

ChipSaver

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Chapter 1

ChipSaver

1.1 Summary

ChipSaver V1.82b

by

The Cyborg/N.G.C (Alexis NASR) ©94-95

[Doc \$VER:1.8.2b - 6 Sept 1995]

- Updating... 1. Introduction
- 2. Getting started
- 3. The RESET-Patch
- 4. The BOOT -Patch
- 5. Configuring ChipSaver:GUI & CLI
- 6. The best way to use ChipSaver
- 7. Some technical infos
- 8. Installation/Requirements
- 9. Disclaimer/Distribution:
- 10. Comparison: Exoticboot-Reset/Chipsaver
- 11. Program's history
- 12. Greetings-Credits
- 13. About ripping...
- 14. Conclusion/Contacting the author

1.2 1. Introduction

1. Introduction

1.1 'Old' Chipsaver v1.3a 's purpose

Chipsaver v1.3 (let's call it 'CS',ok?) was originally an alternative for exotic ripper v2.22 's BOOT install option.It did the same job (actually it did also more!!),but during the reset.But,but...Then came

ExoticRipper v2.23,with the brand new exotic RESET feature!!OK,it was a normal evolution,but anyway,CS 1.3 was still more efficient(I think) with 2 saving modes,the possibility of cutting Fastmem etc..Anyway,all this is history,now,as the program has really grown up,and its features have been enhanced with ****BIG**** changes & adds!

1.2 Chipsaver v1.57/1.8 's NEW usage

NOTE: If my mischance you had the 1.55 version,throw it away & have a look at the **History** chapter,relating its bugs! :-[

- Well,something like 70% of the program has been RE-written,and lots of things added:the 'CHIPsaver' name is now a bit obsolete as it has become somehow 'reducing',but you'll see by yourself...

- As before,CS is THE solution for people using Prowizard,without having ExoticRipper:it provides them just what they need: a reset-save option!

- For the ExoticRipper users, BETTERED reset & boot patches !!

- After intensive usage,it seems that CS may also be used for GFX-ripping,or whatsoever 'memory-protecting'.

- It can even be used as a 'BOOT-Utility' tool by people who don't give a damn about ripping tunes or gfx or whatsoever!!

----- FOR ALL OF YOU WHO ALREADY KNOW AND USE CS1.3,PLEASE READ THIS SO.....-> WHOLE DOC ANEW...EVEN IF THERE IS SOME KNOWN STUFF,YOU'LL FIND ----- LOTS OF NEW FEATURES EVERYWHERE...

THE NEW STUFF:

- The new **MENU** (yes,yes) feature makes CS ****MUCH NICER**** to use

- Chipsaver now SHOWS you what he's doing,and you may sometimes interact/choose the best way of saving.

- 'Intelligent' searching for reducing the copied data (!!).Very nice for people who don't have tons of Fastmem...& for the others too! This feature is called 'Autocheck'.

- Chipsaver BOOT alternative!!Once again (?? :-) MUCH MORE powerful than ExoticBoot!But you'll see this later...

- Added a separated Menu for FASTmem & COMPLETE Caches controlling. it's the ' **BOOT-Utility** ' function!!

NOTE TO BLIZZARD A1230 Cards owners:

Well,it seems that some/all (?) of these expansion cards have problems with ALL the RAD:,reset patches,etc...They simply disappear or GURU!So if this is your particular case,you should know that this ****NOT**** the fault of CS!!

Blame this weird card!?!I wonder how they managed to do this!!

Private message to Cyborg/Neoplasia:Got it? :-}

1.3 2. Getting Started

2. Getting Started

2.1 How does CS work?

CS consists of 2 parts:

- The CLI/WB-launched program, used for INSTALLING the **RESET-Patch**, and also to CONTROL its **parameters** later.
- The Patch-code, that puts itself in the Higher zone of your Fast or Chipmem (of course, Fast is always better!!)

2.2 The 1st time

Let's begin simply: just launch CS without parameters by just typing

'Chipsaver' in your CLI, or Click on the icon

Something like the following should appear:

```
ChipSaver v1.8 by The Cyborg/ N.G.C (95) FREEWARE
```

Read the doc, or use ? for a quick summary

```
Your memory config: Chip: 2046 Kb / Fast: 4095 Kb ;THESE MAY DIFFER  
{Fastmem>chipmem:All Chipmem can be saved in Fastmem};OF COURSE.
```

If you used the icon, an interface pops up. This enables you to change the prefs, then Save or use them etc... Here just press 'Use'.

For info, this 'default' running corresponds to:

```
'Chipsaver PercentC 80 PercentF 60 DELAY 0 PAUSE SCREEN'
```

(we'll see all these **parameters** later, don't worry!)

Now that CS is installed, let's see the RESET-Patch.

IMPORTANT NOTE:

When ChipSaver does its job during Reset, such as copying data etc, it assumes it is ALONE in memory (no other Reset patches such as RAD:, patches, StatRam volume etc...).

If it's not the case, this may lead to some unpredictable situations.

But I assume this was quite obvious no?

Nevertheless, you can (rough guess) use other little patches that install in upper memory, such as Action Replay MK-IV (soft), or even (!)

ExoticReset!! Yes you can have Chipsaver AND ExoticReset in the meantime! (Ok Ok what's the use anyway but it's funny enough to be mentioned)

If you do such a thing, please keep in mind that you SHOULD install

CS the LAST ONE, or weird things may happen

(Specially as far as 'Protect Chip&Fast is concerned, in fact)

1.4 3. The RESET-Patch program

3. The RESET-Patch program

So,here is what will happen at the very beginnning of the RESET:

A green flash will appear:this proves that ChipSaver is here,that's all.If you don't do anything,then a Blue flash will come,and that's the sign of... the end of Chipsaver (OK! Let's see more interesting stuff!!)

After the green flash,CS will test for a few keys **combinations** ...

 --- VERY IMPORTANT! READ THIS !---

When I say that these combinations are tested AFTER the green flash,I mean that there is ***NO WAITING LOOP*** (UNLIKE EXOTICRESET) :The test is instantaneous,and if nothing is pressed,the blue flash will appear (no operation).

So if you want to use an option (a key combination),DON'T WAIT FOR THE GREEN

*FLASH:just KEEP PRESSING ON THE BUTTON(S) FROM THE BEGINNING OF THE RESET!! *

* *

* Then you'll see the green flash & the operation will be done! *

I had to say all this because users used to exoticreset just waited a few seconds after the flash before pressing the buttons!!Of course it didn't work as there is no testing loop!!(hehe pas vrai Gryzor??)

This is another difference between ExoticReset & ChipSaver:ExoticReset must be launched WHEN you want to rip.Chipsaver is ALWAYS here & doesn't slow your reset when you don't ask him some operation!...So you'll always be ready for any demo launched on your machine!!

 ***** If you need to use the System's BOOTMENU,do it BEFORE acting

* Note * on CS; Example:you want to use CS AND boot on DF1:,or switch

***** AGA off ,etc...so:

- Wait for the end of CS (blue flash)
- Press both mousebuttons for Bootmenu
- Use the functions ya need!!
- Then there is new RESET,and CS comes back!!
- Use CS as wanted (after gren flash,etc etc etc)

Got it?

LAST THING: If any error (??) happens during the patch,there's a RED flash...Please note this for bugreports.... :-[

I'm totally sure (gasp) you'll never see any :))

1.5 3.1 The Key combinations

3.1 The Key combinations

So here are the Commands & Key combinations:

(Note: LMB=Left Mouse Button)

RMB=Right Mouse Button

JOY=Joystick's button

Command Key

The menu!! RMB

Copy Chipmem to Fastmem LMB

Protect xx% of Chipmem JOY

Protect xx% of Chipmem & yy% of Fastmem JOY+RMB

Clear Chipmem & Fastmem JOY+LMB

Init Chipmem & Fastmem for the AutoCheck JOY+LMB+RMB

As you can see,the combinations may seem complicated,but they are quite logical (yes,yes) as the RMB acts like an 'enhancer':

example:'JOY' only protects CHIPmem whereas 'JOY+RMB' protect FAST too etc...

Anyway,the menu (RMB) should make your life much easier;

I kepted the key codes for 3 reasons:

- It may go faster(?) [not so sure! Rather acrobatic Keypressing!]
- You may already be familiar with CS1.3 keycommands.
- When the CLI ' **NOSCREEN** ' flag is set,there's no menu anymore,so..

1.6 3.2 The Menu

3.2 The Menu

The following screen appears:

Exit

Special options

Copy Chipmem to Fastmem(LMB)

Protect xx% of Chipmem(JOY)

Protect xx% of Chipmem & yy% of Fastmem(JOY+RMB)

Clear Chipmem & Fastmem(JOY+LMB)

Init Chipmem & Fastmem for the AutoCheck(JOY+LMB+RMB)

So you see,all these features correspond to those described in the ' **Key Combinations** ' chapter.So,the menu is really nicer,no?

There are even more Features here (**Special options**).

To move,just press RMB,and the next option will be highlighted,then LMB to choose.

1.7 3.3 Copy Chipmem to Fastmem(LMB)

3.3 Copy Chipmem to Fastmem(LMB)

Let's say it here: In all the command-screens, you'll see the 3 following lines:

Operation: What SHOULD be done

Autocheck: Intelligent checking for reducing copied/protected size

Status : What WILL/IS done!

Autocheck won't work (no information) if you haven't used the filling feature at the previous reset (**3.7 Init Chipmem & Fastmem**). If it succeeds, you may have much less data to copy!!

Now, back to THIS command, so, so...:

It works like ExoticBoot/Reset copying:

* no fastmem: ex: A500+ 1 Mb chipmem

Lower chip half will be copied > upper half

* not enough fastmem: ex: A1200 2 Mb chip/1 Mb fast (hi Xulax!)

As much chip as possible will be copied in fastmem

* more fast than chip: ex: A1200 2 Mb chip/3-4 Mb fast (me!!)

the best config for this of course... all chip saved!

Of course, it is not so STRICT anymore, as the Autocheck may change lots of things!!

NOTE: When the autocheck is performed, you may have to wait for a while...

Also, sometimes, during the autocheck, there's a message telling you:

'Found a skippable zone of xxx bytes. Skip y/n (LMB/RMB)'

This was made for SANITY demos (using S.O.S:Sanity Operating System)

in order to skip a very tiny bit of code it installs in the upper

memory. That caused the copying of 2 Mb when only 400k were needed! :[

So, if your demo was a Sanity's, just press LMB (yes). Otherwise, it's

up to you according to the size of the skippable zone etc etc...

(System friendly demos are so much nicer... :-)

Same remark when using protect chip/fast...

[WHEN USING ' **NOSCREEN** ', the screen will flash when copying.]

1.8 3.4 Protect xx% of Chipmem(JOY)

3.4 Protect xx% of Chipmem(JOY)

Action: 'Protect' xx% of chip memory. (80% by default)

This is another method: the lower 80% of chip are allocated, so the system won't trash them. This method is more useful for those who

only have chipmem:if they boot on a very 'light' disk,they'll just launch exoticripper,and be able to scan 80% of chipmem,whereas the Left mouse button option 'd only save 50% (half'n half).

Of course,this time,it's the upper chipmem zone that is trashed.

Anyway it may be an alternative for experimented users if the LMB option fails (separated sampled data for example).And also you can just disassemble the code in chipmem with RIGHT addresses!

(non PC-relative/64 kb range code can be hard to read in the fastmem copied image,no?)

You can modify the xx% by specifying **PERCENTC xx** in the CLI line.

Of course,this feature also takes advantage of AUTOCHECKING!

In some cases the FOUND (checked) % can be higher than the SET one:

example:PERCENTC 80,and the autocheck finds 94% filled memory!

So,here,CS gives you the choice to use 80% or 94%!!

(bcoz with 94% of protected memory,you expose yourself to a GURU while booting,as very very few memory's left!!)

[WHEN USING ' **NOSCREEN** ',a YELLOW flash when done]

1.9 3.5 Protect xx% of Chipmem & yy% of Fastmem(JOY+RMB)

3.5 Protect xx% of Chipmem & yy% of Fastmem(JOY+RMB)

Action:'Protect' xx% of CHIP memory & yy% of FAST memory.

Same as 3.4 but very useful when ripping modules from a BIG file demo, that uses CHIP & FAST memory,so the Partition & Samples are separated!

Same Remark also for the autochecking 'choice' if CHECKED % > SET %

[WHEN USING ' **NOSCREEN** ',a LIGHT YELLOW flash when done]

1.10 3.6 Clear Chipmem & Fastmem(JOY+LMB)

3.6 Clear Chipmem & Fastmem(JOY+LMB)

This feature is used BEFORE loading the demos!

Action: Same as Exotic's CM option (clear all free memchunks)

The ripper scans much more faster as the zones that weren't used by the demo are 0 (skipped)

Of course,no need to Autocheck for this one!!

[WHEN USING ' **NOSCREEN** ',a WHITE flash when done]

1.11 3.7 Init Chipmem & Fastmem for the AutoCheck(JOY+LMB+RMB)

3.7 Init Chipmem & Fastmem for the AutoCheck(JOY+LMB+RMB)

This feature is used BEFORE loading the demos!

Action: Nearly the same as 3.6, but the BIG BIG difference is that, this time, the memory is filled with a Keyword, so, when you make a RESET after the demo, and copy/protect, CS can search for the Lower & Upper bounds REALLY used by the demo. (Yeah!) So, when running an 'old' A500 demo on your A1200, you may have to save 480 Kb Chipmem instead of 2 Mb!!! Same stuff, for games etc.... Of course, now, lots of demos take full advantage of AGA machines Chipmem (& even Fast), so often they use 90% of the Chipmem, and you don't gain lots, but don't worry, there will always be Demos/Games that'll take profit of this feature.

[WHEN USING ' **NOSCREEN** ', a GREY flash when done]

1.12 3.8 Special options

3.8 Special options

A new menu will appear:

Exit

Fastmem : Status (Note:)

INST Cache: Status (from 68020 On)

DATA Cache: Status (from '30 On)

INST Burst: Status (from '30 On)

DATA Burst: Status (from '30 On)

Copyback mode: Status (from '40 On)

The 'Status' may be ON, OFF, or N/A (not available). It depends of your Fastmem, & CPU type (wow, this doc is just useful!).

These options fill a lack of the bootmenu, & all the utility-boots I've seen till now:

* Fastmem disabling (REAL disabling, not just clearing MaxExtMem or allocating the whole mem, like in NOMAD's utility boot, OK??... Sorry I didn't include the useful "Toggle Led" option!!)

[if you don't see what I'm talking about, just forget it!]

May be used to see how your progs work when no fastmem!

It's 'more real' than using the NOFASTMEM program.

Its main purpose is before loading a demo.

See ' [How to use CS best](#) '.

The effect lasts only till next reset of course!

* Selectable Caches Enable/Disable, which can be truly useful for '030 & '040 owners (lucky ones!). Because with the 3.0 Bootmenu, you were obliged to enable/disable ALL the caches in the same time!

example :you have a super-nice demo for A1200...great! You come home & try it on your 4000/30-40 or A1200+'030 card...and..and it just blows up! Okay, setting NOCACHES in the bootmenu fixes it but some effects suck as they are slowed down!!(yes, yes).

With CS, just cut the 'faulty' caches (Of course, You & I know that the faulty ones are NOT the caches but the code!!).

So you may cut everything except the INST cache for example ('020 expected).

This will surely be helpful for owners of 2.0 machines users, who have a '020+ CPU: they now can modify the caches like in the 3.0 Bootmenu (A1200/A4000), and also the Fastmem etc...

Note: I thought of making a PAL/NTSC, AGA modes switches, but I didn't ~~~~~ because these changes are simple to make, but the BIG problem is to set the System flags correctly (in Exec), so that if you run a Workbench, the system doesn't get mixed up ('I'm in NTSC, but...this other flag says I'm in PAL mode?!')

In fact, the NTSC/PAL flags specially 'd be weird to handle, as there are multiple old/obsolete flags that must be modified differently according to running OS (1.3/2.0/3.0), so, let's use the Bootmenu, HE know exactly what he's doing!!

If any of you know EXACTLY what flags to change, and how, just tell me & I'll add the options!!

1.13 4. The BOOT-Patch

4. The BOOT-Patch

Here comes a little story (don't fall asleep, eh!?)

Well, if you already have used ChipSaver or ExoticReset, you already know that sometimes, the super-nice trackmo from which you try to rip a FABULOUS tune, well...this trackmo just ***KILLS*** the patches...by trashing brutally the system structures (bye bye exec! :-[).

And, in these situations, the only solution was to cry, or...boot on an Exotic Boot installed disk...OK. But...but...when you'll get used to CS1.57+, I'm sure

that you'll find ExoticBoot a bit 'prehistoric' (no more Autocheck,no way to Protect memory,it just copies everythin'...yeeeerkk).

Guess what:This happened to me one day,as I was trying to rip an old tune from the RSI-Megademo (remember?the ol' days....).But the demo just 'killed' the system (and CS!),and I saw ExoticBoot copying 2 Mb of chipmem to my fastmem,whereas I perfectly knew that this demo was done for 512 kb machines! Arrrrhhh...No autocheck!!1.5 Mb for nothin'...This should never happen again!! Suddenly,the idea came:HEY!!!Chipsaver is not destroyed!!he's just somewhere in memory,but disconnected!!Why not a boot that'd launch CS from memory!?? All the options would come back! yeah!!

Then came (TATAAAAAA do you hear the trumpets?)...'Guess whoooo?' [who said Woody Woodpecker????]

****ChipSaver's boot****

Here is how the things go:3 cases:

a) - CS is present,and active.So,the boot assumes you already have used the actions you wanted during the RESET-patch:so,nothing is done while booting.

b) - CS is present,but has been unactivated by the demo.The boot finds back CS ,reinstalls it,and jumps into the patch!!

So,it's exactly the SAME situation as for the RESET-patch!!!!

(of course,you have lost some of the lower mem,that's the main problem of all these boots).

...I'm sure you've never seen such a big utility boot! :-)

NOTE:The boot restores any version of CS (even 1.3a,for example)

---> CAREFUL:Sometimes,on chip only machines,CS may get partially trashed.

In some cases,the boot MAY still recognize it,but when it jumps into it,the code'd be corrupted,leading to a guru,errors,etc...

So beware:if the boot GURUs,RESETs,& you see CS back,the best solution is to use chipsaver REMOVE.CoZ this CS'd be in fact TRASHED...and who knows what it 'd do (GURU GURU GURU etc).If you have continuous Gurus,just switch your Amiga off (!),wait enough time,and ON!

Sorry for this.It's not my fault:it's just that demos can trash memory as they like!So on chip only machines,the risk is much bigger!

If you want me to try solving the problem,just say it,otherwise I consider its' not very frequent,nor important,so... :)

c) - CS had never been installed,or it's really badly trashed!

Here,the boot offers a spare solution,with small copy functions:

There's a PINK flash,and the program waits til you release all the keys (LMB,RMB,JOY),if any.

then,a ****LOOP**** testing for:

LMB=> Copy Chipmem to Fastmem (as usual,like Exotic,CS1.3)

Of course,no Autocheck! (remember!!A boot is only
1024 bytes of code!!! :-)

It copies what it cans,to fastmem,or chipmem etc...

JOY=> Equivalent to "Protect 80% chip".

Here,you can't modify the '%' ,as you have no way
to pass parameters!!

RMB=> The boot continues normally (no action performed)

Conclusion:

The worst c) case should be EXTREMELY RARE so...It's greaat!

I think that now...everything should go OK!! 'Ya know what,I'm happy!'

To INSTALL A CS_BOOT,have a look at the **BOOT** CLI command...

It is **HIGHLY** recommended to re-install a new CS_BOOT,each time you
receive a new update of Chipsaver!

For example,if you had got before the (bugged :) CS 1.55,and installed
a boot with it,now that you have the x.xx,use **BOOT** again to install the
NEW x.xx boot...and so on.

(Boots should stay compatible even with anterior CS versions,but anyway
doing like this enables the boot to follow the main program's evolution
..and also to correct bugs!! :-) Yes CS_1.55 Boot bugged on CHIP only
machines!Puuuh..All bugs should be removed now. (?????)..Hoho,I've
already heard that many times *:-}

1.14 5.How to configure ChipSaver

5.How to configure ChipSaver

This can be done very easily using either:

- * The brand new **GUI (interface)** feature
- * The older but still supported **CLI parameters**

NOTE:The GUI functions are not deeply described,as they correspond exactly to
the 'old' CLI parameters.

So if you're already used to ChipSaver 1.5x,just read the stuff about the GUI.

(Also,there's a new CLI parameter: **QUIET**

1.15 5a. The CLI-parameters

5a. The CLI-parameters

As already said,the CLI program can INSTALL then CONTROL Chipsaver.So there are the different kinds of parameters:

5a.1 No Parameters

5a.2 The Commands

5a.3 The Flags

Note:Typing 'ChipSaver ?' prints a short summary of these CLI parameters.

[All parameters are case-independant.]

(Info:When ChipSaver is run by CLI,it first searches for CLI parameters,then PrefsFile,and if none is found,defaults are used)

1.16 5a.1 No parameters

5a.1 No parameters

Two cases:

- CS wasn't installed:So the installation is done now!

You may then get either:

* a little message about your memory config and what you can expect to copy with it.(May be slightly optimized in real situations when AutoCheck reduces memory-needs).

example:A1200 2 Mb chip/1Mb fast

You're told that the saving 'll be partial,but it can happen that the saved mem is just 800kb for example,so you'll be able to save it then!!!!

* An error message,telling that install failed,as CS can't locate itself where he should.So either you have another patch installed,or you don't have much memory left (or really fragmented).Anyway you can install with **FORCE** ,but this is at your own risks & you should (MUST) reset after this !

- CS was already installed:Some info about the current Buffers & parameters,to know exactly what's going on:

For example:

Buffer status: CHIP-data:Empty... FAST-data:Empty...

Joybutton Save: CHIP:80 % FAST:80 %-----

Current Flags:SCREEN PAUSE DELAYVALUE: 0 WaitVal:35 |

----- |

||

| modified by: **PERCENTC/PERCENTF**

|
|
|

These are modified by: **SCREEN/NOSCREEN**

PAUSE/NOPAUSE

DELAY xx

WAIT xx

1.17 5a.2 The Commands

5a.2 The Commands

These are MUTUAL EXCLUSIVE parameters (one at a time):

SAVE

FREEMEM

REMOVE

BOOT

These commands are performed WITHOUT INSTALLING CHIPSAVER.

1.18 5a.21 SAVE

5a.21 SAVE

Syntax: SAVE "path:filename" (MUST be between quotations)

Action: Saves the Protected/copied buffers.If there's also a FAST-data buffer,it will be saved too.

Warning: The space on disk is NOT tested,so verify if you have enough room before saving 4 Mb!!

The filename must be 22 chars long MAXIMUM,as Chipsaver has to add a suffix (.CS_Chip or .CS_Fast)

Typically,you should give the file the name of the demo/game from which you are trying to rip...(So you can have a whole dir of image buffers ready to be analyzed one day,with your favorite rip-tool).So,if your ripper doesn't handle THE brand new super format,you can just wait for new updates & try to rescan your buffers 'bank'.Or just send'em to the author of the ripper (poor guys!!not too much please!! :).

Note:Even if you don't use CS (??),you can (without CS being installed) save ExoticBoot/Reset buffer,with something like: 'Chipsaver SAVE "file" '.

1.19 5a.22 FREEMEM

5a.22 FREEMEM

Action: Once you have analyzed or saved your buffers on disk, it will surely be nice to Free the memory they occupied, instead of rebooting.

(both Chip-data & Fast-data buffers are freed)

Note: As for SAVE, you can FREEMEM the ExoticBoot/reset buffer, even if CS was NOT installed. Just type 'Chipsaver FREEMEM'

1.20 5a.23 REMOVE

5a.23 REMOVE

Action: A useless option....I just wonder why you'd use it, hmm?

Curious, I really don't see what it can do!! ...

1.21 5a.24 BOOT

5a.24 BOOT

Action: Install a Chipsaver Boot on a floppy disk (DFx:)

ChipSaver NOW recognizes & handles correctly all types of DOS disks, ranging from the prehistoric OFS to the last 3.0 DC-FFS.

(bugged in 1.55)

Syntax: Chipsaver BOOT x ex: Chipsaver BOOT 1 (=>DF1:)

Note: Only ONE BOOT AT A TIME (no BOOT 0 1, or BOOT 0 BOOT 1, OK????)

For the full details about how CS BOOT works, just have a look at the

'[BOOT-Patch](#)' chapter, and '[How to use CS to its best](#)' .

1.22 5a.3 The Flags

5a.3 The Flags

They may be set at the installation, or modified, one by one or many at a time, once CS is patched.

[PERCENTC/PERCENTF](#)

[SCREEN/NOSCREEN](#)

[PAUSE/NOPAUSE](#)

[DELAY xx](#)

[WAIT xx](#)

[FORCE](#)

[QUIET](#)

1.23 5a.31 PERCENTC/PERCENTF

5a.31 PERCENTC/PERCENTF

Syntax: PercentC 60 PercentF 50 for example....(hard hard)

Action: set the percentage of chip/fast to be protected when using the <JOY> / <JOY+RMB> feature. Default is 80. minimal is 5% and maximal is 90%. more/less than the limits will reset the value to 80%.

it depends of you, and of the disk you boot on after the reset/save, to see which value best matches your needs. For example, using a 1 mb chipmem A500/A500+, saving 80% of chip, and booting on a disk with a huge startup-sequence may not be the best solution! Cut down the startup, or just decrease save %.

Note: The 'PERCENT' Parameter of CS 1.3 is still supported and corresponds (of course) to PercentC

1.24 5a.32 SCREEN/NOSCREEN

5a.32 SCREEN/NOSCREEN

Action: Toggles auto screen opening, when a command executes at RESET.

* NOSCREEN set:

Anyway, if RMB is pressed, then the MENU will appear

Otherwise, the screen doesn't open, & you only have a few flashes indicating what option is done...

The only use of this, is if you don't like the super-extra-nice infos features (how could you I wonder..). More seriously, it may be useful to avoid using (=trashing) about 8 Kb CHIPMEM (of course this is trashed in the UPPEST zone!!)

* SCREEN set (default):

You have much more infos, and sometimes you can choose how to save (in <JOY> / <JOY+RMB> savemodes)

1.25 5a.33 PAUSE/NOPAUSE

5a.33 PAUSE/NOPAUSE

Action: Toggles pauses during Information printing.

* NOPAUSE set:

The 3 lines (Operation/AutoCheck/Status) are printed immediately and the operation is done. The only moment when you need to click is to choose between Exit & Special options .

* PAUSE set (default):

You have to click on RMB at each line...it's a 'gadget' ... (but I like it :)

1.26 5a.34 DELAY xx

5a.34 DELAY xx

Action: A totally useless option!! It slows down the Progress-bars while copying,so that you can admire the gracious progression of the bar!! Happy? ...Default is 0,which means no delay is done.The 'xx' is a value in VBLs (1/50° sec or 1/60° depending of your screen Freq)...That's it.

1.27 5a.35 WAIT xx

5a.35 WAIT x

This is a little parameter I thought of as it seems that some (lots?) of you find it difficult to 'catch' CS Green Flash at Reset.(Even if in my idea,you are supposed to press the keys BEFORE the flash). Nevertheless,here comes this simple parameter:the xx value is the number of VBLs (1/50° or 1/60° sec) to wait for while the flash appears.

(The blue flash still has lasts for the same time)

I will make NO waiting loop because:

-It's against CS 'philosophy' (don't jam reset unless asked for)

-There are no more keys left for a no operation exit !!! :-)

The standard value is 35. Min=1/Max=1000.Should suffice!

ex:WAIT 100 on a PAL (50 hz) machine=>2 seconds flash.

REMEMBER: You have to wait till the flash FINISHES before your keys are TESTED. (don't try WAIT 1000 urrhg...200 secs!!)

1.28 5a.36 FORCE

5a.36 FORCE

Action: A bit special:'Force' can be used ONLY when installing,if CS tells you it can't install;Then you may just abandon,or relaunch CS with FORCE as parameter.

In that case,there is no memory allocation,and this can just blow up the whole system,immediatly or later!You'd better RESET quickly!

1.29 5a.37 QUIET

5a.37 QUIET

As running Chipsaver by CLI (startup sequence etc) without parameters would make the GUI window open (oops!), I just added this flag.

Typically, you put 'Chipsaver QUIET' in the startup script and everything is fine. See [Installation](#) for more details.

1.30 5b. The User-Interface

5b. The User-Interface

First of all, remember this: the GUI only opens when CS is run:

- from Workbench (icon)
- from CLI without any parameter

This is for a reason of convenience: you can put the 'Chipsaver QUIET' command in your startup (CS won't open & bother you then)

When run for the first time, it searches for the prefs file, and if there is none, internal defaults are used...

And it ****ALWAYS**** installs ChipSaver!

Well, if you read the [CLI-parameters](#) chapter & then click on the icon, you'll quickly understand how it goes ;-)

Really nothing complicated. The only things that need to be said are:

- "Save Prefs": Saves S:Chipsaver.prefs (really?? :) , Uses, & closes GUI
- "Use/Install": no comment!
- "Cancel": None of the changes are reflected on the Patch or Prefs.

(****NOTE****: The menu feature 'Exit' or clicking on the window Close gadget have exactly the same effect)

- "Force" special flag: Well, if you run CS for the first time with the GUI, and the install fails, just Enable FORCE, and Click on Use/Install.

This flag is saved in the Prefsfile. Default is OFF as it shouldn't be needed, especially if CS is first run at the beginning of the startup sequence! (No reason for a memory-lack etc)

(it will appear/not only when you install CS, not after :)

- "Autofill". Requested by the very lazy Reez (Hello DLC! ;-). It just performs a [Init Chipmem & Fastmem for the AutoCheck](#) (waaaaah), at the very first reset.

Note that this will be done only if you don't select an option during this first reset.

- "FreeChunks". Requested by Gryzor almost a thousand times...hehe

finally I've managed to make it.(Just so lazy myself!).

This clears all the memory chunks,in chip & fast,like the exoticripper 'CM' function.

What's the use you'll ask? Well,concretely,clearing all the UNUSED memchunks of memory erases old 'ghosts' of modules etc...

That makes it easier to find real 'good' modules.

How to use it exactly?

Well,this is useful,for instance in the case of a HD-musicdisk:

launch the Musicdisk,come back to system,use this option,and then try your ripper:it will only find the currently played module and won't bother with old trashed data.

****CAREFUL**** : In order to do its job correctly,this function must cut interrupts while it's clearing.So don't choose this moment do to a heavy HD write or something like this!!!! got it???

Anyway,I kept the old 'Cli-output' which is quite handy...and I don't think this should be annoying!

Note: ChipSaver uses ASL requesters eventhough I know some people (including myself!!) *HATE* ASL reqs.But there are three reasons for this:

-ASL is rather nice to program (Tags etc...)

-Everybody HAS asl.library as it comes with the Workbench disks.

(Hmm,I think that everyone having a correct system also has Reqtools library,but let's pretend we haven't seen it:)

-If you're not happy with this,you can very easily patch these with RTpatch or ReqChange...

Note: ReqTools is © Nico François

Reqchange is © Magnus Holmgren

Anyway from now on I begin using the wonderful ReqTools.library :)

1.31 6. The best way to use ChipSaver

6. The best way to use ChipSaver

First of all:

* Install it.(I have put 'Chipsaver QUIET' in the very beginning of my Startup-Sequence,it's a handy way:CS is always active since the first boot!!)

* Prepare a 'ripping-disk',with your riptools on it etc...and with a CS_Boot installed (cf BOOT parameter).Or ExoticBoot...well...hmmm.

Keep this disk near you when you try to rip a trackmo!!

* before launching a demo,at RESET:

-Make a 'Init Chip & Fast for the AutoCheck' from menu or keys .

(then if you have fastmem:)

-When done,Click on RMB as proposed,and in the special options menu, **DISABLE FASTMEM** .

Note: This disabling will only work with demos that use system to know about the memory configuration.

Example:Sanity demos,using the S.O.S,and lot of new A1200 demos (see at ' **Some Technical infos** ' for more...)

ADVANTAGE:

-> disabling fastmem prevents the demos that (CLEANLY) recognize fastmem from using this fastmem,so:

° You can see how the demo works on a non-accelerated machine...

° Fastmem is not used,nor trashed,so you have more chances to see ChipSaver back at the next reset!

° The demo will load EVERYTHING in chipmem,so you won't have for example very nice samples in chipmem,and a trashed partition in fastmem, which can happen with moduleformats with separated partition/samples (TFMX,The player 5.0a/6.0a etc...)

KNOWN 'BUG':

-> If you boot on a DOS disk,the Nofastmem may cause a few NORMAL Recoverable alerts (see 'technical info' link tech}).All you have to do is quickly press LMB to make them disappear!Zap!

I add this info here as it seems that nobody reads it in the tech. info part... ;-)

* Watch the nice demo...Hear the great tune...

* reset!

* Copy/protect memory in the best way according to the kind of demo...

Of course,in some cases,CS is destroyed,and there is no green flash,so all you can do is quickly insert your CS_Boot installed disk (if you have it!).

then...

° For Exoticripper users: (V2.22...V3.0...)

* In Exotic ripper,type "A H" (sets range to the zone we've allocated) then hunt in your favorite mode...

The only problem that can occur is that the Fastmem-data buffer is not recognized by Exotic (only the 'standard' CHIP one).So the only

solution for having access to both buffers (example for a SMP command) seems to be: use ChipSaver **FREEMEM** (yes yes) then load Exotic and consider "A C" and "A F" (no more 'H' buffer)

This is a bit risky as loading Exotic can trash some of the memory we've just freed, but, it's the only way as, when you load Exotic THEN free the buffer, Exotic doesn't care: He still will consider the FAST buffer as allocated memory & that's why he will SKIP it, and not allow access/hunting to it!!... See whatta mean? You won't access to it with "A F"!!

This will surely be fixed in the future (Hi Marley!)

° For ProWizard version 2.1+ users:

* use the ****GREAT**** Scan Buffer option! Yeah!

WARNING: ProWizard frees both Chip & Fastbuffers only from v2.12 on....

(if you have a previous version, use Chipsaver **FREEMEM** when there is a FASTbuffer..)

By the way, are you a REGISTERED user of these 2 EXCELLENT progs????

° Last useful hint

* light a candle, pray, ask God to help you, maybe you'll have a module to save!!

CONCLUSION: I can't tell you THE method for ripping... You'll see by yourself... Sometimes there's need to use tricks, try different copying/protection methods (even if usually, LMB's enough!!)

And, of course, some times, you must rip the new formats 'by hand'

Yeerk... that's never nice...

1.32 7. Some Technical infos

7. Some Technical infos

* Chipsaver needs of course FASTmem to be FULLY used!! If you only have chipmem, -CS will be much more 'fragile' (may be trashed by progs)

-You only will be able to use **<Copy half'n half>** ,

and (preferably) **<Protect xx% chip>** (that is a BIG advantage compared to Exotic features)

* Used memory:

-if you have FAST: ~ 8 kb in highest Fastmem

~ 8 kb in highest Chipmem (for SCREEN)

-if you don't (what??): ~16 kb in highest Chipmem

(of course, when using **NOSCREEN**, the 8kb Chipmem aren't touched)

* ChipSaver will stay in memory until:

- his zone is trashed (oops!)
- the system is really trashed (execbase mainly)
* Fastmem disabling is not just clearing MaxExtMem!! I just savagely cut the Memheader from Execbase's Memlist...It works really fine,except that if you boot on your Wbench,you may have a few Recoverable alerts,which is absolutely NORMAL,as some Fastmem was used by exec before the header was cut,so when there's an attempt to restitute it...the system just wonders where is this Fast-zone he's trying to free!

This feature won't work,of course,if some coder,tries a bully thing such like peek()/poke() to find the fastmem...I don't think this method is very elegant,nor clean,and I think it won't work with all memory extensions (?)

Example:Demos like Artificial Paradise or The Animatunes from a group called NGC...(really?).Private message to Viper:Sorry I just couldn't resist!!Ok Ok as long as the demo works you don't give a damn,but...doesn't your conscience suffer? huh huh...
[NGC...NGC,this reminds me something,but what?]

* Recognition by ExoticRipper:ChipSaver uses the same recognition as Exoticboot: - addr of saved mem in \$100

- Allocbuffer structure: dc.l \$DEADBEEF

dc.l size

dc.l origin

& added Chipsaver's flag (ignored) dc.l \$BADFEED (!!)

& a new CS .L:Fast buffer address dc.l Fastbuff

* v1.82 change:

Improved the installation:CS now searches for the biggest fastmem zone (if you have many MemHeaders).

DO NOTE that now CS will only install in ****PUBLIC**** memory.

This is much safer (specially if you have virtual memory!! :)

If your memory card does not set this MEMB_PUBLIC flag,there is surely a program in the public domain that should fix such a lack.(Just blam'em!!)

* coded on Trashm'one v1.6 then Asm-one v1.25...

* Sourcecode: 130 Kbytes,including interface (CS v1.3 was only 23 Kb!)

* My config: A1200,68020 28 Mhz,4 Mb Fastram

HD 540 Mb (internal 3.5')

HD 170 Mb (Overdrive 3.5')

A lousy 36 cm TV

A 2 button-hamster.(also called 'rat','mouse' etc...)

A positronic brain directly connected to the CPU,hehe.

1.33 8. Installation/Requirements:

8. Installation/Requirements:

* Install is very easy:as an example,I'll tell how I do it:

Drag the icon to SYS:utilities (or C: or whatever you want!)

Then add '<PATH>Chipsaver QUIET' in your Startup-sequence/User-Startup

Of course,you can 'Leave Out' the Icon with the WB-Menu and Snapshot it on your Workbench Screen...Or Add it as a Toolmanager gadget

!NOTE!: If you already had a previous version of CS in memory (launched from startup,typically),and want to install the new CS,do as following:

-Make Chipsaver REMOVE using the ****OLD**** Chipsaver

-Replace the Chipsaver by the NEW one.

-Re-edit your parameters & add the new possibilities.That's it!

* Requirements:

- OS v2.0+ (V37+)

- ASL library

- As much FASTmem as possible for optimal job!

- HD if you want to SAVE the buffers...

NOTE: I ****STRONGLY**** think that CS won't work with PCMCIA memory cards.

(even if install --seems-- to be OK)

The reason for this is very simple:the PCMCIA expansion is surely recognized when card.resource is initialized,whereas the 'normal' expansion memory (16[?]/32 bits),on 'standard' bus are recognized really early!!And Chipsaver is run AFTER expansion.lib,but BEFORE card.resource.Even worse,if CS installs itself somewhere in this PCMCIA memory,what happens to it during the reset?Is there some kind of cleanup or peripheric reset?

I really don't know,and anyway,this can't be solved!!So...

(PCMCIA memory is ****not**** KICK I suppose?)

Anyway,you wouldn't be crazy enough to buy a SLOWmem card,no??

(gasp,who said yes around here??) ;-)

***** REAL 32 bits fastmem for A1200 RULEZZZZ *****

(Er...anyway,if it works,I have nothing against that!!)

Tech note:

~~~~~

Chipsaver asks for MEMB\_FAST memory only,without considering flags such as MEMB\_KICK for example.This is only in order to work with ALL the cards & systems (V36,37,39 don't put exactly the same flags in the same situations,etc...).

So the only way to know is CS works on your machine is to check it out during the Reset.

### 1.34 9. Disclaimer/Distribution:

#### 9. Disclaimer/Distribution:

This program has been tested carefully on various machines, and it proved to work fine until now :-)

Anyway, it can happen that it really doesn't work on YOURS, because of a strange memory board, weird configuration etc...

PLEASE TELL ME ABOUT IT IN THAT CASE.

(See the **BugReport** section)

ChipSaver is FREEWARE, which means it may be distributed freely, for non-commercial purposes, but the author keeps its COPYRIGHT on it, so you can't PATCH (funny, no?), MODIFY, or ALTER the main program or its docs.

You use this program at your own risks! It is provided "as-is", without any warranties on its reliability. I may not, by any means, be held responsible for any bugs/breakdowns/damages caused to your software/hardware, by ChipSaver, even if every care has been taken to make this program as efficient and bug-free as possible.

This program may be spread freely as long as no fee other than transport/disk is asked for, and the files remain together, not modified.

(except for archiving purposes)

Pfff I had to say it. It's done. :)

### 1.35 10. Comparison between ExoticBoot-Reset/Chipsaver

#### 10. Comparison between ExoticBoot-Reset/Chipsaver

Well, with CS 1.3a I still used ExoticBOOT when CS was zapped out.... Er... now, I only use ExoticRipper for its ripping features, (!) ..which is quite **\*\*good\*\*** enough he he!! (Hi Marley+Turbo!!)... CS\_BOOT rulezzzz !

Some more stuff (from 1.3a doc)...:

ChipSaver has the same disadvantages that ExoticReset: this time, it CAN be destroyed, and you may not always see it appear after the demo!! But it has "a few" advantages (hope you think it too!), and it's a "sleepy" prog: it'll stay quietly ready for your orders at every reset... No need to load exotic to clear the chunks before a demo, set the reset option etc...

Well I won't argue for a long time about the abilities of MY prog, it's of course the best one as it's MY prog. You may of course not have the same opinion!!

## 1.36 11. Program's history

### 11. Program's history

If I were you, I'd just wouldn't dare to read these lines, as they're quite frightening (Will you still use CS after that ? :)

ChipSaver is not 'more bugged' than other proggies, it's simply that I'm giving you a detailed description of all my funny bugs :-)

0.0 Personal patch at fix address: only worked on my machine!

(Exactly equivalent to ExoticRESET... I didn't have it at the moment!)

1.0 Internal (not released)

Copy & Protecting implemented. No parameters yet.

1.1 First released (bugged!!)

parameters: Percent, Remove, Freemem, Save...

SEEMED Ok, but in fact, copied only 1/4 of the CHIPdata!!! Oups!

1.3a First REAL release (with Prowizard 2.1/2.11)

Fixed 1.1's 'little' bug.

1.52 (internal) ALPHA

Re-Written almost all the Patch code!!

Added the SCREEN function + Fastmem/Caches handling, intelligent save etc...

(Wow! That's change for sure!)

1.53/54 (internal) ALPHA

Cleaned up code, found a few bugs, added the 'skip' feature in the Autocheck, specially for Sanity demos using S.O.S 'little bit of code in high mem'. (I understand myself... Anyway, no one else gives a shit, so.. 8)

1.55 (internal) BETA <----Note: BETA? Was it really?? well...

Optimized code (yeergh)

Added the CS\_boot stuff!!! I found this idea quite good, and at relatively 'low-cost' as for coding time (hmmm.. not so sure)--> for a truly **\*\*NICE\*\*** result... Puuuh, I couldn't stand anymore being obliged to boot on an ExoticBoot disk (when CS was trashed), after having tasted CS 1.55!!

Added also the little WAIT parameter. Why not?

1.57f BETA (Or maybe GAMMA ? :-)

Corrected 'some' bugs:

-The Boot install failed most of time!! Sector weren't written!

lame error.. sorry.

-On machines with more than 6 Mb of Fastram, some of the % calculations & sizes got overflowed! For example with 8 Mb of fastram, protecting 50% of fastmem protected.... 2 Mb! Ooooups!! Hot thanx to Gryzor for reporting this!!

Shit!(Er..Sorry).I thought this bloody § }[\* problem had been solved in 1.57e,mais it proved to be wrong...For the interested ones,I must say that I now HATE 68000 that obliges me to do:

```
(d0=% d1=TotalMemSize)
```

```
divu.w #10000,d1 ;/1000000 *10000 =/100 !
```

```
and.l #$ffff,d1 ;Very impressive,eh? :-[
```

```
divu.w #100,d1 ;
```

```
mulu.w d0,d1
```

```
mulu.w #10000,d1 ;d1=xx% in bytes
```

Whereas the wonderful 68020 perfectly understands that handling BIG amounts of memory can be done with the complicated:

```
divu.l #100,d1
```

```
mulu.l d0,d1
```

(I think that there's no need to program to see whatta mean ;-)

(just check out the size)

Ok,ok,I know all this is terribly boring,but I'm just upset

bcoz I took me in fact 2-3 times to correct that...Tssss

{End of the complaining }

-CS failed to install on a A1200 2 Mb chip!!I had tested on a A500 1MB chip(2.0) & I thought it'd fit for all CHIP only machines..Well, I just wonder what they have done in 3.0 that makes da all stuff fail ??...Anyway now install is much more flexible & should always work.(unless your memory is 99% full of course :)

-Grrr..At last minute when the 1.57 was about to be spread with PW2.12 a guy called Gryzor (again?? :-) reported a 'little' bug:After my frontal lobotomy,I had forgotten to check against the different types of DOS disks when installing the BOOTs...So this worked only with OFS disks ('OFS' ...does this still exist??) & made nice checksum errors when trying to boot on non-OFS disx! GREAT! Yeaah!What a cool option!!

-On a 68040 machine,I had the surprise to see it recognized as a poor 68000!!So,no caches controlling!!Annoying eh?Well it was a silly error:I had forgotten the branch!!!!Yes,yes!! Tsss tsss...

[At least THAT bug was really quickly repaired!]

-->& also...

1.31 (should replace the 1.3a)

-After correcting the install failure just exposed,it appeared that this error is present since CS1.3a!!(You were right Xibe!you were the first one to report this,but all you had told me about your machine made me rather suspect a hardware chip bug! :) .Mea maxima culpa...

1.8 Added the GUI! That's "all"....Also the QUIET flag.

1.82 - Kicked out the old CS1.3 of the archive.I think you all have it now ;)

- Improved the installation:CS now searches for the biggest fastmem zone (if you have many MemHeaders).

DO NOTE that now CS will only install in **\*\*PUBLIC\*\*** memory.

This is much safer (specially if you have virtual memory!! :)

If your memory card does not set this MEMB\_PUBLIC flag,there is surely a program in the public domain that should fix such a lack.(Just blam'em!!)

- Added the Freechunks option.

- Added the autofill flag.

1.82b - !!! Damn'! Forgotten to do a CacheClearU after having installed CS-patch in memory!Seems it worked fine anyway,as people usually put the patch at the beginning of the startup-sequence,so the Data Cache gets 'naturally flushed' after...

(Put down that weapon!!! Come on!....this program is perfectly safe I tell you!!...nooo stooop!)

- And,also as the 1.82 had been made during a Party,I wasn't very very 'energetic' at some moments it seems:I've used a v39 (3.0) function to make the busy pointer while ClearMemChunks,so of course,on 2.0/2.1 machine,it surely blew up (Guruuuuu)!!

(Hmmm,no,now \*I\* have the gun,so don't even think about it! ;)

- new version of the Bootpatch.As I had bettered the installation of the reset-patch,the boot-patch needed to have the same changes,in order to be able to 'recognize & restore' a destroyed CS in memory.

(Should be able to find CS in memory,I mean ;-)

## 1.37 12. Greetings/Acknowledgments

12. Greetings/Acknowledgments

Greetings go to:

~~~~~

all my contacts,& of course,to the other members of New Generation Crew!

Welcome to all the New Members!! YEAH!! Nice to have ya with us!

Special Hellos (in random order) to:

~~~~~

\* >>Gryzor'<< for the PERFECT Prowizard,and for his great help in finding bugs (Grrmmbbb) in that poor ChipSaver,and more even in removing them.

Hmmm It's always nicer to debug other's job hehehe...How is it going with

the PT-replay.library? hahahaha....'no problems at all eh'? \*;°)

\* Buggs & EagleEye/DEFECT (Hi Buggs!TFMX Rulez) for their fabulous EP!

Your letters are quite nice too,Henryk :-)

Well I hope that now Chipsaver works on your machine ?!?? ;[

\*\*EAGLEPLAYER FOREVER\*\*

\* Turbo & Marley/Infect

Wow!!! Exotic3.0+GUI is just Great!

User interfaces are really useful nowadays :)

So,Marley,when will you support CS' FastBuffer? hehehe

\* Peter Kunath & Frank Riffel /Delirium

\* Ian O'Connor,for 'The Designer'

Thanx a lot Ian!!Without your amazing Interface-Builder,I'd never had had the courage to make the GUI 'by hand' (Arrrhhh...crazy or what?).

It's strange:I've never seen Designer credited anywhere?!Maybe I

haven't got the good programs??Or maybe people 'forget' credits ?!?!?

\* 'DLC' (hello David!),the 1st one having written to me for CS (and unfortunately the only one till now!! :- ( hem hem...

(Situation unchanged when I write these...your medal is coming soon :)

Now I know we're only 3-4 people using CS out there...

Thanks for your nice'n'cute SMALL icon,he he.

\* Xulax/NGC

For making the nice coppercolors of the screen (yeaaaah)

(better than my AWFUL color-spreads...sorry,I'm only a poor coder!)

\* Geist/NGC

Truly nice Icon!!! (a bit small maybe \*:-) (Mario Bros Power! [Beuh])

Happy to see you found a group again!!Quite a good one eh?

\* Blackbird & Xelis (/NGC once more :)

Thanx a lot for your nice remarks EACH TIME I reboot my computer & you see a green flash: "Yeerk again that nasty virus!"

"You still haven't got rid of that thing?"

"You have a custom chip failure it seems"

"I was just wondering why we just GURUed!"

"It's still here??" (I like this one !!)

"I hate Green"

It's a warm feeling to have such a moral-support!! Grrr I'll get you!! \*:-))

\* Skillion/Ram Jam

SuperStardust rulez!

And BIG BIG thanx to:

~~~~~

My A1220/4 Blizzard card...I really like this piece of hardware!!

(no,no the constructor didn't pay me to say that!!)

What?There are Blizzard A1230's now? Ha!? How nice..... :-)

1.38 13. About ripping...

13. About ripping...

First of all,when you rip a module,I think it's for your own pleasure, so,there is no reason to put in the sample-comments:It's ME who ripped this module,MY name is blah blah blah...MY group is bluh bluh bluh...and the author is..well,I don't know!...

Well,my idea is that ripping is worth signing only if you've ripped a new format,or ripped something 'by hand'.Anybody can use (the excellent) exoticripper or (the great) Pro-wizard,and put its name in the mod!

So,that's what I propose to put in a ripped/converted module:

(it's even easier than ever,as you can use these directly in PW 2.1+!)

* author's name,if not present

by author/name (recognized by EaglePlayer)

* the tools which made the rip possible:

Exoticripper Vx.x,Prowizard Vx,Chipsaver(please!)

|

Yep!These ones insert themselves alone!--| (thanx Nico!)

* your name,if it's absolutely necessary to your mental health!

* a nice thing is to put the author in the FILE COMMENT.I always do it because that's how I make my module-lists.And you know directly who composed the tune,when using your copy-tool... (handled too in the new PW 2.1+!Tsssss...too easy,boys! :-))

1.39 14. Conclusion/Author

14. Conclusion/Author

Well,I hope you'll find this tool useful!Anyway,tell me about it,if you find bugs,if you like it,if you have any ideas for improvements (is this yet possible? ;-),don't hesitate...

For BugReports,please indicate PRECISELY:

-Your config:

* Machine

* CPU(MMU?)

* FastRam config (multiple expansions,their ATTRIBUTES,etc..)

So PLEASE send the output of your Sys:Tools/Showconfig.

If you want/can,you may add AIBB & Sysinfo files,it may help knowing a bit more of your machine..

-HOW & WHEN it bugs EXACTLY!!

(NO "It makes a Guru at reset with my A1200",ok??)

What GURU?All The time?how does the install work?etc etc....

I said before that CS was Freeware,well in fact it's GiftWare ;-)

Feel free to send anything you think CS is worth (no toilet paper please!)

Hmmm I may give you a few suggestions:

-1 or 2 billion dollars (or less if you can't afford that much)

-modules of any kind (Well,I have a few ones myself...)

(ANY formats,but please,NO Protracker soundchips.)

-Postcards are a nice thing too!

-Bugreports...Baaah,forget this one!

And keep in mind that if I don't hear about any happy users,the following things may (will?) happen:

-No more enhancements ... Quite logical,without suggestions!!

-YOUR version of CS might get crazy and zap your screen,your mouse,your ram,then the CPU... *::-))

-I'd have to take my pills for the nerves again..(: SOB :)

-etc,etc,etc...

Last Note:I'm not a doc-writer,but I always try to do my best...So,I hope this guide was clear enough & that you'll really use CS to the maximum!...

The Cyborg/NGC

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Commodore is dead (?)...Amiga's alive (!)

Uuuh,making this Guide took me an awful amount of time! :-)

1.40 'Updating Chipsaver'

So,what's new in this version??

Version 1.82b

* Corrected some little bugs of v1.82.

* Adapted the **Boot** for 1.82 version.So you should reinstall it.

No new 'visible' things,sorry :)

See **History** for details.

By the way,I have no more ideas to enhance this proggy anymore.Even the 1.82 was only released bcoz TWO persons asked for these new functions (worse,they were good friends,haha).Don't get me wrong,it's

not that I want to continue working on CS more than what's already done. Simply it has grown & grown, and it seems that nothing more can be done (??), I mean considering the purpose CS was made for. (You know what? I haven't used CS for months!...even me!!! Well maybe it's bcoz you rip the modules for me he he he ;-)

Nevertheless, if you lack "THE mega-mighty function", contact me (sob....)

Version 1.82

Well, let's see:

- Better installation code. CS now ASKS FOR *PUBLIC* memory. It also manages to find the biggest fastmem header if you have many.

See somewhere in the [tech part](#) for more info.

- Freechunks gadget.

- Autofill option. Just look in the [GUI](#) chapter for the descriptions.

And also, please note that from now on, CS will not offer CLI-support for the new options. Simply, because I think the GUI is much nicer to use, no?

Who'd still use CLI?? Of course the old parameters (til v1.8) are still supported.
