

Odpalacz

Gluten/Cruel

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COLLABORATORS

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Chapter 1

Odpalacz

1.1 Odpalacz

Odpalacz
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General information
How to use the program
Bug reports
Greetings
Distribution
History

1.2 Advert

Send your bug reports and suggestions to:

Gluten of Cruel
Piotr Gutkowski
ul.Wyrobka 5/26
80-288 Gdańsk
Poland

Also for sources swapping and code problems.

1.3 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 and Magnus Holmgren. ReqTools is copyrighted© by Nico François.

New versions of Odpalacz© soon!

AMIGA RULES !

Cruel product 1996/97.

1.4 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.

1.5 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

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 p6l. P6l. .p6l .P6l 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)

Raport 5 - 28.08.1997. v. 3.1

The following bugs have been fixed:

- * When started in hires lace mode the program opened too small requester.
Now it opens adequate requester to your screen mode.
- * When extracted data from archive second time the program failed.
Now it work correctly.
- * Some minor bugs have been fixed

The following features were added:

- * You can run scripts (files with s protection flag).
- * You can display pictures (ILBM, PNG, GIF, JPG) without any extension

1.6 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.

1.7 Greetings

The author sends greetz to the following:

- Acid (Modlishka rulez!)
 - Br0war (You pc lamer!)
-

- Caro (anti-water mode!)
- Ekstend (X-TRANS!)
- Kafel (cool icons, great piece of work - thanks pal!)
- Krs (cool azkii!)
- Krystian (start coding at once!)
- Madd (look for more bugs, you gfx-masta!)
- Mat (keep up good work!)
- Mustafa (Thx for your card!)
- Outsider (start working!)
- P242 (Amiga power!)
- Pafcio (friendship code soon!)
- Pinguin (keep spreading!)
- Rafik (move.l -408(a6), thanks for your help!)
- Skrapci (two jabols, maybe three!)
- Topoor (Doggy, Dooooggy, Golden King!)
- Qvo Vadis (Friday night drive cool!)

1.8 Checklmb

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.

Note:

You can also use Checkrmb fo right mouse button.

1.9 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 (amazingly) 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 proposed by Jay himself, because he wanted their new product to appear before Atari in alphabetical 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 of three 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 prototype of Amiga 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 happening 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 unrepeatably 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 in Magazyn Amiga 11/94