 08-07-02 23:33:11
Subject: Re: workbench with gfx cards.

Hello Joar
```

On 07-Aug-02, you wrote:

>
>>>
>>> hi friends.
>>>
>>> is it possible to use the drawing commands,
>>> ie:
>>>
>>> wline
>>> wplot
>>>
>>> with true color?
>>>
>
>> Yes all draw instructions in the windows lib amigaguide can use
>
> the command WPlot requires x and y position,
> and a third color register value.
>
> does true color have about 16000000 color registers?
>
> if so, can I type
> WPlot 30,20,7382959
> and it will work?
>

The w.... Instructions are the amigaos Wraps and AmigaOS support no real 24
bit

Setting the value in the palette entry 128
and do a wplot 30,20,128

From winuae P96 i know that every 24 bit drawcommand read the RGB Data from
the palette entry and copy this to GFX Buffer so you can change the value
every time you do a wplot /wline

If you want realy 24 bit you need cybergraphics.library but i think this
have only writepixelarray like wblit instruction no lines or writepixels

> or how else do I use
> the color register field with true color?
>
>
> --
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>
Regards

1.146   Writetype instruction for writing a type+string

```
From: Bernd Roesch <berndroesch1@...>
Date: 08-04-02 21:35:28
Subject: Writetype instruction for writing a type+string
```

```
I have add a writetype and readtype instruction.
It work only with AB2.27 and above compilers
```

```
but can save you lots of work
```

```
If someone find it usefull and want test i can forward a version
```

```
Thats new in 2.27
```

```
News:
      writetype/readtype command add to load/save a complete Type
      Use only with this compiler Version
      stop commands are ignored in release builds
      No error no crash now
debug of extern programs
      Type DEBUG as first command in your programm and you can debug
      it when you have a plugin or start from WB or cli
      Notes: dont let such a program reach a stop when ped is not run
             Also the source of this program must be visible in ped
             or you see no (wrong Source) in reddebug
```

```
BTW:  Ped(AMiblitz) can now debug since this version with reddebug
```

```
Fixes: fpu optimizer fix:
       sa.l = a.l-testfunc{Str$("test")}
       does put fpu regs illegal to stack
       (because AB2 think ustr$ use FPU)
                                    Thanks to Steffen Nitz for the example
Code
reddebug 2.53 shows now no enforcer hits (i hope)
             show Programmcounter in dissasembler window
             Changing programcounter update windows
```

```
There should be a file mail_143/writetype.ab2 included with this guide.
```