

BlitzList

COLLABORATORS

	<i>TITLE :</i> BlitzList		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		August 13, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	BlitzList	1
1.1	Introduction	1
1.2	Blitz Mailing List Guide	2
1.3	Amiblitz bug	8
1.4	Re: Amiblitz bug	9
1.5	Re: Amiblitz bug	11
1.6	Re: Amiblitz bug	13
1.7	Re: Amiblitz bug	14
1.8	AMiga clipboard example SOurce	16
1.9	Re: AMiga clipboard example SOurce	16
1.10	Re: AMiga clipboard example Source	17
1.11	Re: AMiga clipboard example Source	18
1.12	BDGfxLib & SaveILBM	18
1.13	BLoad (possibly a dumb question)	19
1.14	Re: BLoad (possibly a dumb question)	19
1.15	Re: BLoad (possibly a dumb question)	20
1.16	Re: BLoad (possibly a dumb question)	21
1.17	Re: BLoad (possibly a dumb question)	22
1.18	BUM 1 to 4	23
1.19	Re: BUM 1 to 4	23
1.20	Calculating Easter	24
1.21	Colored Instructions in instructionhelper window.	24
1.22	Couple of questions	25
1.23	Re: Couple of questions	25
1.24	Re: Couple of questions	26
1.25	cvlib?	27
1.26	EFMui lib	28
1.27	EFMUILib.obj ?	28
1.28	Re: EFMUILib.obj ?	29
1.29	Ham & Blitz	29

1.30	Re: Ham & Blitz	30
1.31	Re: Ham & Blitz	30
1.32	Re: Ham & Blitz	31
1.33	Re: Ham & Blitz	32
1.34	Re: Ham & Blitz	33
1.35	Re: Ham & Blitz	34
1.36	Re: Ham & Blitz	35
1.37	Re: Ham & Blitz	35
1.38	Help - What's going on - I'm going slightly mad	36
1.39	Re: Help - What's going on - I'm going slightly mad	38
1.40	Re: Help - What's going on - I'm going slightly mad	38
1.41	I'm going slightly mad	40
1.42	Re: I'm going slightly mad	41
1.43	Re: I'm going slightly mad	42
1.44	Re: I'm going slightly mad	43
1.45	Is this a bug	44
1.46	Re: Is this a bug	45
1.47	Re: Is this a bug	45
1.48	Re: Is this a bug	46
1.49	Re: Is this a bug	47
1.50	MUI - Arexx command	48
1.51	MUI window position?	49
1.52	nsetclipboard bug	50
1.53	Re: nsetclipboard bug	50
1.54	Re: Oh.... windows, and activeness...	51
1.55	PackPBM & UnPackPBM	51
1.56	Re: PackPBM & UnPackPBM	51
1.57	priority	52
1.58	Re: priority	52
1.59	Re: priority	53
1.60	Re: priority	53
1.61	Re: priority	54
1.62	Re: priority	54
1.63	Reading IDE Data	55
1.64	Re: Reading IDE Data	56
1.65	Re: Recovering my sanity (was I'm going slightly mad)	56
1.66	RIAnimLib1.bb	58
1.67	Re: RIAnimLib1.bb	58
1.68	Re: rotating 3D cube.	59

1.69	Re: rotating 3D cube.	59
1.70	sds tcp lib	60
1.71	Re: sds tcp lib	60
1.72	Re: sds tcp lib	61
1.73	Re: sds tcp lib	61
1.74	Re: sds tcp lib	62
1.75	Re: sds tcp lib	62
1.76	Re: sds tcp lib	63
1.77	Re: sds tcp lib	64
1.78	SDTCP.lib & WinUAE	64
1.79	Re: SDTCP.lib & WinUAE	65
1.80	Re: SDTCP.lib & WinUAE	66
1.81	Re: SDTCP.lib & WinUAE	66
1.82	Re: SDTCP.lib & WinUAE	66
1.83	Re: SDTCP.lib & WinUAE	67
1.84	Re: SDTCP.lib & WinUAE	67
1.85	Re: SDTCP.lib & WinUAE	68
1.86	Re: SDTCP.lib & WinUAE	69
1.87	Search algorithms	69
1.88	Re: Search algorithms	70
1.89	Re: Search algorithms	71
1.90	Re: Search algorithms	71
1.91	Re: Search algorithms	72
1.92	Re: Search algorithms	74
1.93	Re: Search algorithms	75
1.94	Source Directory - update	75
1.95	Re: Source Directory - update	76
1.96	Source directory?	77
1.97	Re: Source directory?	78
1.98	Re: Source directory?	78
1.99	Re: Source directory?	79
1.100	Strange problem	80
1.101	Re: Strange problem	84
1.102	Re: Strange problem	88
1.103	Re: Strange problem	89
1.104	Re: Strange problem	90
1.105	Version string	90
1.106	Re: Version string	91
1.107	Re: Version string	92

1.108 Re: Version string	92
1.109 Re: Version string	93
1.110 Re: Version string	93
1.111 Re: Version string	95
1.112 voiceloc example?	95
1.113 Re: voiceloc example?	96
1.114 Re: voiceloc example?	96
1.115 You got a postcard!	97
1.116 Re: You got a postcard!	98
1.117 Re: You got a postcard!	99

Chapter 1

BlitzList

1.1 Introduction

Blitz Mailing List Guide

=====

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

Blitz Mailing List Guide

=====

June 2002

Introduction
Introduction to the guide.

Search Search this file (requires SearchGuide)

Amiblitz bug
Steve Hargreaves

Re: Amiblitz bug
Bernd Roesch

Re: Amiblitz bug
Bernd Roesch

Re: Amiblitz bug
Steve Hargreaves

Re: Amiblitz bug
Bernd Roesch

AMiga clipboard example SOURCE
Bernd Roesch

Re: AMiga clipboard example Source
David McMinn

Re: AMiga clipboard example Source
Bernd Roesch

Re: AMiga clipboard example Source
David McMinn

BDGfxLib & SaveILBM
Lorence Lombardo

BLoad (possibly a dumb question)
Lorence Lombardo

Re: BLoad (possibly a dumb question)
Steve Hargreaves

Re: BLoad (possibly a dumb question)
Nick Clover

Re: BLoad (possibly a dumb question)
Steve Hargreaves

Re: BLoad (possibly a dumb question)
Lorence Lombardo

BUM 1 to 4
David McMinn

Re: BUM 1 to 4
Mathias PARNAUDEAU

Calculating Easter
Tony Rolfe

Colored Instructions in instructionhelper window.
bernd

Couple of questions
Steve Hargreaves

Re: Couple of questions
David McMinn

Re: Couple of questions
Steve Hargreaves

cvlib?
David McMinn

EFMui lib
David McMinn

EFMUILib.obj ?
"sPOOKy.LN"

Re: EFMUILib.obj ?
Demon Hell

Ham & Blitz
Lorence Lombardo

Re: Ham & Blitz
amorel

Re: Ham & Blitz
Lorence Lombardo

Re: Ham & Blitz
Berga

Re: Ham & Blitz
Lorence Lombardo

Re: Ham & Blitz
David McMinn

Re: Ham & Blitz
Lorence Lombardo

Re: Ham & Blitz
David McMinn

Re: Ham & Blitz
Lorence Lombardo

Help - What's going on - I'm going slightly mad
Steve Hargreaves

Re: Help - What's going on - I'm going slightly mad
Gareth Griffiths

Re: Help - What's going on - I'm going slightly mad
Bernd Roesch

I'm going slightly mad
Steve Hargreaves

Re: I'm going slightly mad
MadGun68

Re: I'm going slightly mad
Bernd Roesch

Re: I'm going slightly mad
David McMinn

Is this a bug
Steve Hargreaves

Re: Is this a bug
David McMinn

Re: Is this a bug
Bernd Roesch

Re: Is this a bug
David McMinn

Re: Is this a bug
Steve Hargreaves

MUI - Arexx command
Steve Hargreaves

MUI window position?
Steve Hargreaves

nsetclipboard bug
Bernd Roesch

Re: nsetclipboard bug
David McMinn

Re: Oh.... windows, and activeness...
amorel

PackPBM & UnPackPBM
Lorence Lombardo

Re: PackPBM & UnPackPBM
Jan-Erik Karlsson

priority
Joar Berntsen

Re: priority
Peter Thor

Re: priority
Berga

Re: priority
Joar Berntsen

Re: priority
David McMinn

Re: priority
Sami Näätänen

Reading IDE Data
Nick Clover

Re: Reading IDE Data
Steve Hargreaves

Re: Recovering my sanity (was I'm going slightly mad)
Steve Hargreaves

RIAnimLib1.bb
Lorence Lombardo

Re: RIAnimLib1.bb
Peter Thor

Re: rotating 3D cube.
Joar Berntsen

Re: rotating 3D cube.
Peter Thor

sds tcp lib
David McMinn

Re: sds tcp lib
bernd

Re: sds tcp lib
David McMinn

Re: sds tcp lib
Thilo Köhler

Re: sds tcp lib
David McMinn

Re: sds tcp lib
Peter Thor

Re: sds tcp lib
David McMinn

Re: sds tcp lib
Demon Hell

SDTCP.lib & WinUAE
Thilo Köhler

Re: SDTCP.lib & WinUAE
David McMinn

Re: SDTCP.lib & WinUAE
Thilo Köhler

Re: SDTCP.lib & WinUAE
David McMinn

Re: SDTCP.lib & WinUAE
Bernd Roesch

Re: SDTCP.lib & WinUAE
David McMinn

Re: SDTCP.lib & WinUAE
Thilo Köhler

Re: SDTCP.lib & WinUAE
Anton Reinauer

Re: SDTCP.lib & WinUAE
Peter Thor

Search algorithms
Steve Hargreaves

Re: Search algorithms
Fabio

Re: Search algorithms
David McMinn

Re: Search algorithms
Steve Hargreaves

Re: Search algorithms
Steve Hargreaves

Re: Search algorithms
David McMinn

Re: Search algorithms
Thilo Köhler

Source Directory - update
Steve Hargreaves

Re: Source Directory - update
Fülöp Ferenc

Source directory?
Steve Hargreaves

Re: Source directory?
David McMinn

Re: Source directory?
Steve Hargreaves

Re: Source directory?
David McMinn

Strange problem
Fabio

Re: Strange problem
Bernd Roesch

Re: Strange problem
David McMinn

Re: Strange problem
Bernd Roesch

Re: Strange problem
Thilo Köhler

Version string
Steve Hargreaves

Re: Version string
Thilo Köhler

Re: Version string
Thilo Köhler

Re: Version string
Steve Hargreaves

Re: Version string
David McMinn

Re: Version string
bernd

Re: Version string
amorel

voiceloc example?
Joar Berntsen

Re: voiceloc example?
David McMinn

Re: voiceloc example?
Joar Berntsen

You got a postcard!
Tony Rolfe

Re: You got a postcard!
Steve Hargreaves

Re: You got a postcard!
Berga

1.3 Amiblitz bug

From: Steve Hargreaves <Steve@...>
Date: 06-06-02 01:53:12
Subject: Amiblitz bug

Hi there,

I have a proggy which uses the include from the newicon.library. Using Amiblitz I get an error saying that {} are not allowed in library statements, but there aren't any:o/

An extract with the line producing the error is:-

```
Function.b NIBOpenIcon{NNum,NPath$}
  SHARED *NIBStruct(),XPath$
  If Right$(NPath$,5)=".info"
    XPath$=UnLeft$(NPath$,5)
  Else
    XPath$=NPath$
  EndIf

  *NIBStruct(NNum)=wbmessage(&XPath$) ;<<<< Error Here
  If *NIBStruct(NNum)
    Function Return True
  Else
    Function Return False
  EndIf
End Function
```

This happens with Amiblitiz 2.24 and 2.26. Blitz 2.21 compiles correctly.

Any ideas?

All the best

Steve

```
--
// A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 540 Meg IDE 2.14Gig
// SCSI, 3 Gig IDE, Power CD-ROM, IDE CDRW, HPDJ610C,
// OS3.9, 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, Placemouse, WBCycle, Amiga Draughts and ScalosEject.

PGP Public Key:-

<http://www.hargreavess.freemove.co.uk/SteveHargreavesPGP.asc>

I only ask for information.

-- Charles Dickens

1.4 Re: Amiblitiz bug

From: Bernd Roesch <berndroesch1@...>
Date: 06-06-02 08:51:05
Subject: Re: Amiblitiz bug

----- Original Message -----
From: "Steve Hargreaves" <Steve@...>
To: <blitz-list@netsoc.ucd.ie>
Sent: Thursday, June 06, 2002 2:53 AM
Subject: Amiblitiz bug

> Hi there,
>
> I have a proggy which uses the include from the newicon.library. Using
Amiblitiz
> I get an error saying that {} are not allowed in library statements, but
there
> aren't any:o/
>
> An extract with the line producing the error is:-
>
> Function.b NIBOpenIcon{NNum,NPath\$}
> SHARED *NIBStruct(),XPath\$
> If Right\$(NPath\$,5)=".info"
> XPath\$=UnLeft\$(NPath\$,5)
> Else
> XPath\$=NPath\$
> EndIf
>
> *NIBStruct(NNum)=wbmessage(&XPath\$) ;<<<< Error Here

What is wbmessage and nibstruct ?.Please make complete running example

> If *NIBStruct(NNum)
> Function Return True
> Else
> Function Return False
> EndIf
> End Function
>
> This happens with Amiblitiz 2.24 and 2.26. Blitz 2.21 compiles correctly.
>
> Any ideas?
>
>
> All the best
>
>
> Steve
> --
> // A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 540 Meg IDE 2.14Gig
> // SCSI, 3 Gig IDE, Power CD-ROM, IDE CDRW, HPDJ610C,
> // OS3.9, 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, Placemouse, WBCycle, Amiga Draughts and
> ScalosEject.
>
> PGP Public Key:-

>
> <http://www.hargreavess.freemove.co.uk/SteveHargreavesPGP.asc>
>
> I only ask for information.
> -- Charles Dickens
>
>
> -----
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>

1.5 Re: Amiblitiz bug

From: Bernd Roesch <berndroesch1@...>
Date: 06-07-02 09:27:12
Subject: Re: Amiblitiz bug

wbmessage has no Parameter in the latest AB2 deflibs (Press help to see)
Maybe you use a different deflibs in AB2 and BB2. On my system it fails on BB2 too

From what library wbmessage comes ?

I think a wbmessage with parameter seems newer version

----- Original Message -----
From: "Steve Hargreaves" <Steve@...>
To: "Bernd Roesch" <berndroesch1@...>
Sent: Thursday, June 06, 2002 3:15 AM
Subject: Re: Amiblitiz bug

> Hi there, Bernd
>
> On 06-Jun-02, you said:
>
> BR>> I have a proggy which uses the include from the newicon.library.
Using
> BR> Amiblitiz
> BR>> I get an error saying that {} are not allowed in library statements,
but
> BR> there
> BR>> aren't any:o/
> BR>>
> BR>> An extract with the line producing the error is:-
> BR>>
> BR>> Function.b NIBOpenIcon{NNum,NPath\$}
> BR>> SHARED *NIBStruct(),XPath\$
> BR>> If Right\$(NPath\$,5)=".info"
> BR>> XPath\$=UnLeft\$(NPath\$,5)

```
> BR>> Else
> BR>>     XPath$=NPath$
> BR>> EndIf
> BR>>
> BR>> *NIBStruct (NNum)=wbmessage (&XPath$) ;<<<< Error Here
> BR>
> BR> What is wbmessage and nibstruct ?.Please make complete running example
>
> NIBStruct is a newtype to handle newicons. wbmessage, as far as I can
tell,
> returns the address of the workbench message for a given program. I attach
the
> full include (in ascii format). You can try and compile it, but on it's
own it
> doesn't do anything (all the statements/functions are called from a host
> program. This should have been a plugin library, really, but this is how
the
> author released it). However, you should be able to attempt to compile it
> without any "Type not found" type errors. It also needs newicon.library
> installed in deflibs (also attached)
>
> BR>> If *NIBStruct (NNum)
> BR>>     Function Return True
> BR>> Else
> BR>>     Function Return False
> BR>> EndIf
> BR>> End Function
> BR>>
> BR>> This happens with Amiblitzz 2.24 and 2.26. Blitz 2.21 compiles
correctly.
> BR>>
> BR>> Any ideas?
> BR>>
> BR>>
> BR>> All the best
> BR>>
> BR>>
> BR>> Steve
> BR>> --
> BR>>     // A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 540 Meg IDE 2.14Gig
> BR>>     // SCSI, 3 Gig IDE, Power CD-ROM, IDE CDRW, HPDJ610C,
> BR>>     // OS3.9, 56K Origo Modem, Silver Surfer, EZMouse, ProLine
> BR>> \// Wheelmouse, Sega and CD32 Controllers, NEC 2A
> BR>> \/ Multisync, EIDE buffered 4 way interface, and no hair.
> BR>>
> BR>> Author of:- GHelp, Blitzdock, Placemouse, WBCycle, Amiga Draughts and
> BR>> ScalosEject.
> BR>>
> BR>> PGP Public Key:-
> BR>>
> BR>> http://www.hargreavess.freemove.co.uk/SteveHargreavesPGP.asc
> BR>>
> BR>> I only ask for information.
> BR>> -- Charles Dickens
> BR>>
> BR>>
```

```
> BR>> -----
> BR>> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> BR>> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
> BR>>
> BR>
> BR>
> BR> -----
> BR> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> BR> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
> BR>
> BR>
> Regards
>
>
>
> Steve
> --
> // A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 540 Meg IDE 2.14Gig
> // SCSI, 3 Gig IDE, Power CD-ROM, IDE CDRW, HPDJ610C,
> // OS3.9, 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, Placemouse, WBCycle, Amiga Draughts and
> ScalosEject.
>
> PGP Public Key:-
>
> http://www.hargreavess.freemove.co.uk/SteveHargreavesPGP.asc
>
> Before marriage, a man will lie awake all night thinking about something
you
> said; after marriage, he'll fall asleep before you finish saying it.
> -- Helen Roland
>
```

1.6 Re: Amiblitiz bug

From: Steve Hargreaves <Steve@...>
Date: 06-07-02 18:34:08
Subject: Re: Amiblitiz bug

Hi there, Bernd

On 07-Jun-02, you said:

```
BR> wbmessage has no Parameter in the latest AB2 deflibs (Press help to see)
BR> Maybe you use a diffrent deflibs in AB2 and BB2.On my system it fail on on
BR> BB2 too
BR>
BR> From what library wbmessage come ?
BR>
```

BR> I think a wbmmessage with paramter seem newer version

It seems you're right. With a different deflibs it works fine. Oddly, my compiling without debugger enabled has gone too, but I don't know why. I didn't do anything to fix it - it just vanished. Ah, well. I'm not going to lose any sleep over it. Everything seems to be working again, now.

BTW - just had a first look at AB2.26 - Much better. I'm far more comfortable with proper syntax highlighting. Any chance of getting a full config in place for it (so that I can select which items are highlighted in which colours - similar to Golded)

There is one other longstanding AB bug, bit I'll mail you privately regarding it, since I'll need to send you a couple of window grabs to show you what I mean.

Regards

Steve

```
--  
    // A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 540 Meg IDE 2.14Gig  
    // SCSI, 3 Gig IDE, Power CD-ROM, IDE CDRW, HPDJ610C,  
    // OS3.9, 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, Placemouse, WBCycle, Amiga Draughts and ScalosEject.

PGP Public Key:-

<http://www.hargreavess.freemove.co.uk/SteveHargreavesPGP.asc>

We are in such a slump that even the ones that aren't drinkin' aren't hittin'.
-- Casey Stengel

1.7 Re: Amiblitiz bug

From: Bernd Roesch <berndroeschl@...>
Date: 06-07-02 19:13:15
Subject: Re: Amiblitiz bug

----- Original Message -----
From: "Steve Hargreaves" <Steve@...>
To: <blitz-list@netsoc.ucd.ie>
Sent: Friday, June 07, 2002 7:34 PM
Subject: Re: Amiblitiz bug

> Hi there, Bernd
>
> On 07-Jun-02, you said:
>
> BR> wbmmessage has no Parameter in the latest AB2 deflibs (Press help to see)
> BR> Maybe you use a different deflibs in AB2 and BB2. On my system it fails on on
> BR> BB2 too
> BR>
> BR> From what library wbmmessage comes ?
> BR>
> BR> I think a wbmmessage with parameter seems newer version
>
> It seems you're right. With a different deflibs it works fine. Oddly, my
> compiling without debugger enabled has gone too, but I don't know why. I
> didn't
> do anything to fix it - it just vanished. Ah, well. I'm not going to lose
> any
> sleep over it. Everything seems to be working again, now.
>
> BTW - just had a first look at AB2.26 - Much better. I'm far more
> comfortable
> with proper syntax highlighting. Any chance of getting a full config in
> place
> for it (so that I can select which items are highlighted in which
> colours -
> similar to Golded)

It is fully configurable with the tooltypes you can set which pen a
highlight uses (function=9)
use pen 9 for functions.
I give all Highlights a own pen by default in the tooltype so you can change
your preferred colors
in the color prefs as you like

>
> There is one other longstanding AB bug, but I'll mail you privately
> regarding
> it, since I'll need to send you a couple of window grabs to show you what
> I
> mean.
>
> Regards
>
>
>
> Steve
> --
> // A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 540 Meg IDE 2.14Gig
> // SCSI, 3 Gig IDE, Power CD-ROM, IDE CDRW, HPDJ610C,
> // OS3.9, 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, Placemouse, WBCycle, Amiga Draughts and
> ScalosEject.
>
> PGP Public Key:-
>
> http://www.hargreavess.freemove.co.uk/SteveHargreavesPGP.asc
>
> We are in such a slump that even the ones that aren't drinkin' aren't
> hittin' .
> -- Casey Stengel
>
>
> -----
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>
```

1.8 AMiga clipboard example SOurce

```
From: Bernd Roesch <berndroesch1@...>
Date: 06-10-02 09:01:04
Subject: AMiga clipboard example SOurce
```

```
Hi all
Is there a example availible that show how i can store text and get text
from the amiga Clipboard
(Clipboard.device) ?
```

1.9 Re: AMiga clipboard example SOurce

```
From: David McMinn <dave@...>
Date: 06-10-02 11:42:16
Subject: Re: AMiga clipboard example SOurce
```

```
Hi Bernd,
```

```
> Is there a example availible that show how i can store text and get text
> from the amiga Clipboard
> (Clipboard.device) ?
```

```
The simplest way would be to use the NClipboard library. However, there is also an ↔
archive
on Aminet which should show you how:
```

ZClipboard.lha dev/basic 2K 242 Routines to read/write strings in clipboard

--

[] /\ \ /][[] |\ / | c |\ / |][|\ | |\ | | ICQ=16827694
 http://www.david-mcminn.co.uk | dave@...

1.10 Re: AMiga clipboard example Source

From: Bernd Roesch <berndroesch1@...>
 Date: 06-10-02 17:05:28
 Subject: Re: AMiga clipboard example Source

Hi David

Thanks

When i dowload your great AB2.26 Distri with the enhanced docu earlier i should not ask -)

----- Original Message -----

From: "David McMinn" <dave@...>
 To: <blitz-list@netsoc.ucd.ie>
 Sent: Monday, June 10, 2002 12:42 PM
 Subject: Re: AMiga clipboard example SORuce

> Hi Bernd,

>

> > Is there a example available that show how i can store text and get text
 > > from the amiga Clipboard
 > > (Clipboard.device) ?

>

> The simplest way would be to use the NClipboard library. However, there is also an archive on Aminet which should show you how:

>

> ZClipboard.lha dev/basic 2K 242 Routines to read/write strings in clipboard

>

> --

> [] /\ \ /][[] |\ / | c |\ / |][|\ | |\ | | ICQ=16827694
 > http://www.david-mcminn.co.uk | dave@...

>

>

> -----

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

>

1.11 Re: AMiga clipboard example Source

From: David McMinn <dave@...>
Date: 06-10-02 20:04:54
Subject: Re: AMiga clipboard example Source

On 10 Jun 2002 at 18:05, Bernd Roesch wrote:

> When i dowload your great AB2.26 Distri with the enhanced docu earlier i
> should not ask -)

Ack! I forgot I was editing the guide files a few weeks ago, and I do not think I ←
finished
them :(

--
[] /\ \\/] [[] | \\/| c | \\/|] [\\\| \\\| | | ICQ=16827694
http://www.david-mcminn.co.uk | dave@...
'Bother', said Pooh as he realised he was eating from the furry honeypot

1.12 BDGfxLib & SaveILBM

From: Lorence Lombardo <lory@...>
Date: 06-22-02 15:18:51
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

Politicians should read science fiction, not westerns and detective
stories.

-- Arthur C. Clarke

1.13 BLoad (possibly a dumb question)

From: Lorence Lombardo <lory@...>
Date: 06-19-02 13:34:45
Subject: BLoad (possibly a dumb question)

Hello Blitzers,

Its me again. :) BLoad gives you the option of using a bank or an address. Is there any difference in its operation if you use an address instead of a bank # ?. And if so what is the valid address range ? Since no example is given for address usage.

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

1.14 Re: BLoad (possibly a dumb question)

From: Steve Hargreaves <Steve@...>
Date: 06-19-02 10:40:57
Subject: Re: BLoad (possibly a dumb question)

Hi there, Lorence

On 19-Jun-02, you said:

LL> Hello Blitzers,
LL> Its me again. :) BLoad gives you the option of using a
LL> bank or an address. Is there any difference in its operation if you
LL> use an address instead of a bank # ?. And if so what is the valid
LL> address range ? Since no example is given for address usage.

The Bank() command simply returns the address of an initialised bank, so in effect if you used:-

```
InitBank x,len  
BLoad f$,Bank(x)
```

it's the same thing. I'd go with using Bank() everytime. It helps avoid typing errors.

Regards

Steve

```
--  
    // A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 540 Meg IDE 2.14Gig  
    // SCSI, 3 Gig IDE, Power CD-ROM, IDE CDRW, HPDJ610C,  
    // OS3.9, 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, Placemouse, WBCycle, Amiga Draughts and ScalosEject.

PGP Public Key:-

<http://www.hargreavess.freemove.co.uk/SteveHargreavesPGP.asc>

Ignorance is preferable to error.

-- Thomas Jefferson

1.15 Re: BLoad (possibly a dumb question)

From: Nick Clover <bauk@...>
Date: 06-19-02 13:13:32
Subject: Re: BLoad (possibly a dumb question)

Hello Steve

On 19-Jun-02, you wrote:

> Hi there, Lorence

> On 19-Jun-02, you said:

```
>> Hello Blitzers,  
>>           Its me again. :) BLoad gives you the option of using a  
>> bank or an address. Is there any difference in its operation if you  
>> use an address instead of a bank # ?. And if so what is the valid  
>> address range ? Since no example is given for address usage.
```

> The Bank() command simply returns the address of an initialised bank, so in
> effect if you used:-

```
> InitBank x,len  
> BLoad f$,Bank(x)
```

> it's the same thing. I'd go with using Bank() everytime. It helps avoid typing
> errors.

To answer the second part, you need to allocate the memory to use, eg...

```
memaddress.l = allocmem (size,memtype)
bload f$,memaddress
;do something
freemem memaddress,size
```

Regards

--

<sb>

<sb>Nick Clover - <http://bauk.webhop.org>

<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>

1.16 Re: BLoad (possibly a dumb question)

From: Steve Hargreaves <Steve@...>

Date: 06-19-02 13:22:25

Subject: Re: BLoad (possibly a dumb question)

Hi there, Nick

On 19-Jun-02, you said:

```
NC>> InitBank x,len
```

```
NC>> BLoad f$,Bank(x)
```

```
NC>
```

```
NC>> it's the same thing. I'd go with using Bank() everytime. It helps avoid
```

```
NC>> typing errors.
```

```
NC>
```

```
NC> To answer the second part, you need to allocate the memory to use, eg...
```

```
NC>
```

```
NC> memaddress.l = allocmem (size,memtype)
```

```
NC> bload f$,memaddress
```

```
NC> ;do something
```

```
NC> freemem memaddress,size
```

InitBank does the same thing - reserves the memory. Memtype can be either 0 (chip) 1(fast) or 65536 (any)

FreeBank x does the Freemem_ bit.

Regards

Steve

```
--
// A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 540 Meg IDE 2.14Gig
// SCSI, 3 Gig IDE, Power CD-ROM, IDE CDRW, HPDJ610C,
// OS3.9, 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, Placemouse, WBCycle, Amiga Draughts and ScalosEject.

PGP Public Key:-

<http://www.hargreavess.freemove.co.uk/SteveHargreavesPGP.asc>

Windows - a virus with mouse support.

-- Unknown

1.17 Re: BLoad (possibly a dumb question)

From: Lorence Lombardo <lory@...>
Date: 06-20-02 20:55:55
Subject: Re: BLoad (possibly a dumb question)

Hello Steve

On 19-Jun-02, you wrote:

```
> The Bank() command simply returns the address of an initialised
> bank, so in effect if you used:-
>
> InitBank x,len
> BLoad f$,Bank(x)
>
> it's the same thing. I'd go with using Bank() everytime. It helps
> avoid typing errors.
>
```

Thanks for pointing that out to me.

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

A fool-proof method for sculpting an elephant: first, get a huge block of marble; then you chip away everything that doesn't look

like an elephant.

1.18 BUM 1 to 4

From: David McMinn <dave@...>
Date: 06-09-02 17:13:12
Subject: BUM 1 to 4

Hi,

Has anyone got BUMs 1 to 4 on disk? I've only got the paper versions and I can't be bothered typing them all in, scanning them gives huge files and OCR gives broken files (especially nice for the example code).

Cheers.

--
[] /\ \ /] [[] | \ / | c | \ / |] [| \ | | \ | | |
ICQ=16827694
http://www.david-mcminn.co.uk |
dave@...
Windows 98 (noun) - bloatware patch to Windows 95

1.19 Re: BUM 1 to 4

From: Mathias PARNAUDEAU <mathias.p@...>
Date: 06-09-02 20:42:16
Subject: Re: BUM 1 to 4

Le 09-juin-02, David McMinn a écrit:

>Hi,

Hi David,

>Has anyone got BUMs 1 to 4 on disk? I've only got the
>paper versions and I can't be bothered typing them all
>in, scanning them gives huge files and OCR gives broken
>files (especially nice for the example code).

I own these disks and I can send them to you. If you want, please just contact me by email.

--

Mathias PARNAUDEAU - Corto/AFLE

WoW 1.24 : The universal text converter for Amiga

Site Web : <http://perso.wanadoo.fr/supersport/>

1.20 Calculating Easter

From: Tony Rolfe <edgewater@...>
Date: 06-12-02 11:51:35
Subject: Calculating Easter

I have an article from an old magazine which gives an algorithm for calculating the date of Easter Sunday for any year.

Almost.

There is a 19 year cycle of dates and this is driven by a 19-entry array of offsets from 21st March. Unfortunately, only the first 10 entries are given in the table. Can anyone fill in the blanks?

The entries given are: 24, 13, 2, 21, 10, 28, 18, 7, 26, 15,

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>

1.21 Colored Instructions in instructionhelper window.

From: bernd <berndroeschl@...>
Date: 06-22-02 15:26:54
Subject: Colored Instructions in instructionhelper window.

I plan to add in the instructionhelper the ability to show colored instructions

for ex.

Chipset Only Library Instructions are blue

But i dont know what these libraries are so it help if someone make a list of this libs (librarynumber)

1.22 Couple of questions

From: Steve Hargreaves <Steve@...>
Date: 06-06-02 19:47:07
Subject: Couple of questions

Hi there,

How do I convert an assigned path to an absolute path?

and

Is there any way to use MatchPattern_ on a file on disk (without having to read it into a string or an area of memory?)

All the best

Steve

```
--  
    // A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 540 Meg IDE 2.14Gig  
    // SCSI, 3 Gig IDE, Power CD-ROM, IDE CDRW, HPDJ610C,  
    // OS3.9, 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, Placemouse, WBCycle, Amiga Draughts and ScalosEject.

PGP Public Key:-

<http://www.hargreavess.freemove.co.uk/SteveHargreavesPGP.asc>

The duty of the people is to tend to their affairs. The duty of government is to help them do it. This is the pasta of politics. The inspired leader, the true prince, no matter how great, can only be sauce upon the pasta.

-- Italo Bombolini

1.23 Re: Couple of questions

From: David McMinn <dave@...>
Date: 06-06-02 23:55:47
Subject: Re: Couple of questions

Hi Steve,

> How do I convert an assigned path to an absolute path?

Do something like this:

```
a$="myass:"
Dim b.b(256)
lock.l=Lock_(&a$, #ACCESS_SHARED)
If lock
  If NameFromLock_(lock, &b(0), 256)
    c$=Peek$(&b(0))
  EndIf
  Unlock_ lock
EndIf
```

> Is there any way to use MatchPattern_ on a file on disk (without having to
> read it into a string or an area of memory?

No.

```
--
[] /\ \/ ][] [ ] \\/| c \\/| ][] \|| \|| | ICQ=16827694
http://www.david-mcminn.co.uk | dave@...
Specifications are for the weak and timid! - Klingon C++
```

1.24 Re: Couple of questions

From: Steve Hargreaves <Steve@...>
Date: 06-07-02 18:36:00
Subject: Re: Couple of questions

Hi there, David

On 06-Jun-02, you said:

```
DM> Do something like this:
DM>
DM> a$="myass:"
DM> Dim b.b(256)
DM> lock.l=Lock_(&a$, #ACCESS_SHARED)
DM> If lock
DM>   If NameFromLock_(lock, &b(0), 256)
DM>     c$=Peek$(&b(0))
DM>   EndIf
DM>   Unlock_ lock
DM> EndIf
```

Spot on (nearly - the tag is #SHARED_LOCK).

I did have a look through the dos.library docs before posting - obviously not closely enough.

Ta very much.

Regards

Steve

```
--  
    // A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 540 Meg IDE 2.14Gig  
    // SCSI, 3 Gig IDE, Power CD-ROM, IDE CDRW, HPDJ610C,  
    // OS3.9, 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, Placemouse, WBCycle, Amiga Draughts and ScalosEject.

PGP Public Key:-

<http://www.hargreavess.freemove.co.uk/SteveHargreavesPGP.asc>

1) Begin with praise and honest appreciation. 2) Call attention to people's mistakes indirectly. 3) Talk about your own mistakes before criticizing the other person. 4) Ask questions instead of giving direct orders. 5) Let the other person save face. 6) Praise the slightest improvement and praise every improvement. Be "heartily in your approbation and lavish in your praise." 7) Give the other person a fine reputation to live up to. 8) Use encouragement. Make the fault seem easy to correct. 9) Make the other person happy about doing the thing you suggest.

-- Dale Carnegie

1.25 cvlib?

From: David McMinn <dave@...>
Date: 06-11-02 22:19:12
Subject: cvlib?

Hi,

I noticed this was missing from my system. Anyone know what it is for or where to get it (hmm, maybe Toby has it, since he had every other lib ;). It is lib number 71.

Cheers.

```
--  
[ ] / \ \ / ] [ [ ]   | \ / | c | \ / | ] [ | \ | | \ |   |  
ICQ=16827694  
    http://www.david-mcminn.co.uk           |  
dave@...  
When I want your opinion, I'll give it to you.
```

1.26 EFMui lib

From: David McMinn <dave@...>
Date: 06-06-02 16:52:39
Subject: EFMui lib

To anyone interested in this, it seems I have included an old version of the efmuilib in the AmiBlitz distribution by mistake. Not sure if that solves Steve's problem, but hopefully he can try it out.

Anyway, something to watch out for if you are using MUI :)

--

[] /\ \ /] [[] | \ / | @ | \ / |] [| \ | | \ | | | dave@...
http://www.david-mcminn.co.uk | ICQ = 16827694
No animals were harmed during the transmission of this email...
...nothing that can be proved in a court anyway.

1.27 EFMUILib.obj ?

From: "sPOOKy.LN" <sPOOKy.LN@...>
Date: 06-09-02 13:43:28
Subject: EFMUILib.obj ?

hello,

i have a problem with efmuilib.obj.
i try example (' EFBalancing.bb2 ') and some tokens are wrong. like (' ???
Lib 8/38 ')
now i recompiled deflibs with new version efmuilib.obj (22588 bytes long)
and all ok. (old have cca.18000 bytes)
tokens are o.k.
and now i don't compile program because error on token MUIOpenWindow #win (syntax error)
but in old version efmuilib.obj this ok.
why ?

thanks.

/ sorry for my english /

1.28 Re: EFMUILib.obj ?

From: Demon Hell <demonhell_@...>
Date: 06-09-02 23:32:08
Subject: Re: EFMUILib.obj ?

>and now i don't compile program because error on token MUIOpenWindow >#win
>(syntax error)
>but in old version efmUILib.obj this ok.
>why ?

AFAIK the syntax of some of the commands changed..I had the same problems too.

Wish I had a working miggy beside me right now, so this answer is from my bad memory !

Most of the commands now need their parameters in brackets,
so MUIOpenWindow 0 is now MUIOpenWindow(0).
Also, it seems some commands give a return value so you may need to try
success.l=MUIOpenWindow(0)

If this works, could you send me a couple of bottles of Radeghast..I miss the stuff ;)

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

1.29 Ham & Blitz

From: Lorence Lombardo <lory@...>
Date: 06-16-02 18:30:06
Subject: Ham & Blitz

Hello Blitzers,

I was wondering if it was possible to load an IFF ham into a blitz BitMap & if so wot depth should I specify ? How would I then re-save that Ham BitMap to file ? The "ILBMviewmode" command does not seem to work correctly when it comes to detecting a ham picture. Is it just me or is blitz buggy when it comes to Ham pictures ? Is it possible to display a ham animation with blitz ?

Regards
Lorence
--

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

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

Some people hope to achieve immortality through their works or their children. I would prefer to achieve it by not dying.

-- Woody Allen

1.30 Re: Ham & Blitz

From: amorel <amorel@...>
Date: 06-17-02 01:22:33
Subject: Re: Ham & Blitz

On Sun, Jun 16, 2002 at 06:30:06PM +0100, Lorence Lombardo wrote:

> Hello Blitzers,

> I was wondering if it was possible to load an IFF ham
> into a blitz BitMap & if so wot depth should I specify ? How would I

A HAM image is in 16 colour format, or 256 colours for AGA HAM. So it's either 4 or 8 bits.

> then re-save that Ham BitMap to file ? The "ILBMviewmode" command does
> not seem to work correctly when it comes to detecting a ham picture.
> Is it just me or is blitz buggy when it comes to Ham pictures ?
> Is it possible to display a ham animation with blitz ?

I'm sure it is doing it as if you are viewing a 16 or 256 colour animation or picture. I doubt it'd look good and my quick guess is that to see it in HAM the only thing you need to do is open a HAM screenmode, but there might just be additional stuff to be done in order to see it properly.

Regards

1.31 Re: Ham & Blitz

From: Lorence Lombardo <lory@...>
Date: 06-17-02 13:23:12
Subject: Re: Ham & Blitz

Hello amorel

On 17-Jun-02, you wrote:

> A HAM image is in 16 colour format, or 256 colours for AGA HAM. So
> it's either 4 or 8 bits.

Huh? What are talking about ? A Ham 8 can have as many colors as a 24bit picture. And a ham 6 has 4000 odd colors or so. HAM (hold and modify) Its in the DPaint manual I think :)

> I'm sure it is doing it as if you are viewing a 16 or 256 colour
> animation or picture. I doubt it'd look good and my quick guess is
> that to see it in HAM the only thing you need to do is open a HAM
> screenmode, but there might just be additional stuff to be done in
> order to see it properly.

How do I save a ham image stored in a BitMap as an IFF file with the correct ←
palette. It seems to me that blitz cant tell the difference
between a 256 color image and a Ham8. And when I do save the image the
color palette is screwed.

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.

1.32 Re: Ham & Blitz

From: Berga <berga76@...>
Date: 06-17-02 06:45:23
Subject: Re: Ham & Blitz

-----Messaggio Originale-----

Da: "Lorence Lombardo" <lory@...>
A: <blitz-list@netsoc.ucd.ie>
Data invio: lunedì 17 giugno 2002 14.23
Oggetto: Re: Ham & Blitz

> Hello amorel
>
> On 17-Jun-02, you wrote:
>
>
> > A HAM image is in 16 colour format, or 256 colours for AGA HAM. So
> > it's either 4 or 8 bits.
>
> Huh? What are talking about ? A Ham 8 can have as many colors as a 24bit

> picture. And a ham 6 has 4000 odd colors or so. HAM (hold and modify)
> Its in the DPaint manual I think :)
>

I think amorel was right. You should look in the rkrm or in the amigaos devkit for further intructions about the ham format. But i'm not so sure about the ham8 to be 8 bit deep. I thought it, but after trying a mui screenmode prefs replacement, i found out that it opens a 64 colours (6 bit) screen to visualize ham8 graphics...boh?
I cannot tell you more because i'm too lazy to search in the devkit :)

> > I'm sure it is doing it as if you are viewing a 16 or 256 colour
> > animation or picture. I doubt it'd look good and my quick guess is
> > that to see it in HAM the only thing you need to do is open a HAM
> > screenmode, but there might just be additional stuff to be done in
> > order to see it properly.
>
> How do I save a ham image stored in a BitMap as an IFF file with the correct palette. It seems to me that blitz cant tell the difference
> between a 256 color image and a Ham8. And when I do save the image the
> color palette is screwed.

As I said before, you should look in the rkrm or in the amigaos devkit, and i don't know if you can use the blitz's bitmaps for this. Maybe you must use your own (or amigaos) bitmap. The blitz's bitmap lib is outdated now.

Bye,
Berga

1.33 Re: Ham & Blitz

From: Lorence Lombardo <lory@...>
Date: 06-17-02 18:28:35
Subject: Re: Ham & Blitz

Hello Berga

On 17-Jun-02, you wrote:

> The blitz's bitmap lib is outdated now.

Wow I think ham was around before blitz was. It would be nice if blitz supported ham properly tho. Oh well, just another abandoned project for now :)

>
> Bye,
> Berga

>
>
> -----

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

Man will occasionally stumble over the truth, but most times he will
 pick himself up and carry on...
 -- Winston Churchill

1.34 Re: Ham & Blitz

From: David McMinn <dave@...>
 Date: 06-17-02 10:53:43
 Subject: Re: Ham & Blitz

> devkit for further intructions about the ham format. But i'm not so sure
 > about the ham8 to be 8 bit deep. I thought it, but after trying a mui
 > screenmode prefs replacement, i found out that it opens a 64 colours (6
 > bit) screen to visualize ham8 graphics...boh? I cannot tell you more
 > because i'm too lazy to search in the devkit :)

HAM8 uses 8 bit planes. 6 bitplanes are used for the base colours (and that is why ←
 you get a 64
 colour palette) and the modify values, the 2 remaining bitplanes are used for the ←
 control
 (normal, modify red, modify green, modify blue.

Normal HAM is similar but uses 6 bitplanes (4 for colour, 2 for control).

> > How do I save a ham image stored in a BitMap as an IFF file with the
 > > correct palette. It seems to me that blitz cant tell the difference
 > > between a 256 color image and a Ham8. And when I do save the image the
 > > color palette is screwed.
 >

> As I said before, you should look in the rkrm or in the amigaos devkit, and
 > i don't know if you can use the blitz's bitmaps for this. Maybe you must
 > use your own (or amigaos) bitmap. The blitz's bitmap lib is outdated now.

Well, the bitmap isn't really the thing which stores whether it is a HAM image or ←
 not, it is the
 screenmode. Of course, it would be nice if you had a flag in a bitmap saying it ←
 should be used
 with a HAM screenmode, but I'm not sure if SaveBitMap would do that.

You could use SaveScreen (IIRC) but that has problems when you use interleaved
bitmaps on your screens. ←

I thought I had some examples of HAM displays (Blitz mode only though, and not
saving) but I cannot find them. ←

--

```
() /\ \ / ] [ ()  | \ / | c | \ / | ] [ \ | | \ | | |      ICQ=16827694
      http://www.david-mcminn.co.uk      |      dave@...
I like cats too. Let's exchange recipes.
```

1.35 Re: Ham & Blitz

From: Lorence Lombardo <lory@...>
Date: 06-17-02 23:27:30
Subject: Re: Ham & Blitz

Hello David

On 17-Jun-02, you wrote:

```
>
> HAM8 uses 8 bit planes. 6 bitplanes are used for the base colours
> (and that is why you get a 64 colour palette) and the modify values,
> the 2 remaining bitplanes are used for the control (normal, modify
> red, modify green, modify blue.
>
> Normal HAM is similar but uses 6 bitplanes (4 for colour, 2 for
> control).
```

Yes Ham8 & Ham6 do use 8 & 6 bitplanes respectively. That part seems to be ok.

```
> Well, the bitmap isn't really the thing which stores whether it is a
> HAM image or not, it is the screenmode. Of course, it would be nice
> if you had a flag in a bitmap saying it should be used with a HAM
> screenmode, but I'm not sure if SaveBitMap would do that.
>
> You could use SaveScreen (IIRC) but that has problems when you use
> interleaved bitmaps on your screens.
>
> I thought I had some examples of HAM displays (Blitz mode only
> though, and not saving) but I cannot find them.
```

LoadBitMap and RIAnimInit have a palette object # and the picture or
frames palette should be loaded into that, but the correct palette isnt being
saved when I use the SaveBitMap command for some reason. ←

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

Experience is directly proportional to the value of equipment destroyed.
-- Carolyn Scheppner

1.36 Re: Ham & Blitz

From: David McMinn <dave@...>
Date: 06-17-02 16:30:32
Subject: Re: Ham & Blitz

> LoadBitMap and RIAnimInit have a palette object # and the picture or
> frames palette should be loaded into that, but the correct palette isnt
> being saved when I use the SaveBitMap command for some reason.

How have you created your palette? And as I said before, I'm not sure if SaveBitMap saves the screenmode part of the IFF properly (i.e. so that when you read it in again, the other program recognises it is a HAM image), because the Blitz bitmap object does not have any screenmode related stuff in it (it certainly does not have a flag saying it should be saved as HAM).

--
[) /\ \ /] [() | \ / | c | \ / |] [| \ | | \ | | |
ICQ=16827694
http://www.david-mcminn.co.uk |
dave@...
The Borg - 'assimilate and conquer'
Microsoft - 'embrace and enhance'

1.37 Re: Ham & Blitz

From: Lorence Lombardo <lory@...>
Date: 06-18-02 10:05:27
Subject: Re: Ham & Blitz

Hello David

On 17-Jun-02, you wrote:

> How have you created your palette? And as I said
> before, I'm not sure if SaveBitMap saves the screenmode
> part of the IFF properly (i.e. so that when you read it
> in again, the other program recognises it is a HAM
> image), because the Blitz bitmap object does not have
> any screenmode related stuff in it (it certainly does
> not have a flag saying it should be saved as HAM).
>
Yes you are right. SaveBitMap does not save the screenmode part of the
image. However the palette information is correct. I proved this by
converting one of those saved bit maps top another picture format
(ie. png & jpg). When I viewed the converted picture the palette &
display were infact correct. :) Now I've just got to work out on how
to detect when it is a ham & how to save it as a ham. However the ham part is not ←
as critical now. Thanks for
shedding some light on the subject for me. :)
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

What happens to the hole when the cheese is gone?
-- Bertolt Brecht

1.38 Help - What's going on - I'm going slightly mad

From: Steve Hargreaves <Steve@...>
Date: 06-05-02 04:41:27
Subject: Help - What's going on - I'm going slightly mad

Hi there,

OK, I had a couple of ideas after replies to my recent post re search algorithms
that I thought I'd try - BUT I CAN'T :o((((

Whenever I compile I run my code my system crashes. This happens with all
versions of my code (Including known working and stable versions).

I've tried with the original Blitz (clean installation), AmiBlitz 2.24 and
AmiBlitz 2.26 - all the same result.

If I run through the debugger, I get random crashing during a variety of MUI
object creation commands. Without the debugger, I'm getting Address Violations,
Illegal Instruction and other (unknown - since my system falls down before the
debug - not debugger - window opens) Guru's.

MuForce doesn't report anything untoward (Tho' it may just not have a chance),

nor does SnoopDOS.

Thinking that this may be an OS3.9 BB2 problem, I reverted to my last working (as far as Blitz is concerned) setup - no change.

I also randomly get drive processes crashes (DH0: DH2: RAM:) and ramlib crashes/errors.

To add to the confusion, a compiled version of my code done previously runs without problem, indictating that something is going wrong at compile time.

I've tried with my orig DefLibs, a later DefLibs that I created, and Dave's DefLibs - all the same.

I re-iterate - this is happening with unmodified versions of known to be good code.

Given the apparent random nature of the crashes, it's impossible to pin it on any one instruction/sequence of instructions.

I CAN compile short programs that use the more basic commands, tho' even some of them are exhibiting similar behaviour unless the Run time debugger is switched on.

I suspect something to do with MUI as the main culprit, but since a previously compiled version works, I can't be sure.

Does anyone know what may be causing this and how to stop it?

All the best

Steve

--

```
// A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 540 Meg IDE 2.14Gig
// SCSI, 3 Gig IDE, Power CD-ROM, IDE CDRW, HPDJ610C,
// OS3.9, 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, Placemouse, WBCycle, Amiga Draughts and ScalosEject.

PGP Public Key:-

<http://www.hargreavess.freemove.co.uk/SteveHargreavesPGP.asc>

If ever two were one, then surely we. If ever man were loved by wife, then thee.
-- Anne Bradstreet

1.39 Re: Help - What's going on - I'm going slightly mad

From: Gareth Griffiths <mail@...>
Date: 06-05-02 13:39:00
Subject: Re: Help - What's going on - I'm going slightly mad

Hello Steve,
On Wednesday, June 5, 2002 at 4:41:27 AM, you wrote:

> I suspect something to do with MUI as the main culprit, but since a previously
> compiled version works, I can't be sure.

I think it is the MUI lib thats the culrpit. I've had similar problems many times before but I'm afraid I can't remember for the life of me how I fixed it. I think I re-installed Blitz :(

I've no idea what cuases it either, perhaps there is a lib number clashing or something.

Cheers,
GazChap.

--

Gareth Griffiths -- mailto:mail@... -- <http://www.gazchap.com>
"Bother", said Pooh, as he was impregnated by a Xenomorph.

1.40 Re: Help - What's going on - I'm going slightly mad

From: Bernd Roesch <berndroeschl@...>
Date: 06-05-02 14:39:37
Subject: Re: Help - What's going on - I'm going slightly mad

Your hardware run stable ?
Maybe you deactivate the 60ns Mode
Try also wipeout.If your ram make problem you get report when do a force check

----- Original Message -----

From: "Steve Hargreaves" <Steve@...>
To: <blitz-list@netsoc.ucd.ie>
Sent: Wednesday, June 05, 2002 5:41 AM
Subject: Help - What's going on - I'm going slightly mad

Hi there,

OK, I had a couple of ideas after replies to my recent post re search algorithms
that I thought I'd try - BUT I CAN'T :o((((

Whenever I compile I run my code my system crashes. This happens with all versions of my code (Including known working and stable versions).

I've tried with the original Blitz (clean installation), AmiBlitz 2.24 and AmiBlitz 2.26 - all the same result.

If I run through the debugger, I get random crashing during a variety of MUI object creation commands. Without the debugger, I'm getting Address Violations, Illegal Instruction and other (unknown - since my system falls down before the debug - not debugger - window opens) Guru's.

MuForce doesn't report anything untoward (Tho' it may just not have a chance), nor does SnoopDOS.

Thinking that this may be an OS3.9 BB2 problem, I reverted to my last working (as far as Blitz is concerned) setup - no change.

I also randomly get drive processes crashes (DH0: DH2: RAM:) and ramlib crashes/errors.

To add to the confusion, a compiled version of my code done previously runs without problem, indictating that something is going wrong at compile time.

I've tried with my orig DefLibs, a later DefLibs that I created, and Dave's DefLibs - all the same.

I re-iterate - this is happening with unmodified versions of known to be good code.

Given the apparent random nature of the crashes, it's impossible to pin it on any one instruction/sequence of instructions.

I CAN compile short programs that use the more basic commands, tho' even some of them are exhibiting similar behaviour unless the Run time debugger is switched on.

I suspect something to do with MUI as the main culprit, but since a previously compiled version works, I can't be sure.

Does anyone know what may be causing this and how to stop it?

All the best

Steve

--

```
// A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 540 Meg IDE 2.14Gig
// SCSI, 3 Gig IDE, Power CD-ROM, IDE CDRW, HPDJ610C,
// OS3.9, 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, Placemouse, WBCycle, Amiga Draughts and ScalosEject.

PGP Public Key:-

<http://www.hargreavess.freemove.co.uk/SteveHargreavesPGP.asc>

If ever two were one, then surely we. If ever man were loved by wife, then thee.

-- Anne Bradstreet

1.41 I'm going slightly mad

From: Steve Hargreaves <Steve@...>

Date: 06-06-02 01:49:30

Subject: I'm going slightly mad

Hi there,

OK - There is a libnum clash. EFMUILib is at lib number 8 which is used by Acidlibs. The only way to change the number is to recompile the source, which uses constants such as #word. However, #word gets tokenised. That's not the only one, either. I found the values of the dodgy constants, amended the code, and recompiled to libnum 6 (which is free here). This worked, but some of the MUI tokens are no longer recognised by the compiler (the editor gets them, though).

So, I tried a completely different deflibs, with no library clashes at all (efmuilib at libnum 8) - and still I get the crash when I run the compiled exe.

I'm still convinced it's an EFMUILib problem, so if anyone else knows why, and how to fix, I'd be most grateful.

All the best

Steve

--

```
// A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 540 Meg IDE 2.14Gig
// SCSI, 3 Gig IDE, Power CD-ROM, IDE CDRW, HPDJ610C,
// OS3.9, 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, Placemouse, WBCycle, Amiga Draughts and ScalosEject.

PGP Public Key:-

<http://www.hargreavess.freemove.co.uk/SteveHargreavesPGP.asc>

Ae fond kiss, and then we sever! A farewell, and then forever! Deep in
heart-wrung tears I'll pledge thee, Warring sighs and groans I'll wage thee.
Who shall say that Fortune grieves him, While the star of hope she leaves him?
Me, nae cheerful twinkle lights me, Dark despair around benights me.
-- Robert Burns

1.42 Re: I'm going slightly mad

From: MadGun68 <madgun68@...>
Date: 06-06-02 04:26:31
Subject: Re: I'm going slightly mad

Hello Steve,

On 05-Jun-02, you wrote:

> OK - There is a libnum clash. EFMUILib is at lib number 8 which is used by
> Acidlibs. The only way to change the number is to recompile the source,
> which uses constants such as #word. However, #word gets tokenised. That's
> not the only one, either. I found the values of the dodgy constants,
> amended the code, and recompiled to libnum 6 (which is free here). This
> worked, but some of the MUI tokens are no longer recognised by the
> compiler (the editor gets them, though).
>
> So, I tried a completely different deflibs, with no library clashes at all
> (efmuilib at libnum 8) - and still I get the crash when I run the compiled
> exe.
>
> I'm still convinced it's an EFMUILib problem, so if anyone else knows why,
> and how to fix, I'd be most grateful.

Well, I don't know what's causing the errors you're having, but you can
definitely change library numbers without recompiling anything. I'm not sure
which library managers support it (except mine, and it has its share of
problems.)

Regards

--

MadGun68/Binary Assault - [Http://home.attbi.com/~madgun68](http://home.attbi.com/~madgun68)

My configuration:

A1200T, BlizzardPPC 603e/240 '060/50, Mediator, Voodoo 3 3000, Realtek 8139B NIC, ↔
Soundblaster 128, Powerflyer Gold.

1.43 Re: I'm going slightly mad

From: Bernd Roesch <berndroesch1@...>
Date: 06-06-02 08:51:13
Subject: Re: I'm going slightly mad

----- Original Message -----

From: "Steve Hargreaves" <Steve@...>
To: <blitz-list@netsoc.ucd.ie>
Sent: Thursday, June 06, 2002 2:49 AM
Subject: I'm going slightly mad

> Hi there,
>
> OK - There is a libnum clash. EFMUILib is at lib number 8 which is used by
> Acidlibs.

In davidsdeflibs 8 is efmulib (see the libnum textfile).What acidlibs you use ?.In the acidlib from David 8 is free

The only way to change the number is to recompile the source, which
> uses constants such as #word. However, #word gets tokenised. That's not
the
> only one, either. I found the values of the dodgy constants, amended the
code,
> and recompiled to libnum 6 (which is free here). This worked, but some of
the
> MUI tokens are no longer recognised by the compiler (the editor gets them,
> though).
>
> So, I tried a completely different deflibs, with no library clashes at all
> (efmulib at libnum 8) - and still I get the crash when I run the compiled
exe.
>
> I'm still convinced it's an EFMUILib problem, so if anyone else knows why,
and
> how to fix, I'd be most grateful.
>
> All the best
>
>
>
> Steve
> --
> // A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 540 Meg IDE 2.14Gig
> // SCSI, 3 Gig IDE, Power CD-ROM, IDE CDRW, HPDJ610C,
> // OS3.9, 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, Placemouse, WBCycle, Amiga Draughts and
> ScalosEject.
>
> PGP Public Key:-

```

>
> http://www.hargreavess.freemove.co.uk/SteveHargreavesPGP.asc
>
> Ae fond kiss, and then we sever! A farewell, and then forever! Deep in
> heart-wrung tears I'll pledge thee, Warring sighs and groans I'll wage
thee.
> Who shall say that Fortune grieves him, While the star of hope she leaves
him?
> Me, nae cheerful twinkle lights me, Dark despair around benights me.
> -- Robert Burns
>
>
> -----
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>

```

1.44 Re: I'm going slightly mad

```

From: David McMinn <dave@...>
Date: 06-06-02 13:24:28
Subject: Re: I'm going slightly mad

```

On 6 Jun 2002 at 1:49, Steve Hargreaves wrote:

```

> OK - There is a libnum clash. EFMUILib is at lib number 8 which is used by
> Acidlibs. The only way to change the number is to recompile the source,

```

Which acid library is that?

```

> and recompiled to libnum 6 (which is free here). This worked, but some of
> the MUI tokens are no longer recognised by the compiler (the editor gets
> them, though).

```

```

If you changed the library number, the editor should *not* still tokenise them ( ←
  unless you
saved as ASCII first, but then it should pick up *all* the commands). The editor ←
  and compiler
use the same library files, so it sounds like you might still have the EFMUILib#8 ←
  installed.

```

```

> So, I tried a completely different deflibs, with no library clashes at all
> (efmuilib at libnum 8) - and still I get the crash when I run the compiled
> exe.

```

```

Well, if it was compiled with a broken deflibs, changing deflibs will not change ←
  an already
compiled program.

```

```

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

```

http://www.david-mcminn.co.uk | dave@...
Kilts were invented because sheep run away from the sound of zips

1.45 Is this a bug

From: Steve Hargreaves <Steve@...>
Date: 06-14-02 12:11:58
Subject: Is this a bug

Hi there,

Remember I said I had a problem with executables compiled without the runtime debugger enabled crashing, but running fine and without errors if the debugger was enabled. Well I think I've found the cause.

Whilst developing my programs, and during test runs from the editor, I of course enable the debugger and make use of the "Stop" command so that I can selectively trace execution of small parts of my code whilst leaving the rest to run at full speed.

If I forget to remove the "Stop" command before compiling the full executable, it'll Guru at the point where the "Stop" command is.

I was under the impression that "Stop" was a compiler directive, and should simply be ignored if the debugger is disabled, but this seems not to be the case.

Removing the "Stop" stops the crashes in the final compile.

All the best

Steve

--

```
// A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 540 Meg IDE 2.14Gig
// SCSI, 3 Gig IDE, Power CD-ROM, IDE CDRW, HPDJ610C,
// OS3.9, 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, Placemouse, WBCycle, Amiga Draughts and ScalosEject.

PGP Public Key:-

<http://www.hargreavess.freemove.co.uk/SteveHargreavesPGP.asc>

First Law of Laboratory Work: Hot glass looks exactly the same as cold glass.

-- Unknown

1.46 Re: Is this a bug

From: David McMinn <dave@...>
Date: 06-14-02 12:27:57
Subject: Re: Is this a bug

> I was under the impression that "Stop" was a compiler directive, and should
> simply be ignored if the debugger is disabled, but this seems not to be the
> case.

I think Stop is a command from one of the debug libraries. However, you should not ←
be able to compile
programs which contain the Stop command and the debugger is turned off - you would ←
normally get a
message saying "Runtime debugger needs to be enabled for Stop" or something ←
similar.

--
[] /\ \ /][[] | \ / | c | \ / |][[\ | \ | | ICQ=16827694
http://www.david-mcminn.co.uk | dave@...
The Sex was so good that even the neighbours had a cigarette.

1.47 Re: Is this a bug

From: Bernd Roesch <berndroesch1@...>
Date: 06-14-02 12:50:16
Subject: Re: Is this a bug

----- Original Message -----
From: "David McMinn" <dave@...>
To: <blitz-list@netsoc.ucd.ie>
Sent: Friday, June 14, 2002 1:27 PM
Subject: Re: Is this a bug

> > I was under the impression that "Stop" was a compiler directive, and
should
> > simply be ignored if the debugger is disabled, but this seems not to be
the
> > case.
>
> I think Stop is a command from one of the debug libraries. However, you
should not be able to compile
> programs which contain the Stop command and the debugger is turned off -
you would normally get a
> message saying "Runtime debugger needs to be enabled for Stop" or
something similar.

>

AB2 allow this because if you use other tasks or so you can catch the task with post mortem debuggers
If you see a trap #10 message it is a stop command.

BTW: MCP let you continue the program

I think about only using it in this way with optimize 4 (newsyntax mode)

Is this ok ?

> --

> [] /\ \ /][[] | \ / | c | \ / |][[\ | \ | | | | ICQ=16827694

> http://www.david-mcminn.co.uk | dave@...

> The Sex was so good that even the neighbours had a cigarette.

>

> -----

> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

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

>

1.48 Re: Is this a bug

From: David McMinn <dave@...>

Date: 06-14-02 14:43:12

Subject: Re: Is this a bug

Hi Bernd,

> > I think Stop is a command from one of the debug libraries. However, you
> > should not be able to compile programs which contain the Stop command and
> > the debugger is turned off - you would normally get a message saying
> > "Runtime debugger needs to be enabled for Stop" or something similar.
> >

>

> AB2 allow this because if you use other tasks or so you can catch the task
> with post mortem debuggers If you see a trap #10 message it is a stop
> command.

Ah, OK.

> I think about only using it in this way with optimize 4 (newsyntax mode)

>

> Is this ok ?

Probably a good idea, since it would help avoid the situation Steve found. I don't ←
think I would
have figured it out (because I am so used to getting the error if I leave Stop in ←
by mistake).

```
--
[] /\ \/ ] [ []  \\/| c \\/| ] [ \\\| \\\|  |          ICQ=16827694
      http://www.david-mcminn.co.uk          |   dave@...
This is your father's lightsaber. When you absolutely, positively, have to
kill every motherf**kin' stormtrooper in the room... accept no substitutes.
- Samuel L. Jackson, Jedi
```

1.49 Re: Is this a bug

```
From: Steve Hargreaves <Steve@...>
Date: 06-14-02 19:34:24
Subject: Re: Is this a bug
```

Hi there, David

On 14-Jun-02, you said:

```
DM>> AB2 allow this because if you use other tasks or so you can catch the task
DM>> with post mortem debuggers If you see a trap #10 message it is a stop
DM>> command.
DM>
DM> Ah, OK.
DM>
DM>> I think about only using it in this way with optimize 4 (newsyntax mode)
DM>>
DM>> Is this ok ?
DM>
DM> Probably a good idea, since it would help avoid the situation Steve found. I
DM> don't think I would have figured it out (because I am so used to getting the
DM> error if I leave Stop in by mistake).
```

Which explains why I didn't get the error - just the guru. I don't use MCP, Bernd - I found it unstable here, and so opted for MultiCX instead. Besides, the proggy is for distribution, and I'd hate to make MCP a pre-requisite to using it.

Perhaps a warning at compile time if an exe has been made with no debugger and stop, then the author could remove it and re-compile if he really doesn't want it before running (like me)?

Regards

Steve

```
--
// A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 540 Meg IDE 2.14Gig
// SCSI, 3 Gig IDE, Power CD-ROM, IDE CDRW, HPDJ610C,
// OS3.9, 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, Placemouse, WBCycle, Amiga Draughts and

ScalosEject.

PGP Public Key:-

<http://www.hargreavess.freemove.co.uk/SteveHargreavesPGP.asc>

Where a new invention promises to be useful, it ought to be tried.

-- Thomas Jefferson

1.50 MUI - Arexx command

From: Steve Hargreaves <Steve@...>

Date: 06-23-02 03:36:43

Subject: MUI - Arexx command

Hi there,

I'm trying to add a command to the MUI Arexx port for one of my programs, using:-

```
MUIAddApplicationTags #MUI_Application_Commands,cmd(0)
```

but I can't get it working.

If anyone has managed to do this, can you go through filling the MUI_Command structure and receiving a notification (without having to change my MUIWaitEvent to a Wait - ev.l=MUIEvent structure if possible) so that I can react on it.

The command is simple, requiring no parameters, and so should be able to be set up with #MC_TEMPLATE_ID rather than setting up a hook.

Anyone?

I want to do it this way since the command is strictly related to the MUI elements, and I don't really want to have to set up a public msg port. (Basically, it's for a daemon running in the background to be able to intercept a CX_POPKEY event and pass it to my program). The program that will finally react on the event is not a commodity. The message is, quite simply, "front". Unfortunately, the MUI rexx command SHOW doesn't pop a window to the front - it only uniconifies an iconified application. I want to be able to pop it to the front - which is easy enough IF I can get the message :o/

Ta muchly.

All the best

Steve

--

```
// A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 540 Meg IDE 2.14Gig
```

```
// SCSI, 3 Gig IDE, Power CD-ROM, IDE CDRW, HPDJ610C,  
// OS3.9, 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, Placemouse, WBCycle, Amiga Draughts and ScalosEject.

PGP Public Key:-

<http://www.hargreavess.freemove.co.uk/SteveHargreavesPGP.asc>

The art of love ... is largely the art of persistence.
-- Albert Ellis

1.51 MUI window position?

From: Steve Hargreaves <Steve@...>
Date: 06-30-02 00:52:03
Subject: MUI window position?

Hi there,

Does anyone know how to get the x,y co-ords of and MUI window. I can't use #MUIA_Window_LeftEdge and #MUIA_Window_TopEdge since these actually return the appropriate preset value. I've tried getting a pointer to the intuition window structure with *mw.Window=MUIGet(obj,#MUIA_Window_Window) and then reading *mw\LeftEdge and *mw\TopEdge but the values returned don't make sense.

All the best

Steve

--

```
// A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 540 Meg IDE 2.14Gig  
// SCSI, 3 Gig IDE, Power CD-ROM, IDE CDRW, HPDJ610C,  
// OS3.9, 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, Placemouse, WBCycle, Amiga Draughts and ScalosEject.

PGP Public Key:-

<http://www.hargreavess.freemove.co.uk/SteveHargreavesPGP.asc>

A physicist is an atoms way of knowing about atoms.
-- George Wald

1.52 nsetclipboard bug

From: Bernd Roesch <berndroesch1@...>
Date: 06-12-02 17:25:37
Subject: nsetclipboard bug

I found a bug which do not allow clipboardsize >\$ff-\$14

Is there Source for the nclipboard.obj out ?

```
MOVE.L D3,D5
ADDI.B #$14,D5          wrong should be .1
MOVE.L D5,D0
AND.L #1,D0
TST.L D0
BEQ $106D15DC
ADDQ #1,D5
MOVE.L D5,D0
MOVE.L #$10000,D1
JSR -$C6(A6)
MOVE.L D0,D6
```

Also the dbf should remove to bne because maybe the clip get over 64kb

1.53 Re: nsetclipboard bug

From: David McMinn <dave@...>
Date: 06-12-02 19:28:14
Subject: Re: nsetclipboard bug

On 12 Jun 2002 at 18:25, Bernd Roesch wrote:

> Is there Source for the nclipboard.obj out ?

No, the libraries were/are shareware and form the basis of the Amiga version of ←
PureBasic. You would
need to ask Fred for them, but he did not want to give the sources last time I ←
asked him (a long time
ago though).

--

```
[ ] /\ \/ ][ [ ]  | \ / | c | \ / | ][ [ \ | \ |  |           ICQ=16827694
    http://www.david-mcminn.co.uk      |   dave@...
Move aloud, nothing to hear, see?
```


1.54 Re: Oh.... windows, and activeness...

From: amorel <amorel@...>
Date: 06-04-02 04:01:45
Subject: Re: Oh.... windows, and activeness...

Thanks for the response, I'll try things out and let you know.

Regards =)

1.55 PackPBM & UnPackPBM

From: Lorence Lombardo <lory@...>
Date: 06-19-02 16:38:15
Subject: PackPBM & UnPackPBM

Hello Blitzers,

I just noticed these two un-documented commands (ie. PackPBM & UnPackPBM) for the RIPackLib. Do you think it would be possible to use these commands to save a BitMap in PBM format. Without an example I'm afraid I just dont have a clue. :)

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

Anyone can make mistakes, but only an idiot persists in his error.
-- Cicero

1.56 Re: PackPBM & UnPackPBM

From: Jan-Erik Karlsson <trg@...>
Date: 06-19-02 15:55:54
Subject: Re: PackPBM & UnPackPBM

Hello Lorence

On 19-Jun-02, you wrote:

> Hello Blitzers,
> I just noticed these two un-documented commands

> (ie. PackPBM & UnPackPBM) for the RIPackLib. Do you think it would be
> possible to use these commands to save a BitMap in PBM format. Without
> an example I'm afraid I just dont have a clue. :)

PBM format's does not use any compression so it's probably not for the
graphics PBM format

--

With Kind Regards,
Jan-Erik Karlsson

--

Email: trg@...
WWW: #http://hem.fyristory.com/TRG/
UIN (ICQ): 151354237 *NEW*

System:

A1200 Infnitiv Tower, 128 MB RAM, Blizzard PPC 603p@240/060@50,
SCSI-2Fast, Mediator 1200 PCI 8MB/No-MMU (Voodoo5 5500, SoundBlaster Live 5.1,
<Ultra SCSI PCI>) 40GB SCSIDE, 9GB SCSI-3, DVD-ROM, CD-ROM, JAZ-2, Syquest
230, ScanExpress 12000SP, AmigaOS 3.9+DOpus Magellan II

--

Avoid making irrevocable decisions while hungry.
-- Heinlein

1.57 priority

From: Joar Berntsen <joar.berntsen@...>
Date: 06-02-02 21:15:05
Subject: priority

is there a command that can
set the programs priority?

is it possible to alter the
prog's priority with such a
command within its code while
it is running?

1.58 Re: priority

From: Peter Thor <pettho-0@...>
Date: 06-02-02 22:09:23
Subject: Re: priority

The 02-Jun-02, Joar Berntsen wrote:

```
> is it possible to alter the
> prog's priority with such a
> command within its code while
> it is running?
```

Indeed it is possible.

See the attached sourcecode.

```
//Thor
```

```
--
```

Peter Thor

ICQ: 11277616, IRC: Joru

There should be a file mail_55/priority.asc included with this guide.

1.59 Re: priority

From: Berga <berga76@...>

Date: 06-02-02 22:07:38

Subject: Re: priority

-----Messaggio Originale-----

Da: "Peter Thor" <pettho-0@...>

A: <blitz-list@netsoc.ucd.ie>

Data invio: domenica 2 giugno 2002 23.09

Oggetto: Re: priority

```
> The 02-Jun-02, Joar Berntsen wrote:
```

```
>
```

```
> > is it possible to alter the
> > prog's priority with such a
> > command within its code while
> > it is running?
```

```
>
```

```
> Indeed it is possible.
```

```
>
```

```
> See the attached sourcecode.
```

Or use NProgramPriority from the NewCommandSet (NCS).

Bye,

Berga

1.60 Re: priority

From: Joar Berntsen <joar.berntsen@...>
Date: 06-02-02 23:09:02
Subject: Re: priority

>> is it possible to alter the
>> prog's priority with such a
>> command within its code while
>> it is running?

> Indeed it is possible.

many thanks!

easy to use!

you will get the higly deserved credit,
as im including it. ;}}

1.61 Re: priority

From: David McMinn <dave@...>
Date: 06-03-02 13:21:20
Subject: Re: priority

> See the attached sourcecode.

```
; Negative numbers mean higher priority (roughly : more CPU  
; time). Priority can be from -127 to +127. Positive numbers  
; mean higher priority.
```

Hey, that's some cool priority system ;)

--

```
[ ] /\ \ / ][ [ ] | \ / | c | \ / | ][ [ \ | \ | | ICQ=16827694  
http://www.david-mcminn.co.uk | dave@...
```

Artificial intelligence has been around for years. Just look at Bill Clinton

1.62 Re: priority

From: Sami Näätänen <sami.naatanen@...>
Date: 06-04-02 14:35:24
Subject: Re: priority

On Monday 03 June 2002 15:21, you wrote:
> > See the attached sourcecode.

>
> ; Negative numbers mean higher priority (roughly : more CPU
> ; time). Priority can be from -127 to +127. Positive numbers
> ; mean higher priority.
>
> Hey, that's some cool priority system ;)

Oh and there should be information that you never should make your task priority higher than input-handlers priority is, because it will kill the input event generation. (This does not count tasks that do Delay_(XXX)'s regularly, but tasks that do not sleep voluntarily).

1.63 Reading IDE Data

From: Nick Clover <bauk@...>
Date: 06-24-02 21:41:24
Subject: Reading IDE Data

Greetings,

Does anyone know how to read data directly from an IDE device? I have a Creative ←
Infra
cdrom that has a remote control, on the pc you can use it to control the mouse, ←
run apps,
control the volume etc...

It must send some info through the ide cable when the remote is used, I want to ←
find out
what that information is, so I can create similar controls for the amiga...

A working example would be very useful <grovel><grovel> :)

Cheers

--

<sb>

<sb>Nick Clover - <http://bauk.webhop.org>

<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>

1.64 Re: Reading IDE Data

From: Steve Hargreaves <Steve@...>
Date: 06-24-02 21:51:28
Subject: Re: Reading IDE Data

Hi there, Nick

On 24-Jun-02, you said:

```
NC> Does anyone know how to read data directly from an IDE device? I have a
NC> Creative Infra cdrom that has a remote control, on the pc you can use it to
NC> control the mouse, run apps, control the volume etc...
NC>
NC> It must send some info through the ide cable when the remote is used, I want
NC> to find out what that information is, so I can create similar controls for
NC> the amiga...
```

I can't guarantee this, but would IND_ADDHANDLER (input.library) allow you to intercept messages from the ide bus (scsi.device). Check the input.library docs for details.

NC> A working example would be very useful <grovel><grovel> :)

You've gotta be joking ;o)

Regards

Steve

```
--
// A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 540 Meg IDE 2.14Gig
// SCSI, 3 Gig IDE, Power CD-ROM, IDE CDRW, HPDJ610C,
// OS3.9, 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, Placemouse, WBCycle, Amiga Draughts and ScalosEject.

PGP Public Key:-

<http://www.hargreavess.freemove.co.uk/SteveHargreavesPGP.asc>

I despise the pleasure of pleasing people whom I despise.

-- Unknown

1.65 Re: Recovering my sanity (was I'm going slightly mad)

From: Steve Hargreaves <Steve@...>

Date: 06-06-02 17:43:39

Subject: Re: Recovering my sanity (was I'm going slightly mad)

Hi there,

I finally found the problem - and it was in my code - but it took a hell of a lot of finding, and I didn't put it there.

Anyhow - a call to GetDiskObject_ had become a call to FreeDiskObject_ (used for the MUI AppIcon). Since I've been using an ascii version of my code recently (and usually do whenever I change deflibs) I assume that this got changed some time ago, perhaps after a rogue entry got into deflibs. I don't know. And why this should manifest itself in other parts of the code, that do nothing at all with the DiskObject I don't know.

I found it whilst trying some re-arranging of the code to cure the problems I'd been having, and just happened to spot this odd entry. I could go in to the full tale of how I finally found it, but I won't bore you. Suffice to say, it's taken three days to find a command that I never put there in the first place :o)

I did, however, notice that I never freed the DiskObject myself, so why previous versions have been stable is beyond me, too. Anyway, I've fixed that, too :o)

Now another, slightly less destructive problem (because there is a workaround). If I compile my prog with the runtime debugger enabled, there's no problem. If I turn the debugger off, it crashes. This problem isn't isolated to this program, it happens with small, fairly innocuous code, too. The workaround around is not to disable the runtime debugger, but I'd like to know why, and how to cure it.

Anyone?

Regards

Steve

--

```
// A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 540 Meg IDE 2.14Gig
// SCSI, 3 Gig IDE, Power CD-ROM, IDE CDRW, HPDJ610C,
// OS3.9, 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, Placemouse, WBCycle, Amiga Draughts and ScalosEject.

PGP Public Key:-

<http://www.hargreavess.freemove.co.uk/SteveHargreavesPGP.asc>

Man who sucks nipples makes clean breast of things.

-- Confucius

1.66 RIAnimLib1.bb

From: Lorence Lombardo <lory@...>
Date: 06-12-02 20:38:25
Subject: RIAnimLib1.bb

Hello Blitzers,

I have a small problem regarding the following
REDBlitzLib example:-

Blitz2:REDHelp/REDBlitzLibs/Examples/RIAnimLib1.bb

It uses the "BLoad" and "Start" commands to load and play the entire animation ←
from memory. I was wondering if it was possible to replace these 2 commands so ←
that the animation could be played directly from
the hard drive with just a small amount of memory used as a buffer ?

Regards
Lorence

1.67 Re: RIAnimLib1.bb

From: Peter Thor <pettho-0@...>
Date: 06-12-02 21:15:02
Subject: Re: RIAnimLib1.bb

The 12-Jun-02, Lorence Lombardo wrote:

> It uses the "BLoad" and "Start" commands to load and play the entire
> animation from memory. I was wondering if it was possible to replace these
> 2 commands so that the animation could be played directly from the hard
> drive with just a small amount of memory used as a buffer ?

I guess it could be done yes. Just needs some addition of code in the
library.

Has anyone got the latest source of the RIAnimLib?
I've only got v1.0 here but the RIAnimLib seems to be at V2.5. So please send
the latest version to me if anyone out there has it.

//Thor

--

Peter Thor
ICQ: 11277616, IRC: Joru
#AmiBlitz on Undernet

1.68 Re: rotating 3D cube.

From: Joar Berntsen <joar.berntsen@...>
Date: 06-01-02 20:35:52
Subject: Re: rotating 3D cube.

> The 24-Maj-02, Joar Berntsen wrote:
>

>> I have tried many times myself.
>> I always seem to get very close
>> but not entirely at the goal of
>> getting a square 3D cube to rotate.
>> I gave up a long time ago...

> I knocked up an intuitive example of this, have fun =)

I had to edit it to make it work,
and damn dudely juhuhu! thanks mate!!
its really an alive and animated cube!

now I just have to spend many hours to
try to understand this utterly complicated
awesomeness, wich has alot of commands and
variable types that I never use,
and how to melt it into my prog.

that is, if its ok with you that I use
this routine as a foundation for bigger code,
and give you the original cred for it.(?)

1.69 Re: rotating 3D cube.

From: Peter Thor <pettho-0@...>
Date: 06-01-02 23:39:59
Subject: Re: rotating 3D cube.

The 01-Jun-02, Joar Berntsen wrote:

> now I just have to spend many hours to
> try to understand this utterly complicated
> awesomeness, wich has alot of commands and
> variable types that I never use,
> and how to melt it into my prog.

I could spend some time explaining it to you if you want. The problem is
that I am in the middle of exam-period at the university so I am very busy
right now. In a week though I will have time.

> that is, if its ok with you that I use
> this routine as a foundation for bigger code,
> and give you the original cred for it.(?)

Sure no problem, glad to help.

//Thor

--

Peter Thor
ICQ: 11277616, IRC: Joru
#AmiBlitz on Undernet

1.70 sds tcp lib

From: David McMinn <dave@...>
Date: 06-20-02 20:13:56
Subject: sds tcp lib

I fixed the problem under winuae, if you want a copy of the new archive, check out <http://www.blitz-2000.co.uk> in teh archives/libraries section.

Or mail me and I'll send you the source archive.

1.71 Re: sds tcp lib

From: bernd <berndroeschl@...>
Date: 06-21-02 14:23:33
Subject: Re: sds tcp lib

Hello David

On 20-Jun-02, you wrote:

> I fixed the problem under winuae, if you want a copy of the new archive,
> check out <http://www.blitz-2000.co.uk> in teh archives/libraries section.
>

> Or mail me and I'll send you the source archive.

>

>

> -----

> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

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

>

Was this a winuae bug ?

Can you tell me details what you have done ?

Regards

1.72 Re: sds tcp lib

From: David McMinn <dave@...>
 Date: 06-21-02 10:01:26
 Subject: Re: sds tcp lib

Hi Bernd,

> > I fixed the problem under winuae, if you want a copy of the new archive,
 > > check out <http://www.blitz-2000.co.uk> in teh archives/libraries section.

> Was this a winuae bug ?
 > Can you tell me details what you have done ?

No, it was a bug in the code for the library. What happened was the socket number ←
 was
 read from the TCPSock object (to see if the socket already existed). However, this
 number was used in all the calls to set options on the socket, instead of the ←
 socket
 number returned from socket_().

I have no idea how this ever worked on a real Amiga, as it was very broken :)

--

[] /\ \ /][[] | \ / | c | \ / |][[\ | | \ | | | ICQ=16827694
 http://www.david-mcminn.co.uk | dave@...
 War is not about who's right, it's about who's left.

1.73 Re: sds tcp lib

From: Thilo Köhler <koehlerthilo@...>
 Date: 06-21-02 17:56:47
 Subject: Re: sds tcp lib

Hello David

> I fixed the problem under winuae, if you want a copy of the new archive,
 > check out <http://www.blitz-2000.co.uk> in teh archives/libraries section.
 Works under Amithlon (Miami) and WInUAE now.
 My machine crashed soon after I tested this,
 I will figure out if this was a memtrash from this lib or
 something else.

Thanks David for this great work!

Ciao,

Thilo

1.74 Re: sds tcp lib

From: David McMinn <dave@...>
Date: 06-21-02 19:36:40
Subject: Re: sds tcp lib

On 21 Jun 2002 at 17:56, Thilo Köhler wrote:

> > I fixed the problem under winuae, if you want a copy of the new archive,
> > check out <http://www.blitz-2000.co.uk> in teh archives/libraries section.

> Works under Amithlon (Miami) and WInUAE now.
> My machine crashed soon after I tested this,
> I will figure out if this was a memtrash from this lib or
> something else.

It could be the library - remember I told you I was getting wierd crashes when I ←
was
using it previously? It could be that there has been extra stuff added to it since ←
the
last public release which trashes something.

--

[] /\ \ /][[] | \ / | c | \ / |][[\ | \ | | ICQ=16827694
http://www.david-mcminn.co.uk | dave@...
If ignorance is bliss, you must be orgasmic.

1.75 Re: sds tcp lib

From: Peter Thor <pettho-0@...>
Date: 06-21-02 23:11:30
Subject: Re: sds tcp lib

The 21-Jun-02, David McMinn wrote:

> It could be the library - remember I told you I was getting wierd crashes
> when I was using it previously? It could be that there has been extra
> stuff added to it since the last public release which trashes something.

Hello David, I forgot that I promised to send you the latest version of the
sdstcplibrary but I cannot find it on any of my harddrives. I have some other

harddrives in my home-town but I am not able to go there right now and check for the file.

I remember that the filename was "bsdsocketlibrary2.1.bb2" or something similar (I am SURE about 2.1 though) but the description on the first rows in the source for sure said it was V2.00 and I believe it was Rob Hutchinson who had the latest control over it.

I also remember that I found the bug you mentioned earlier too where the wrong socketnumber was stored and it was still not fixed in the version I got from Rob so that might give you a clue on what version was the latest until I hopefully find it back home.

//Thor

--

Peter Thor
 ICQ: 11277616, IRC: Joru
 #AmiBlitz on Undernet

1.76 Re: sds tcp lib

From: David McMinn <dave@...>
 Date: 06-21-02 22:55:57
 Subject: Re: sds tcp lib

Hi Peter,

> I remember that the filename was "bsdsocketlibrary2.1.bb2" or something
 > similar (I am SURE about 2.1 though) but the description on the first rows
 > in the source for sure said it was V2.00 and I believe it was Rob Hutchinson
 > who had the latest control over it.

Sounds like the file I have here (I got it off Rob a while back :)

> I also remember that I found the bug you mentioned earlier too where the
 > wrong socketnumber was stored and it was still not fixed in the version I
 > got from Rob so that might give you a clue on what version was the latest
 > until I hopefully find it back home.

I think it was the latest version I found. It had the same filename as you mentioned, and Rick had made some changes (at least to the guide, don't know about the lib, but I think he added some commands).

Still ,would be interesting to see the version you have, just to see if they match. Just don't put yourself out getting the code :)

--

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

http://www.david-mcminn.co.uk |
dave@...
It is far more impressive when others discover your
good qualities
without your help.

1.77 Re: sds tcp lib

From: Demon Hell <demonhell_@...>
Date: 06-22-02 00:20:23
Subject: Re: sds tcp lib

>I have no idea how this ever worked on a real Amiga, as it was very >broken
>:)

OOh, maybe this was why several progs I wrote couldn't be reconnected to. It
used to report it had closed a socket, but then refused to run again, saying
the port was in use (netstat showed the connection even though my prog had
quit)

I'll have to get around to recompiling them with the newer TCP lib, see if
that works

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

1.78 SDTCP.lib & WinUAE

From: Thilo Köhler <koehlerthilo@...>
Date: 06-11-02 14:47:46
Subject: SDTCP.lib & WinUAE

Hi all!

I have written a programm that accesses
the internet and downloads an html file.
It works fine with Miami (Amiga & Amithlon),
but under WinUAE with bsdsocket Emu it
refuses to create a socket (TCPCreateSocket).
Error is: "Could not set async"
(error description from the example of this lib).

I use it in non-blocking mode.

Any hints what is wrong here ?

Do I have a chance at all to make it work under WinUAE ?
I wonder why this does not work because IBrowse, AWeb,
AmiTradeCenter etc. work all fine on the WinUAE machine.

Ciao,

Thilo

1.79 Re: SDTCP.lib & WinUAE

From: David McMinn <dave@...>
Date: 06-11-02 14:38:53
Subject: Re: SDTCP.lib & WinUAE

Hi Thilo,

> Error is: "Could not set async"
> (error description from the example of this lib).
>
> I use it in non-blocking mode.
>
> Any hints what is wrong here ?
> Do I have a chance at all to make it work under WinUAE ?

Either the TCPLib needs to be re-written to get that to work, or it does not work ←
using WinUAE's
current bsdsocket.library emulation. For some reason, this was always a problem ←
with the SDSTCPLib
library, that when you used the bsdsocket.library function to set certain aspects ←
of a socket, it
would fail. Rob Hutchinson could never figure out why. I had the same problems ←
with code in C. It
was an Amiga specific function it used, SocketBaseTagList. I'm not sure, but I ←
think you can set
async mode using some other way which is more Unix like.

> I wonder why this does not work because IBrowse, AWeb,
> AmiTradeCenter etc. work all fine on the WinUAE machine.

Well, do these actually work in async mode or do they simply open a normal socket ←
when async mode
fails? I never use internet apps under UAE any more, so I'm just asking :)

--

() /\ \ /] [() | \ / | c | \ / |] [\ | | \ | | | ICQ=16827694
http://www.david-mcminn.co.uk | dave@...

I love deadlines. I especially like the whooshing sound they make as
they go flying by.

1.80 Re: SDTCP.lib & WinUAE

From: Thilo Köhler <koehlerthilo@...>
Date: 06-11-02 15:58:50
Subject: Re: SDTCP.lib & WinUAE

Hello David

> Well, do these actually work in async mode or do they simply open a normal
> socket when async mode fails? I never use internet apps under UAE any
> more, so I'm just asking :)

I tried it in "blocking" mode but now
TCPConnectSocket always fails with #TCP_CONN_FailNoConnect on
all machines (also Amiga with miami).
Has anybody successfully used "blocking" mode ?
Seems this feature is broken.

Ciao,

Thilo

1.81 Re: SDTCP.lib & WinUAE

From: David McMinn <dave@...>
Date: 06-11-02 15:00:25
Subject: Re: SDTCP.lib & WinUAE

On a related note, who has got the latest source for the SDSTCPLib? I have an ↔
archive
somewhere, but I don't know where it is, what is in it and how old it is :)

--

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

1.82 Re: SDTCP.lib & WinUAE

From: Bernd Roesch <berndroesch1@...>
Date: 06-11-02 16:58:19
Subject: Re: SDTCP.lib & WinUAE

If i get the source i can take a look
winuae work only in synchron Mode asynchron seem not support from windows
----- Original Message -----

From: "David McMinn" <dave@...>

To: <blitz-list@netsoc.ucd.ie>
 Sent: Tuesday, June 11, 2002 4:00 PM
 Subject: Re: SDTCP.lib & WinUAE

> On a related note, who has got the latest source for the SDSTCPLib? I have
 an archive
 > somewhere, but I don't know where it is, what is in it and how old it is
 :)
 >
 > --
 > [] /\ \ /][[] | \ / | c | \ / |][[\ | | \ | | | ICQ=16827694
 > http://www.david-mcminn.co.uk | dave@...
 > There's too much blood in my alcohol system.
 >
 > -----
 > To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
 > For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
 >

1.83 Re: SDTCP.lib & WinUAE

From: David McMinn <dave@...>
 Date: 06-11-02 19:40:55
 Subject: Re: SDTCP.lib & WinUAE

On 11 Jun 2002 at 17:58, Bernd Roesch wrote:

> If i get the source i can take a look
 > winuae work only in synchron Mode asynchron seem not support from windows

I found the source I have, but I do not know if it is up-to-date. Still, anyone ↔
 wanting
 it can ask for it (I have sent it to you Bernd privately). A shame that WinUAE ↔
 does not
 support asynchronous mode though.

--
 [] /\ \ /][[] | \ / | c | \ / |][[\ | | \ | | | ICQ=16827694
 http://www.david-mcminn.co.uk | dave@...
 A bartender is just a pharmacist with a limited inventory.

1.84 Re: SDTCP.lib & WinUAE

From: Thilo Köhler <koehlerthilo@...>
 Date: 06-11-02 21:11:32

Subject: Re: SDTCP.lib & WinUAE

Hello David

> I found the source I have, but I do not know if it is up-to-date. Still,
> anyone wanting it can ask for it (I have sent it to you Bernd privately).
> A shame that WinUAE does not support asynchronous mode though.
I could use blocking mode too, no problem for my application.
But blocking mode does not work at all. Nevermind on which system
(Amitlhon, 68K Amiga, WinUAE etc.).
Thats why I want to know if anyone did this successfully, so I know
if it is my fault (what I doubt) or the library is broken.

Ciao,

Thilo

1.85 Re: SDTCP.lib & WinUAE

From: Anton Reinauer <ants@...>
Date: 06-12-02 03:02:02
Subject: Re: SDTCP.lib & WinUAE

On 12-Jun-02, David McMinn wrote:

> Either the TCPLib needs to be re-written to get that to work, or it
> does not work using WinUAE's current bsdsocket.library emulation. For
> some reason, this was always a problem with the SDSTCPLib library,
> that when you used the bsdsocket.library function to set certain
> aspects of a socket, it would fail. Rob Hutchinson could never figure
> out why. I had the same problems with code in C. It was an Amiga
> specific function it used, SocketBaseTagList. I'm not sure, but I
> think you can set async mode using some other way which is more Unix
> like.

I don't know if this helps, but here's some source attached for
Windows and Unix for setting up sockets etc using UDP from enet lib:
<http://www.lvdi.net/~lee.salzman/>

It has an example of ioctl() and setsockopt().

--

Anton Reinauer <ants@...>

<http://homepages.paradise.net.nz/ants>

There should be a file mail_82/tcp_examples.lha included with this guide.

1.86 Re: SDTCP.lib & WinUAE

From: Peter Thor <pettho-0@...>
Date: 06-12-02 19:55:55
Subject: Re: SDTCP.lib & WinUAE

The 11-Jun-02, David McMinn wrote:

> On a related note, who has got the latest source for the SDSTCPLib? I have
> an archive somewhere, but I don't know where it is, what is in it and how
> old it is :)

I do believe I have it here somewhere. I also found a bug too but cannot remember where it was.

I'll try and find it on an old HD in a few days and maybe I can try and remember where the bug was...

//Thor

--

Peter Thor
ICQ: 11277616, IRC: Joru
#AmiBlitz on Undernet

1.87 Search algorithms

From: Steve Hargreaves <Steve@...>
Date: 06-04-02 04:04:54
Subject: Search algorithms

Hi there,

Does anyone know where I can find some good info on search algorithms (searching within a selection of text files)? I'm after speeding something up.

All the best

Steve

--

// A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 540 Meg IDE 2.14Gig
// SCSI, 3 Gig IDE, Power CD-ROM, IDE CDRW, HPDJ610C,
// OS3.9, 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, Placemouse, WBCycle, Amiga Draughts and ScalosEject.

PGP Public Key:-

<http://www.hargreavess.freemove.co.uk/SteveHargreavesPGP.asc>

Military intelligence is a contradiction in terms.
-- Groucho Marx

1.88 Re: Search algorithms

From: Fabio <shada@...>
Date: 06-04-02 11:12:01
Subject: Re: Search algorithms

Ciao Steve Hargreaves,

>Does anyone know where I can find some good info on search algorithms
>(searching within a selection of text files)? I'm after speeding something
>up.

If the texts are alphabetically ordered, you can use the so called
"binary search" . It is based on the algorithm used in QuickSort.
It is very fast and if your texts aren't alphabetically ordered, you
could think to order them first and use this algorithm (you have to
check if that is useful, though).

Here it is an example I did in TurboPascal (but you can easily convert
to Blitz). You need to put all your texts in an array called vet[1..100]
, the text to search is in "j".

[...]

```
j:="Text to search";  
c:=0;  
inf:=1;  
sup:=n; ->number of texts
```

```
while (c=0) do  
begin  
  center:=(inf+sup) / 2;  
  
  if (j=vet[center]) or (inf=center) then  
  begin  
    c:=1;  
  end;  
  
  if j<vet[center] then  
  begin  
    sup:=center;  
  end  
  else  
  begin  
    inf:=center;  
  end;  
end;
```

```

end;

writeln;
if j=vet[centro] then writeln('Found.')
else writeln('Not found.');
```

[...]

Hope to have been usefull. :)

1.89 Re: Search algorithms

From: David McMinn <dave@...>
 Date: 06-04-02 11:18:33
 Subject: Re: Search algorithms

> Does anyone know where I can find some good info on search algorithms
 > (searching within a selection of text files)? I'm after speeding something
 > up.

No info (I did have one site, but it was hosted on Xoom, so it no longer exists), ↵
 but you
 could try the BudFS (Budda Fast Search) library for Blitz. It is specifically ↵
 written for
 doing searches through blocks of data, and it was a *lot* faster than using the ↵
 built in
 Blitz commands.

--
 {} /\ \\/][{} | \\/| c | \\/|][| \|| \|| | | ICQ=16827694
 http://www.david-mcminn.co.uk | dave@...
 Evangelist. Anagram: Evil's Agent

1.90 Re: Search algorithms

From: Steve Hargreaves <Steve@...>
 Date: 06-04-02 05:23:23
 Subject: Re: Search algorithms

Hi there, Fabio

On 04-Jun-02, you said:

F> Here it is an example I did in TurboPascal (but you can easy convert
 F> to Blitz). You need to put all your texts in an array called vet[1..100]
 F> , the text to search is in "j".

Yep - I see what your routine does (Checks the middle of the text then looks above or below depending on whether the search term is > or < than the central entry and repeat).

However, it wouldn't work for what I need (well - it would - but it'd take a hell of a lot longer than my current routine) because I'd need to sort the file(s) first. Since these are full blown text files (not simple word lists) and could be of any length (a megabyte of text in one file isn't unheard of - and I could be searching through tens or even hundreds of files) then simply sorting and storing all the texts would be both time consuming and very memory demanding.

Thanks anyway...

Regards

Steve

```
--  
    // A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 540 Meg IDE 2.14Gig  
    // SCSI, 3 Gig IDE, Power CD-ROM, IDE CDRW, HPDJ610C,  
    // OS3.9, 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, Placemouse, WBCycle, Amiga Draughts and ScalosEject.

PGP Public Key:-

<http://www.hargreavess.freemove.co.uk/SteveHargreavesPGP.asc>

Chess is a foolish expedient for making idle people believe they are doing something very clever when they are only wasting their time.

-- George Bernard Shaw

1.91 Re: Search algorithms

From: Steve Hargreaves <Steve@...>
Date: 06-04-02 05:32:52
Subject: Re: Search algorithms

Hi there, David

On 04-Jun-02, you said:

DM> No info (I did have one site, but it was hosted on Xoom, so it no longer
DM> exists), but you could try the BudFS (Budda Fast Search) library for Blitz.
DM> It is specifically written for doing searches through blocks of data, and it
DM> was a *lot* faster than using the built in Blitz commands.

Two problems with FastSearch - 1st - it can't deal with single character search strings I tested this with the following:-

```
a$="abcdefghijklmnopqrstuvwxyz"  
al.Len(a$)  
NPrint FastSearch(&a$,al,"j")
```

which returns 0

```
but NPrint FastSearch(&a$,al,"jk")
```

works.

2nd. The search routine I'm trying to replace doesn't use Instr (except to strip some isolated single characters before searching). It uses the amigados function `_MatchPattern`, since I need to support AmigaDOS pattern matching.

At the moment, I read each line of the file sequentially into a blitz string (or 256 chars if the line is longer), clean it up, then use `_MatchPattern` to check for a match. It isn't bad, but I know it can be done faster (`DirScanner` does a similar thing for different reasons and is much faster, for example). So what I really need is some way to optimise this whole routine.

It isn't sufficient to just find the first instance of the search term, either. There are occasions when I need to find all of them in a file.

Any more ideas?

On a more painful note, I haven't visited the code for a while, and have several dozen revisions on my HD. Compiling the latest two or three revisions and then running crashes my system - and I can't remember what I did to change them :o(Lessons learned. A full changelog will be kept here from now on.

Regards

Steve

--

```
    // A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 540 Meg IDE 2.14Gig  
    // SCSI, 3 Gig IDE, Power CD-ROM, IDE CDRW, HPDJ610C,  
    // OS3.9, 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, Placemouse, WBCycle, Amiga Draughts and ScalosEject.

PGP Public Key:-

<http://www.hargreavess.freemove.co.uk/SteveHargreavesPGP.asc>

We always love those who admire us, but we do not always love those whom we admire.

-- Francois Duc de La Rochefoucauld

1.92 Re: Search algorithms

From: David McMinn <dave@...>
Date: 06-04-02 15:22:26
Subject: Re: Search algorithms

On 4 Jun 2002 at 5:32, Steve Hargreaves wrote:

> DM> exists), but you could try the BudFS (Budda Fast Search) library for
> Blitz. DM> It is specifically written for doing searches through blocks of
> data, and it DM> was a *lot* faster than using the built in Blitz commands.
>
> Two problems with FastSearch - 1st - it can't deal with single character
> search strings

Ahh, didn't know that. Hmm, that sucks.

> 2nd. The search routine I'm trying to replace doesn't use Instr (except to
> strip some isolated single characters before searching). It uses the
> amigados function `_MatchPattern`, since I need to support AmigaDOS pattern
> matching.

OK.

> At the moment, I read each line of the file sequentially into a blitz
> string (or 256 chars if the line is longer), clean it up, then use
> `_MatchPattern` to check for a match. It isn't bad, but I know it can be done
> faster (`DirScanner` does a similar thing for different reasons and is much
> faster, for example).

> So what I really need is some way to optimise this whole routine.

What code do you use to clean it up? You do realise that string manipulation in ←
Blitz is pretty slow,
so something written in C or ASM (I'm guessing that `DirScanner` is anyway) would ←
always be much faster.

For example, if you did

`a$=UCase$(Edit$(256))` to read the string from a file, then you are looking at ←
something like this:

- 1) read string/256 chars from file into temporary buffer
- 2) allocate string and copy from temporary buffer to new string
- 3) pass pointer to new string to `UCase$`
- 4) convert string to upper case, storing in temporary buffer
- 5) allocate memory for new string and copy from temporary buffer

And that is only with two commands.

> It isn't sufficient to just find the first instance of the search term,
> either. There are occasions when I need to find all of them in a file.

That's not too much of a problem, once you get something which can search for ←
strings in a fast way.

> On a more painful note, I haven't visited the code for a while, and have
> several dozen revisions on my HD. Compiling the latest two or three
> revisions and then running crashes my system - and I can't remember what I

Mmm, always fun playing Russian roulette with source code on your computer ;)

--

[] /\ \ /][[] | \ / | c | \ / |][[\ | | \ | | | ICQ=16827694
http://www.david-mcminn.co.uk | dave@...
Don't eat yellow snow. I don't care how good it tastes...

1.93 Re: Search algorithms

From: Thilo Köhler <koehlerthilo@...>
Date: 06-04-02 17:03:48
Subject: Re: Search algorithms

Hello All!

I would do it like this:

Take the first byte of the search string and
compare it bitwise with the big text buffer.
Should be fast enough if you use a simple ASM
loop with `cmp.b (a0)+,d0`. (You can also add the
Upper/lowercase letter if you want to search case-insensitive.
If the byte is found check if the second byte is the same etc.

Should do more than 2MB of text in 1 sec on 68060/50Mhz.
(I guess from feeling)

Ciao,

Thilo

1.94 Source Directory - update

From: Steve Hargreaves <Steve@...>
Date: 06-11-02 18:09:55
Subject: Source Directory - update

Hi there,

In case anyone was wondering - I've done it. Instead of trying to get the directory from the shell, it occurred to me that NameFromLock_ would return the full path of the filename passed as a parameter.

I still can't get the directory locked by the shell that launches the program, but now I don't need it :o)

All the best

Steve

```
--
// A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 540 Meg IDE 2.14Gig
// SCSI, 3 Gig IDE, Power CD-ROM, IDE CDRW, HPDJ610C,
// OS3.9, 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, Placemouse, WBCycle, Amiga Draughts and ScalosEject.

PGP Public Key:-

<http://www.hargreavess.freemove.co.uk/SteveHargreavesPGP.asc>

Remember that there is nothing stable in human affairs; therefore avoid undue elation in prosperity, or undue depression in adversity.

-- Socrates

1.95 Re: Source Directory - update

From: Fülöp Ferenc <oborzin@...>
 Date: 06-12-02 20:26:11
 Subject: Re: Source Directory - update

Hi!

On 11-jun-02 you wrote:

> directory from the shell, it occurred to me that NameFromLock_ would return

There is a little source about using NameFromLock...

```
Function$ fullpath {f$}
; Convert relative path to FULL path
; examples:   IN: SYS:t/1 -> OUT: Workbench:t/1
; CD SYS:t... IN: 1       -> OUT: Workbench:t/1

puff$=SPACE$(1024)           ; create puffer
lock.l=Lock_(&f$,-2)         ; lock for reading
a=NameFromLock_(lock,&puff$,#maxln) ; name from lock
```

```
UnLock_(lock)                ; unlock
b$=Peek$(&puff$)              ; reading from puffer
Function Return b$
End Function
```

Regards,
Oborzin

1.96 Source directory?

From: Steve Hargreaves <Steve@...>
Date: 06-11-02 05:36:20
Subject: Source directory?

Hi there,

OK - I've got a headache now. I've spent 2 hours searching through the RKRM's and can't find this, so....

I need to get the full directory path locked by the shell when a program is run from a CLI in order to be able to use a full path and filename passed as an argument.

This would be a similar result to ParPath\$ (which is only available from WB).
eg:

If my program is launched from a shell, who's current dir is SYS:Locale/Help, and the commandline is:-

```
SYS:Locale/Help > myprog amigaguide.guide
```

I need to be able to expand internally to:-

```
myprog: SYS:Locale/Help/amigaguide.guide
```

I've been through the dos.library docs and checked various OS structures 'til I'm blue in the face, and can't find this information anywhere.

Anyone know how to do it. There's no way around it in my program - I have to have teh full path.

I've tried *cli.CommandLineProcess=Cli_() - but I get NULL returned. I've searched through the various File locks, but none seem to contain the Path to the file :o(

All the best

Steve

```
--
// A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 540 Meg IDE 2.14Gig
// SCSI, 3 Gig IDE, Power CD-ROM, IDE CDRW, HPDJ610C,
// OS3.9, 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, Placemouse, WBCycle, Amiga Draughts and ScalosEject.

PGP Public Key:-

<http://www.hargreavess.freemove.co.uk/SteveHargreavesPGP.asc>

Friendship is a single soul dwelling in two bodies.

-- Aristotle

1.97 Re: Source directory?

From: David McMinn <dave@...>
 Date: 06-11-02 14:50:12
 Subject: Re: Source directory?

```
> I've tried *cli.CommandLineProcess=Cli_() - but I get NULL returned. I've
> searched through the various File locks, but none seem to contain the Path
> to the file :o(
```

If you are running from the CLI then you should have this structure. However, I've ←
 recently
 noticed some weird bug with Scalos that some programs started from the WB cannot ←
 launch CLI
 programs (and perhaps it's because of the missing CLI structure - I have not ←
 investigated
 much).

Because the pointer you want for the directory lock is inside that structure :)

```
--
[ ] /\ \/ ][ [ ] | \ / | c \ \ / | ][ \ \ | \ \ | | ICQ=16827694
http://www.david-mcminn.co.uk | dave@...
```

What is this talk of 'release'? Klingons do not make software 'releases'.
 Our software 'escapes' leaving a bloody trail of designers and quality
 assurance people in it's wake.

1.98 Re: Source directory?

From: Steve Hargreaves <Steve@...>
Date: 06-11-02 15:35:02
Subject: Re: Source directory?

Hi there, David

On 11-Jun-02, you said:

DM>

DM>> I've tried *cli.CommandLineProcess=Cli_() - but I get NULL returned. I've
DM>> searched through the various File locks, but none seem to contain the Path
DM>> to the file :o(

DM>

DM> If you are running from the CLI then you should have this structure.
DM> However, I've recently noticed some weird bug with Scalos that some programs
DM> started from the WB cannot launch CLI programs (and perhaps it's because of
DM> the missing CLI structure - I have not investigated much).

Not Scalos - Running Dopus Magellan and KingCon. I can't see why the structure
shouldn't be there :o/

DM> Because the pointer you want for the directory lock is inside that structure
DM> :)

I know - it's the only place I found it :o(

Regards

Steve

--

```
// A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 540 Meg IDE 2.14Gig
// SCSI, 3 Gig IDE, Power CD-ROM, IDE CDRW, HPDJ610C,
// OS3.9, 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, Placemouse, WBCycle, Amiga Draughts and
ScalosEject.

PGP Public Key:-

<http://www.hargreavess.freemove.co.uk/SteveHargreavesPGP.asc>

Sanity is a madness put to good uses.

-- George Santayana

1.99 Re: Source directory?

From: David McMinn <dave@...>

Date: 06-11-02 19:35:17
Subject: Re: Source directory?

> Not Scalos - Running Dopus Magellan and KingCon. I can't see why the
> structure shouldn't be there :o/

You probably also won't get it if you run from within
the editor.
If it's not that, then I'm stumped too....

...oh, ignore this mail (just seen your other one).

--

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

1.100 Strange problem

From: Fabio <shada@...>
Date: 06-20-02 20:42:49
Subject: Strange problem

Hi,

I had this source compiling and running fine with Blitz2 and AmiBlitz2.25,
now if I run with 2.26, the main window opens, puts an image (loaded on
startup) and then it freezes for 10 seconds, before drawing the gadgets.

Here it is the source:

[...]

```
JMP parti  
Dc.b "$VER: SGI",0  
Even
```

```
.parti  
LoadShape 0,"data3.brush"  
SaveShapes 0,0,"ram:ilgo"  
LoadPalette 0,"colori"
```

```
WBStartup
```

```
DEFTYPE .ExtNewScreen mios  
DEFTYPE ._Screen *ns  
DEFTYPE .ScreenModeRequester *sm  
Dim stg.TagItem(2)  
Dim rtg.TagItem(2)
```

```
pens=$FFFF
stg(0)\ti_Tag=$8000003A
stg(0)\ti_Data=&pens

rtg(0)\ti_Tag=0
rtg(0)\ti_Data=0

wx.w=131
wy.w=65
lx.w=367
ly.w=365
n$="Nome schermo"+Chr$(0)
t$="note varie:"

LoadFont 0,"topaz.font",8

Gosub tavolo

Repeat
  ev.l=WaitEvent
  Select ev
    Case $8
      ;
    Case $40
      Select GadgetHit
        Case 1
          ;
        Case 2
          ;Gosub Inviam
          Gosub escim
        Case 3
          Gosub escim
      End Select
    End Select
  End Select
Forever

.escim
  Free Palette 0
  Free BitMap 1
  Free Window 0
  If *ns CloseScreen_ *ns
  End
Return

.tavolo
  FindScreen 0
  *sc._Screen = Peek.l (Addr Screen(0)) ;Indirizzo sullo schermo corrente
  alt.w = *sc\Height
  pro.b = *sc\_BitMap\_Depth

  If alt.w<400 OR pro.b<3 ;Controllo delle caratteristiche dello schermo
  corrente
    Gosub creas
  EndIf

; Gosub creas
```

```
*sc._Screen = Peek.l (Addr Screen(0)) ;Indirizzo dello schermo definitivo

; Valori per realizzare una GUI corretta in ogni circostanza

right.b = *sc\WborRight
left.b = *sc\WborLeft
top.b = *sc\WborTop
bottom.b = *sc\WborBottom
offy.b = *sc\WborTop + *sc\_RastPort\TxHeight +1

If mios\Height=400 Then wy.w=20

DefaultIDCMP $8|$20|$40|$400
Window 0,wx,wy,lx+left*2-8,ly+bottom+offy-14,$0002|$0004|$0400|$1000,"AGI
Nomen v0.8",1,2
Use Window 0
WindowFont 0
rpw.l=RastPort(0)

BitMap 1,398,100,3
Use BitMap 1
Blit 0,0,0
BitMaptoWindow 1,0,0,0,11,2,35,38

GTButton 0,1,2-left,332-offy,101,17,"Salva",0
GTButton 0,2,105-left,332-offy,117,17,"Invia",0
GTButton 0,3,224-left,332-offy,133,17,"Annulla",0

GTString 0,4,58-left,47-offy.b,295,17,"Nome:",0,50
GTString 0,5,80-left,65-offy.b,245,17,"Cognome:",0,50
GTCheckBox 0,6,327-left,71-offy.b,0,0,"", $100

GTString 0,7,112-left,90-offy.b,241,17,"Zona:",0,50
GTCycle 0,8,96-left,108-offy.b,257,17,"Posizione:",0,"Membro|Socio"
GTCycle 0,9,231-left,126-offy.b,122,17,"interna:",0,"Si|No"

GTString 0,10,49-left,151-offy.b,60,17,"CAP:",0,5
GTString 0,11,205-left,151-offy.b,148,17,"Indirizzo:",0,50
GTString 0,12,168-left,169-offy.b,157,17,"Comune e provincia:",0,50
GTCheckBox 0,13,327-left,175-offy.b,0,0,"",0

GTString 0,14,177-left,194-offy.b,176,17,"telefono:",0,15
GTString 0,15,9-left,212-offy.b,157,17,"",0,15
GTString 0,16,167-left,212-offy.b,158,17,"",0,15
GTCheckBox 0,17,327-left,218-offy.b,0,0,"",0

GTString 0,18,73-left,237-offy.b,125,17,"E-Mail:",0,25
GTString 0,19,199-left,237-offy.b,126,17,"",0,25
GTCheckBox 0,20,327-left,243-offy.b,0,0,"", $100
GTString 0,21,105-left,255-offy.b,219,17,"Web:",0,50
GTCheckBox 0,22,327-left,261-offy.b,0,0,"", $100

SetAPen_ rpw.l,1
Move_ rpw.l,355,2
Draw_ rpw.l,58,2
Draw_ rpw.l,58,40
SetAPen_ rpw.l,2
```

```
Move_ rpw.1,59,41
Draw_ rpw.1,356,41
Draw_ rpw.1,356,3

AttachGTLList 0,0
GTBevelBox 0,-2,26,355,41,0
GTBevelBox 0,-2,69,355,59,0
GTBevelBox 0,-2,130,355,41,0
GTBevelBox 0,-2,173,355,41,0
GTBevelBox 0,-2,216,355,41,0
GTBevelBox 0,-2,259,355,53,0

GTDisable 0,2

sy.w=21

For dy.w=56 To 38 Step -1
    BitMaptoWindow 1,0,5,dy.w,59,sy.w,297,1
    BitMaptoWindow 1,0,5,113-dy.w,59,43-sy.w,297,1
    Delay_ 1
    sy.w-1
Next dy

Delay_ 20
sy.w=3
For dy.w=0 To 18
    BitMaptoWindow 1,0,37,dy.w,59,sy.w,297,1
    BitMaptoWindow 1,0,37,37-dy.w,59,43-sy.w,297,1
    Delay_ 1
    sy.w+1
Next dy

sy.w=3
Return

.creas
*sm=AllocAslRequest_(2,&rtg(0))
k.l=AslRequest_(*sm,0)
FreeAslRequest_ *sm
If k.l
    stg(1)\ti_Tag=$80000032
    stg(1)\ti_Data=*sm\sm_DisplayID
    stg(2)\ti_Tag=0
    stg(2)\ti_Data=0

    mios\LeftEdge=0
    mios\TopEdge=0
    mios\Width=*sm\sm_DisplayWidth
    mios\Height=*sm\sm_DisplayHeight
    mios\_Depth=3
    mios\DetailPen=1
    mios\BlockPen=1
    mios\ViewModes=$8000
    mios\_Type=$000F|$1000 ;CUSTOM + EXTENDED
    mios\Font=0
    mios\DefaultTitle=&n$
    mios\Gadgets=0
```

```
    mios\CustomBitMap=0
    mios\Extension=&stg(0)
    *ns=OpenScreen_(mios)
    FindScreen 0
    Use Palette 0
Else
    Gosub escim
EndIf
Return
```

```
.salvam
a=WriteFile(0,nome$)
Return
```

[...]

What's wrong on that ? Thank you.

Regards.

1.101 Re: Strange problem

From: Bernd Roesch <berndroesch1@...>
Date: 06-25-02 18:24:14
Subject: Re: Strange problem

Hello Fabio

On 20-Jun-02, you wrote:

I see that the gadtoolslib have output to the serial port (kprintf). from the 2.26 acidlibs serial output can cause Problems. So it seem better to release a gadtollslib without serial output

Fabio try start a Tool like sashimi/sushi (from aminet) to redirect output or try a 2.25 acidlibs until this is fixed

A running Vesion of the program i have ioncluded

```
> Hi,
>
> I had this source compiling and running fine with Blitz2 and AmiBlitz2.25,
> now if I run with 2.26, the main window opens, puts an image (loaded on
> startup) and then it freezes for 10 seconds, before drawing the gadgets.
>
> Here it is the source:
>
> [...]
>
> JMP parti
> Dc.b "$VER: SGI",0
```

```
> Even
>
> .parti
> LoadShape 0,"data3.brush"
> SaveShapes 0,0,"ram:ilgo"
> LoadPalette 0,"colori"
>
> WBStartup
>
> DEFTYPE .ExtNewScreen mios
> DEFTYPE ._Screen *ns
> DEFTYPE .ScreenModeRequester *sm
> Dim stg.TagItem(2)
> Dim rtg.TagItem(2)
>
> pens=$FFFF
> stg(0)\ti_Tag=$8000003A
> stg(0)\ti_Data=&pens
>
> rtg(0)\ti_Tag=0
> rtg(0)\ti_Data=0
>
> wx.w=131
> wy.w=65
> lx.w=367
> ly.w=365
> n$="Nome schermo"+Chr$(0)
> t$="note varie:"
>
> LoadFont 0,"topaz.font",8
>
> Gosub tavol
>
> Repeat
> ev.l=WaitEvent
> Select ev
>   Case $8
>     ;
>     Case $40
>       Select GadgetHit
>         Case 1
>           ;
>           Case 2
>             ;Gosub Inviam
>             Gosub escim
>         Case 3
>           Gosub escim
>       End Select
> End Select
> Forever
>
> .escim
> Free Palette 0
> Free BitMap 1
> Free Window 0
> If *ns CloseScreen_ *ns
> End
```

```
> Return
>
> .tavol
> FindScreen 0
> *sc._Screen = Peek.l (Addr Screen(0)) ;Indirizzo sullo schermo corrente
> alt.w = *sc\Height
> pro.b = *sc\_BitMap\_Depth
>
> If alt.w<400 OR pro.b<3 ;Controllo delle caratteristiche dello schermo
> corrente
>   Gosub creas
> EndIf
>
> ; Gosub creas
>
> *sc._Screen = Peek.l (Addr Screen(0)) ;Indirizzo dello schermo
> definitivo
>
> ; Valori per realizzare una GUI corretta in ogni circostanza
>
> right.b = *sc\WBorRight
> left.b = *sc\WBorLeft
> top.b = *sc\WBorTop
> bottom.b = *sc\WBorBottom
> offy.b = *sc\WBorTop + *sc\_RastPort\TxHeight +1
>
> If mios\Height=400 Then wy.w=20
>
> DefaultIDCMP $8|$20|$40|$400
> Window
> 0,wx,wy,lx+left*2-8,ly+bottom+offy-14,$0002|$0004|$0400|$1000,"AGI Nomen
> v0.8",1,2
> Use Window 0
> WindowFont 0
> rpw.l=RastPort(0)
>
> BitMap 1,398,100,3
> Use BitMap 1
> Blit 0,0,0
> BitMaptoWindow 1,0,0,0,11,2,35,38
>
> GTButton 0,1,2-left,332-offy,101,17,"Salva",0
> GTButton 0,2,105-left,332-offy,117,17,"Invia",0
> GTButton 0,3,224-left,332-offy,133,17,"Annulla",0
>
> GTString 0,4,58-left,47-offy.b,295,17,"Nome:",0,50
> GTString 0,5,80-left,65-offy.b,245,17,"Cognome:",0,50
> GTCheckBox 0,6,327-left,71-offy.b,0,0,"",$100
>
> GTString 0,7,112-left,90-offy.b,241,17,"Zona:",0,50
> GTCycle 0,8,96-left,108-offy.b,257,17,"Posizione:",0,"Membro|Socio"
> GTCycle 0,9,231-left,126-offy.b,122,17,"interna:",0,"Si|No"
>
> GTString 0,10,49-left,151-offy.b,60,17,"CAP:",0,5
> GTString 0,11,205-left,151-offy.b,148,17,"Indirizzo:",0,50
> GTString 0,12,168-left,169-offy.b,157,17,"Comune e provincia:",0,50
> GTCheckBox 0,13,327-left,175-offy.b,0,0,"",0
```

```
>
> GTString 0,14,177-left,194-offy.b,176,17,"telefono:",0,15
> GTString 0,15,9-left,212-offy.b,157,17,"",0,15
> GTString 0,16,167-left,212-offy.b,158,17,"",0,15
> GTCheckBox 0,17,327-left,218-offy.b,0,0,"",0
>
> GTString 0,18,73-left,237-offy.b,125,17,"E-Mail:",0,25
> GTString 0,19,199-left,237-offy.b,126,17,"",0,25
> GTCheckBox 0,20,327-left,243-offy.b,0,0,"", $100
> GTString 0,21,105-left,255-offy.b,219,17,"Web:",0,50
> GTCheckBox 0,22,327-left,261-offy.b,0,0,"", $100
>
> SetAPen_ rpw.l,1
> Move_ rpw.l,355,2
> Draw_ rpw.l,58,2
> Draw_ rpw.l,58,40
> SetAPen_ rpw.l,2
> Move_ rpw.l,59,41
> Draw_ rpw.l,356,41
> Draw_ rpw.l,356,3
>
> AttachGTLList 0,0
> GTBevelBox 0,-2,26,355,41,0
> GTBevelBox 0,-2,69,355,59,0
> GTBevelBox 0,-2,130,355,41,0
> GTBevelBox 0,-2,173,355,41,0
> GTBevelBox 0,-2,216,355,41,0
> GTBevelBox 0,-2,259,355,53,0
>
> GTDisable 0,2
>
> sy.w=21
>
> For dy.w=56 To 38 Step -1
>   BitMaptoWindow 1,0,5,dy.w,59,sy.w,297,1
>   BitMaptoWindow 1,0,5,113-dy.w,59,43-sy.w,297,1
>   Delay_ 1
>   sy.w-1
> Next dy
>
> Delay_ 20
> sy.w=3
> For dy.w=0 To 18
>   BitMaptoWindow 1,0,37,dy.w,59,sy.w,297,1
>   BitMaptoWindow 1,0,37,37-dy.w,59,43-sy.w,297,1
>   Delay_ 1
>   sy.w+1
> Next dy
>
> sy.w=3
> Return
>
> .creas
> *sm=AllocAslRequest_(2,&rtg(0))
> k.l=AslRequest_(*sm,0)
> FreeAslRequest_ *sm
> If k.l
```

```
> stg(1)\ti_Tag=$80000032
> stg(1)\ti_Data=*sm\sm_DisplayID
> stg(2)\ti_Tag=0
> stg(2)\ti_Data=0
>
> mios\LeftEdge=0
> mios\TopEdge=0
> mios\Width=*sm\sm_DisplayWidth
> mios\Height=*sm\sm_DisplayHeight
> mios\_Depth=3
> mios\DetailPen=1
> mios\BlockPen=1
> mios\ViewModes=$8000
> mios\_Type=$000F|$1000 ;CUSTOM + EXTENDED
> mios\Font=0
> mios\DefaultTitle=&n$
> mios\Gadgets=0
> mios\CustomBitMap=0
> mios\Extension=&stg(0)
> *ns=OpenScreen_(mios)
> FindScreen 0
> Use Palette 0
> Else
>   Gosub escim
> EndIf
> Return
>
> .salvam
> a=WriteFile(0,nome$)
> Return
>
> [...]
>
> What's wrong on that ? Thank you.
>
> Regards.
```

```
> 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_98/bug2.lha included with this guide.

1.102 Re: Strange problem

From: David McMinn <dave@...>
Date: 06-25-02 11:56:14
Subject: Re: Strange problem

On 25 Jun 2002 at 12:24, Bernd Roesch wrote:

```
> I see that the gadtoolslib have output to the serial port (kprintf). from
```

> the 2.26 acidlibs serial output can cause Problems. So it seem better to
> release a gadtollslib without serial output

Whoops, seems I compiled the library with the wrong value for a constant :)

You can get the new archive from Blitz2000, Aminet (soon) or if you have the tools
to put
libraries into acidlibs or a previous archive, the library file is attached here.

Bernd - why does serial output have problems in AB2.26. It's very useful to be
able to use
it when developing libs (obviously it should not have the debug output when the
users get
it :)

--

() /\ \ /] [() | \ / | c | \ / |] [| \ | | \ | | | ICQ=16827694
http://www.david-mcminn.co.uk | dave@...
Horoscopes for fat people - the moon of Uranus is expanding

There should be a file mail_99/bbgtfixlib.lha included with this guide.

1.103 Re: Strange problem

From: Bernd Roesch <berndroesch1@...>
Date: 06-25-02 22:36:17
Subject: Re: Strange problem

Hello David

On 25-Jun-02, you wrote:

> On 25 Jun 2002 at 12:24, Bernd Roesch wrote:
>
>> I see that the gadtoolslib have output to the serial port (kprintf). from
>> the 2.26 acidlibs serial output can cause Problems. So it seem better to
>> release a gadtollslib without serial output
>
> Whoops, seems I compiled the library with the wrong value for a constant
> :)
>
> You can get the new archive from Blitz2000, Aminet (soon) or if you have
> the tools to put libraries into acidlibs or a previous archive, the
> library file is attached here.
>
> Bernd - why does serial output have problems in AB2.26. It's very useful
> to be able to use it when developing libs (obviously it should not have
> the debug output when the users get it :)
>

This is a general Problem

The first Cyberstorm PPC Flashroms does too send serial output. When i
connect a Midi Keyboard to MIDI in then my system does not boot when the
MIDI keyboard is on

This maybe block a handshake flag or so

Regards

1.104 Re: Strange problem

From: Thilo Köhler <koehlerthilo@...>
Date: 06-25-02 22:05:58
Subject: Re: Strange problem

Hello Bernd

Ups! Can not find this bbgplib.obj in my library collection
(I am loading all of them during startup, I have no acid or deflibs)
I remeber it had a different name, so can someone tell
me which name it was ? I definetly have to command of
this library, but I can not find it... :-((

Ciao,

Thilo

1.105 Version string

From: Steve Hargreaves <Steve@...>
Date: 06-19-02 13:35:41
Subject: Version string

Hi there,

I'm sure I've seen this answered before (in fact, I think I've provided a
solution before, but I can't remember what it was :-/)

Anyway, a proggy I have written usus BD-GFX.library which puts it's own version
string in the compiled exe. Using the normal way of doing thigs with blitz, if
I put v\$="\$VER: My prog v1.0 (19/06/02)" at the head of my program, because the
blitz compiler organises strings at the end of the exe, using version on the
compiled prog return the BD-GFX version string, and not my own.

To get around this, I have created a text file ("ver.asc") containing the
version string, and at the top of my prog:-

```
optimize 1  
WBStartup
```

```
Goto strt
```

```
incbin "ver.asc"
.strt
```

rest of program

Which works. However, if ver.asc contains "\$VER: My Prog v1.0 (c) Steve Hargreaves (19/06/02)" then the exe gurus (Address error on Goto strt).

- i) Why
- ii) Is there a more elegant way of doing this.

I can't use the IncBin without the Goto, otherwise I get an immediate guru.

All the best

Steve

```
--
// A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 540 Meg IDE 2.14Gig
// SCSI, 3 Gig IDE, Power CD-ROM, IDE CDRW, HPDJ610C,
// OS3.9, 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, Placemouse, WBCycle, Amiga Draughts and ScalosEject.

PGP Public Key:-

<http://www.hargreavess.freemove.co.uk/SteveHargreavesPGP.asc>

Springtime is the land awakening. The March winds are the morning yawn.
-- Lewis Grizzard

1.106 Re: Version string

From: Thilo Köhler <koehlerthilo@...>
Date: 06-19-02 14:52:00
Subject: Re: Version string

Hello Steve

What about doing this right on top of your programm:

```
JMP skipver
DC.b "$VER MyProggy V1.0"
Even
.skipver

...rest of program...
```

You need no include file and I had never problems with this.

Ciao,

Thilo

1.107 Re: Version string

From: Thilo Köhler <koehlerthilo@...>
Date: 06-19-02 14:55:34
Subject: Re: Version string

Hello Steve

Ah, and never forget the "Even" after the string, I think this was the problem in your solution.

Ciao,

Thilo

1.108 Re: Version string

From: Steve Hargreaves <Steve@...>
Date: 06-19-02 14:11:06
Subject: Re: Version string

Hi there, Thilo

On 19-Jun-02, you said:

```
TK> JMP skipver
TK> DC.b "$VER MyProggy V1.0"
TK> Even
TK> .skipver
TK>
TK> ...rest of program...
TK>
TK> You need no include file and I had never problems with
TK> this.
```

Cool - I knew there was a better way. Thanks :o)

Regards

Steve

--

```
// A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 540 Meg IDE 2.14Gig
// SCSI, 3 Gig IDE, Power CD-ROM, IDE CDRW, HPDJ610C,
// OS3.9, 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, Placemouse, WBCycle, Amiga Draughts and ScalosEject.

PGP Public Key:-

<http://www.hargreavess.freemove.co.uk/SteveHargreavesPGP.asc>

If you really want to make a lot of money, start your own religion.

-- L Ron Hubbard

1.109 Re: Version string

From: David McMinn <dave@...>
Date: 06-19-02 15:58:01
Subject: Re: Version string

I'd recommend doing this with Thilo's solution.

```
> JMP skipver
> DC.b "$VER MyProggy V1.0",0
> Even
> .skipver
```

You are then guaranteed to have a null char at the end of your string (even will ←
not insert
any extra characters if the address is already even).

--

```
[ ] /\ \ / ][ [ ] | \ / | c | \ / | ][ | \ | | \ | | | ICQ=16827694
http://www.david-mcminn.co.uk | dave@...
Alec Guinness. Anagram: Genuine Class
```

1.110 Re: Version string

From: bernd <berndroeschl@...>
Date: 06-20-02 16:06:16
Subject: Re: Version string

Hello Steve

On 19-Jun-02, you wrote:

```
> Hi there,  
>  
> I'm sure I've seen this answered before (in fact, I think I've provided a  
> solution before, but I can't remember what it was :-/)  
>  
> Anyway, a proggy I have written usus BD-GFX.library which puts it's own  
> version string in the compiled exe. Using the normal way of doing thigs  
> with blitz, if I put v$="$VER: My prog v1.0 (19/06/02)" at the head of my  
> program, because the blitz compiler organises strings at the end of the  
> exe, using version on the compiled prog return the BD-GFX version string,  
> and not my own.  
>  
> To get around this, I have created a text file ("ver.asc") containing the  
> version string, and at the top of my prog:-  
>  
> optimize 1  
> WBStartup  
>  
> Goto strt  
> incbin "ver.asc"  
> .strt  
>  
>
```

Doing this automatic i have done but it work not stable in all
(oldprogramstyle)situation so only solution is keep in mind if you add
bytes or so dont forget the even

```
> rest of program  
>  
> Which works. However, if ver.asc contains "$VER: My Prog v1.0 (c) Steve  
> Hargreaves (19/06/02)" then the exe gurus (Address error on Goto strt).  
>  
> i) Why  
> ii) Is there a more elegant way of doing this.  
>  
> I can't use the IncBin without the Goto, otherwise I get an immediate  
> guru.  
>  
> All the best  
>  
>  
>  
> Steve  
> --  
> // A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 540 Meg IDE 2.14Gig  
> // SCSI, 3 Gig IDE, Power CD-ROM, IDE CDRW, HPDJ610C,  
> // OS3.9, 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, Placemouse, WBCycle, Amiga Draughts and
```

> ScalosEject.
>
> PGP Public Key:-
>
> <http://www.hargreavess.freemove.co.uk/SteveHargreavesPGP.asc>
>
> Springtime is the land awakening. The March winds are the morning yawn.
> -- Lewis Grizzard
>
>
> -----
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>
Regards

1.111 Re: Version string

From: amorel <amorel@...>
Date: 06-24-02 12:18:34
Subject: Re: Version string

I still got this problem with p96 and uae, I see uaegfx modes in the screenmode pref program, but when I select it and save or use it the screen won't change to it. I do run uae in 800-600 if that'd matter. The p96 mode editor does show 800-600 for example perfectly in the test mode thing. I also get this p96 env-handler error saying "Terminated due to error" but it doesn't seem to quit p96.

Any ideas?

Regards

1.112 voiceloc example?

From: Joar Berntsen <joar.berntsen@...>
Date: 06-06-02 19:00:18
Subject: voiceloc example?

I have never used pointers...

could someone give me an example
of how one use the VoiceLoc command
on the amiga speech?

1.113 Re: voiceloc example?

From: David McMinn <dave@...>
 Date: 06-06-02 23:55:47
 Subject: Re: voiceloc example?

> I have never used pointers...
 >
 > could someone give me an example
 > of how one use the VoiceLoc command
 > on the amiga speech?

Here is the example from BUM4 (I only have it on paper, that is why it is not on [the site](#) ←
 ATM), see the online help for a description of what the fields do
 (blitz2:redhelp/acidguides/speaklib.guide).

```
NEWTTYPE.voicepar
flags.b
f0enthusiasm:f0perturb
fladj:f2adj:f3adj
aladj:a2adj:a3adj
articulate:centralize:centphon$
avbias.b:afbias:priority:padl
End NEWTYPE
```

```
*v.voicepar = VoiceLoc ; Set up pointer to point to return value
*v\flags=1
*v\f0enthusiasm=82,90 ; old aged highly excited voice
*v\fladj=0,0,0 ; these are fun to mess with
*v\aladj=0,0,0
*v\centralize=50,"AO" ; no effect
*v\articulate=90
*v\avbias=20,20
```

Speak "COME ON EVERYBODY, DANCE? boom boom you like my body yes!"

End

--

[] /\ \ /][[] | \ / | c | \ / |][[\ | \ | | ICQ=16827694
<http://www.david-mcminn.co.uk> | dave@...

What is this talk of 'release'? Klingons do not make software 'releases'.
 Our software 'escapes' leaving a bloody trail of designers and quality
 assurance people in it's wake.

1.114 Re: voiceloc example?

From: Joar Berntsen <joar.berntsen@...>
 Date: 06-07-02 14:43:12
 Subject: Re: voiceloc example?

> Speak "COME ON EVERYBODY, DANCE? boom boom you like my body yes!"

hehe, thanx, it works.

I made these, and they are funny too. :)

```
;just assign o20talk=1 once
If o20talk=1
pitch=65+(Rnd(120))      ;65+Rnd(255)
rate=80+(Rnd(170))      ;100+Rnd(200)
SetVoice rate,pitch,1,1,64,22200
*v.voicepars = VoiceLoc ; Set up pointer to point to return value
*v.flags=1
*v\f0enthusiasm=Int(50+Rnd(50)),Int(50+Rnd(50)) ; old aged highly excited
voice
*v\fladj=1,1,1 ; these are fun to mess with
*v\aladj=1,1,1
*v\centralize=50,"AO" ; no effect
*v\articulate=90
*v\avbias=10,10
r=Int(Rnd(13))
If r=0:sent$="lololol hehehe hihhi ddedded nmnd rsrysz yxr":EndIf
If r=1:sent$="freeze!! I got a gun,":EndIf
If r=2:sent$="now,, why did you do that?":EndIf
If r=3:sent$="bu huu, uhuh.. uhuhu, huhuhuhuh. uhuh.. uhuhuhuhh,":EndIf
If r=4:sent$="What does this, button do? ":EndIf
If r=5:sent$="are you laughing at me?":EndIf
If r=6:sent$="hey baby, wanna come to my place?":EndIf
If r=7:sent$="aaaaahhhhh.. isn't it woonderfull to be alive!":EndIf
If r=8:sent$="boom boom booom, shake that ass baby..":EndIf
If r=9:sent$="I wonder if there is anything else funny I can say..
hmmm..":EndIf
If r=10:sent$="does this dress look good on me?":EndIf
If r=11:sent$="did you brush you teeth this morning?! you have the worst
breath,":EndIf
If r=12:sent$="Is there something else you want tonight baby?, maybe some
boom boom booom?":EndIf
Speak sent$
o20talk=0
EndIf
```

1.115 You got a postcard!

From: Tony Rolfe <edgewater@...>
 Date: 06-15-02 10:46:45

Subject: You got a postcard!

Dear Everyone!

You got a postcard.

You can see the picture and the message on this url:

<http://www.funpic.hu/fun-bin/carde.cgi?id=626104&key=blitz-listnetsocucdie>

1.116 Re: You got a postcard!

From: Steve Hargreaves <Steve@...>

Date: 06-15-02 13:05:30

Subject: Re: You got a postcard!

Hi there, Tony

On 15-Jun-02, you said:

TR> You got a postcard.

TR> You can see the picture and the message on this url:

TR> <http://www.funpic.hu/fun-bin/carde.cgi?id=626104&key=blitz-listnetsocucdie>

Yes - very funny - but it's a good job I recognised your name - you almost got deleted as a spammer ;o)

Regards

Steve

--

```
// A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 540 Meg IDE 2.14Gig
// SCSI, 3 Gig IDE, Power CD-ROM, IDE CDRW, HPDJ610C,
// OS3.9, 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, Placemouse, WBCycle, Amiga Draughts and ScalosEject.

PGP Public Key:-

<http://www.hargreavess.freemove.co.uk/SteveHargreavesPGP.asc>

Success is not a harbour but a voyage with its own perils to the spirit. The game of life is to come up a winner, to be a success, or to achieve what we set out to do. Yet there is always the danger of failing as a human being. The lesson that most of us on this voyage never learn, but can never quite forget, is that to win is sometimes to lose.

-- Richard M Nixon

1.117 Re: You got a postcard!

From: Berga <berga76@...>
Date: 06-15-02 20:28:02
Subject: Re: You got a postcard!

-----Messaggio Originale-----

Da: "Tony Rolfe" <edgewater@...>
A: "Everyone" <blitz-list@netsoc.ucd.ie>
Data invio: sabato 15 giugno 2002 11.46
Oggetto: You got a postcard!

> Dear Everyone!
>
> You got a postcard.
> You can see the picture and the message on this url:
> <http://www.funpic.hu/fun-bin/carde.cgi?id=626104&key=blitz-listnetsocucdie>
>

Hehehe! :)

Berga
