

Rainboot2

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Chapter 1

Rainboot2

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```
-----
-- R A I N B O O T 2 --
```

```
- The ultimate multimedia boot -
-----
```

- Read Me First • Please read this!
- Copyright • The boring stuff.
- Introduction • What is it anyway?
- Requirements • What does it need to work?
- Installation • Now with a script!
- Using Rainboot2 • All you ever wanted to know...
- Configuration • How can I make my own config?
 - The Arexx • The port to outside world.
 - Democonfigs • The supplied Democonfigurations.
- Random Startup • Another useful program
- Misc things • comp.sys.amiga.rainboot
 - History • What has happened earlier?
 - ToDo • What to expect in the future?
- Credits • Who is behind all this?

```
-----
Copyright © 1996-98 Kimmo Pekkola & Andreas Falkenhahn
rights reserved
-----
```

```
All ↔
```

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Random Startup

Random Startup is another program written by me. It is useful in combination with Rainboot 2 so I present it here in the documentation.

Random Startup allows you to select a random startup-sequence to boot. So you can use it if you want to have more than one boot configurations with Rainboot 2. But you need to setup a new startup-sequence for every bootup. But that's not difficult, simply copy the startup-sequence and then change only the Rainboot 2 line.

You can Random Startup at Aminet in util/boot. Or on our homepage of course !!

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Democonfigs

I supplied some Democonfigs in the Configs/ drawer:

Demo: This configuration demonstrates the powerful feature in a simple demo. It is not meant to use as a boot configuration. It only demonstrates the features of Rainboot 2.

Cloudboot: A great configuration to use as a boot configuration. This is an example how your bootup can look soon. Check it out!

Cycle: That's a really small example but have a look at it. It looks great and was done in 5 minutes :-)

You can get more configurations at the Airsoft Softwair Homepage:
<http://www.home.pages.de/~Airsoft>.

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Read Me

It was in the end of 1997 when I read on Kimmo Pekkola's Homepage, that he owned no longer an Amiga. He had to sell it. He wrote that he had to give up all his projects on Amiga within the great Rainboot 2.

I asked him if I could continue the development of Rainboot and he send me the sources in return. That was in November 1997. I'm sorry, that I haven't released a new version for the long time but I was too busy and I hope I can update the program now a bit.

But there's alot that depends on you now...at first I'm not sure if the program is used because it was not updated for such a long time (over a year now). If there's enough interest on the program I {b}will{ub} continue

programming it and finishing the new Rainboot Config Creator. So send me . If I don't get feedback I will not spend any more time on it :(I'm sorry, but I have to know that it's used otherwise I don't have to waste time with it.

The future of Rainboot 2 depends on you. You can get the latest (Beta-) versions of Rainboot at the Airsoft Softwair Homepage www.airsoft.home.pages.de. ↵

Thank you for the feedback,

Andreas

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Copyright

Rainboot2 is Copyright (C) 1996-98 by Kimmo Pekkola & Andreas Falkenhahn

This software package is freely distributable. It may be put on PD collections without the permission of the author, but the author would still like to know about it (and maybe have them also :).

The programs are provided "as-is" and the author can not be made responsible of ANY possible harm done by them.

No changes may be made to the programs without the permission of the author.

If you like this program and want it's development to continue, why not drop me a mail or postcard and tell me what great (or lousy :- () job I am doing.

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Introduction

Rainboot2 is a picture-viewer like program which is meant to show a pic while booting. But it actually is more than that. With Rainboot2 you can write your configuration on the screen, play samples and more.

No other program comes even close (Well, maybe SysPic by Grzegorz Calkowski) with the features that Rainboot2 has. Here are just some of them:

- Shows IFF-ILBM pictures. All AGA modes are supported but HAM is not recommended as it messes up with the text output and the fades.
 - Writes configuration (and more) on screen while loading.
 - Plays normal IFF-8SVX samples.
-

- Loads the pics, fonts and samples before continues with the startup.
- Forces WB to open behind Rainboot2.
- Centres mouse pointer at the exit.
- Different configs can be selected with mousebuttons.
- Real time updated clock to display the current time.
- Fade in and out with WB colors also.
- Port to outside world via arexx.
- IFF-ILBM brushes can be displayed while booting.
- Can erase parts of the screen (i.e. copy the original bg over the text).
- Progressbar to show the time that booting takes.
- Modules can be played with ptreplay.library.
- No limits with fonts/samples/brushes.
- Works with CyberGraphics!
- Wildcard support!
- Color cycling.
- Can show ANIM brushes!
- Global enviromental variables can be used as text.
- And best of all: You get all this for free!

There are also two example configs in the Configs drawer. The Demo.config is just a small demo of some of the features. The Cloudboot.config is something you might use in your boot.

You can get alot of more configs on our Homepage: [http://www.airsoft.home. ↵
pages.de.](http://www.airsoft.home.pages.de)

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Requirements

Rainboot2 should work with Kickstart 2.04 and higher. However Kickstart 3.0 or better and AGA chips are recommended.

Rainboot2 needs at least the version 22+ of iff.library by Christian A. Weber. Version 23.2 is included with the Rainboot package.

If you want to play protracker modules, you need ptreplay.library v4.0+ by Mattias Karlsson and Andreas Pålsson. The library is included with the Rainboot package.

To use the install-script you need the NewInstaller program which is available on Aminet (util/wb/NewInstaller.lha).

Some extra memory and a HD would also be nice, although it is not necessary.

Cybergraphics is now supported to some point. Check Using Rainboot2 for more info. I don't own a gfxboard so developing for one is a bit difficult. Anyway it works with cybergfx (or that's what I was told :).

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Installation

To install Rainboot2 just click on the install icon and follow the instructions.

If you want to install it by hand, just copy Rainboot2 and Rainboo2.data somewhere in your path. Edit the example config if necessary and put Rainboot2 in your startup-sequence somewhere after the monitor drivers.

You also need to put Rainboot in your WBstartup -drawer if your config doesn't have %Q -command at the end.

Well, that's it (more or less)!

If you still have problems with installing Rainboot2 check here for step by step installation guide.

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Step By Step

Lets assume that you have a PAL monitor and that you have succesfully used the installer to install Rainboot2 for example in DH0:Utilities/ And you have made the full install (with both configs and all fonts).

1. Open your favorite texteditor and load s:startup-sequence.

2. Add the next line after the C:IPrefs command (it's rather long).

```
DH0:Utilities/Rainboot/Rainboot2 >NIL: DH0:Utilities/Rainboot/Configs/Black& ↔  
White.config MODEID 0x29004
```

(use 0x19004 for NTSC)

3. Reset you Amiga.

4. If everything works you might want to move the above line towards the beginning of the file, so that Rainboot starts sooner. Do not move it above the `c:Version >NIL: command!`
5. If it still works you can check Configuration section to know how to create you personal boot screen.

If you can't get any graphics try to remove the `>NIL:` after Rainboot2 and look at what's Rainboot saying as error message. Then look in the documentation what this message means in fact.

If you still don't get it work, read this guide and try again. If it still refuses to work contact me and I'll see what I can do.

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Using Rainboot2

Rainboot2 can only be started from CLI. Though it can stopped from both WB and CLI. If there's enough interest I can program a GUI for it. Or if there's anyone who wants to do it contact .

The template of Rainboot2 is:

```
CONFIG,MODEID/N,LMB/K,RMB/K,MMB/K,CGFX/S:
```

where

CONFIG <cfg>

is the name of config-file to be loaded (defaults to
S:rainboot2.config)

MODEID <number>

If you want to use different screenmodes you must supply the correct modeid number. Number can be DEC or HEX. Just add \$ or 0x before the hexnumber. Check Misc things for the most common modeids.

LMB <cfg>

If you push left mousebutton while booting a different config can be loaded. With some effort you can make a startup-selector with this and %RUN command.

RMB <cfg>

Same as above but with right button...

MMB <cfg>

...and middle button.

CGFX

This is for all you CyberGraphics users. If you can't see the background, try adding CGFX switch after the command. Do NOT use this if you don't own a gfx-board.

If you run Rainboot2 again and the screen is still on, it closes the

screen and exits. Otherwise Rainboot2 is started as usual.

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Configuration

At the moment you've to create your config by yourself with a standard ASCII Amiga texteditor. A GUI for creating configs is in work, but the release won't be before Middle/End September I think.

The config file is a normal text file which you can make with your favourite text-editor.

The config is divided into two different parts:

Keywords	Things to do before starting
Commands	Things to do while booting

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Keywords

Here are all the keywords you can use. Please use full paths with the filenames. You can now use patterns as filenames for everything else but fonts. Like: %BGPIC=DH1:Pictures/#?

```
/* <STRING> */
```

This indicates a comment. Keywords inside comments are not executed and nested comments work too. Note that you can't use comments after the %TEXT. You should use comments only at the start of the file. I think it's not necessary to comment any other things, but that's your choice.

```
%ANIM = <X>/<Y>/<MODE>/<SPEED>/<FILENAME>
```

Displays an anim-brush in the desired place. The <MODE> can be NORMAL, PINGPONG, ONCE or WAIT. With WAIT you can use %A to start the animation which will be played only once. The anims use the same palette as the background picture and should have equal amount of planes to work correctly. Only IFF-ANIM brushes work, not the complete animations.

E.G. %ANIM = 100/100/NORMAL/10/DH1:Pictures/Misc/Test.anim

```
%BAR = <X>/<Y>/<WIDTH>/<HEIGHT>/<RENDER>/<PEN> (/<ENDPEN>) /<MODE> (/<SPEED>
```

```
text)/<DEFTIME>/WAIT)
```

Creates a progressbar that displays the booting time. It can be horizontal or vertical (determined by the bigger width or height).

If the <DEFTIME> is omitted an average time is calculated from the previous boots. The booting time is saved to a file which has the same name that the config has with .time added to the end. If you supply the <DEFTIME>, the file won't be created.

The <RENDER> can be NORMAL which is the normal kind of bar, PLANE which only affects the planes selected with the <PEN> or CYCLE which cycles between the colors selected with the <PEN> and <ENDPEN>. The <MODE> can be either TIME or EXEC. With TIME the bar increases by the clock and with EXEC the bar is increased everytime a program is executed (thanks to Tajti Attila for the idea). Note that you can't use SPEED and DEFTIME with the EXEC. The WAIT at the ends tells the bar not to start right away but to wait until %U comes in the %TEXT.

As you probably are quite confused how the bar really works, just try out all the different variations. After all the worst thing it can do is to crash :)

E.G. %BAR = 10/100/10/400/CYCLE/48/63/TIME/4/10/WAIT

%BGPIC = <FILENAME>

This is the background picture. You must always have this in your config, even if you want black screen you must create a black iff-picture. The screensize and number of colors are taken from the picture.

E.G. %BGPIC = DH0:Pictures/Background.iff

%BRUSH<NUMBER> = <X>/<Y>/<FILENAME>

The place and name of an iff-brush that can be shown during the boot. The brush uses the same palette as the bg-picture. Make sure that the brush fits to the screen and that it doesn't have more colors than the bg-picture. You can use %B<NUMBER> in the %TEXT to display the desired brush.

E.G. %BRUSH01 = 120/40/DH0:Pictures/TestBrush.iff

%CYCLE = <FIRST>/<LAST>/<SPEED>

Cycle the colors of the picture. <FIRST> is the index of the first color and <LAST> is the last color. Indexing starts from 0. <SPEED> is the speed of cycling (higher number is slower).

E.G. %CYCLE = 16/31/10

%ERASE<NUMBER> = <X>/<Y>/<WIDTH>/<HEIGHT>

Initiates an area that can be later cleared. It will not clear the background but all the texts and brushes disappear. The area can be erased with %E<NUMBER> in the %TEXT.

E.G. %ERASE64 = 100/10/200/100

%FADEIN = <COLOR>/<STEPS>

Displays the bg-picture by fading it from the <COLOR>. The <STEPS> is the speed of fading (higher number is slower fading). The <COLOR> is a hex number which consists of the amounts of red, green and blue. There must be '\$' before the color.

E.G. %FADEIN = \$FFFFFF/32

%FADEOUT = <COLOR>/<STEPS>(/WB)

This is almost the same as the above, but this one fades the picture out after Rainboot2 exits. The WB tag is not necessary, but if it is there your workbench is faded as well. (This replaces the %\$ command in the older versions.)

E.G. %FADEOUT = \$123456/10/WB

%FONT<NUMBER> = <FONTNAME>/<SIZE>

The name and size of a font that will be used. If no fonts are given topaz.font/8 is used. If there isn't a desired size the nearest one will be scaled. Colorfonts work also, but you must set the palette right. Fonts can be changed with %F<NUMBER> in the \$TEXT.

E.G. %FONT1 = Times.font/24

%INFOVOL<NUMBER> = <VOLUME>

Select the volume that you want to display information with %I<NUMBER> later in the %TEXT.

E.G. %INFOVOL2 = Workbench:

%MODULE = <FILENAME>

Name of the module that will be played while booting. You must have ptreplay.library to get this work.

E.G. %MODULE = DH2:Modules/mod.TestModule

%RUN = <FILENAME>

Run a command. This one also takes scripts if you have protected the file with s-flag. Note that Rainboot doesn't exit before the command does.

E.G. %RUN = "c:run c:enforcer >nil:"

%SAMPLE<NUMBER> = <FILENAME>

Name of an IFF-sample that will be used later. Check Commands -section to know how to use them.

E.G. %SAMPLE1 = DH0:Samples/Humm.8svx

%SCREENDOWN = <SPEED>

Scrolls the screen down after Rainboot2 exits. If you have selected

%FADEOUT with WB-tag this one doesn't function.

E.G. %SCREENDOWN = 10

%TEXT

This indicates the start of the text. Everything below are considered as a printable text, so you can't use keywords after this line (not even comments).

%TIME = <X>/<Y>(/<PEN>)

Coordinates to realtime updated clock. The clock uses the %FONT1 to write the numbers to the screen.

E.G. %TIME = 600/20/1

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Commands

These can be used only after the %TEXT keyword. The numbers on the commands MUST match with the numbers on the keywords.

%%

Write % -char to the screen.

%A

Starts the anim if it was defined with the WAIT argument.

%B<NUMBER>

Displays a brush that has been loaded with %BRUSH -keyword.

%C<NUMBER>

Change color of the text. The <NUMBER> is the number of pen to be used. Do NOT use higher pens that your picture has!

%D<NUMBER>

Delay <NUMBER> amount of ticks (50 ticks = 1 second) after every letter.

%E<NUMBER>

Erase the area that has been selected with %ERASE -keyword earlier.

%F<NUMBER>

Change the text font to a one selected earlier with %FONT -keyword.

%G<NUMBER>

Displays the text inside a enviromental variable. The variables are called RBvar<NUMBER>. The text is only displayed, so no commands can be used in them. If there is no such variable Rainboot2 waits for one to appear.

You can use SETENV command to create the variables or just copy a textfile to ENV: with the name RBvar<NUMBER>. E.g. SETENV RBvar1 "Hello World!"

NOTE: One variable can only be 256 chars long and it should be on one line, cooz returns are not handled very well.

%H

Pauses the currently playing Protracker module. The playing can be resumed with command %K.

%I<NUMBER><TYPE><SIZE>

Displays the free/total/used size of the volume selected with %INFOVOL. The <TYPE> is F for free space, U for used space and T for total space in the volume. The <SIZE> is B for bytes, K for kilos and M for megs.

E.G. %I1TB would display the total size in bytes of the volume given in %INFOVOL1.

%K

Resume a paused Protracker module. You can pause a module with the command %H.

%L<POSITION>

Wait for the specified pattern position and then continue with the script. Every pattern consists of 64 positions. Valid pattern are 0-63.

%M<TYPE><SIZE>

Write the amount of free memory to the screen. The <TYPE> is F for fastmem, C for chipmem and T for totalmem. The <SIZE> is B for bytes, K for kilos and M for megs. E.G. %MTB would write the total amount of the free bytes of memory you currently have. The memory is separated with points after every third number.

%N<SPEED>

This command fades the screen to white and back to the original colours with the specified speed. A speed of 30 would be slow, a speed of 10 fast. If you specify for example 1 as the speed, you will only notice a small screen-blink.

%P<UNIT>

Write the number of CPU of FPU to the screen. The <UNIT> is C for CPU and F for FPU.

%Q

Stops the script and exits Rainboot2.

%R<METHOD>(<PEN>)

Selects the text rendering style. <METHOD> can be N for Normal, B for Bold, I for Italic, U for Underlined, S for Shadow and E for Edge.

With S and E you can select the other pen, also. E.G. %RS20 selects Shadow -style with pen 20 as the shadow pen.

%S<NUMBER>(C<CHANNEL>V<VOLUME>L)

Play a sample that was previously loaded with %SAMPLE -keyword. You don't need to put all the commands, just the necessary ones (note that the order must be same). S is of course always necessary.

C<CHANNEL>

The channels to be used. The <CHANNEL> can be from 1 to 15. As you know there aren't 15 channels in your Amiga. The <CHANNEL> is actually a number generated of the binary code that has the channels to be used. Check the below table for all the combinations.

n	4321
1	0001
2	0010
3	0011
4	0100
5	0101
6	0110
7	0111
8	1100
9	1001
10	1010
11	1011
12	1100
13	1101
14	1110
15	1111

E.G. if you want to use channels 1 and 4 you must use the value 9.

V<VOLUME>

Volume of the sample. <VOLUME> can be from 1 to 64.

L

Loop the sample forever. Note that the whole sample is looped, not the possible looparea.

E.G. %S2C12L Plays sample 2 in channels 4 and 3 with full volume and loops until the end of the world (or end of the program, whichever comes first).

%SWE

Stops the writing sound.

%SWS<NUMBER>(C<CHANNEL>V<VOLUME>R)

Plays the selected sample everytime a letter is printed to the screen (note that if delay is 0, no writing sound is played). The channel and volume are similar as above. The channels are 3 and 4 by default. If the R is there, the sample is played with random pitch, which makes a

nice effect with some samples.

E.G. %SWS3R Plays sample 3 through channels 3 and 4 with full volume
 and with random pitch every time a letter is printed.

%TD

Write date (dd-mmm-yy) to the screen.

%TT(S)

Write time to the screen. Add S if you want seconds also.

%TW

Write day of the week to the screen.

%U

Starts the bar if it was defined with the WAIT argument. The timing of
the boot is also started here.

%V<VERSION>

Write a version to the screen. <VERSION> is C for chipset (AGA/ECS/OCS),
D for dos (e.g. 3.1), K for kickstart (e.g. 40.68) and W for workbench
(e.g. 40.42). Note that Version -command must be ran before K and W work.

%W

Waits until Rainboot2 is signalled to quit. Then continues with the config
to the end.

%X<COLUMN>

Change the place of the pen to selected x-coordinate. The <COLUMN> is in
pixels. A return in the config will move the pen to this x-coordinate.

%XC(<ADDITION>)

Sets the X-coordinate so that the remaining line is centered. You can
also use <ADDITION> to change the centered position of the text.

NOTE: Commands after the %XC are not handled very well.

%Y<ROW>

Change the place of the pen to selected y-coordinate. The <ROW> is in
pixels.

%Z<POSITION>

Wait for the specified song position. How many song positions are
available depends on the loaded module.

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The Arexx

Rainboot2 has now a very small arexx port. REXXMast must be ran before using the port. The name of the port is RAINBOOTREXX and it can handle currently these commands:

BREAKSCRIPT
Breaks the current script.

SENDSTR <STRING>
Sends a string to Rainboot2. The string is like the text after the %TEXT command. Note that everytime you send a new string to Rainboot2 you must select the place and the font and the other stuff again, otherwise default values (top left corner, font1, pen0, etc.) are used.

This command returns FALSE (as a string) if it is not possible to handle a new string right now (means that Rainboot2 is currently busy with some other string or configs %TEXT).

QUIT
Quits Rainboot2.

WAITFOREND
Waits until the current script has been finished. Note that using %W does NOT finish the script!

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Misc things

Here is some things that might be useful to know:

Rainboot is unable to close its screen
You get the above message when Rainboot exits and fails to close its screen. The reason for failing is that some other program has opened a window on Rainboots screen or it has made some patches that disable the closing of screen. To fix the problem try to find the other program and move it to start before Rainboot or after the screen is closed.

Unknown display mode
The example pictures are made in DblPAL mode and are not shown if you don't have DblPAL monitor driver. There are two things you can do here. First of all you can load the background picture with your favorite paintprogram and save it again. Or you can force the display mode to one your monitor supports. To do that just give the MODEID -tag and the desired modeid number as an argument to Rainboot2. Here are couple MODEIDs you might use:

```
MODEID:      Monitor:
-----      -
$29004      PAL:High Res Laced
$19004      NTSC:High Res Laced
$A9004      DBLPAL:High Res No Flicker
$99004      DBLNTSC:High Res No Flicker
$89024      SUPER72:Super-High Res Laced
```

Wrong WB colors

If you are fading the WB you might notice that sometimes you get wrong colors in the background. This is because IPrefs tries to select right colors for the bg, but at the same time Rainboot2 fades them. The workaround for the problem is to wait until everything is finished and fade the colors then (this also creates smoother fade).

Just put Rainboot2 in your WBstartup -drawer and set the STARTPRI -tooltype to very low (like -100 or so). This way Rainboot2 is ran last. You also need to use %W -command in the end of your config so that Rainboot waits until the end and then wait a while with %D100.

The pointer flickers

At a certain point in the booting process the pointer goes in the upper left corner and flickers. This is because IPrefs (again!) changes the pointer settings. There is not much you can do but to ignore it.

One thing is to change the pointer colors (numbers 17-19) to the same color as the pictures top left corner. This of course is not always possible.

The screen jumps

If your WB-screen is in overscan the bootscreen jumps during the booting. This is because the IPrefs (yet again!) sets the overscan prefs. This can be fixed with a program called fixjump by ALiENDESIGN. It can be found in the MCP package in Aminet (check util/cdity). Just run it before Rainboot2 and it fixes the problem.

The bar doesn't show

The progressbar doesn't show in the first time if you have been omitted the <DEFTIME> argument and there is no timefile (a file with .time at the end). Just run the same config again and it should work ok.

Other things

- Note that return in the %TEXT acts like a normal return. That is it moves the pen to the %X and %Y+fontsize position
 - A tab in the %TEXT does nothing. This way you can make the configs a bit more readable.
 - If you want to wait a sec, just put %D50 %D0 in the text. The amount of spaces between %D50 and %D0 is the amount of seconds you want to wait.
-

- For the best result use the same modeid and size for the bootpicture as you have in your workbench.
- If you are using a different monitor than PAL or NTSC the monitor-driver must be run before Rainboot2.
- If you use Rainboot2's arexxport the RexxMast must be run before Rainboot2, too.
- Also remember that the more stuff you put in the configs the more time it take to boot.

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History

Version 2.3 15-Aug-98

- Added support for fades during the config is running
- Extended the Protracker module support: Rainboot 2 can wait for song- and pattern position and then go on with the script
- It's now possible to use a module and samples in a config, but you need to pause the module before playing a sample (it may work without pauseing -> but this won't sound good and can crash Rainboot2)
- Edited AmigaGuide@ documentation a bit
- You can play now samples which are longer than 128kb
- Some minor bugfixes/changes

Version 2.2 15-Jun-98

- Added the support for ANIM brushes (almost everybody wanted this).
- The %BAR now has more options. And it also should work a bit better.
- %I displays the amount of total/used/free space in a volume selected with %INFOVOL (requested by Gert Kuiper).
- Added %CYCLE to cycle the colors (wanted by several people).
- Bar now creates its own thread (doesn't use clock's thread anymore).
- Fixed the clock-font-width problem.
- %XC centres the line (as requested by Gert Kuiper).
- Global env vars are now supported. %G<n> prints the text inside RBvar<n> or waits until one exists.
- Audio channels are not anymore locked if no samples are used (thanks to Marcin Orłowski).
- Arexx command BREAK changed to BREAKSCRIPT to avoid the collision with the native Arexx command.
- WbenchToFront() and ScreenToFront() are patched too. This fixes the WB coming to front with at least VirusZ.
- Kickstart 2.04 support added.
- Added wildcard support with filenames.
- Fixed couple of minor bugs.

Version 2.1 29-Jan-98

- Added the CyberGraphics support. Use CGFX switch in the commandline to enable it (Thanks to fEdE for testing it).

Version 2.0 15-Jan-98

- Completely rewritten!
- %\$ removed. %FADEOUT and %FADEIN introduced.
- %TT doesn't display secs anymore. Use %TTS if you want them.
- Now it is possible to clear areas with %ERASE and %E (as requested by lots of people).
- And play protracker modules with %MODULE.
- Time can use any pen now.
- Screen can be moved down at the exit with %SCREENDOWN.
- Rainboot2 can now wait until the end with %W (thanks to Haavard Pedersen for suggesting that).
- Rainboot2 now has a Arexx port (RAINBOOTREXX) also.
- A sample can be played everytime a letter is printed.
- Now exits with Left mouse button.
- Iff brushes can be displayed during booting.
- Added progressbar which displays the amount of time booting takes (Thanks to Haavard Pedersen for the idea).
- Text can be rendered with different styles too (as requested by Aristotelis Grammatikakis).
- Notes the user if Rainboot2 can't close its screen.
- And lots of small fixes and modifications.

Version 1.2 11-Jun-96

- The default path for gfx & samples is the same where the config is.
- Memory can be shown in Megs, Kilos or Bytes if you add M, K or B after the %M?
- Added %VD which displays dos-version (like 3.0).
- Removed the flickering from the clock. Note that the clock is now displayed a bit higher than earlier.
- Dropped the audio.device support because I couldn't get it work right. Now bangs directly to the hardware :(If you got a problem with it, drop me a mail.

Version 1.1 19-May-96

- Some of the bugs fixed.
- Sound is faded with the picture (as suggested by Mattias Holmertz).
- MODEID now accepts hex numbers too. Just add \$ or 0x before the number.

Version 1.0 05-Apr-96

- First Release

History before version 1.0 has been declared top secret.

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ToDo

There ARE some things to do in the future and I hope I can implement the most in the future:

- finish RCC (Rainboot Config Creator)
 - add GUI for Rainboot 2
 - start the sample playing code as an own task (so the text goes on while playing sample)
 - more commands
-

Please drop me a mail if you have some nice ideas
what shall be implemented/changed in Rainboot 2.

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Please send me feedback!!!!

IMPORTANT: When you contact me with a question, also tell the
version number of Rainboot you are using.

Thanks for everyone who helped me testing this program and to all of you
who sent me bug-reports and suggestions. Keep 'em coming!

Special thanks to Ole Aamot for your letter and to Malcolm Harnden for
the excellent limited edition print. Thanks guys!

Also thanks for everyone who sent me the older Kickstart. You can stop
sending them now :)
