Odpalacz

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	COLLABORATORS		
	TITLE : Odpalacz		

ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

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Odpalacz

1.1 Odpalacz

                                                              Odpalacz

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1.2 General informations

What's Odpalacz© ?

     Odpalacz© is a small program which gives you fast and easy
possibility to do such things as: executing programs, displaying pictures,
playing modules, viewing text files and guides and unpacking Lha/Lzx
archives.

Odpalacz© uses reqtools.library by Nico François. ReqTools is
copyrighted© by Nico François.

New versions of Odpalacz© soon!

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          100% Amos-free pure assembler code, Cruel product 1996.

1.3 How to use Odpalacz

                    What am I supposed to do if I want to use Odpalacz?

1. Copy the file called "Odpalacz" on your HD.

2. Use Odpalacz.configer to make a configuration file; you'll be asked to
show your best viewer, player, etc. to the Configer. Unless you own
any of them, click on any other file. It doesn't matter, what file you
choose. You can always run Configer and reconfigure Odpalacz.
Odpalacz_Configer creates a file named Odpalacz.config in your S: directory.

3. Run Odpalacz from Cli/Shell or from Workbech.

      No more typing long paths in Your Cli window. Now you can run Odpalacz
and choose concrete file without remembering its path. If you want to have
very easy access to Odpalacz, copy the main file to Your C: directory.
It will give you the possibility to run the the program just by typing
Odpalacz in you Cli/Shell window. You can also give Odpalacz the path you
want the program to start with (Odpalacz [path]).

      Odpalacz can be controlled by mouse or keyboard.

  Try using Odpalacz in cooperation with
              Checklmb
                .
ATTENTION: Odpalacz© uses reqtools.library.
            Unless you own this library, the program won't work.

1.4 History

Report   1 – 01.08.1996. v. 1.0

Program works. I test it every day.

Report   2 – 13.08.1996. v. 1.1

The following bugs have been fixed:

* When started without req.library placed in LIBS: directory the program
  crashed. Now it just displays suitable information on the screen.

The following features were added:
* CD(Change directory)–some programs need PROGDIR:
  The program gives you the possibility to change the current directory
  before launching anything – to do it just press left mouse button.

Report   3 – 13.10.1996. v. 2.0

The following features were added:
* I forced the program to use reqtools.library by Nico François.
  It provided the new 3D–look to my program.

Raport   4 – 20.12.1996. v. 3.0

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The following features were added:
* You can run programs which name contains spaces.
* You can run Odpalacz from Workbench.
* You can run the program with an argument (e.g.: Odpalacz [path])
* With Odpalacz you are able to:
  - run executable files
  - display non crunched ILBM pictures
  - play modules (with extensions such as: mod. Mod. MOD. .mod .MOD p61.
                 P61. .p61 .P61 med. Med. MED. digi Digi DIGI)
  - read text files (.txt .Txt .TXT) and AmigaGuide files
  - unpack Lha archives (.lha .Lha .LHA), Lzx archives (.lzx .Lzx .LZX)
    and DMS archives (.dms .Dms .DMS)
```

1.5 Distribution

```
                  Odpalacz© is prayware. It means, that you can distribute it  ←
                       without
any restrictions. You are obliged to to one simple thing - to pray for

            Jay Miner
             who was one of the creators of this marvellous computer
you're looking at.
```

1.6 Greetings

```
  The author sends greetz to the following:

- Acid (cool azkii, great piece of work - thanks pal!)
- Atom (reklaaaamaaaa!)
- Br0war (PTK2 mode!)
- Ekstend (at last in Wrzeszcz!)
- Kafel (cool icons, great piece of work - thanks pal!)
- Krystian (start coding at once!)
- Madd (look for more bugs, thanks for this translation!)
- Mat (keep up good work!)
- Mars (don't let all those pc-lamers fool you)
- Mustafa (We'll kick all those gîâbs asses!)
- Outsider
- Pafcio (friendship code soon!)
- Pinguin (keep spreading!)
- Rafik (move.l -408(a6), thanks for your help!)
- Skrapi (two jabols, maybe three!)
- Topoor (what the fuck is going on?)
- Qvo Vadis
```

1.7 CheckImb

   Checklmb is a small utility (approx. 56 bytes long), which will make your
life easier.
   His task is to check the state of left mouse button. How to use it?
You may put it in the startup-sequence and make starting of Odpalacz©
dependent on the left mouse button state.

```
Example of startup-sequence:
assign >NIL: ENV: SYS:prefs/ENV-Archive
C:checklmb                             ;Checklmb and its path
IF WARN                                ;If LMB is pressed, run
C:Odpalacz                             ;Odpalacz with its path

ELSE                                   ;If LMB is not pressed,
                                       ;proceed with normal startup.
;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;

                                       ;The rest of Your startup-sequence

;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
ENDIF                                  ;The end
```

Usage:
   No more pressing both mouse buttons after reset, no more choosing 'Boot
without startup-sequence", no more typing long strings in Cli window.
All you need to do is to hold LMB during the startup process, wait for
Odpalacz© and choose another superb production from your HD. Thanks
to this you'll save lots of time.

1.8 Jay

                         JAY MINER STORY

~~~~~~~ Jay Miner was born in the year 1932. He was "always" interested
in informatics, but his career started when the era of computers came. His
first construction, which became popular, was very simple game console
called... Atari. Later he developed his project and created prototype of
Atari 600 computer and better version called Atari 800XL. There was (amazin-
gly) fairly good demand for this product. However, Miner didn't want
to stop developing his ideas. He wanted to produce 16-bit computer, so he
asked Nolan Bush (director of Atari) for cooperation. His proposal was
rejected and that's why Jay left Atari.
        With a couple of friends Jay established small firm called Hi Toro.
The company changed its name soon. However, these three great people kept
working and soon Amiga was born. Some rumours say, that this name was propo-
sed by Jay himself, because he wanted their new product to appear before
Atari in alpfabetical order. Hard work over the 16-bit computer took lots of
time and all the money the Amiga company had. Jay didn't nourish himself
enough good, he used to spend most of the time in a cold room (they wanted
to have more money for their project). Living in such way, he became
seriously ill. He didn't care of it at all and continued his work.
The prototype was under development and there was definitively no money.
Then the company decided to find a sponsor and announced the auction for
its shares. One of the people who was interested in Amiga was Jack Tramiel

– ex Commodore member (his ambition was to take a revenge on this firm).
Tramiel was ransoming Atari quietly and was looking for "a weapon of
adequate calibre". He proposed quite low amount of money – less than one
dollar for one Amiga share. The owners of Amiga didn't agree and Tramiel
started to reduce his offer...

After that Irving Gould (one of the Commodore management members)
knocked on company's door. He offered 4 dollars for every share.
Surprisingly this offer was rejected too. The final price was 4 dollars
and 25 cents for one share of rather not well known company called Amiga.
Commodore bought major part of assets of the company and gave some money
to its developers.

With the help of money and people from CBM, Jay Miner started to
work for Amiga in spite of health problems. The very first version of Agnus
consisted ofthree cards equipped with approximately 250 rather not much
complicated integrated circuits. All this, which reminds today small cube,
was only a little smaller than A1200's main board. All other specialized
Amiga circuits looked similar. After a few months of hardworking the proto-
type ofAmiga started to operate and Commodore announced the premiere of
Amiga on the CES show in Las Vegas on 14th December, 1983. Narrowly this
historical day became the day of an ultimate Amiga's failure. The prototype
brought to the fair didn't seem to work. And the invitations sent off,
champagne getting cold in the buckets... What a shame! Jay worked with his
crew to the last minute before the show and, repairing failing circuits with
the...cables,
brought Amiga to the state of usability. Then the time for putting the
operating system right came. Desperated programmers were working for
20 hours a day. Not to fall asleep, they worked listening to the loud music,
and that's why they were called 'dancing fools'. They could relax in
a special room with the meditation mat lying on the floor (now you know why
we have 'Guru meditation'!!!). Eventually the show took place. It was
a performance 'behind the closed door'. The visitors were given a shock with
jumping coloured ball, visible on the screen (legendary demo Boing!) and
the sounds, emitted by new computer. Tremendous success forced Gould to make
a big investment, and in 1984 the first Amiga 1000 appeared on the market.
It cost 'only' 2100$ (it's not a print error). What has been further happe-
ning with Amiga, all of us know. However, it's worth mentioning, that
Commodore's patronage didn't pay off to the construction crew at all.
The big brother began to realize its own marketing policy, what resulted in
appearing of Amiga 500 and 2000, while the computer's parents had quite
different plans concerned with it...

A few people know, what happened to Jay Miner, called by
his friends Guru. Miner didn't spend much more time in Commodore, cause the
history repeated: his proposal concerning developing a 32-bit computer was
rejected, because Commodore (neither the first time nor the last) fell into
financial problems in spite of marvellous sales of Amiga. In addition, the
attempt to move people, with who he worked, to Philadelphia by CBM, made him
nervous. Weak health didn't let him for repetition of 'individual' work over
new computer. Jay left Commodore, but was still interested very much, what
was happening to Amiga. He settled down in Los Angeles, where he became the
sysop – Amiga BBS coordinator. I had an unrepeatable opportunity to meet
him and to have a piece of conversation with this legendary man. It was
during the WOC '92 fair in Frankfurt. Although Miner made a very nice
impression to me, I was a bit amazed with his appearance. I qualified his
long, bushy beard and wrinkled face as an effect of 'artistic' lifestyle of
this unique man. I didn't know, that Miner was then seriously ill and
excursion to the other side of ocean was very big effort to him. I got to
know, from my colleagues from german AMIGA Magazin, that this incomparable

talker flew to Frankfurt only for three hours. It seemed at least strange to me. To fly over half the world just to return in three hours? Then I thought, that Jay was working over new Amiga and that's why he had no time. Unfortunately, the truth appeared quite different. Miner went straight to the hospital to have next surgical intervention done. Despite of this situation he could quit everything to meet, just for a while, with the european Amiga fans. Not everyone would be able to do this.

Exhausted of fighting against kidney illness, Miner's organism defended for a long time. However, on the 20th of June, 1994 his heart didn't stand that fight. Possibly information concerning american Commodore division problems had influence on it.

People, such as Miner, are the ones in the millions. But for him, surely all we would be tied to the blue PC clones. Goodbye, Jay! I can only promise you, that I'll do my best to make your work of art – Amiga last as long as possible. At least in Poland.

Marek Pampuch