

BootMan

COLLABORATORS

	<i>TITLE :</i> BootMan	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
WRITTEN BY		March 1, 2023
		<i>SIGNATURE</i>

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	BootMan	1
1.1	BootMan v1.1 Documentation	1
1.2	what	1
1.3	contents	2
1.4	distrib	2
1.5	require	3
1.6	install	4
1.7	using	4
1.8	prefs	4
1.9	boot	6
1.10	special	7
1.11	credits	7
1.12	legal	7
1.13	future	8

Chapter 1

BootMan

1.1 BootMan v1.1 Documentation

BootMan - Boot time Manager

What Is BootMan?

Contents of BootMan1.1.lha

Distribution & FREE Registration

System Requirements

Installation

Using BootMan

Special Setup

Credits

Legal Mumbojumbo

Bugs/Future/History

1.2 what

What Is BootMan?

BootMan is a boot manager program that allows you to chose between multiple startup-sequences at boot time using the mouse or keyboard. BootMan also provides password protection and a timer to load a default startup if none is selected. Includes a preference editor for easy modification and startup.

It consists of two programs:

- 1) The Preference Manager in which you can set all of the options BootMan has (such as configuration of the startup sequence list, bootup password, inactivity timeout, and several others).
- 2) The program run at boot up that allows you to select the startup-sequence you wish to be run.

1.3 contents

Contents

In BootMan11.lha you should have the following files:

```
BootManPrefs
  BootManPrefs.info
InstallBootMan
InstallBootMan.info
POSTER
  poster.info
s/BootMan
s/BootMan.info
s/Bootman.defs
s/Bootman.demo
  s/BootMan.guide
s/BootMan.guide.info
  s/startup-sequence
```

If any of these files are missing from the archive please notify the person who maintains the file archive, BBS, FTP site to have it removed and the

```
author
  for a full copy of the archive.
```

1.4 distrib

Distribution

BootMan v1.1 is a Public Domain program. This means the ENTIRE contents of the "BootMan11.lha" archive may be uploaded to BBSes, uploaded to FTP sites, uploaded to pay services (Portal, Genie, CompuServe, BIX, etc.), and placed in PD disk libraries that charge for ONLY the price of the disk and a minimal copy fee (Fred Fish). It MAY NOT be distributed in packages sold as commercial software without the permission of the author (if you really do want to include it in commercial software please do

contact
us).

FREE!!! Registration

Even though BootMan is public domain, I'd like to that BootMan is appreciated. Please send me a postcard or letter with your state and country on it as well a few comments. My goal is to receive at least one postcard from each of the 50 United States and at least twenty-five other countries. If you include a SASE and a disk, I'll send you an update as soon as there is a significant update.

Please send your postcards to:

Daniel Bachmann
509 StonyBrook Drive
Bridgewater, NJ 08807 USA

1.5 require

Requirements

BootMan v1.1 have been test on:

Amiga 2000
Kickstart 2.04 ROM/Workbench 2.1
GVP G-Force '030 Accellerator
11 Megs RAM (1 Meg CHIP)
1 Hard Drive
2 Floppy Disk Drives (DF0 & DF1)
Tape Drive
NTSC & PAL video modes

Amiga 3000
Kickstart 2.04 (from Hard Drive)/Workbench 2.1
25MHz '030 and 68882
10 Megs RAM (2 Megs CHIP)
3 Hard Drives
2 Floppy Disk Drives (DF0 & DF2)
NTSC video mode

Amiga 500
Kickstart 2.04 ROM/Workbench 2.1
Standard 68000
3 Megs RAM (512k CHIP)
GVP Impact A500 w/ 1 Hard Drive (Original)
1 Floppy Disk Drive
NTSC video mode

BootMan should run on any Commodore Amiga (or NewTek Video Toaster Workstation) using Kickstart/Workbench 2.0 or greater.

1.6 install

Installation

BootMan v1.1 comes with a Commodore Installer script for installation. To install BootMan v1.1 double click on the "BootManInstaller" icon. The novice install option is recommended, since the higher levels do not offer any change in setup, but only show the user where each file is copied to, this being the s: and sys:prefs directories.

If you need to further customize BootMan for a special startup (such as loading a virus checker or SetPatch) see

Special Setup
for more

information.

WARNING: The installation will rename your current startup-sequence to startup-sequencel (which will be your initial default startup) and creates it's own special startup-sequence file.

1.7 using

Using BootMan

BootMan Preference Manager

BootMan up boot program

1.8 prefs

Using The BootMan Preferences Program

The BootMan preferences program allows you to add and delete startup-sequences from the BootMan list, as well as set the various options of BootMan.

To start the BootMan preferences program you can:

1) Double click on the "BootManPrefs" icon in your Prefs directory.

or

2) Click on the Preferences button from the boot up program. You can also enter the Preference manager at from the boot up program by pressing P. Note, however, that if the preference manager can not be found at boot time, the option to go into

preferences will not be selectable from the boot up program.

Once in BootManPrefs you will see a window that looks like this:
(well, actually something like this... it changed a tad after this file was written)

```

-----
|                                     |
| ----- | ----- |         | | | | | |
| |         | | D | E | F | G | |
| |         | |   |   |   |   | |
| |         | |-----|         |
| |         | |-----|         |
| |   A     | | P | | O |   |
| |         | |-----|         |
| |         | |-----|         |
| |         | | H |   | I |   |
| |         | |-----|         |
| ----- [J]           [K] |
| |         | |         | | |
| ----- |         |
| |   L   | | M   | |
| ----- |         |
| | B | | C | |-----|
| ----- *****N***** |
-----

```

- A - Scrolling list gadget that shows the current startup-sequences.
- B - Saves the current settings.
- C - Cancels all changes.
- D - Brings up an ASL file requestor for you to select a startup-sequence to be added.
- E - Change the file name and name of the currently selected startup-sequence.
- F - Deletes the currently selected startup-sequence from the list ONLY.
- G - Deletes all startup-sequences from the list ONLY.
- H - Cycle gadget to choose between displaying the file names of the startup-sequences or the names of the startup-sequences.
- I - Number of seconds to automatically boot up with the default startup-sequence.
- J - Turns on/off the boot up password.
- K - Turns on/off the timeout.
- L - Sets a password to be used at bootup.
- M - Sets the startup-sequence that is to be used as the default.
- N - Shows default startup.
- O - HELP!
- P - Selects drive to be checked to see if a disk is inserted.
If a disk is inserted in this drive, it will boot from it.

To add another startup-sequence:

- 1) In any text editor create the startup-sequence you want to be added and save it.
- 2) Start BootManPrefs.
- 3) Click on the add gadget (D).
- 4) An ASL file requestor will appear. Select the startup-sequence you want to add and click OK.
- 5) Enter the name you want BootMan to use for the startup-sequence.

Keyboard Shortcuts:

d - Starts default startup
r - Reset timer
p - BootManPrefs
<UP>, <DOWN> cursor keys, and <RETURN> - Selects startup

1.10 special

Special Setup

If you have a virus checker or other program(s) that you want run before BootMan all you have to do is edit "S:Startup-Sequence" in any text editor so that the program(s) you want run are before the "run >nil: bootman" command. Be sure to redirect its output to NIL: so an orphaned startup window is not left on the screen. For example "run > NIL: VirusChecker".

1.11 credits

Credits and Contacting Us

Programming and Design by Dan Bachmann (aka: Bachmann Daniels):

Internet: bachmann@bobsbox.rent.com
bachmann@rvcc.raritanval.edu
snail: 509 StonyBrook Drive
Bridgewater, NJ 08807 USA

AmigaGuide documentation and Beta Testing by Ray Kulberda:

Internet: RayTrace@cup.portal.com
kulberda@eden.rutgers.edu

Compiled using SAS/C v6.3.

GUI created with the help of GadToolsBox by Jaba Development.

AmigaGuide documentation written using CygnusEd Professional from ASDG.

Thanks to Commodore for such a great computer!

1.12 legal

copyrights:

BootMan, BootManPrefs, and associated files
(c) Copyright 1993 Daniel Bachmann. All Rights Reserved.

Installer and Installer project icon
(c) Copyright 1991-93 Commodore-Amiga, Inc. All Rights Reserved.

AmigaGuide and associated files
(c) Copyright 1991-93 Commodore-Amiga, Inc. All Rights Reserved.

disclaimers:

BOOTMAN SOFTWARE IS PROVIDED "AS-IS" AND SUBJECT TO CHANGE;
NO WARRANTIES ARE MADE. ALL USE IS AT YOUR OWN RISK. NO LIABILITY
OR RESPONSIBILITY IS ASSUMED.

INSTALLER SOFTWARE IS PROVIDED "AS-IS" AND SUBJECT TO CHANGE;
NO WARRANTIES ARE MADE. ALL USE IS AT YOUR OWN RISK. NO LIABILITY
OR RESPONSIBILITY IS ASSUMED.

AMIGAGUIDE SOFTWARE IS PROVIDED "AS-IS" AND SUBJECT TO CHANGE;
NO WARRANTIES ARE MADE. ALL USE IS AT YOUR OWN RISK. NO LIABILITY
OR RESPONSIBILITY IS ASSUMED.

in other words...

So if you start World War III using this software, it's not our fault.

1.13 future

Bugs, Future, and History

Known Bugs

None at this time (call them "undocumented features", if you will)

If you find any, please let us know. And thanks to all of you
who let us know about bugs and just how much you like this program!

Future Plans for next version

- Nag or reminder feature for displaying messages on important dates.
- Multiple WBStartup drawers
- Any (reasonable) suggestions!

History

v1.0 - November 1993 - Initial Release

v1.1 - November 1993 - Bugs Fixed:

- Subdirectories no longer cause problems
- Preference manager blocks parent window clicks
- Features Added:
 - Cool moving dot on bottom of boot screen
- Audio filter/LED control at boot up
 - Mouse buttons held down at startup boots default
 - Hot key option for each startup
 - Close WorkBench option via timer for each startup
- Clock in the titlebar

(follow the free registration procedure if you wish to see future updates!)
