The Blitz List Guide

	COLLABORATORS		
	TITLE : The Blitz List Guide		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		August 22, 2024	

	REVISION HISTORY		
NUMBER	DATE	DESCRIPTION	NAME

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The Blitz List Guide

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SORRY INDEX WILL BE INCLUDED SOON

1.2   Introduction

This Guide Contains all Messages posted to the Blitz Amiga Mailing List

If you have any comments Please Email Me scott@online.u-net.com

This is still in a beta stage More info next Release .

I have not had time to work on the Guide Creator, Sorry ..

1.3   Geting On The List..

--- Here are the ezmlm command addresses.

I can handle administrative requests automatically.

Just send an empty note to any of these addresses:

<blitz-list-subscribe@netsoc.ucd.ie>:

Receive future messages sent to the mailing list.

<blitz-list-unsubscribe@netsoc.ucd.ie>:

Stop receiving messages.

<blitz-list-get.12345@netsoc.ucd.ie>:

Retrieve a copy of message 12345 from the archive.

DO NOT SEND ADMINISTRATIVE REQUESTS TO THE MAILING LIST!

If you do, I won't see them, and subscribers will yell at you.

To specify God@heaven.af.mil as your subscription address, send mail

to <blitz-list-subscribe-God=heaven.af.mil@netsoc.ucd.ie>.

I'll send a confirmation message to that address; when you receive that

message, simply reply to it to complete your subscription.

1.4   The Blitz List Guide 01/1 to 31/1 1998

Messages Posted To The Blitz Mailing List

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How To Join The Blitz Mailing List

32 colour DB screens? From Tri

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Amiga - Back from the From Andreas Håkansson

Aminet? From Henry Sopko

Re: Aminet? From FreeJack

Aminet?? From Henry Sopko

Re: Aminet?? From James L Boyd

Re: Aminet?? From Garfield Benjamin

Re: Aminet?? From Tim Johnson

Re: Aminet?? From Garfield Benjamin

Re: Aminet?? From James L Boyd

Re: Aminet?? From Henry Sopko

Re: Aminet?? From Tim Johnson

Re: Aminet?? From Daniel Allsopp

Re: Aminet?? From BootBlock of Carnage

Re: Aminet?? From Kai Nikulainen

Re: Aminet?? From Garfield Benjamin

Re: Aminet?? From Garfield Benjamin

Re: Aminet?? From Garfield Benjamin

Re: AmiNET?? From BootBlock of Carnage

Re: Aminet?? From Anton Reinauer

AppIcons From Alvaro Thompson

Re: AppIcons From Curt Esser

Arexx in TED From Antony Docker

Re: Arexx in TED From Dave

Re: Arexx in TED From Antony Docker

Re: Arexx in TED From Serge Veugelers

Re: Arexx in TED From Serge Veugelers

Asm in Blitz... From Wright J.A

Re: Asm in Blitz... From C Dimitrakakis

Avail FLUSH From BootBlock of Carnage

Blitz List FAQ 1.1 From Alexander Wingrove

Re: BLITZ Mode From Dave

Re: BLITZ Mode From Alexander Wingrove

Re: BLITZ Mode From C Dimitrakakis

Re: BLITZ Mode From BootBlock of Carnage

Re: BLITZ Mode From Dave

Re: BLITZ Mode From BootBlock of Carnage

Blitz Mode Bug? From C Dimitrakakis

Re: Blitz Mode Bug? From Curt Esser

Blitz with 060 or better. From Andreas Håkansson

Re: Blitzy things ... From Steven Pearson

Re: Blitzy things ... From Anton Reinauer

BlockScroll or CockupScroll ? From Anthony Sherratt

Re: BlockScroll or CockupScroll ? From Anton Reinauer

Re: BlockScroll or CockupScroll ? From Liz Tucker

BSS on PS3 From deus72

Re: BSS on PS3 From bohdan_lechnowsky@csgsystems.com

Checking Which Screen Is Active From Daniel Allsopp

Checking Which Screen Is Active From Daniel Allsopp

Re: Checking Which Screen Is Active From Budda/Progress

RE: Checking Which Screen Is Active From Budda/Progress

Re: Clipping From Serge Veugelers

Clipping From Anthony Sherratt

Re: Clipping From Liz Tucker

CopList probs From BootBlock of Carnage

Re: CopList probs From az@vin.net

Re: CopList probs From Sami Näätänen

Re: CopList probs From Serge Veugelers

Re: CopList probs From Serge Veugelers

CrunchMania From Mister Byte

DisplayRGB From Wright J.A

Dual Playfield Colour Amounts From Andrew Ballard

Fast Plot command From Mathias Parnaudeau

File Size From Alvaro Thompson

Re: File Size From David Mcminn

Re: File Size From Steven Pearson

Finding Contants From Daniel Allsopp

Re: Finding Contants From Anton Reinauer

Finding number of shapes loaded??? From Daniel Allsopp

Re: Finding number of shapes loaded??? From David Mcminn

RE: FindTask probs.... From Sami Näätänen

FindTask probs.... From Wright J.A

RE: FindTask probs.... From Wright J.A

RE: FindTask probs.... From Nelson Sandalwood

Re: FindTask probs.... From Serge Veugelers

Re: FindTask probs.... From az@vin.net

RE: FindTask probs.... From BootBlock of Carnage

Re: Flashy FX From Mister Byte

Forgotten Commands From Andreas Håkansson

Re: Forgotten Commands From Anton Reinauer

gadgetlist error From WiSe

Re: gadgetlist error From BootBlock of Carnage

Re: Gateway Amiga Show '98 - Be there!! From Daniel Allsopp

Gateway Amiga Show '98 - Be there!! From Tim Johnson

Re: Gateway Amiga Show '98 - Be there!! From Tim Johnson

Re: Gateway Amiga Show '98 - Be there!! From Alexander Wingrove

Re: Gateway Amiga Show '98 - Be there!! From Anton Reinauer

Re: Gateway Amiga Show '98 - Be there!! From Budda/Progress

Re: Gateway Amiga Show '98 - Be there!! From Budda/Progress

Re: Gateway Amiga Show '98 - Be there!! From Tim Johnson

Re: Gateway Amiga Show '98 - Be there!! From Tim Johnson

Re: Gateway Amiga Show '98 - Be there!! From Tim Johnson

Re: Gateway Amiga Show '98 - Be there!! From Tim Johnson

Re: Gateway Amiga Show '98 - Be there!! From Andreas Håkansson

Re: Gateway Amiga Show'98 From Andreas Håkansson

Re: Gateway Amiga Show'98 From Andreas Håkansson

GetAShape From Curt Esser

GETREG Doesn't work? From C Dimitrakakis

Re: GETREG Doesn't work? From Anton Reinauer

Re: GETREG Doesn't work? From C Dimitrakakis

Re: GETREG Doesn't work? From Anton Reinauer

Getting back on the list From Serge Veugelers

gtcycle From WiSe

GTFreeGadget With GTMX From Daniel Allsopp

GTFreeGadget With GTMX From Daniel Allsopp

Re: GTFreeGadget With GTMX From Alexander Wingrove

Help! From Alvaro Thompson

Re: re getreg doesn't work / calling asm routines From Anton Reinauer

Re[2]: Gateway Amiga Show '98 - Be there!! From bohdan_lechnowsky@csgsystems.com

Re: RWE From Dave

RWE Home Page From Mike Carter

Re: RWE Home Page From Steve Matty

Re: RWE Home Page From Steve Matty

Re: RWE Home Page From Dave

Re: RWE Home Page From Anton Reinauer

Screen mode From Dave

Re: Screen mode From BootBlock of Carnage

Re: Screen mode From Liz Tucker

Re: ScreenTags From Paul Burkey

Screenwidth From Curt Esser

Re: Screenwidth From Alvaro Thompson

Re: Screenwidth From Michael Graeber

Seeya, guys! From Lauri Kotilainen

SetInt From Serge Veugelers

Shapes and memory problems From Jake Frederick

Shapes-Structure. From Peter Thor

Re: Shapes-Structure. From Curt Esser

Sprite Multiplexer! From Peter Thor

Re: Strange Window bug From Liz Tucker

Strange Window bug From Joakim Hårsman

SuperTED From Alvaro Thompson

Re: SuperTED From Curt Esser

Re: SuperTED From Anton Reinauer

Tags? From Allan Pedersen

TED From Paul Morris

Testing Sounds From S.J.CROY

Re: Testing Sounds From Curt Esser

Re: Testing Sounds From Julian Kinraid

Re: Testing Sounds From Anton Reinauer

Re: Testing Sounds From Krzysiek Jonko

Re: Testing Sounds From C Dimitrakakis

Re: Testing Sounds From Curt Esser

Re: Testing Sounds From Krzysiek Jonko

The future of blitz. From Andreas Håkansson

Re: The New FDConverter From Julian Kinraid

ToolTypes From Wright J.A

1.5 32 colour DB screens?

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xvPS7-00032q-00; Thu, 22 Jan 1998 16:26:04 +0000

by orca.ucd.ie with SMTP; 22 Jan 1998 16:23:55 -0000

by geocities.com (8.8.5/8.8.5) with ESMTP id IAA01884

for <blitz-list@netsoc.ucd.ie>; Thu, 22 Jan 1998 08:22:07 -0800 (PST)

Message-Id: <199801221622.IAA01884@geocities.com>

From: "Tri" <scillo@mailexcite.com>

Subject: 32 colour DB screens?

Date: Thu, 22 Jan 1998 16:24:26 -0000

X-MSMail-Priority: Normal

X-Priority: 3

Content-Transfer-Encoding: 7bit

I have no problem doing 16 colour dual playfield screens under AGA with

the correct palette and everything. But is it possible to do 32 colour

ones? I am doing a Super Stardust-esque tunnel game, and I need my enemies

to go

off the screen. I have 5 bitmaps that flick between each other, so

enlarging them all takes up too much memory. It is much easier to have the

5 bitmaps doing the tunnel, then another one superimposed on top (dual

playfield) to contain the enemies. The alternative is to do a

"BitmapWindow" command every cycle, and BBlit the enemies, after having

turned RunErrors off. But this would slow it down. My main ship is a

sprite, BTW, and this works fine. Er, help! Super Stardust must do it, and

WormsDC does something similar, it MUST be possible, damnit!#

Tri / Scillo

1.6   3dlib

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xqRvL-0005Md-00; Fri, 9 Jan 1998 00:03:43 +0000

by orca.ucd.ie with SMTP; 9 Jan 1998 00:03:48 -0000

by mb05.swip.net (8.8.8/8.8.8) with SMTP

id BAA29218 for <blitz-list@netsoc.ucd.ie>;

Fri, 9 Jan 1998 01:03:10 +0100 (MET)

From: Peter Thor <thor@mailbox.swipnet.se>

Date: Fri, 09 Jan 1998 00:24:08 +0100

Organization: Nukleus

Subject: 3dlib

Content-Transfer-Encoding: quoted-printable

I've taken some time spawning and finding commands in blitz i didnt know =

existed, for example, take the commands: =

Angle3d, or Init3d - all reffering to a "3dlib"

I cant remebering installing any libs who has these features, are they fo=

rgotten and useful or left unused? They dont seem to be implemented.

Happy to get an answer!

//Thor

-- =

Peter Thor, Coder in Nukleus

Irc: Joru (irc.stealth.net, #AmigaSWE/#Amiga/#Amigascne)

E-Mail: thor@mailbox.swipnet.se

=2E- Amiga is it! -.

1.7 Accessing OS-Functions

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xuJu9-0001nn-00; Mon, 19 Jan 1998 16:18:30 +0000

by orca.ucd.ie with SMTP; 19 Jan 1998 15:57:16 -0000

by mb05.swip.net (8.8.8/8.8.8) with SMTP

id QAA26809 for <blitz-list@netsoc.ucd.ie>;

Mon, 19 Jan 1998 16:56:16 +0100 (MET)

From: Peter Thor <thor@mailbox.swipnet.se>

Date: Mon, 19 Jan 1998 16:52:41 +0100

Organization: Nukleus

Subject: Accessing OS-Functions

I have a need to access different functions in the OS like for example the one

listed below + many other. But i dont know how to access them at all. I know

how to get in contact with Windows, Shapes and the likes but i also know how

to access for example the Windowstructure by doing a:

*winadd.Window=peek.l(addr window(x))

Height.w=*winadd\Height

How can i be able to access all the other structures like IORequest, IOStdReq

etc etc...

--

Example of structure i need to access...

NEWTYPE.ClockData

sec.w

min.w

hour.w

mday.w

month.w

year.w

wday.w

End NEWTYPE

//Thor

--

Peter Thor, Coder Blitz/Asm

Irc: Joru (irc.stealth.net, #AmigaSWE/#Amiga/#Amigascne)

E-Mail: thor@mailbox.swipnet.se

Creative Amigans at: www.ping.be/sillycat

.- Amiga is it! -.

1.8 Re: Accessing OS-Functions

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xuVrC-00059C-00; Tue, 20 Jan 1998 05:04:14 +0000

by orca.ucd.ie with SMTP; 20 Jan 1998 05:03:36 -0000

Message-Id: <199801200502.SAA18871@fep1-orange.clear.net.nz>

From: "Julian Kinraid" <jkinraid@clear.net.nz>

Subject: Re: Accessing OS-Functions

Date: Tue, 20 Jan 1998 17:43:52 +1300

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

X-Priority: 3

X-MSMail-Priority: Normal

X-MimeOle: Produced By Microsoft MimeOLE Engine V4.71.1008.3

Hi Peter,

>I have a need to access different functions in the OS like for example =

the one

>listed below + many other. But i dont know how to access them at all. I =

know

>how to get in contact with Windows, Shapes and the likes but i also =

know how

>to access for example the Windowstructure by doing a:

>

>*winadd.Window=3Dpeek.l(addr window(x))

>Height.w=3D*winadd\Height

>

>How can i be able to access all the other structures like IORequest, =

IOStdReq

>etc etc...

It depends on whether the structure already exists or not. With the =

Window structure, the Window data is already in memory, so you use a =

pointer (*winadd) to it. Sometimes you need to create the structure =

yourself with 'DEFTYPE'. When you pass this structure to a function, =

use a '&'.

DEFTYPE.ClockData clock

Amiga2Date_ seconds, &clock

hour.w =3D clock\hour

Hope that helps.

Ciao,

Julian Kinraid

1.9 Re: Accessing OS-Functions

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xv1vg-0005Ue-00; Wed, 21 Jan 1998 15:19:01 +0000

by orca.ucd.ie with SMTP; 21 Jan 1998 15:04:09 -0000

by troi.cistron.nl (8.8.5/8.8.5) with SMTP id QAA21970

for <blitz-list@netsoc.ucd.ie>; Wed, 21 Jan 1998 16:03:53 +0100

Message-Id: <3.0.3.32.19980120231138.006aad68@pop3.cistron.nl>

X-Sender: sergev@pop3.cistron.nl

Date: Tue, 20 Jan 1998 23:11:38 +0100

From: Serge Veugelers <sergev@cistron.nl>

Subject: Re: Accessing OS-Functions

Mime-Version: 1.0

At 17:43 20-1-98 +1300, you wrote:

>Hi Peter,

>It depends on whether the structure already exists or not. With the

Window structure, the Window data is already in memory, so you use a

pointer (*winadd) to it. Sometimes you need to create the structure

yourself with 'DEFTYPE'. When you pass this structure to a function, use a

'&'.

>

>

>DEFTYPE.ClockData clock

>

>Amiga2Date_ seconds, &clock

>hour.w = clock\hour

>

In the development kit, there's an include-directory with all the newtypes and

constants you need, just like in C and assembly programming.

This lib was supplied with Blitz2.1

Bye now,

Serge Veugelers

######## - THE QUALITY TEAM - (sergev@cistron.nl)

| ~ ~ | oO| Serge Veugelers (Coding) |

C| 0 0 |D | Raymond Zachariasse (Graphics) |

| { } | |=-|

| ~~ | | Current projects : BrainTeaser : Puzzle (10%)|

~~~~~~~~ | IRQBlit : Blitzlib (20%)|

|||||||| --

Member of CineTech : Sixth Sense Investigations is now shipping

1.10   Amiga - Back from the

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xy8Yu-0007O4-00; Fri, 30 Jan 1998 05:00:20 +0000

by orca.ucd.ie with SMTP; 30 Jan 1998 04:59:06 -0000

by mailb.telia.com (8.8.8/8.8.5) with ESMTP id UAA05011;

Thu, 29 Jan 1998 20:01:52 +0100 (CET)

by d1o38.telia.com (8.8.5/8.8.5) with SMTP id TAA16248;

Thu, 29 Jan 1998 19:49:44 +0100 (MET)

From: Andreas =?iso-8859-1?Q?H=E5kansson?= <andy@bjuv.mail.telia.com>

Alvaro Thompson <alvaro@enterprise.net>,

Andrew Ricketts <andrew.ricketts@cccp.net>,

Andrew Baily <carbon@c-design.tcp.co.uk>,

Adam Waldenberg <chaozer@algonet.se>, Timmy Olsson <timmy@canit.se>,

Gareth Murfin <gazy@globalnet.co.uk>,

Paul Burkey <paul@sneech.demon.co.uk>,

Linus Brimstedt <sparkle@hehe.com>, Sjur Mathisen <sjurm@ONLINE.NO>,

Ian Buchanan <VividImagination@petak.demon.co.uk>,

Simon Brewer <simon.brewer@ukonline.co.uk>,

Robert Runesson <TmX@hotmail.com>, Magnus Harrysson <Vibe@hehe.com>,

Erwan Fouret <erwan.fouret@wanadoo.fr>

Date: Thu, 29 Jan 1998 19:36:02 +0100

Subject: Amiga - Back from the "dead"

Content-Transfer-Encoding: quoted-printable

Hiya 2 ya all!

Point your browser to *www.cu-amiga.co.uk/news/cpu.html*

and read all about what cpu, or should I say cpus the

next generation of amigas will use. I wont tell ya all,

you'll have to read about it yourself, but I can tell

you that Amiga Int choose to use the solution that phase5

used with a 680x0 cpu + a PPC cpu.. Well read it for

your self.

Please pass on this mail to all your frinds, and tell

them to pass it on to thier friends etc etc.. And please

put in your mail that the original mail started from me,

so I wont get this mail 100's of times my self.

ByE - Happy reading...

-- =

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| *Regards :* Andreas H=E5kansson | Amiga 4000 - 200Mhz |

| *Alias :* TJoMMe | PPC / 50Mhz 060 - 50 |

| *E-Mail :* andy@bjuv.mail.telia.com | Mb Ram - 3.5Gb 9ms HD |

| *Home :* http://tjomme.home.ml.org | And Loads More |

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| *Group :* Vivid Imagination - *Founder/Coder* |

| *Home :* http://vivid.home.ml.org - *Not up yet* |

| *Project :* The *Dark* Zone - *Rpg/Shoot em'up* |

| *Status :* [#---------]5% - *Coding has begun* |

| *Project :* PowerMAP - *Advanced map editor* |

| *Status :* [#####-----]50% - *Beeing re-designed* |

| *Project :* EFMUILib - *MUI lib for Blitz Basic* |

| *Status :* [##########]100% - *mui38dev-bb2 (dev/mui)* |

`-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D=

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1.11 Aminet?

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xunk2-000589-00; Wed, 21 Jan 1998 00:10:02 +0000

by orca.ucd.ie with SMTP; 21 Jan 1998 00:09:24 -0000

by hwcn.org (8.8.8/8.8.8) with SMTP id TAA16384;

Tue, 20 Jan 1998 19:04:32 -0500 (EST)

Date: Tue, 20 Jan 1998 19:04:32 -0500 (EST)

From: Henry Sopko <henry.sopko@hwcn.org>

cc: Blitz List <blitz-list@netsoc.ucd.ie>

Subject: Aminet?

Hello everyone.

Does anyone know why there are no new files on Aminet? It's been

over a week since I have seen anything new.

1.12 Re: Aminet?

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xv52a-0004EY-00; Wed, 21 Jan 1998 18:38:21 +0000

by orca.ucd.ie with SMTP; 21 Jan 1998 18:36:35 -0000

Date: 21 Jan 98 19:23:04 +0100

From: FreeJack <klein21@ibm.net>

Subject: Re: Aminet?

Content-type: text/plain; charset=us-ascii

Content-transfer-encoding: 7bit

Cc: blitz-list@netsoc.ucd.ie, awingrove@thenet.co.uk

>Hello everyone.

> Does anyone know why there are no new files on Aminet? It's been

>over a week since I have seen anything new.

They have a HD crash again (:

--

Software written in Blitz: #CyberShape# - iff conversion on cgx screens

#Trojan Carrier# - hide binaries within .iff {both on AmiNet]

--

>AMIGA 4000, 68060/50MHz, 54 MB Ram, cgx 2.0, 6,5 GB HD, 24x CD-Rom, CD-R

_____ _ _

AMIGA | ____| | | | | Klein21@ibm.net

| |__ _ __ ___ ___ | | __ _ ___| | __

since | __| '__/ _ V _ \ _ | l/ _` l/ __| l/ / AMIGA

| | | | | __/ __/ | |__| | (_| | (__| <

1987 |_| |_| ___|___| ____/ __,_|___|_|_\ 4

http://www.geocities.com/TimesSquare/5123/ ever

Is this "Micro Soft" another new toilet paper?

1.13 Aminet??

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xuo57-0006S9-00; Wed, 21 Jan 1998 00:31:49 +0000

by orca.ucd.ie with SMTP; 21 Jan 1998 00:31:23 -0000

by hwcn.org (8.8.8/8.8.8) with SMTP id TAA21773

for <blitz-list@netsoc.ucd.ie>; Tue, 20 Jan 1998 19:27:06 -0500 (EST)

Date: Tue, 20 Jan 1998 19:27:05 -0500 (EST)

From: Henry Sopko <henry.sopko@hwcn.org>

Subject: Aminet??

Hello everyone.

Does anyone know why there have been no new uploads to Aminet?

It's been over a week since I seen any new uploads.

1.14   Re: Aminet??

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xuoFb-00077J-00; Wed, 21 Jan 1998 00:42:39 +0000

by orca.ucd.ie with SMTP; 21 Jan 1998 00:42:06 -0000

id aa1024014; 21 Jan 98 0:35 GMT

From: James L Boyd <jamesboyd@velvety.demon.co.uk>

Date: Wed, 21 Jan 1998 00:35:25 -0000

Subject: Re: Aminet??

On 21-Jan-98, Henry Sopko churned out *this* drivel:

> Hello everyone.

> Does anyone know why there have been no new uploads to Aminet?

> It's been over a week since I seen any new uploads.

Aminet had a major drive crash and are backing up from tape.

It'll take another couple of days,apparently... :(

--

James L Boyd

jamesboyd@velvety.demon.co.uk

1.15   Re: Aminet??

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xutUs-00004J-00; Wed, 21 Jan 1998 06:18:47 +0000

by orca.ucd.ie with SMTP; 21 Jan 1998 06:14:57 -0000

(EMWAC SMTPRS 0.81) with SMTP id <B0000183662@mailhost.sosbbs.com>;

Wed, 21 Jan 1998 01:11:07 -0500

From: "Garfield Benjamin" <gbenjam@sosbbs.com>

Subject: Re: Aminet??

Date: Wed, 21 Jan 1998 01:22:10 -0500

X-MSMail-Priority: Normal

X-Priority: 3

Content-Transfer-Encoding: 7bit

> Does anyone know why there have been no new uploads to

> Aminet? It's been over a week since I seen any new uploads.

Hmmm... actually all uploads ceased back in December.

For those who don't know it, Aminet is no more. I mean it is still

there and you can get in and browse around the drawers, but it

is no longer the Aminet of previous years...

Most likely due to the uploading of archives containing material

which breached copyrights. MODs are a big offender, but not

the only ones. I actually downloaded one demo where a guy had

lifted the graphics and sound straight from Command&Conquer!!

Anyway, to read the explanation, go to:

http://wuarchive.wustl.edu/pub/README

Take care,

GARFIELD

Current projects...

SuperStarStrike98(AMIGA&IBM):15% complete(...5 days)

-->New screen-shots are on my GAMES page<--

"Studying" POVray-coding(IBM): 20% complete

Website(http://www.sosbbs.com/~gbenjam): 40% Complete

1.16   Re: Aminet??

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xutoP-0000sU-00; Wed, 21 Jan 1998 06:38:57 +0000

by orca.ucd.ie with SMTP; 21 Jan 1998 06:38:22 -0000

X-ROUTED: Wed, 21 Jan 1998 00:37:32 -0500

X-TCP-IDENTITY: Trilobyte

id AACEDCEF ; Wed, 21 Jan 1998 00:36:50 -0500

From: Tim Johnson <trilobyte@rockford.com>

Date: Wed, 21 Jan 1998 00:35:42 -0600

Organization: Blip!

Subject: Re: Aminet??

Content-Transfer-Encoding: quoted-printable

On 20-Jan-98, gbenjam@sosbbs.com wrote:

> Most likely due to the uploading of archives containing material

> which breached copyrights. MODs are a big offender, but not

> the only ones. I actually downloaded one demo where a guy had

> lifted the graphics and sound straight from Command&Conquer!!

> http://wuarchive.wustl.edu/pub/README

You're wrong.

It has been said by the Amiga Web Directory that Aminet will be back in f=

ull. =

That message that you quoted was in regards to ftp.wustl.edu's generic /p=

ub/

archive, which was often riddled with pirated software and porn images. =

I

assume wustl's admins just didn't have the time to keep deleting all the

files. I remember 3 years ago when I first was using ftp, ftp.wustl.edu =

was

always loaded with tons of directories in /pub/incoming that contained il=

legal

software. =

That message is not talking about Aminet. It's just talking about the ge=

neral

public areas in general. If you don't believe me, go to

http://www.cucug.org/amiga/aminew.html

-- =

```
+----------------------+---------------------+--------------------+
| Tim Johnson | Amiga2000HD/1MBc/8MBf | I have a 486 too. |
| trilobyte@rockford.com | '030-50MHz & VT 2.0 | I don't use it. |
+----------------------+---------------------+--------------------+
| Meat Beat Manifesto . =B5-Ziq . Capsize 7 . Kraftwerk . Dead Kennedys =
|
+-------------------------------------------------------------------+
```

My homepage: http://www.dto.net/~tril/

1.17 Re: Aminet??

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xuuY9-0003Hy-00; Wed, 21 Jan 1998 07:26:13 +0000

by orca.ucd.ie with SMTP; 21 Jan 1998 07:25:40 -0000

(EMWAC SMTPRS 0.81) with SMTP id <B0000183693@mailhost.sosbbs.com>;

Wed, 21 Jan 1998 02:21:57 -0500

From: "Garfield Benjamin" <gbenjam@sosbbs.com>

Subject: Re: Aminet??

Date: Wed, 21 Jan 1998 02:33:08 -0500

X-MSMail-Priority: Normal

X-Priority: 3

Content-Transfer-Encoding: 7bit

> You're wrong.

Okay. I didn't see any mention on that README about Aminet

at all (just DOS, Windows and MAC) archives still being available.

Anyway, it seemed like the absence of the PUBLIC file section,

would definitely mark a change from the Aminet of recent years,

but you're saying that this actually has nothing to do with Aminet,

correct? I still wonder why Aminet seems to be "down" more

than it's "up".

> It has been said by the Amiga Web Directory that Aminet will be

> back in full. That message that you quoted was in regards to

> ftp.wustl.edu's generic /pub/archive, which was often riddled

> with pirated software and porn images.

> That message is not talking about Aminet. It's just talking about

> the general public areas in general. If you don't believe me, go

> to: http://www.cucug.org/amiga/aminew.html

Okay. It's not that I don't believe you (personally I have given

up on Aminet and will be transferring my files elsewhere shortly),

it's just that with Aminet constantly being down, it seemed quite

likely that it was on the verge of going down for good, but if that

isn't the case (and I don't want it to be!!) then I am very glad to

be wrong... however, I still consider Aminet to be so unstable as

to be almost useless. The bottom line is that all of the thousands

of files there are of no value, if they cannot be accessed...

Take care,

GARFIELD

Current projects...

SuperStarStrike98(AMIGA&IBM):15% complete(...5 days)

-->New screen-shots are on my GAMES page<--

"Studying" POVray-coding(IBM): 20% complete

Website(http://www.sosbbs.com/~gbenjam): 40% Complete

1.18   Re: Aminet??

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xuzh7-0006tJ-00; Wed, 21 Jan 1998 12:55:53 +0000

by orca.ucd.ie with SMTP; 21 Jan 1998 12:51:46 -0000

id ab2014082; 21 Jan 98 12:34 GMT

From: James L Boyd <jamesboyd@velvety.demon.co.uk>

Date: Wed, 21 Jan 1998 12:34:36 -0000

Subject: Re: Aminet??

On 21-Jan-98, Garfield Benjamin churned out *this* drivel:

> up on Aminet and will be transferring my files elsewhere shortly),

> it's just that with Aminet constantly being down, it seemed quite

> likely that it was on the verge of going down for good, but if that

> isn't the case (and I don't want it to be!!) then I am very glad to

> be wrong... however, I still consider Aminet to be so unstable as

> to be almost useless. The bottom line is that all of the thousands

It also says in the Web Directory that they'll be getting their own server

soon,separate from the rest of wustl....

So things should get better...

--

James L Boyd

jamesboyd@velvety.demon.co.uk

1.19   Re: Aminet??

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xv5ek-0000e3-00; Wed, 21 Jan 1998 19:17:46 +0000

by orca.ucd.ie with SMTP; 21 Jan 1998 19:16:09 -0000

by hwcn.org (8.8.8/8.8.8) with SMTP id OAA08554;

Wed, 21 Jan 1998 14:12:33 -0500 (EST)

Date: Wed, 21 Jan 1998 14:12:33 -0500 (EST)

From: Henry Sopko <henry.sopko@hwcn.org>

cc: blitz-list <blitz-list@netsoc.ucd.ie>

Subject: Re: Aminet??

On Wed, 21 Jan 1998, James L Boyd wrote:

> On 21-Jan-98, Henry Sopko churned out *this* drivel:

>

> > Hello everyone.

>

>

> > Does anyone know why there have been no new uploads to Aminet?

> > It's been over a week since I seen any new uploads.

>

> Aminet had a major drive crash and are backing up from tape.

>

> It'll take another couple of days,apparently... :(

Thats to bad. Thats the second crash being just a few months apart. Thanks

for letting me know.

Henry

1.20   Re: Aminet??

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xv8G2-0001JR-00; Wed, 21 Jan 1998 22:04:26 +0000

by orca.ucd.ie with SMTP; 21 Jan 1998 22:02:42 -0000

X-ROUTED: Wed, 21 Jan 1998 16:02:56 -0500

X-TCP-IDENTITY: Trilobyte

id BAACCNAI ; Wed, 21 Jan 1998 16:02:44 -0500

From: Tim Johnson <trilobyte@rockford.com>

Date: Wed, 21 Jan 1998 16:01:26 -0600

Organization: Blip!

Subject: Re: Aminet??

Content-Transfer-Encoding: quoted-printable

On 21-Jan-98, gbenjam@sosbbs.com wrote:

>> You're wrong.

> Okay. I didn't see any mention on that README about Aminet

> at all (just DOS, Windows and MAC) archives still being available.

Unfortunately, there's not much mention of _anything_ Amiga

anymore. =3D(

> Anyway, it seemed like the absence of the PUBLIC file section,

> would definitely mark a change from the Aminet of recent years,

> but you're saying that this actually has nothing to do with Aminet,

> correct? I still wonder why Aminet seems to be "down" more

> than it's "up".

Yeah. People will still be able to upload to Aminet as usual, from what

I can tell. And I could be wrong, because I've never uploaded anything,

but aren't files kept temporarily un-downloadable until Aminet admin(s)

have a chance to look them over? See, the problem with the other

/pub archive was that anybody could upload and download anything.

> Okay. It's not that I don't believe you (personally I have given

> up on Aminet and will be transferring my files elsewhere shortly),

> it's just that with Aminet constantly being down, it seemed quite

> likely that it was on the verge of going down for good, but if that

> isn't the case (and I don't want it to be!!) then I am very glad to

> be wrong... however, I still consider Aminet to be so unstable as

> to be almost useless. The bottom line is that all of the thousands

> of files there are of no value, if they cannot be accessed...

Very true. I find, though, that when ftp.wustl.edu is down (which

happens so frequently -- and not because of Aminet, but because

they also host archives for just about every computer platform

ever in existence and also archive all messages / binaries from

almost every newsgroup), I can use ftp.sunet.se and other

international mirrors and get better speed than with Wustl. I

can't use the http-search page, which is really quite helpful,

but if I know exactly what I want, I usually just ftp over to

ftp.sunet.se/pub/amiga.

-- =

```
+----------------------+---------------------+--------------------+
| Tim Johnson | Amiga2000HD/1MBc/8MBf | I have a 486 too. |
| trilobyte@rockford.com | '030-50MHz & VT 2.0 | I don't use it. |
+----------------------+---------------------+--------------------+
| Meat Beat Manifesto . =B5-Ziq . Capsize 7 . Kraftwerk . Dead Kennedys =
|
+------------------------------------------------------------------+
```

My homepage: http://www.dto.net/~tril/

1.21   Re: Aminet??

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xv9e8-0001aa-00; Wed, 21 Jan 1998 23:33:25 +0000

by orca.ucd.ie with SMTP; 21 Jan 1998 23:31:54 -0000

by dns1.enterprise.net (8.8.5/8.8.5) with SMTP id XAA22333;

Wed, 21 Jan 1998 23:31:41 GMT

From: Daniel Allsopp <dallsopp@enterprise.net>

Date: Wed, 21 Jan 1998 23:31:28 -0000

Subject: Re: Aminet??

> Most likely due to the uploading of archives containing material

> which breached copyrights. MODs are a big offender, but not

> the only ones. I actually downloaded one demo where a guy had

> lifted the graphics and sound straight from Command&Conquer!!

Heh, that was my demo. Nowt wrong with it, I was just using those graphics

cause I couldn't draw and I needed to design my engine etc. I know have my own

graphics created and a new demo will be released soon.

> Anyway, to read the explanation, go to:

> http://wuarchive.wustl.edu/pub/README

This is bollocks and doesn't include the Aminet....It's just a BIG hard disk

crash, Aminet will be back soon.... I hope :)

- Daniel

1.22 Re: Aminet??

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xv9mG-0002OQ-00; Wed, 21 Jan 1998 23:41:49 +0000

by orca.ucd.ie with SMTP; 21 Jan 1998 23:40:04 -0000

by hertz.ukonline.co.uk with SMTP; 21 Jan 1998 23:41:51 -0000

From: BootBlock of Carnage <j.cox2@ukonline.co.uk>

Date: Wed, 21 Jan 1998 23:37:46 GMT0

Organization: Carnage

Subject: Re: Aminet??

On 21-Jan-98, Daniel Allsopp wibbled:

>> Most likely due to the uploading of archives containing material

>> which breached copyrights. MODs are a big offender, but not

>> the only ones. I actually downloaded one demo where a guy had

>> lifted the graphics and sound straight from Command&Conquer!!

Speaking of AmiNET - I tried to upload a demo of my game that I did in Blitz

(as Derby_Demo.lha") to dev/basic, but that was over 2 weeks ago - and I still

can't find it in the dev/basic dir! Anyone knows what has happened??

--

.-----------------------------------.-----------------------------------.

| A1200/28Mhz/2+4Mb/K56Flex/HyperCOM | Amiga Blitz 2 coder type UK bloke! |

| EMAIL: j.cox2@ukonline.co.uk | www.geocities.com/SiliconValley/ |

| "NightLife BBS" - online very soon!| Lab/4868/index.html - almost ready |

`---------------------------------^---------------------------------'

1.23 Re: Aminet??

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xv8KX-0001kv-00; Wed, 21 Jan 1998 22:09:05 +0000

by orca.ucd.ie with SMTP; 21 Jan 1998 22:04:35 -0000

From: Kai Nikulainen <kajun@sci.fi>

Date: Thu, 22 Jan 1998 00:03:07 EET-2

Organization: Universal Abductions Inc

Subject: Re: Aminet??

On 21-Jan-98, Garfield Benjamin wrote:

> isn't the case (and I don't want it to be!!) then I am very glad to

> be wrong... however, I still consider Aminet to be so unstable as

> to be almost useless. The bottom line is that all of the thousands

> of files there are of no value, if they cannot be accessed...

The bottom line is there are 5 complete WWW mirrors, 8 partial ones and

probably a dozen ftp mirrors. No one is forcing you to use one site that is

down.

- Kaitsu -

1.24 Re: Aminet??

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xvC7N-000640-00; Thu, 22 Jan 1998 02:11:45 +0000

by orca.ucd.ie with SMTP; 22 Jan 1998 02:10:22 -0000

(EMWAC SMTPRS 0.81) with SMTP id <B0000184455@mailhost.sosbbs.com>;

Wed, 21 Jan 1998 21:07:37 -0500

From: "Garfield Benjamin" <gbenjam@sosbbs.com>

Subject: Re: Aminet??

Date: Wed, 21 Jan 1998 21:18:19 -0500

X-MSMail-Priority: Normal

X-Priority: 3

Content-Transfer-Encoding: 7bit

> The bottom line is there are 5 complete WWW mirrors, 8 partial

> ones and probably a dozen ftp mirrors. No one is forcing you to use

> one site that is down.

Yes, I realize this. As I have pointed out in a previous e-mail, the

problem was due to linking. I still think it will be best to simply

include all of my files right in my own drawer on my Internet

provider...

Take care,

GARFIELD

Current projects...

SuperStarStrike98(AMIGA&IBM):15% complete(...5 days)

-->New screen-shots are on my GAMES page<--

"Studying" POVray-coding(IBM): 20% complete

Website(http://www.sosbbs.com/~gbenjam): 40% Complete

1.25 Re: Aminet??

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xvCAQ-0006Mj-00; Thu, 22 Jan 1998 02:14:54 +0000

by orca.ucd.ie with SMTP; 22 Jan 1998 02:10:27 -0000

(EMWAC SMTPRS 0.81) with SMTP id <B0000184456@mailhost.sosbbs.com>;

Wed, 21 Jan 1998 21:07:39 -0500

From: "Garfield Benjamin" <gbenjam@sosbbs.com>

Subject: Re: Aminet??

Date: Wed, 21 Jan 1998 21:18:30 -0500

X-MSMail-Priority: Normal

X-Priority: 3

Content-Transfer-Encoding: 7bit

>> ...I still consider Aminet to be so unstable as to be almost useless.

>> The bottom line is that all of the thousands of files there are of no

>> value, if they cannot be accessed...

>Very true. I find, though, that when ftp.wustl.edu is down (which

>happens so frequently -- and not because of Aminet, but because

>they also host archives for just about every computer platform

>ever in existence and also archive all messages / binaries from

>almost every newsgroup), I can use ftp.sunet.se and other

>international mirrors and get better speed than with Wustl. I

>can't use the http-search page, which is really quite helpful,

>but if I know exactly what I want, I usually just ftp over to

>ftp.sunet.se/pub/amiga.

Excellent point. My problem is that I have one link (of several

I intend to add) on my webpages to Aminet for accessing one

of my games, but perhaps they don't want you to do that

anyway, I'm not sure.

Anyway, everytime Aminet goes down, so does my link. I have

changes it a few times now. First it needed the "ftp" url then

the wuarchive "url", then nothing worked. Anyway, I have

considered linking to the UK-Aminet site, but figure it'll be a lot

simpler to purchase additional webspace and throw all of my

archives into my personal drawer...

Take care,

GARFIELD

Current projects...

SuperStarStrike98(AMIGA&IBM):15% complete(...5 days)

-->New screen-shots are on my GAMES page<--

"Studying" POVray-coding(IBM): 20% complete

Website(http://www.sosbbs.com/~gbenjam): 40% Complete

1.26 Re: Aminet??

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xvCDZ-0006dq-00; Thu, 22 Jan 1998 02:18:09 +0000

by orca.ucd.ie with SMTP; 22 Jan 1998 02:10:30 -0000

(EMWAC SMTPRS 0.81) with SMTP id <B0000184457@mailhost.sosbbs.com>;

Wed, 21 Jan 1998 21:07:40 -0500

From: "Garfield Benjamin" <gbenjam@sosbbs.com>

Subject: Re: Aminet??

Date: Wed, 21 Jan 1998 21:18:37 -0500

X-MSMail-Priority: Normal

X-Priority: 3

Content-Transfer-Encoding: 7bit

> I actually downloaded one demo where a guy had lifted the

> graphics and sound straight from Command&Conquer!!

> Heh, that was my demo. Nowt wrong with it, I was just using

> those graphics cause I couldn't draw and I needed to design my

> engine etc. I know have my own graphics created and a new

> demo will be released soon.

Haha... so YOU are the culprit!! I'm surprised nobody "noticed"

those images and sounds... Glad to hear that you have now

replaced those graphics and sound. The new demo should be

quite interesting to test.

> Anyway, to read the explanation, go to:

> http://wuarchive.wustl.edu/pub/README

> This is bollocks and doesn't include the Aminet....It's just a BIG

> hard disk crash, Aminet will be back soon.... I hope :)

Yes, I have been told...

Take care,

GARFIELD

Current projects...

SuperStarStrike98(AMIGA&IBM):15% complete(...5 days)

-->New screen-shots are on my GAMES page<--

"Studying" POVray-coding(IBM): 20% complete

Website(http://www.sosbbs.com/~gbenjam): 40% Complete

1.27   Re: AmiNET??

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xvUBe-0005G8-00; Thu, 22 Jan 1998 21:29:22 +0000

by orca.ucd.ie with SMTP; 22 Jan 1998 21:27:41 -0000

by hertz.ukonline.co.uk with SMTP; 22 Jan 1998 21:29:31 -0000

From: BootBlock of Carnage <j.cox2@ukonline.co.uk>

Date: Thu, 22 Jan 1998 21:22:14 GMT0

Organization: Carnage

Subject: Re: AmiNET??

>On 21-Jan-98, Daniel Allsopp wibbled:

>>> Most likely due to the uploading of archives containing material

>>> which breached copyrights. MODs are a big offender, but not

>>> the only ones. I actually downloaded one demo where a guy had

>>> lifted the graphics and sound straight from Command&Conquer!!

Speaking of AmiNET - I tried to upload a demo of my game that I did in Blitz

(as Derby_Demo.lha") to dev/basic (that wuarchive.edu (or whatever) site), but

that was over 2 weeks ago - and I still

can't find it in the dev/basic dir! Anyone knows what has happened??

--

```
.-----------------------------------.-----------------------------------.
| A1200/28Mhz/2+4Mb/K56Flex/HyperCOM | Amiga Blitz 2 coder type UK bloke! |
| EMAIL: j.cox2@ukonline.co.uk | www.geocities.com/SiliconValley/ |
| "NightLife BBS" - online very soon!| Lab/4868/index.html - almost ready |
`---------------------------------^-----------------------------------'
```

1.28 Re: Aminet??

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xvXbh-0006NR-00; Fri, 23 Jan 1998 01:08:30 +0000

by orca.ucd.ie with SMTP; 23 Jan 1998 01:06:57 -0000

by wws1.ww.co.nz (8.8.8/8.8.8RH) with SMTP id OAA24365

for <blitz-list@netsoc.ucd.ie>; Fri, 23 Jan 1998 14:07:16 +1300

From: Anton Reinauer <anton@ww.co.nz>

Date: Fri, 23 Jan 1998 14:02:04 +1200

Subject: Re: Aminet??

On 22-Jan-98, Garfield Benjamin wrote:

> Yes, I realize this. As I have pointed out in a previous e-mail,
the

> problem was due to linking. I still think it will be best to simply

> include all of my files right in my own drawer on my Internet

> provider...

Can you put them on Aminet too, as it's very hard to find files for

Blitz, as they're all over the place. If we get enough files on Aminet,

they might reconsider giving us our own dir- which would help

consolidate Blitz resources.

--

Anton Reinauer <anton@ww.co.nz>

1.29   AppIcons

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xtUSI-00051r-00; Sat, 17 Jan 1998 09:22:18 +0000

by orca.ucd.ie with SMTP; 17 Jan 1998 09:21:47 -0000

by dns1.enterprise.net (8.8.5/8.8.5) with SMTP id JAA24775

for <blitz-list@netsoc.ucd.ie>; Sat, 17 Jan 1998 09:20:53 GMT

From: Alvaro Thompson <alvaro@enterprise.net>

Date: Sat, 17 Jan 1998 00:52:59 +0000

Organization: Team Mango

Subject: AppIcons

Hi doods!

I was doing some AppIcon stuff today, and I found something that's really

pissed me off. There seems to be no way of using NewIcons as AppIcons, 'cause

it'll simply put the image of the original icon, instead of the NewIcons

image. Am I doing something wrong, or is it not possible to use NewIcons for

AppIcons?

cya!

--

=-=

| Alvaro Thompson - http://homepages.enterprise.net/alvaro/

=-=

| A1200T, '030, 10MB, 1.74Gb, 4x IDE, M1438S, BJC-4200, Dynalink 33.6K

=-=

"Hey Mr. where you headed? Are you in a hurry?" - Hitchin' a Ride, *Green Day*

1.30   Re: AppIcons

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xtYe0-0002dh-00; Sat, 17 Jan 1998 13:50:40 +0000

by orca.ucd.ie with SMTP; 17 Jan 1998 13:47:15 -0000

by dfw-ix12.ix.netcom.com (8.8.4/8.8.4)

id HAA23074 for <blitz-list@netsoc.ucd.ie>; Sat, 17 Jan 1998 07:46:13 -0600 (CST)

id rma023054; Sat Jan 17 07:45:45 1998

From: Curt Esser <camge@ix.netcom.com>

Date: Sat, 17 Jan 1998 04:54:56 -0600

Subject: Re: AppIcons

Hi Alvaro,

On 16-Jan-98, Alvaro Thompson wrote:

>I was doing some AppIcon stuff today, and I found something that's really

>pissed me off. There seems to be no way of using NewIcons as AppIcons, 'cause

>it'll simply put the image of the original icon, instead of the NewIcons

>image. Am I doing something wrong, or is it not possible to use NewIcons for

>AppIcons?

You must be doing something wrong, as I have been using NewIcons with the

Appicons for your MADS program (and all other programs that use AppIcons) with

no problems.

Please note that if NewIcons is active when the AppIcon is put on the

workbench the NewIcon image will be shown, if not the regular image is used.

Turning NewIcons on or off with the commodities exchange will have no effect

on the image of any AppIcons that are already on the WorkBench. (This goes

for all AppIcons, not just ones generated by Blitz).

This might be different on GFX cards.

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

1.31   Arexx in TED

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xwVQG-0007mS-00; Sun, 25 Jan 1998 17:00:40 +0000

by orca.ucd.ie with SMTP; 25 Jan 1998 16:59:29 -0000

by dns1.enterprise.net (8.8.5/8.8.5) with ESMTP id QAA26793

for <blitz-list@netsoc.ucd.ie>; Sun, 25 Jan 1998 16:59:19 GMT

From: "Antony Docker" <docker@enterprise.net>

Organization: private user

Date: 25 Jan 98 17:37:11 -0500

Subject: Arexx in TED

Message-Id: <34CB7847.MD-0.196.docker@enterprise.net>

Mime-Version: 1.0

Content-Transfer-Encoding: 7bit

Is there an arexx command for SuperTED for inserting/typeing text into

the current document? There isn't one listed in the doc's that I can

see. Bit of a serious limitation I would say!

--

Tony Docker - coventry : docker@enterprise.net

: 2:2500/702.3

1.32   Re: Arexx in TED

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xwq6P-0003d3-00; Mon, 26 Jan 1998 15:05:34 +0000

by orca.ucd.ie with SMTP; 26 Jan 1998 15:03:20 -0000

(Post.Office MTA v3.1.2 release (PO203-101c)

ID# 549-33929U100000L2S50) with SMTP id AAA12533

for <blitz-list@netsoc.ucd.ie>; Mon, 26 Jan 1998 15:03:04 +0000

Date: Mon, 26 Jan 1998 15:04:10 +0000

From: Dave <d.boaz@virgin.net>

Organization: None

Subject: Re: Arexx in TED

References: <34CB7847.MD-0.196.docker@enterprise.net>

Content-Transfer-Encoding: 7bit

Antony Docker wrote:

>

> Is there an arexx command for SuperTED for inserting/typeing text into

> the current document? There isn't one listed in the doc's that I can

> see. Bit of a serious limitation I would say!

Why do you need this?

cya

Dave ~

1.33   Re: Arexx in TED

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xwtP1-0001cF-00; Mon, 26 Jan 1998 18:36:59 +0000

by orca.ucd.ie with SMTP; 26 Jan 1998 18:34:33 -0000

by dns1.enterprise.net (8.8.5/8.8.5) with ESMTP id SAA16440

for <blitz-list@netsoc.ucd.ie>; Mon, 26 Jan 1998 18:34:17 GMT

From: "Antony Docker" <docker@enterprise.net>

Organization: private user

Date: 26 Jan 98 19:24:51 -0500

Subject: Re: Arexx in TED

Message-Id: <34CCE303.MD-0.196.docker@enterprise.net>

Mime-Version: 1.0

Content-Transfer-Encoding: 7bit

On Mon, 26 Jan 1998 15:04:10 +0000 Dave said......

> Antony Docker wrote:

> >

> > Is there an arexx command for SuperTED for inserting/typeing text into

> > the current document? There isn't one listed in the doc's that I can

> > see. Bit of a serious limitation I would say!

>

> Why do you need this?

A couple of times I could have used the command -

1. a script to select a path/file string from a file reqester and then

insert the text directly into TED.

2. I've wrote a program called GUIToolKit which generates blitz code

for GUI front end and I would like to be able to insert the code

generated directly into TED.

--

Tony Docker - coventry : docker@enterprise.net

: 2:2500/702.3

1.34   Re: Arexx in TED

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xxdm1-00073v-00; Wed, 28 Jan 1998 20:07:50 +0000

by orca.ucd.ie with SMTP; 28 Jan 1998 20:03:51 -0000

by troi.cistron.nl (8.8.8/8.8.8/CIS) with SMTP id VAA25487

for <blitz-list@netsoc.ucd.ie>; Wed, 28 Jan 1998 21:03:40 +0100

Message-Id: <3.0.3.32.19980127234208.006a704c@pop3.cistron.nl>

X-Sender: sergev@pop3.cistron.nl

Date: Tue, 27 Jan 1998 23:42:08 +0100

From: Serge Veugelers <sergev@cistron.nl>

Subject: Re: Arexx in TED

References: <34CCA5EA.1DDC@virgin.net>

Mime-Version: 1.0

At 19:24 26-1-98 -0500, you wrote:

>A couple of times I could have used the command -

>

>1. a script to select a path/file string from a file reqester and then

>insert the text directly into TED.

Can be done in SuperTed without any hussle. (Include File [A]I)

I've checked the possible ARexx commands, but it seems like they delibrately

left away any command that might help you with that :

1. Includefile

2. SaveASCII

3. LineNum

Any one of these would have been enough to get the job done.

There is however the LOADNEW command. It allows you to load another

document without loosing the original one. So you can, at least,

get the text into another document, cut and paste.

>

>2. I've wrote a program called GUIToolKit which generates blitz code

>for GUI front end and I would like to be able to insert the code

>generated directly into TED.

This can also be solved with LOADNEW. Just write an ASCII file T:Whatever.txt

with all the commands you want to include. Then you do 'LOADNEW'

T:Whatever.txt

It's a shame SuperTed doesn't have, at least, one of these features.

I've tried to contact RWE a while ago about their folding procedures, but they

never answered. What's the word on RWE ?

Good Luck,

Serge Veugelers

######## - THE QUALITY TEAM - (sergev@cistron.nl)

| ~ ~ | oO| Serge Veugelers (Coding) |

C| 0 0 |D | Raymond Zachariasse (Graphics) |

| { } | |=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-|

| ~~ | | Current projects : BrainTeaser : Puzzle (10%)|

~~~~~~~ | IRQBlit : Blitzlib (20%)|

|||||||| --

Member of CineTech : Sixth Sense Investigations is now shipping

1.35 Re: Arexx in TED

Subject: Re: Arexx in TED

Mime-Version: 1.0

At 19:24 26-1-98 -0500, you wrote:

>A couple of times I could have used the command -

>

>1. a script to select a path/file string from a file reqester and then

>insert the text directly into TED.

Can be done in SuperTed without any hussle. (Include File [A]I)

I've checked the possible ARexx commands, but it seems like they delibrately

left away any command that might help you with that :

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2. SaveASCII

3. LineNum

Any one of these would have been enough to get the job done.

There is however the LOADNEW command. It allows you to load another

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It's a shame SuperTed doesn't have, at least, one of these features.

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| ~ ~ | oO| Serge Veugelers (Coding) |

C| 0 0 |D | Raymond Zachariasse (Graphics) |

| {} | |=-|

| ~~ | | Current projects : BrainTeaser : Puzzle (10%)|

~~~~~~~~ | IRQBlit : Blitzlib (20%)|

|||||||| --

Member of CineTech : Sixth Sense Investigations is now shipping

######## - THE QUALITY TEAM - (sergev@cistron.nl)

| ~ ~ | oO| Serge Veugelers (Coding) |

C| 0 0 |D | Raymond Zachariasse (Graphics) |

| { } | |=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-|

| ~~ | | Current projects : BrainTeaser : Puzzle (10%)|

~~~~~~~~ | IRQBlit : Blitzlib (20%)|

|||||||| --

Member of CineTech : Sixth Sense Investigations is now shipping

1.36 Asm in Blitz...

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xsVNQ-0005p0-00; Wed, 14 Jan 1998 16:09:12 +0000

by orca.ucd.ie with SMTP; 14 Jan 1998 16:07:16 -0000

id <CV3XAT2D>; Wed, 14 Jan 1998 16:07:35 -0000

From: "Wright J.A" <J.A.Wright@rhbnc.ac.uk>

Subject: Asm in Blitz...

Date: Wed, 14 Jan 1998 16:07:34 -0000

X-Priority: 3

Hello blitzers,

i just got a few probs here.... i`ve written

something like this, to blit my own font shapes to the screen:

text$="HELLO"

textx=10: texty=10

GetReg d0,&text$

MOVE.l d0,a0

GetReg d1,textx

GetReg d2,texty

GetReg d3,Len(text$)

loop:

MOVE.b (a0)+,d0

MOVEM.l a0-a6/d0-d7,-(a7)

TokeJSR Blit

MOVEM.l (a7)+,a0-a6/d0-d7

ADD #20,d1

DBF d3,loop

Right is this roughly the right thing to do???? Do i have to MOVEM ALL

the registers before and after the TokeJSR??? if i don`t push the regs

to the stack the TokeJSR seems to trash the registers :((

Also instead of just adding 20 to the x position for the next character

to be blitted, how do i find out the shape width of the shape number in

d0, and add that to d1 (the x position register). Is there an address in

the Blitter which holds the Shapes width that is being blitted... so

could i just look at that, and add it to d1??? if so what is the

hardware address of that in the blitter? as i`ve left my Blitz2 manual

at home, and i`m at uni now :((

Plus could i find out the length of the Text$ string from Asm instead of

having to GetReg d3,Len(text$) ???

One more thing..... when is it most neccessary to use a Chunky display

rather than a Planar display???? which display would be quicker for a 3d

space game that will use textured polygons??

many thanks,

Darklight

MusicBugs finished... Aminet: mus/edit/MusicBugs.lha

1.37   Re: Asm in Blitz...

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xsVzv-0001sw-00; Wed, 14 Jan 1998 16:49:00 +0000

by orca.ucd.ie with SMTP; 14 Jan 1998 16:27:35 -0000

id AA12561; Wed, 14 Jan 1998 16:26:43 GMT

id AA10030; Wed, 14 Jan 1998 16:26:40 GMT

From: C Dimitrakakis <cdimita@essex.ac.uk>

Subject: Re: Asm in Blitz...

Message-Id: <SIMEON.9801141624.A@fpgapc13.essex.ac.uk>

Date: Wed, 14 Jan 1998 16:27:24 +0000 (GMT)

Priority: NORMAL

X-Authentication: IMSP

Mime-Version: 1.0

On Wed, 14 Jan 1998 16:07:34 -0000 "Wright J.A"

<J.A.Wright%rhbnc.ac.uk@uk.ac.essex.mailhost> wrote:

> One more thing..... when is it most neccessary to use a Chunky display

> rather than a Planar display???? which display would be quicker for a 3d

> space game that will use textured polygons??

>

textured polygons in general require chunky display - nowadays c2p

routines are done in almost copymem speed with 68030@50Mhz, so

overhead is not really that big. The other advantage is that you can

directly copy the chunky buffer into a gfx card's videoRAM and

provided you open your screens properly, use any type of display.

however there was this demo of AlienF1 that claimed to be doing

bitplane-based tmapping. It was pretty fast, but it didn't look very

good.

Christos Dimitrakakis (aka Olethros)

Electronic Engineer,

Software Developer for the Amiga computer

University of Essex

http://esewww.essex.ac.uk/~cdimita

1.38   Avail FLUSH

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xqQ85-0004wO-00; Thu, 8 Jan 1998 22:08:45 +0000

by orca.ucd.ie with SMTP; 8 Jan 1998 22:08:31 -0000

by geocities.com (8.8.5/8.8.5) with SMTP id OAA21469

for <blitz-list@netsoc.ucd.ie>; Thu, 8 Jan 1998 14:06:59 -0800 (PST)

From: BootBlock of Carnage <bootblock@geocities.com>

Date: Thu, 08 Jan 1998 21:40:36 GMT0

Organization: Carnage

Subject: Avail FLUSH

Does anyone know how I can do an "Avail FLUSH" - but without having to resort

using the C:Avail command?

Is there a built-in ROM command that let's me do this? Or do I have to call

Avail_ with some parameters?

===

Is there a way I can POSTPONE messages from this list, rather than having to

un-subscribe? Coz I won't have access to my email for a bit ...

--

.-----------------------------------.------------------------------------.

| A1200/28Mhz/2+4Mb/K56Flex/HyperCOM | Amiga Blitz 2 coder type UK bloke! |

| EMAIL: BootBlock@GeoCities.com | www.geocities.com/SiliconValley/ |

| "NightLife BBS" - online soon! | Lab/4868/index.html - almost ready |

|-----------------------------------"------------------------------------|

| I won't be able to access my email after the 10th Jan for a while .... |

`--'

1.39 Blitz List FAQ 1.1

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xunf1-0004p2-00; Wed, 21 Jan 1998 00:04:51 +0000

by orca.ucd.ie with SMTP; 21 Jan 1998 00:04:19 -0000

by mailhost.ldn1.uk.internetfci.net (8.8.7/8.8.7) with SMTP id AAA07040

for <blitz-list@netsoc.ucd.ie>; Wed, 21 Jan 1998 00:04:31 GMT

From: Alexander Wingrove <awingrove@thenet.co.uk>

Date: Tue, 20 Jan 1998 23:49:35 -0000

Subject: Blitz List FAQ 1.1

Hi everyone,

Version 1.1 of the Blitz List FAQ is now complete and on my web site. It

is available in text, AmigaGuide (thanks Andreas) and HTML versions.

Go get it now!

Bye,

Alex

--

+-- Alex Wingrove / awingrove@thenet.co.uk --+

[www.thenet.co.uk/~awingrove/blitz/]

[Blitz Program Collection and Blitz List FAQ]

1.40 Re: BLITZ Mode

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xpNUL-0000uD-00; Tue, 6 Jan 1998 01:07:25 +0000

by orca.ucd.ie with SMTP; 6 Jan 1998 01:07:24 -0000

(Post.Office MTA v3.1.2 release (PO203-101c)

ID# 549-33929U100000L2S50) with SMTP id AAA3633

for <blitz-list@netsoc.ucd.ie>; Tue, 6 Jan 1998 01:06:50 +0000

Date: Tue, 06 Jan 1998 01:01:44 +0000

From: Dave <d.boaz@virgin.net>

Organization: None

Subject: Re: BLITZ Mode

References: <yam7308.2720.4078784@mail.ww.co.nz> <34AED0DC.355C@virgin.net>

Content-Transfer-Encoding: 7bit

> On 03-Jan-98, Dave wrote:

>

> All a bit strange to me it seems like `BLITZ` isn`t shutting

> down the system properly and then `AMIGA` gets confused, but

> I`m probably wrong.

Problem Sorted!!!

All I had to do was open a screen and window before going to

Blitz mode. Someone should put this in the FAQ as the manual

says nothing about this.

What was happening was :

- I did some error and mem checking in Amiga mode

- I went in to blitz mode to do main part of game

- I went back into Amiga mode to display any error messages

at the end.

This worked fine from the Blitz editor but on the final exe version

I got stray mouse buttons presses and when coming back to amiga

mode it crash.

The stray mouse signals were the clue, I setup a my own screen

and window to try to stop the mouse signals effecting workbench

and it all works fine now, no strange mouse , no crashes.

I think it worked from the Blitz editor because it or the Debugger

was handling these events, in my exe version I think stray events

were the problem until I setup my own screen and window. My

program wasn`t the only one with these problems I tested some old

Blitz

mode BUM programs they seem to have this problem as well this is why

I think it should be in the FAQ.

Thank for any comments

Dave

1.41   Re: BLITZ Mode

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xq386-0003qi-00; Wed, 7 Jan 1998 21:35:14 +0000

by orca.ucd.ie with SMTP; 7 Jan 1998 21:35:17 -0000

by mailhost.ldn1.uk.internetfci.net (8.8.7/8.8.7) with SMTP id VAA23445

for <blitz-list@netsoc.ucd.ie>; Wed, 7 Jan 1998 21:35:47 GMT

From: Alexander Wingrove <awingrove@thenet.co.uk>

Date: Wed, 07 Jan 1998 21:08:30 -0000

Subject: Re: BLITZ Mode

On 06-Jan-98, Dave wrote:

D> Problem Sorted!!!

D>

D> All I had to do was open a screen and window before going to

D> Blitz mode. Someone should put this in the FAQ as the manual

D> says nothing about this.

I'm in the midst of producing a new version of the FAQ and I will include

this. Has this solution been 'confirmed' by anyone else? Does it require

a screen and a window, or will just a screen do?

Bye,

Alex

--

+-- Alex Wingrove / awingrove@thenet.co.uk --+

[www.thenet.co.uk/~awingrove/blitz/]

[Blitz Program Collection and Blitz List FAQ]

1.42   Re: BLITZ Mode

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xq5xy-0001xI-00; Thu, 8 Jan 1998 00:36:59 +0000

by orca.ucd.ie with SMTP; 8 Jan 1998 00:36:57 -0000

id AA04195; Thu, 8 Jan 1998 00:36:17 GMT

id AA25270; Thu, 8 Jan 1998 00:36:13 GMT

From: C Dimitrakakis <cdimita@essex.ac.uk>

Subject: Re: BLITZ Mode

Message-Id: <SIMEON.9801080044.B@s1688.essex.ac.uk>

Date: Thu, 8 Jan 1998 00:36:44 +0000 (GMT)

Priority: NORMAL

X-Authentication: IMSP

Mime-Version: 1.0

On Wed, 07 Jan 1998 21:08:30 -0000 Alexander Wingrove

<awingrove%thenet.co.uk@uk.ac.essex.mailhost> wrote:

> D> All I had to do was open a screen and window before going to

> D> Blitz mode.

>

> Does it require

> a screen and a window, or will just a screen do?

>

I think that all you need to do is initialize a screen.. ie like..

WbToScreen 0 -

Christos Dimitrakakis (aka Olethros)

Electronic Engineer,

Software Developer for the Amiga computer

University of Essex

http://esewww.essex.ac.uk/~cdimita

1.43 Re: BLITZ Mode

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xqHTD-0001Ap-00; Thu, 8 Jan 1998 12:53:59 +0000

by orca.ucd.ie with SMTP; 8 Jan 1998 12:53:40 -0000

by geocities.com (8.8.5/8.8.5) with SMTP id EAA05512

for <blitz-list@netsoc.ucd.ie>; Thu, 8 Jan 1998 04:52:41 -0800 (PST)

From: BootBlock of Carnage <bootblock@geocities.com>

Date: Thu, 08 Jan 1998 11:06:23 GMT0

Organization: Carnage

Subject: Re: BLITZ Mode

On 07-Jan-98, Alexander Wingrove wibbled:

>On 06-Jan-98, Dave wrote:

>D> Problem Sorted!!!

>D>

>D> All I had to do was open a screen and window before going to

>D> Blitz mode. Someone should put this in the FAQ as the manual

>D> says nothing about this.

>I'm in the midst of producing a new version of the FAQ and I will include

>this. Has this solution been 'confirmed' by anyone else? Does it require

>a screen and a window, or will just a screen do?

Nope - in my program (diskmag (creator)), it runs in Blitz mode, and when the

user presses F10, the Workbench screen is shown (I just use the AMIGA

command!), and press F10 to get the main screen back (BLITZ command).

I do use QAmiga before the actual AMIGA command, but I don't actually open a

screen or a window.

>Bye,

>Alex

>--

>+-- Alex Wingrove / awingrove@thenet.co.uk --+

>[www.thenet.co.uk/~awingrove/blitz/]

>[Blitz Program Collection and Blitz List FAQ]

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.----------------------------------.-----------------------------------.

| A1200/28Mhz/2+4Mb/K56Flex/HyperCOM | Amiga Blitz 2 coder type UK bloke! |

| EMAIL: BootBlock@GeoCities.com | www.geocities.com/SiliconValley/ |

| "NightLife BBS" - online soon! | Lab/4868/index.html - almost ready |

|----------------------------------"-----------------------------------|

| I won't be able to access my email after the 10th Jan for a while .... |

`---'

1.44   Re: BLITZ Mode

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xqRiA-0004Tn-00; Thu, 8 Jan 1998 23:50:07 +0000

by orca.ucd.ie with SMTP; 8 Jan 1998 23:49:58 -0000

(Post.Office MTA v3.1.2 release (PO203-101c)

ID# 549-33929U100000L2S50) with SMTP id AAA16179

for <blitz-list@netsoc.ucd.ie>; Thu, 8 Jan 1998 23:49:13 +0000

Date: Thu, 08 Jan 1998 23:43:54 +0000

From: Dave <d.boaz@virgin.net>

Organization: None

Subject: Re: BLITZ Mode

References: <yam7311.1528.30464872@smtp.thenet.co.uk>

Content-Transfer-Encoding: 7bit

Alexander Wingrove wrote:

>

> On 06-Jan-98, Dave wrote:

> D> Problem Sorted!!!

> D>

> D> All I had to do was open a screen and window before going to

> D> Blitz mode. Someone should put this in the FAQ as the manual

> D> says nothing about this.

>

> I'm in the midst of producing a new version of the FAQ and I will include

> this. Has this solution been 'confirmed' by anyone else? Does it require

> a screen and a window, or will just a screen do?

Well I have read that C Dimitrakakis said you only need WbtoScreen and

BootBlock of Carnage says there isn`t a problem.

But I can only tell you that I opened a screen and window and have

tested

it like this. There might be some other ways to fix the problem but I

have only tested this way and it works for me.

I simply thought you could but a note for Blitz mode saying some

people had

problems in the final exe, and then note that doing WbtoScreen or

creating

your own screen and maybe a window as well might help.

Also BootBlock of Carnage wrote there is no problem, well is this the

final

exe version or just run thought the debugger? because I had no problem

until

the final standalone version.

Cya

DAVE

1.45   Re: BLITZ Mode

On 08-Jan-98, Dave wibbled:

> Also BootBlock of Carnage wrote there is no problem, well is this the

final

> exe version or just run thought the debugger? because I had no problem

until

> the final standalone version.

It works perfectly at all times, it doesn't matter if a it's a standalone exe

or anything. The only thing I can think of, is that you may be doing

something..... dodgy :) when initialising the CopLists or something. I don't

know really, because I'm a Intuition person myself!

>Cya

Cya

>DAVE

--

.-----------------------------------.-----------------------------------.

| A1200/28Mhz/2+4Mb/K56Flex/HyperCOM | Amiga Blitz 2 coder type UK bloke! |

| EMAIL: BootBlock@GeoCities.com | www.geocities.com/SiliconValley/ |

| "NightLife BBS" - online soon! | Lab/4868/index.html - almost ready |

|----------------------------------"----------------------------------|

| I won't be able to access my email after the 10th Jan for a while .... |

`---'

1.46   Blitz Mode Bug?

From: C Dimitrakakis <cdimita@essex.ac.uk>

Subject: Blitz Mode Bug?

OK, if you remember, I've been developing wreckage for a bit :)

I have a strange bug though. It appears totally randomly. What

happens is that I get stuff written all over chip mem.

If I run the program with the debugger, then the bug doesn't appear

at all. If I disable the debugger or create an exe then the bug

always appears. It can be from a second to an hour before it

happens, and I don't know what's causing it. I suspect its some kind

of weird bug with Blitz mode(?) -.

Anyway, I will start doing a screen version of wreckage, so that I

can use Mungwall and stuff to see what happens..

Btw, how do you do double-buffering on a screen?

How do you do double-buffering on a window?

cheers.

Christos Dimitrakakis (aka Olethros)

Electronic Engineer,

Software Developer for the Amiga computer

University of Essex

http://esewww.essex.ac.uk/~cdimita

1.47   Re: Blitz Mode Bug?

id rma011673; Fri Jan 9 06:42:16 1998

From: Curt Esser <camge@ix.netcom.com>

Date: Fri, 09 Jan 1998 06:43:09 -0600

Subject: Re: Blitz Mode Bug?

Hi,

On 09-Jan-98, C Dimitrakakis wrote:

>Anyway, I will start doing a screen version of wreckage, so that I

>can use Mungwall and stuff to see what happens..

>Btw, how do you do double-buffering on a screen?

>How do you do double-buffering on a window?

About the same as Blitz-Mode, just set up 2 bitmaps for drawing (before

opening the screen) and then on a screen, use:

ShowBitmap to switch bitmaps.

Always follow this with a VWait before drawing on the other bitmap.

On a window, use BitmapToWindow to switch.

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

1.48   Blitz with 060 or better.

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xtI4C-0002cE-00; Fri, 16 Jan 1998 20:08:36 +0000

by orca.ucd.ie with SMTP; 16 Jan 1998 20:07:36 -0000

by mailc.telia.com (8.8.8/8.8.5) with ESMTP id VAA13546

for <blitz-list@netsoc.ucd.ie>; Fri, 16 Jan 1998 21:06:28 +0100 (MET)

by d1o15.telia.com (8.8.5/8.8.5) with SMTP id VAA01579

for <blitz-list@netsoc.ucd.ie>; Fri, 16 Jan 1998 21:06:25 +0100 (CET)

From: Andreas =?iso-8859-1?Q?H=E5kansson?= <andy@bjuv.mail.telia.com>

Date: Fri, 16 Jan 1998 17:59:55 +0100

Subject: Blitz with 060 or better.

Content-Transfer-Encoding: quoted-printable

Hello,

Ever since I installed my CyberStorm 200Mhz 604e/060

blitz has been acting strange. It crashes alot more

now then it did before. My friend recently bought

a normal 060 turbo card, and his copy blitz has also

started to act strange. =

Does any one here that uses blitz with a 060 (and I

know there is atleats one more person that has a

PPC card on the list), have these problems? If so,

then have you been able to slove them, if so the

how. This can be really annoying from time to time.

TnX in advance.. ByE!

-- =

=2E-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D=

-=3D-.-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-.

| *Regards :* Andreas H=E5kansson | Amiga 4000 - 200Mhz |

| *Alias :* TJoMMe | PPC / 50Mhz 060 - 50 |

| *E-Mail :* andy@bjuv.mail.telia.com | Mb Ram - 3.5Gb 9ms HD |

| *Home :* http://tjomme.home.ml.org | And Loads More |

`-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D=

-=3D-'-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-'

| *Group :* Vivid Imagination - *Founder/Coder* |

| *Home :* http://vivid.home.ml.org - *Not up yet* |

| *Project :* The *Dark* Zone - *Rpg/Shoot em'up* |

| *Status :* [#---------]5% - *Coding has begun* |

| *Project :* PowerMAP - *Advanced map editor* |

| *Status :* [#####-----]50% - *Beeing re-designed* |

| *Project :* EFMUILib - *MUI lib for Blitz Basic* |

| *Status :* [##########]100% - *mui38dev-bb2 (dev/mui)* |

`-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D=

-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-'

1.49   Re: Blitzy things ...

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xs0u1-0003EZ-00; Tue, 13 Jan 1998 07:36:49 +0000

by orca.ucd.ie with SMTP; 13 Jan 1998 07:36:58 -0000

by hertz.ukonline.co.uk with SMTP; 13 Jan 1998 07:37:37 -0000

Date: 12 Jan 98 22:24:50 +0000

From: "Steven Pearson" <steven.pearson@ukonline.co.uk>

Subject: Re: Blitzy things ...

Content-type: text/plain; charset=us-ascii

Content-transfer-encoding: 7bit

Hello Julian Kinraid, on 02-Jan-98 08:42:30, you said,

>Hi Alexander,

>Blitz should use a linker type of system. AFAIK, this does exactly what we

>want. Also, you could linker libs already available, such as amiga.lib and

>debug.lib on the Amiga Dev CD. You could probably write libraries in any

>programming system that supports linking (eg. SAS C, PhxAss), and take

>advantage of all the optimising features that these programs have.

Why not approach it frim the opposite end, and have the next verison if blitz

as a whole load of libraries for C. C is dead easy to learn it just lacks

Blitz's protection features but they could be overcome by supplying some Safe

functions to work with arrays etc.

That way you decide what commands you need and include only those libraries.

Blitz could scan through your code and create the #includes itself.

Amiga makes it possible

____

/ __/

__ \ MailTo:steven.pearson@ukonline.co.uk

/ __/teve HTTP://www.geocities.com/siliconvalley/heights/4478

/_/earson.

1.50 Re: Blitzy things ...

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xsG2K-0002gs-00; Tue, 13 Jan 1998 23:46:24 +0000

by orca.ucd.ie with SMTP; 13 Jan 1998 23:45:38 -0000

by wws1.ww.co.nz (8.8.8/8.8.8RH) with SMTP id MAA30528

for <blitz-list@netsoc.ucd.ie>; Wed, 14 Jan 1998 12:45:15 +1300

From: Anton Reinauer <anton@ww.co.nz>

Date: Wed, 14 Jan 1998 12:23:00 +1200

Subject: Re: Blitzy things ...

On 13-Jan-98, Steven Pearson wrote:

>Why not approach it frim the opposite end, and have the next verison if

>blitz

>as a whole load of libraries for C. C is dead easy to learn it just

>lacks

>Blitz's protection features but they could be overcome by supplying

some

>Safe

>functions to work with arrays etc.

The problem I have with C is it's abominable syntax, that's a major

reason why I've never touched it. It's syntax is horrendous to debug, as

it's very hard to read- Basic is much clearer to read.

I personally think they screwed up by using C syntax in Java- it makes

it too hard for new users to learn- look at how much Shockwave is being

used instead, for that reason.

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2.0

A1200,2M,CD-Rom - Cruisin' the `highway in ma little old 500, with

the /windows/ down! ;-)

Project: UDP_Chat [*****] , Pyro-Mid [******]

<http://www.ww.co.nz/home/anton>

1.51   BlockScroll or CockupScroll ?

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xr7O2-00032N-00; Sat, 10 Jan 1998 20:20:06 +0000

by orca.ucd.ie with SMTP; 10 Jan 1998 20:20:06 -0000

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xr7KZ-0002pO-00; Sat, 10 Jan 1998 20:16:32 +0000

From: Anthony Sherratt <shezzor@asp.u-net.com>

Date: Fri, 09 Jan 1998 19:41:59 -0500

Subject: BlockScroll or CockupScroll ?

Content-Transfer-Encoding: quoted-printable

Hello Blitzers :)

Does anyone know if the /BlockScroll/ command works properly ? Its

just the following bit of code seems to mess up, but if I replace the

command with the /Scroll/ command then it seems to work fine. Whats

going on ?

mapy-1

BlockScroll 0,16,240,208,0,32

For l=3D0 To 14

Block map(mapx+l,mapy),l*16,16

Next l

The code is basically for a map-scroll. It firstly decreases the y

position then 'block-scrolls' the main area down ready for the next

set of shapes to be blitted across the top of the map.

Can anyone help ?

Anthony Sherratt

-- =

=F7 _ ____ =F7 ____ *NEW WEB PAGE COMING PRETTY DARN SOON*

/ \ =F7 / __/ / __,\ .-----------------------------------.

,_/_=A1__ _/__ _ / ___/ | #Monty The Wolf# - *OUT NOW* =

|

,_____/ Y_ Y_ =A1 =B7 | #Roswell Gfx Adv# - [###=3D-------]33% =

|

| =A1 _(_) _(_) | -=F7- | #Conquest# - [=3D----------]03% =

|

: : : : : =B7 `-----------------------------------'

1.52 Re: BlockScroll or CockupScroll ?

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xr9wq-0003yj-00; Sat, 10 Jan 1998 23:04:12 +0000

by orca.ucd.ie with SMTP; 10 Jan 1998 23:04:21 -0000

by wws1.ww.co.nz (8.8.8/8.8.8RH) with SMTP id MAA22272

for <blitz-list@netsoc.ucd.ie>; Sun, 11 Jan 1998 12:03:49 +1300

From: Anton Reinauer <anton@ww.co.nz>

Date: Sun, 11 Jan 1998 11:54:36 +1200

Subject: Re: BlockScroll or CockupScroll ?

On 10-Jan-98, Anthony Sherratt wrote:

>The code is basically for a map-scroll. It firstly decreases the y

>position then 'block-scrolls' the main area down ready for the next

>set of shapes to be blitted across the top of the map.

Argg! You have to use hardware scrolling, not software scrolling as

it's way /too/ slow. A good 8-way scroll example is in

dev/basic/BlitzMap.lha

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2.0

A1200,2M,CD-Rom - Cruisin' the `highway in ma little old 500, with

the /windows/ down! ;-)

Project: UDP_Chat [*****] , Pyro-Mid [******]

<http://www.ww.co.nz/home/anton>

1.53 Re: BlockScroll or CockupScroll ?

Hi Anthony,

> Does anyone know if the /BlockScroll/ command works properly ? Its

> just the following bit of code seems to mess up, but if I replace the

> command with the /Scroll/ command then it seems to work fine. Whats

> going on ?

Yes there is a bug with the blockscroll command in one direction. It

just keeps repeating the top 16 rows of pixels all the way down the

display if I remember correctly if you try and move the display

downwards. Is this the

problem you are finding? When you try to scroll left, right or upwards

it works OK.

I did mention this to RWE at the time I found it but nothing ever came

of it. :(

See you,

Liz. tucks@pavilion.co.uk

""

Desktop Corruption - Team Leader http://deskcorruption.home.ml.org

Email us at............ deskcorruption@rhodger.demon.co.uk

Current Project.......... Dafel:Bloodline

""

1.54 BSS on PS3

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xyKRd-0007kt-00; Fri, 30 Jan 1998 17:41:37 +0000

by orca.ucd.ie with SMTP; 30 Jan 1998 17:39:42 -0000

SMTP (Eudora Internet Mail Server 1.1.2); Fri, 30 Jan 1998 18:42:48 +0100

From: deus72 <deus72@usa.net>

Date: Fri, 30 Jan 1998 18:25:48 +0200

Subject: BSS on PS3

ÿÿÿÿÿÿ

Hiya people,

I'm a BB2 beginner and this is my first message on this list. I've been

watching this list for a while now and I've got many hints from it already.

I've made a "conversion" of the amigaguide help files which come with BSS into

a Pagestream 3 document, and restyled it like the original BB2 manual (A4 / 2)

just for a more confortable view (I sometimes do prefer reading on the paper

than on a screen). I've printed it out and now it looks just like the natural

"addenda" of the original manual.

Actually it holds the instructions for:

- Debug Library

- Arexx Library

- Anim Library

- App Library

- Commodities Library

- CD Library

- Copper FX Library

- Datatypes Library

- DOS Library

- Encrypt Library

- Eval Library

- Fast Serial Library

- FNS Library

- FX Library

- GFX Library

- GTMenus Library

- Misc Library

- Non Volatile Library

- Pack Library

- Shapes Library

- Sort Library

- Sound Library

- STC Decrunch Library

- STC Library

- Tooltypes Library

- Trackdisk Library

- ZoneJoy Library

For all those interested, leave me a message and i'll be happy to attach the

file in PS3 format (about 60K packed)

btw, I'm also planning to add any new library to the list, so if you have any,

don't hesitate and let me know!

That's all for now, and please forgive my terrible english! ;)

c ya later!

Sergio

1.55   Re: BSS on PS3

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xyKjj-0001aX-00; Fri, 30 Jan 1998 18:00:20 +0000

by orca.ucd.ie with SMTP; 30 Jan 1998 17:58:08 -0000

id AA26732; Fri, 30 Jan 1998 11:57:34 +0600

id MAA04940; Fri, 30 Jan 1998 12:03:09 -0600

From: bohdan_lechnowsky@csgsystems.com

id AA886183070; Fri, 30 Jan 98 11:58:09 -0600

Message-Id: <9801308861.AA886183070@smtpgty2.csgsystems.com>

Date: Fri, 30 Jan 98 11:54:34 -0600

Subject: Re: BSS on PS3

Mime-Version: 1.0

Content-Transfer-Encoding: Quoted-Printable

A programmer submitted two libraries to me. Could you please give me a=

n email=20

address where I can send them? Also do you have a Web page I can link =

to from=20

mine?

-Bo

_____ Reply Separator _____=

_____

Subject: BSS on PS3=20

Author: blitz-list@netsoc.ucd.ie <deus72@usa.net> at INTERNET

Date: 1/30/98 6:25 PM

=FF=FF=FF=FF=FF=FF

Hiya people,

I'm a BB2 beginner and this is my first message on this list. I've been=

=20

watching this list for a while now and I've got many hints from it alre=

ady.

I've made a "conversion" of the amigaguide help files which come with B=

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a Pagestream 3 document, and restyled it like the original BB2 manual (=

A4 / 2)=20

just for a more confortable view (I sometimes do prefer reading on the =

paper=20

than on a screen). I've printed it out and now it looks just like the n=

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"addenda" of the original manual.

Actually it holds the instructions for:=20

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- STC Library

- Tooltypes Library

- Trackdisk Library

- ZoneJoy Library

For all those interested, leave me a message and i'll be happy to attac=

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file in PS3 format (about 60K packed)

btw, I'm also planning to add any new library to the list, so if you ha=

ve any,=20

don't hesitate and let me know!

That's all for now, and please forgive my terrible english! ;)

c ya later!

Sergio

=

1.56 Checking Which Screen Is Active

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xwoMb-0000O8-00; Mon, 26 Jan 1998 13:14:09 +0000

by orca.ucd.ie with SMTP; 26 Jan 1998 13:11:54 -0000

by dns1.enterprise.net (8.8.5/8.8.5) with SMTP id NAA11363

for <blitz-list@netsoc.ucd.ie>; Mon, 26 Jan 1998 13:11:42 GMT

From: Daniel Allsopp <dallsopp@enterprise.net>

Date: Mon, 26 Jan 1998 13:09:52 -0000

Subject: Checking Which Screen Is Active

Hi all,

I've come across a problem when creating my MapEditor for my game. It's using

a screen, therefore it can be switched with other screens. Say I have DPaint

running at the same time, and I and drawing with DPaint on it's screen, map

blocks will be drawn on my screen where the mouse has been on the other

screen. What it should really do is check that it's the front most screen

before it attempts to do anything.

Cheers,

Daniel

1.57   Checking Which Screen Is Active

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xxCGA-0004w3-00; Tue, 27 Jan 1998 14:45:07 +0000

by orca.ucd.ie with SMTP; 27 Jan 1998 14:42:34 -0000

by dns1.enterprise.net (8.8.5/8.8.5) with SMTP id OAA03663

for <blitz-list@netsoc.ucd.ie>; Tue, 27 Jan 1998 14:42:08 GMT

From: Daniel Allsopp <dallsopp@enterprise.net>

Date: Mon, 26 Jan 1998 13:09:52 -0000

Subject: Checking Which Screen Is Active

Hi all,

I've come across a problem when creating my MapEditor for my game. It's using
a screen, therefore it can be switched with other screens. Say I have DPaint
running at the same time, and I and drawing with DPaint on it's screen, map
blocks will be drawn on my screen where the mouse has been on the other
screen. What it should really do is check that it's the front most screen
before it attempts to do anything.

Cheers,

Daniel

1.58   Re: Checking Which Screen Is Active

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xxEdB-0004mQ-00; Tue, 27 Jan 1998 17:17:02 +0000

by orca.ucd.ie with SMTP; 27 Jan 1998 17:09:09 -0000

by ghwerig.mmu.ac.uk with esmtp (Exim 1.81 #2)

id 0xxEVL-0004PE-00; Tue, 27 Jan 1998 17:08:55 +0000

27 Jan 98 17:08:55 GMT

From: "Budda/Progress" <57229007@mmu.ac.uk>

Organization: Manchester Metropolitan University

blitz-list@netsoc.ucd.ie

Date: Tue, 27 Jan 1998 17:08:19 GMT

Subject: Re: Checking Which Screen Is Active

Reply-to: 57229007@mmu.ac.uk

Priority: normal

X-mailer: Pegasus Mail for Windows (v2.42a)

Daniel Allsopp grunted about Checking Which Screen Is Active:

> From: Daniel Allsopp <dallsopp@enterprise.net>

> Reply-to: dallsopp@enterprise.net

> To: blitz-list@netsoc.ucd.ie

> Date: Mon, 26 Jan 1998 13:09:52 -0000

> Subject: Checking Which Screen Is Active

>

> Hi all,

>

> I've come across a problem when creating my MapEditor for my game. It's using

> a screen, therefore it can be switched with other screens. Say I have DPaint

> running at the same time, and I and drawing with DPaint on it's screen, map

> blocks will be drawn on my screen where the mouse has been on the other

> screen. What it should really do is check that it's the front most screen

> before it attempts to do anything.

>

> Cheers,

>

> Daniel

>

Use mouse event commands rather than doing direct hardware reading of

the mouse X,Y, and button presses. I think the commands of EMouseX

and EMouseY to get the position of the mouse cursor when last event

occured. An event would be the mouse button being pressed which

causes #IDCMP_MOUSEBUTTONS (i think - check this!).

Cheerio,

Mike.

_____

Amiga 1200T/060/18MB/Zorro II/2 HDD/2 FDD/4xCD/EZ 135

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| projects: Encarta Style Encyclopedia Engine 24% | .__/\__. | mUM |
| enLOCK v4.0 - Flashy HD Security 40% | \ oO / | kEePS |
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1.59   RE: Checking Which Screen Is Active

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xxvqc-0000y4-00; Thu, 29 Jan 1998 15:25:46 +0000

by orca.ucd.ie with SMTP; 29 Jan 1998 15:21:18 -0000

by ghwerig.mmu.ac.uk with esmtp (Exim 1.81 #2)

id 0xxvlu-0006AX-01; Thu, 29 Jan 1998 15:20:54 +0000

29 Jan 98 15:20:57 GMT

From: "Budda/Progress" <57229007@mmu.ac.uk>

Organization: Manchester Metropolitan University

Date: Thu, 29 Jan 1998 15:19:25 GMT

Subject: RE: Checking Which Screen Is Active

Reply-to: 57229007@mmu.ac.uk

Priority: normal

X-mailer: Pegasus Mail for Windows (v2.42a)

Daniel Allsopp grunted about Checking Which Screen Is Active:

>

> Hi all,

>

> I've come across a problem when creating my MapEditor for my game. It's using

> a screen, therefore it can be switched with other screens. Say I have DPaint

> running at the same time, and I and drawing with DPaint on it's screen, map

> blocks will be drawn on my screen where the mouse has been on the other

> screen. What it should really do is check that it's the front most screen

> before it attempts to do anything.

>

Use mouse event commands rather than doing direct hardware reading of

the mouse X,Y, and button presses. I think the commands of EMouseX

and EMouseY to get the position of the mouse cursor when last event

occured. An event would be the mouse button being pressed which

causes #IDCMP_MOUSEBUTTONS (i think - check this!).

Cheerio,

Mike.

Amiga 1200T/060/18MB/Zorro II/3 HDD/2 FDD/4xCD/EZ 135

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| http://www.geocities.com/SiliconValley/Pines/4814/ | . | mum.. |
'---------------------------------------------------' '--------'
```

1.60   Re: Clipping

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xv1j6-00048T-00; Wed, 21 Jan 1998 15:06:00 +0000

by orca.ucd.ie with SMTP; 21 Jan 1998 15:04:07 -0000

by troi.cistron.nl (8.8.5/8.8.5) with SMTP id QAA21973

for <blitz-list@netsoc.ucd.ie>; Wed, 21 Jan 1998 16:03:55 +0100

Message-Id: <3.0.3.32.19980120231229.006aad68@pop3.cistron.nl>

X-Sender: sergev@pop3.cistron.nl

Date: Tue, 20 Jan 1998 23:12:29 +0100

From: Serge Veugelers <sergev@cistron.nl>

Subject: Re: Clipping

Mime-Version: 1.0

At 18:59 20-1-98 -0500, you wrote:

>Is there anyway you can clip normal drawing fuctions like Line, Box,

>etc within a certain rectangular area. I remember a command actually

>called Clip in AMOS that does this. Any simular Blitz command ?

>

I guess a stencil will help you with that. But I'm not sure though.

Bye now,

Serge

######## - THE QUALITY TEAM - (sergev@cistron.nl)

| ~ ~ | oO| Serge Veugelers (Coding) |

C| 0 0 |D | Raymond Zachariasse (Graphics) |

| { } | |=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-|

| ~~ | | Current projects : BrainTeaser : Puzzle (10%)|

~~~~~~~~ | IRQBlit : Blitzlib (20%)|

|||||||| ---

Member of CineTech : Sixth Sense Investigations is now shipping

1.61   Clipping

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xujOE-00074i-00; Tue, 20 Jan 1998 19:31:14 +0000

by orca.ucd.ie with SMTP; 20 Jan 1998 19:30:11 -0000

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xuixV-0004l2-00; Tue, 20 Jan 1998 19:03:38 +0000

From: Anthony Sherratt <shezzor@asp.u-net.com>

Date: Tue, 20 Jan 1998 18:59:30 -0500

Subject: Clipping

Content-Transfer-Encoding: quoted-printable

Is there anyway you can clip normal drawing fuctions like Line, Box,

etc within a certain rectangular area. I remember a command actually

called Clip in AMOS that does this. Any simular Blitz command ?

Anthony Sherratt

-- =

=F7 _ ____ =F7 ____ *NEW WEB PAGE COMING PRETTY DARN SOON*

/ \ =F7 / __/ / __,\ .------------------------------------.

,_/_=A1__ _/__ _ / ___/ | #Monty The Wolf# - *OUT NOW* =

|

,_____/ Y_ Y_ =A1 =B7 | #Roswell Gfx Adv# - [###=3D-------]33% =

|

| =A1 _(_) _(_) | -=F7- | #Conquest# - [=3D----------]03% =

|

: : : : : =B7 `------------------------------------’

1.62 Re: Clipping

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xv6JO-0004la-00; Wed, 21 Jan 1998 19:59:46 +0000

by orca.ucd.ie with SMTP; 21 Jan 1998 19:58:03 -0000

by florence.pavilion.net (8.8.8/8.8.8) with ESMTP id TAA02332

for <blitz-list@netsoc.ucd.ie>; Wed, 21 Jan 1998 19:57:58 GMT

(envelope-from tucks@pavilion.co.uk)

Date: Wed, 21 Jan 1998 18:49:37 +0000

From: Liz Tucker <tucks@pavilion.co.uk>

Organization: Desktop Corruption

Subject: Re: Clipping

X-Priority: 3 (Normal)

References: <yam7324.1540.2015119800@mail.u-net.com>

Content-Transfer-Encoding: 7bit

Anthony Sherratt wrote:

>

> Is there anyway you can clip normal drawing fuctions like Line, Box,

> etc within a certain rectangular area. I remember a command actually

> called Clip in AMOS that does this. Any simular Blitz command ?

Hi,

You need to check out the BitmapWindow command as once it is set up all

bitmap drawing functions are clipped inside the new dummy bitmap.

See you,

Liz. tucks@pavilion.co.uk

"""

Desktop Corruption - Team Leader http://deskcorruption.home.ml.org

Email us at............ deskcorruption@rhodger.demon.co.uk

Current Project.......... Dafel:Bloodline

"""

1.63   CopList probs

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xxZZG-0000YZ-00; Wed, 28 Jan 1998 15:38:23 +0000

by orca.ucd.ie with SMTP; 28 Jan 1998 15:35:51 -0000

by hertz.ukonline.co.uk with SMTP; 28 Jan 1998 15:37:55 -0000

From: BootBlock of Carnage <j.cox2@ukonline.co.uk>

BCC: Richard Monks <dr_dick@geocities.com>

Date: Wed, 28 Jan 1998 15:30:39 GMT0

Organization: Carnage

Subject: CopList probs

Me and a m8 are currently coding a diskmag engine (The Word), and we were

using a 4 colour (2 bitplanes) CopList for testing/speed purposes. Now that we

want to use 256 colours (8 bitplanes), we can't! The whole display shifts down

about 8 pixels!

Here's what we're doing (this appears to be the maximum amount of colours we

can use (32)):

InitCopList 0,43,8,$10102,0,4,-10 ;Titlebar

InitCopList 1,54,200,$11105,1,32,-10 ;Main display area

InitCopList 2,257,29,$10002,0,4,0 ;Panel

InitCopList 3,289,7,$10102,0,4,-10 ;Scroll text

CreateDisplay 0,1,2,3

Has anyone got any ideas what's going on, because we need this sorted out

URGENTLY!!

--

.----------------------------------.----------------------------------.

| A1200/28Mhz/2+4Mb/K56Flex/HyperCOM | Amiga Blitz 2 coder type UK bloke! |

| EMAIL: j.cox2@ukonline.co.uk | www.geocities.com/SiliconValley/ |

| "NightLife BBS" - online very soon!| Lab/4868/index.html - kind'a ready |

`----------------------------------^----------------------------------'

1.64   Re: CopList probs

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xxdiD-0006nr-00; Wed, 28 Jan 1998 20:03:54 +0000

by orca.ucd.ie with SMTP; 28 Jan 1998 20:02:12 -0000

(Post.Office MTA v3.1.2 release (PO203-101c)

ID# 549-33929U100000L2S50) with SMTP id AAA22006

for <blitz-list@netsoc.ucd.ie>; Wed, 28 Jan 1998 20:01:49 +0000

Date: Wed, 28 Jan 1998 20:02:44 +0000

From: az@vin.net

Organization: None

Subject: Re: CopList probs

References: <yam7332.1968.3612760@mailhost.ukonline.co.uk>

Content-Transfer-Encoding: 7bit

BootBlock of Carnage wrote:

>

> Me and a m8 are currently coding a diskmag engine (The Word), and we were

> using a 4 colour (2 bitplanes) CopList for testing/speed purposes. Now that we

> want to use 256 colours (8 bitplanes), we can't! The whole display shifts down

> about 8 pixels!

>

> Here's what we're doing (this appears to be the maximum amount of colours we

> can use (32)):

>

> InitCopList 0,43,8,$10102,0,4,-10 ;Titlebar

> InitCopList 1,54,200,$11105,1,32,-10 ;Main display area

> InitCopList 2,257,29,$10002,0,4,0 ;Panel

> InitCopList 3,289,7,$10102,0,4,-10 ;Scroll text

> CreateDisplay 0,1,2,3

>

> Has anyone got any ideas what's going on, because we need this sorted out

> URGENTLY!!

Well you need to have AGAcolours flag set, in the InitCopList to use

more

than 32 colours.

Also you could try using the smoothscrolling flag as well. You are

surpose to do this if you are displaying the bitmap at an offset eg.

DisplayBitmap 0,someX,someY

I don`t know if you are doing this but I had the problem you discribed

before I used the smoothscrolling flag.

DAVE

1.65   Re: CopList probs

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xy1w1-0004Td-00; Thu, 29 Jan 1998 21:55:45 +0000

by orca.ucd.ie with SMTP; 29 Jan 1998 21:50:31 -0000

by walrus.megabaud.fi (8.8.7/8.8.7) with SMTP id XAA14605

for <blitz-list@netsoc.ucd.ie>; Thu, 29 Jan 1998 23:50:15 +0200 (EET)

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <samin@megabaud.fi>

Date: Wed, 28 Jan 1998 23:33:01 +0200

Organization: Diverse

Subject: Re: CopList probs

Content-Transfer-Encoding: quoted-printable

On 28-Jan-98, az@vin.net wrote:

> BootBlock of Carnage wrote:

> > =

> > Me and a m8 are currently coding a diskmag engine (The Word), and we =

were

> > using a 4 colour (2 bitplanes) CopList for testing/speed purposes. No=

w

that

> we

> > want to use 256 colours (8 bitplanes), we can't! The whole display sh=

ifts

> down

> > about 8 pixels!

> > =

> > Here's what we're doing (this appears to be the maximum amount of col=

ours

we

> > can use (32)):

> > =

> > InitCopList 0,43,8,$10102,0,4,-10 ;Titlebar

> > InitCopList 1,54,200,$11105,1,32,-10 ;Main display area

> > InitCopList 2,257,29,$10002,0,4,0 ;Panel

> > InitCopList 3,289,7,$10102,0,4,-10 ;Scroll text

> > CreateDisplay 0,1,2,3

> > =

> > Has anyone got any ideas what's going on, because we need this sorted=

out

> > URGENTLY!!

Well the only possible way is to make your own copper list or use the sam=

e

palette through out the display. (You can change some individual colors i=

n

one scanline thou!!)

So something like this

> > InitCopList 0,43,8,$10102,0,256,-10; this coplist sets all the

; colors

> > InitCopList 1,54,200,$11108,1,0,-10; No color changes in these

> > InitCopList 2,257,29,$10002,0,0,0; three coplists

> > InitCopList 3,289,7,$10102,0,0,-10

> > CreateDisplay 0,1,2,3

Or

> > InitCopList 0,43,8,$10102,0,256,-10; this coplist sets all the

; colors

> > InitCopList 1,54,200,$11108,1,4,-10; change the 4 lowest

> > InitCopList 2,257,29,$10002,0,4,0; colors in all coplists

> > InitCopList 3,289,7,$10102,0,4,-10;

> > CreateDisplay 0,1,2,3

So the last one would only make 1 pixel high black stripe and the first o=

ne

should make continuous display.

| |

| Sami N=E4=E4t=E4nen A1260 20MB 2.5GB 2X 56k BJC-4100 |

| EMail: samin@megabaud.fi |

| |

`--'

1.66 Re: CopList probs

Date: Wed, 28 Jan 1998 23:06:06 +0100

From: Serge Veugelers <sergev@cistron.nl>

Subject: Re: CopList probs

Mime-Version: 1.0

At 15:30 28-1-98 GMT0, you wrote:

>Me and a m8 are currently coding a diskmag engine (The Word), and we were

>using a 4 colour (2 bitplanes) CopList for testing/speed purposes. Now

that we

>want to use 256 colours (8 bitplanes), we can't! The whole display shifts

down

>about 8 pixels!

>

Quite simple actually, but solving it is really difficult.

Every coplist you make, does some initial stuff to split the screen :

0. SET DMA registers

2. Change BITPLANE pointers

3. Setup Sprites

4. Set Video Mode

5. Change the Palette.

The last one is taking a lot of time. Especially with AGA resolutions.

It has to setup 256 color registers. During these MOVEs the cathode

ray doesn't stop, so it's about one or two lines further when everything is

initialized (32 cols) For 256 colors this is about 8 lines. In the AGA

resolutions there are also some extra instuctions because of the way the AGA

chipset addresses it's registers >31.

The only way around this would be to create your own copperlist, and place

that in some customcop space. You can then keep the palette the same or

just change those registers that actually need to be changed.

To get this to work you need to know quite a lot about the copper and the

hardware registers. What do you need the splits for ?

>Has anyone got any ideas what's going on, because we need this sorted out

>URGENTLY!!

If you can send me an example of what you want to happen including the pics

I'm willing to have a look at it.

Bye now,

Serge Veugelers

######## - THE QUALITY TEAM - (sergev@cistron.nl)

| ~ ~ | oO| Serge Veugelers (Coding) |

C| 0 0 |D | Raymond Zachariasse (Graphics) |

| { } | | |=-|

| ~~ | | Current projects : BrainTeaser : Puzzle (10%)|

~~~~~~~~ | IRQBlit : Blitzlib (20%)|

||||||||| --

Member of CineTech : Sixth Sense Investigations is now shipping

1.67   Re: CopList probs

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xyEnI-0002UU-00; Fri, 30 Jan 1998 11:39:36 +0000

by orca.ucd.ie with SMTP; 30 Jan 1998 11:37:47 -0000

by troi.cistron.nl (8.8.8/8.8.8/CIS) with SMTP id MAA16718

for <blitz-list@netsoc.ucd.ie>; Fri, 30 Jan 1998 12:37:53 +0100

Message-Id: <3.0.3.32.19980130123047.006af280@pop3.cistron.nl>

X-Sender: sergev@pop3.cistron.nl

Date: Fri, 30 Jan 1998 12:30:47 +0100

From: Serge Veugelers <sergev@cistron.nl>

Subject: Re: CopList probs

Mime-Version: 1.0

At 15:30 28-1-98 GMT0, you wrote:

>Me and a m8 are currently coding a diskmag engine (The Word), and we were

>using a 4 colour (2 bitplanes) CopList for testing/speed purposes. Now

that we

>want to use 256 colours (8 bitplanes), we can't! The whole display shifts

down

>about 8 pixels!

>

Quite simple actually, but solving it is really difficult.

Every coplist you make, does some initial stuff to split the screen :

0. SET DMA registers

2. Change BITPLANE pointers

3. Setup Sprites

4. Set Video Mode

5. Change the Palette.

The last one is taking a lot of time. Especially with AGA resolutions.

It has to setup 256 color registers. During these MOVEs the cathode

ray doesn't stop, so it's about one or two lines further when everything is

initialized (32 cols) For 256 colors this is about 8 lines. In the AGA

resolutions there are also some extra instuctions because of the way the AGA

chipset addresses it's registers >31.

The only way around this would be to create your own copperlist, and place

that in some customcop space. You can then keep the palette the same or

just change those registers that actually need to be changed.

To get this to work you need to know quite a lot about the copper and the

hardware registers. What do you need the splits for ?

>Has anyone got any ideas what's going on, because we need this sorted out

>URGENTLY!!

If you can send me an example of what you want to happen including the pics

I'm willing to have a look at it.

Bye now,

Serge Veugelers

######## - THE QUALITY TEAM - (sergev@cistron.nl)

| ~ ~ | oO| Serge Veugelers (Coding) |

C| 0 0 |D | Raymond Zachariasse (Graphics) |

| {} | |=-|

| ~~ | | Current projects : BrainTeaser : Puzzle (10%)|

~~~~~~~ | IRQBlit : Blitzlib (20%)|

||||||| --

Member of CineTech : Sixth Sense Investigations is now shipping

1.68   CrunchMania

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xsKsh-00027G-00; Wed, 14 Jan 1998 04:56:47 +0000

by orca.ucd.ie with SMTP; 14 Jan 1998 04:57:01 -0000

via sendmail with P\:smtp/R:inet_hosts/T:smtp

(sender: <mrbyte@chavin.rcp.net.pe>)

id <m0xsKtE-001Cj5C@chavin.rcp.net.pe>

for <blitz-list@netsoc.ucd.ie>; Tue, 13 Jan 1998 23:57:20 -0500 (EST)

(Smail-3.2.0.96 1997-Jun-2 #3 built 1997-Aug-18)

From: Mister Byte <mrbyte@chavin.rcp.net.pe>

Date: Tue, 13 Jan 1998 23:53:46 +0500

Organization: Twin Eagles

Subject: CrunchMania

Hello!

I'm using in my game the command CrmDecrunch to decrunch compressed data

(with CrunchMania, of course). Now, supposing some day I may sell the game

as a commercial product, there can be problems with copyright because data

is crunched with CrunchMania? I read CRM documentation and the library

which implemented that command on Blitz, but I didn't find any reference

on this point.

--

gOOdByTEz!

_ _____ _____

__/l/l.____]_)____/_____ ___ __ X |

|_//lll]s|er]_)y|e / // //_ //_ /// I am The | Amiga 1200/Blizzard 50 Mhz|

|_____/ // //_ //_/ /// Operator | Monitor M1438S/Toshiba 20"|

__ /// With My | 1Gb HD/ 10 Mb.Ram /SCSI/CD|

Feeling a Computerlove for \\/// Pocket AGA | 1.44 Mb. Drive/Modem 14.4K|

_ Everybody's Girlfriend! \\/ Calculator | DSS8+/Midi/RolandJV880/Cat|

|.| _____ | _____ |

|__/Author of AMIBEE (Anime Game For AMIGA) __X__/When C64 Ruled Earth!__|

1.69 DisplayRGB

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xt9oa-0000g7-00; Fri, 16 Jan 1998 11:19:57 +0000

by orca.ucd.ie with SMTP; 16 Jan 1998 11:18:34 -0000

id <C9H1BLHP>; Fri, 16 Jan 1998 11:19:35 -0000

From: "Wright J.A" <J.A.Wright@rhbnc.ac.uk>

Subject: DisplayRGB

Date: Fri, 16 Jan 1998 11:19:33 -0000

X-Priority: 3

hello people,

i`ve got an 8 colour bitmap and coplist, with an

eight colour font blitted from shapes. At the moment the font is just

shades of green, but i`ve used DisplayRGB to use the copper to give more

colours down the screen. I had to increse the spacing between lines of

fonts to 7, so i could change all the 7 colours in the palette between

rows of text. However, i don`t seem to be able to get rid of the colour

split, unless i free the coplist, and re-initialise it... is there a

better way of getting rid of it, so i can set up a new colour split on

the same coplist?

thanks,

----Darklight----

Jigsaw Design

http://www.rhbnc.ac.uk/~zhap081

1.70   Dual Playfield Colour Amounts

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xrlxY-0004xO-00; Mon, 12 Jan 1998 15:39:30 +0000

by orca.ucd.ie with SMTP; 12 Jan 1998 15:18:05 -0000

by ghwerig.mmu.ac.uk with esmtp (Exim 1.81 #2)

id 0xrlcA-00071Y-00; Mon, 12 Jan 1998 15:17:22 +0000

12 Jan 98 15:17:22 GMT

From: "Andrew Ballard" <57228701@mmu.ac.uk>

Organization: Manchester Metropolitan University

Date: Mon, 12 Jan 1998 15:16:56 GMT

Subject: Dual Playfield Colour Amounts

Priority: normal

X-mailer: Pegasus Mail for Windows (v2.42a)

I am trying to use a dual playfield screen in Blitz Mode. It seems

you can only split the number of bitplanes on the screen in half for

each field.

So you have 4 planes for the foreground and 4 for the background. I

would like 6 planes for the fourground and just 2 for the background.

Does anyone know, firstly, whether the AGA chipset is capable of this,

and secondly, if you can do it in blitz?

(The Copper programming looks very complicated to me!! but I would

like to know how to do it!)

Any help would be greatly appreciated,

_ /

o o

/--mm--|-mm----------------------\

| Andrew Ballard |

| A1200 / 040@40 / 10Mb / 340Mb |

| Current Projects: Talker, |

| ProNETgui, VisualBlitz |

\-------------------------------/

1.71 Fast Plot command

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xpyiQ-0003JQ-00; Wed, 7 Jan 1998 16:52:26 +0000

by orca.ucd.ie with SMTP; 7 Jan 1998 16:52:04 -0000

by pegase.univ-angers.fr (8.8.5/8.8.5) with SMTP id RAA29926

for <blitz-list@netsoc.ucd.ie>; Wed, 7 Jan 1998 17:51:20 +0100

Date: Wed, 7 Jan 1998 17:51:20 +0100 (MET)

From: Mathias Parnaudeau <mathias@pegase.univ-angers.fr>

Subject: Fast Plot command

I wish an Happy New Year to the Blitz users.

Is there an easy way (and a faster one) to draw a pixel on a Bitmap (or

screen) without use the Plot command ? With assembly code I suppose ...

but I'm not really a beast using this language.

Thanks,

Mathias

1.72 File Size

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xrVSm-0004QB-00; Sun, 11 Jan 1998 22:02:36 +0000

by orca.ucd.ie with SMTP; 11 Jan 1998 22:02:34 -0000

by dns1.enterprise.net (8.8.5/8.8.5) with SMTP id WAA25591

for <blitz-list@netsoc.ucd.ie>; Sun, 11 Jan 1998 22:01:50 GMT

From: Alvaro Thompson <alvaro@enterprise.net>

Date: Sun, 11 Jan 1998 21:20:58 +0000

Organization: Team Mango

Subject: File Size

Hi ppl!

This is something which has really been pissing me off for quite a while now.

Is there any, *any* way of making Executable File Sizes smaller?

Not long ago, I wrote a series of MUI Preferences for the ak DataTypes (some

of you might have downloaded it). There were 4 proggies, each 40 to 50k each.

When I compiled them, I took the debugger off, and made smallest code.

However, a few days later, some bloke wrote to me "concerned" of the file

size. He wrote the exact same programs in C, and they were 5k to 8k each. He

has now taken over development the MUI Prefs because of this :(

Can someone help? I don't want to Power Pack it or anything like that, I

simply wanna make the standard file size smaller!!!

cya!

=-=

| Alvaro Thompson - http://homepages.enterprise.net/alvaro/

=-=

| A1200T, '030, 10MB, 1.74Gb, 4x IDE, M1438S, BJC-4200, Dynalink 33.6K

=-=

"Expect it when you're least expecting it. No loss of love, the smell of

regret. Lights out. Can't take anymore" - Take Back, *Green Day*

1.73   Re: File Size

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xriPA-0001rz-00; Mon, 12 Jan 1998 11:51:45 +0000

by orca.ucd.ie with SMTP; 12 Jan 1998 11:51:49 -0000

(1.38.193.4/16.2) id AA01879; Mon, 12 Jan 1998 11:51:01 GMT

12 Jan 98 11:51:03 0

From: "David Mcminn" <MD.BE4.Student.eee.rgu.ac.uk@eee-student.eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Mon, 12 Jan 1998 11:50:34 GMT0BST

Mime-Version: 1.0

Content-Transfer-Encoding: 7BIT

Subject: Re: File Size

Priority: normal

Message-Id: <E0xriPA-0001rz-00@mserv1a.u-net.net>

On 11 Jan 98 at 21:20, Alvaro Thompson spewed forth:

> Not long ago, I wrote a series of MUI Preferences for the ak DataTypes (some

> of you might have downloaded it). There were 4 proggies, each 40 to 50k each.

> When I compiled them, I took the debugger off, and made smallest code.

> However, a few days later, some bloke wrote to me "concerned" of the file

> size. He wrote the exact same programs in C, and they were 5k to 8k each. He

> has now taken over development the MUI Prefs because of this :(

One way would be to use system functions (especially instead of any

commands in the windowslib). Unless you use all the commands from a

library, some space will be wasted as dead commands don't get

stripped by the compiler.

Farewell, for now,

.oO David McMinn Oo.

-=-=-=-=-==-=-=-=-

A1200T 1.3Gb 16xCD

-=-=-=-=-==-=-=-=-

1.74 Re: File Size

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xs0vE-0003I7-00; Tue, 13 Jan 1998 07:38:04 +0000

by orca.ucd.ie with SMTP; 13 Jan 1998 07:37:32 -0000

by hertz.ukonline.co.uk with SMTP; 13 Jan 1998 07:37:40 -0000

Date: 12 Jan 98 22:51:57 +0000

From: "Steven Pearson" <steven.pearson@ukonline.co.uk>

Subject: Re: File Size

Content-type: text/plain; charset=us-ascii

Content-transfer-encoding: 7bit

Hello Alvaro Thompson, on 11-Jan-98 21:20:58, you said,

>This is something which has really been pissing me off for quite a while now.

>Is there any, *any* way of making Executable File Sizes smaller?

You need to use as few libraries as possible so stick to commands from a

library you have to use.

>of you might have downloaded it). There were 4 proggies, each 40 to 50k each.

>size. He wrote the exact same programs in C, and they were 5k to 8k each. He

This is the difference between Blitz and C. Blitz is dead easy to use and

makes big fat and comparably slow code. C is harder to use but makes tiny

quick code. If you want to make small code learn to code in C. It's not hard

and it's cheap GCC is free and I've succesfully compiled a simple MUI program

with it.

>Can someone help? I don't want to Power Pack it or anything like that, I

>simply wanna make the standard file size smaller!!!

I'd always leave compressionto the user so don't powerpack or anything like

that.

In the meantime you may like to look at this file on the Aminet

BlitzOp_v10.lha docs/hyper 9K 40+47 Tips To Reduce Blitz2 Executable

Size

Amiga makes it possible

____

/ __/

__ \ MailTo:steven.pearson@ukonline.co.uk

/ __/teve HTTP://www.geocities.com/siliconvalley/heights/4478

/_/earson.

1.75   Finding Contants

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xxH4W-0002Ua-00; Tue, 27 Jan 1998 19:53:24 +0000

by orca.ucd.ie with SMTP; 27 Jan 1998 19:51:26 -0000

by dns1.enterprise.net (8.8.5/8.8.5) with SMTP id TAA08995

for <blitz-list@netsoc.ucd.ie>; Tue, 27 Jan 1998 19:51:12 GMT

From: Daniel Allsopp <dallsopp@enterprise.net>

Date: Tue, 27 Jan 1998 19:50:49 -0000

Subject: Finding Contants

Is there anyway to find out all the constants which are set in amigalibs.res,

such as the ones for controlling the tags etc.

1.76   Re: Finding Contants

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xxLBR-0006Yc-00; Wed, 28 Jan 1998 00:16:49 +0000

by orca.ucd.ie with SMTP; 28 Jan 1998 00:15:34 -0000

by wws1.ww.co.nz (8.8.8/8.8.8RH) with SMTP id NAA04604

for <blitz-list@netsoc.ucd.ie>; Wed, 28 Jan 1998 13:15:22 +1300

From: Anton Reinauer <anton@ww.co.nz>

Date: Wed, 28 Jan 1998 13:14:32 +1200

Subject: Re: Finding Contants

On 28-Jan-98, Daniel Allsopp wrote:

>Is there anyway to find out all the constants which are set in

>amigalibs.res,

>such as the ones for controlling the tags etc.

The Bums used to have the amigalibs.res.bb2 files in the libs archive.

--

Anton Reinauer <anton@ww.co.nz>

1.77   Finding number of shapes loaded???

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xvO0q-0007BC-00; Thu, 22 Jan 1998 14:53:48 +0000

by orca.ucd.ie with SMTP; 22 Jan 1998 14:51:56 -0000

by dns1.enterprise.net (8.8.5/8.8.5) with SMTP id OAA02384

for <blitz-list@netsoc.ucd.ie>; Thu, 22 Jan 1998 14:51:49 GMT

From: Daniel Allsopp <dallsopp@enterprise.net>

Date: Thu, 22 Jan 1998 14:51:37 -0000

Subject: Finding number of shapes loaded???

Hi all,

Is there anyway in which I can find out how many shapes have been loaded when

I've used to LoadShapes command??

Thanks,

Daniel

1.78   Re: Finding number of shapes loaded???

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xvOHW-0001Ut-00; Thu, 22 Jan 1998 15:11:02 +0000

by orca.ucd.ie with SMTP; 22 Jan 1998 15:09:15 -0000

(1.38.193.4/16.2) id AA22094; Thu, 22 Jan 1998 15:09:04 GMT

22 Jan 98 15:09:08 0

From: "David Mcminn" <MD.BE4.Student.eee.rgu.ac.uk@eee-student.eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Thu, 22 Jan 1998 15:08:41 GMT0BST

Mime-Version: 1.0

Content-Transfer-Encoding: 7BIT

Subject: Re: Finding number of shapes loaded???

Priority: normal

Message-Id: <E0xvOHW-0001Ut-00@mserv1a.u-net.net>

On 22 Jan 98 at 14:51, Daniel Allsopp spewed forth:

>

> Hi all,

>

> Is there anyway in which I can find out how many shapes have been loaded when

> I've used to LoadShapes command??

Try this:

found = True

shapenum=0

While found

if (peek.w(addr shape(shapenum))<>0

shapenum = shapenum+1

else

found = False

end if

wend

Shapes that do not exist have a width of zero, and width is the first

field in the structure.

Farewell, for now,

.oO David McMinn Oo.

-=-=-=-=-==-=-=-=-

A1200T 1.3Gb 16xCD

-=-=-=-=-==-=-=-=-

1.79   RE: FindTask probs....

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xy1sJ-0004E7-00; Thu, 29 Jan 1998 21:51:56 +0000

by orca.ucd.ie with SMTP; 29 Jan 1998 21:50:29 -0000

by walrus.megabaud.fi (8.8.7/8.8.7) with SMTP id XAA14602

for <blitz-list@netsoc.ucd.ie>; Thu, 29 Jan 1998 23:50:14 +0200 (EET)

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <samin@megabaud.fi>

Date: Wed, 28 Jan 1998 23:19:02 +0200

Organization: Diverse

Subject: RE: FindTask probs....

Content-Transfer-Encoding: quoted-printable

On 29-Jan-98, Nelson Sandalwood wrote:

> >> If FindTask_("TUSE")<>0

> >>

> >> this might help. I've used FindTask() a few times before, but that w=

as

> >> quite a bit ago, and I've got Voyager loaded now, so I can't load up=

> >> Blitz and try it, coz my pootah might crash! :)

> >>

> >>

> WJ> HMMM.... i thought that i had tried that also..... because it sti=

ll

> WJ> would find TUSE, because TUSE is actually running, it`s just that =

it`s

> WJ> itself running.

> Check the whole list. If you find TUSE twice then have the prog quit. =

You

> will have to get the tasks list and parse it your self rather than use

> FindTask though...

There is a better way!!

At the start of the program try find port named "TUSE" if you find

then quit the program. if not then create it!!

I thou recommend longer name for the port to be sure that there are no

other progs that uses the same name.

```
_____
| |
| Sami N=E4=E4t=E4nen A1260 20MB 2.5GB 2X 56k BJC-4100 |
| EMail: samin@megabaud.fi |
| |
 `----------------------------------------------------´
```

1.80 FindTask probs....

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xxhkS-0005Sr-00; Thu, 29 Jan 1998 00:22:29 +0000

by orca.ucd.ie with SMTP; 29 Jan 1998 00:21:03 -0000

id <DY4M7L6B>; Thu, 29 Jan 1998 00:23:02 -0000

From: "Wright J.A" <J.A.Wright@rhbnc.ac.uk>

Subject: FindTask probs....

Date: Thu, 29 Jan 1998 00:23:00 -0000

X-Priority: 3

Hello ppl,

right, the problem is this..... I got an app called TUSE,

which puts itself in the Workbench Tools menu, trouble is, if you run

the program twice, it will put it twice in the Tools menu... etc... I

tried using findtask like this:

If Findtask_("TUSE")

choice=EasyRequest("TUSE","TUSE is Already Running.","OK")

End

Endif

Trouble is, when i compile TUSE as an executable, and run it, it

always says that it is runnng because it finds ITSELF!!!!! how do i

overcome this problem??

Thanks,

Darklight

1.81   RE: FindTask probs....

> ----------

> From: BootBlock of Carnage[SMTP:j.cox2@ukonline.co.uk]

> Reply To: j.cox2@ukonline.co.uk

> Sent: 29 January 1998 00:35

> To: Wright J.A

> Subject: Re: FindTask probs....

>

> On 29-Jan-98, Wright J.A wibbled:

>

> >If Findtask_("TUSE")

> > choice=EasyRequest("TUSE","TUSE is Already Running.","OK")

> > End

> >Endif

>

> > Trouble is, when i compile TUSE as an executable, and run it, it

> >always says that it is runnng because it finds ITSELF!!!!! how do i

> >overcome this problem??

>

> Right, I'm just thinking off the top of my head here, but instead of:

>

> If FindTask_("TUSE")

>

> use this instead:

>

> If FindTask_("TUSE")<>0

>

> this might help. I've used FindTask() a few times before, but that was

> quite a

> bit ago, and I've got Voyager loaded now, so I can't load up Blitz and

> try it,

> coz my pootah might crash! :)

>

>

HMMM.... i thought that i had tried that also..... because it still

would find TUSE, because TUSE is actually running, it`s just that it`s

itself running.

> >Thanks,

> >Darklight

>

> Me pleasure!

>

> --

> .----------------------------------.-------------------------------

> ----.

> | A1200/28Mhz/2+4Mb/K56Flex/HyperCOM | Amiga Blitz 2 coder type UK

> bloke! |

> | EMAIL: j.cox2@ukonline.co.uk |

> www.geocities.com/SiliconValley/ |

> | "NightLife BBS" - online very soon!| Lab/4868/index.html - kind'a

> ready |

> `----------------------------------^-------------------------------

> ----'

>

1.82 RE: FindTask probs....

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xxmqu-0003Fc-00; Thu, 29 Jan 1998 05:49:28 +0000

by orca.ucd.ie with SMTP; 29 Jan 1998 05:48:12 -0000

Date: 29 Jan 98 18:43:54 +1200

From: "Nelson Sandalwood" <bayliss@ihug.co.nz>

Subject: RE: FindTask probs....

Content-type: text/plain; charset=us-ascii

Content-transfer-encoding: 7bit

>> If FindTask_("TUSE")<>0

>>

>> this might help. I've used FindTask() a few times before, but that was

>> quite a bit ago, and I've got Voyager loaded now, so I can't load up

>> Blitz and try it, coz my pootah might crash! :)

>>

>>

WJ> HMMM.... i thought that i had tried that also..... because it still

WJ> would find TUSE, because TUSE is actually running, it`s just that it`s

WJ> itself running.

Check the whole list. If you find TUSE twice then have the prog quit. You

will have to get the tasks list and parse it your self rather than use

FindTask though...

---

nelson sandalwood

--===<>===--

member team AMIGA

1.83   Re: FindTask probs....

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xyE4N-0006ZJ-00; Fri, 30 Jan 1998 10:53:11 +0000

by orca.ucd.ie with SMTP; 30 Jan 1998 10:51:01 -0000

by troi.cistron.nl (8.8.8/8.8.8/CIS) with SMTP id LAA14916

for <blitz-list@netsoc.ucd.ie>; Fri, 30 Jan 1998 11:51:06 +0100

Message-Id: <3.0.3.32.19980129143922.006a6b08@pop3.cistron.nl>

X-Sender: sergev@pop3.cistron.nl

Date: Thu, 29 Jan 1998 14:39:22 +0100

From: Serge Veugelers <sergev@cistron.nl>

Subject: Re: FindTask probs....

Mime-Version: 1.0

At 00:23 29-1-98 -0000, you wrote:

>Hello ppl,

> right, the problem is this..... I got an app called TUSE,

>which puts itself in the Workbench Tools menu, trouble is, if you run

>the program twice, it will put it twice in the Tools menu... etc... I

>tried using findtask like this:

>

>If Findtask_("TUSE")

> choice=EasyRequest("TUSE","TUSE is Already Running.","OK")

> End

>Endif

>

I think the best way would be to set up a message port. Then when you find

that port, you can send a message to it to activate it/put it on the

foreground.

After you've checked the port (FindPort I beleive) and you can't find it, then

you can setup your messageport.

I don't know the exact instructions, and I have no manual near me now.

I hope this helps,

Serge Veugelers

######## - THE QUALITY TEAM - (sergev@cistron.nl)

| ~ ~ | oO| Serge Veugelers (Coding) |

C| 0 0 |D | Raymond Zachariasse (Graphics) |

| {} | |=-|

| ~~ | | Current projects : BrainTeaser : Puzzle (10%)|

~~~~~~~~ | IRQBlit : Blitzlib (20%)|

|||||||| --

Member of CineTech : Sixth Sense Investigations is now shipping

1.84   Re: FindTask probs....

Wright J.A wrote:

>

> Hello ppl,

> right, the problem is this..... I got an app called TUSE,

> which puts itself in the Workbench Tools menu, trouble is, if you run

> the program twice, it will put it twice in the Tools menu... etc... I

> tried using findtask like this:

>

> If Findtask_("TUSE")

> choice=EasyRequest("TUSE","TUSE is Already Running.","OK")

> End

> Endif

>

> Trouble is, when i compile TUSE as an executable, and run it, it

> always says that it is runnng because it finds ITSELF!!!!! how do i

> overcome this problem??

Well normally you define a message port and if the port already

exists then you know a version of the program is running.

If findport_(nameofport)=0

addressofport=Createmessageport_(nameofport)

else

print "already running"

End

end if

But I surpose you could also put an empty file in Ram:T when

your program starts and delete it when it ends. Then check

the existance of the file, if the message ports way doesn`t

suit your needs.

cya

DAVE

1.85   RE: FindTask probs....

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xyHew-0003uM-00; Fri, 30 Jan 1998 14:43:17 +0000

by orca.ucd.ie with SMTP; 30 Jan 1998 14:41:01 -0000

by hertz.ukonline.co.uk with SMTP; 30 Jan 1998 14:42:43 -0000

From: BootBlock of Carnage <j.cox2@ukonline.co.uk>

Date: Thu, 29 Jan 1998 23:40:33 GMT0

Organization: Carnage

Subject: RE: FindTask probs....

Content-Transfer-Encoding: quoted-printable

On 28-Jan-98, Sami N=E4=E4t=E4nen wibbled:

>On 29-Jan-98, Nelson Sandalwood wrote:

>> >> If FindTask_("TUSE")<>0

>> >>

>> >> this might help. I've used FindTask() a few times before, but that =

was

>> >> quite a bit ago, and I've got Voyager loaded now, so I can't load u=

p

>> >> Blitz and try it, coz my pootah might crash! :)

>> >>

>> >>

>> WJ> HMMM.... i thought that i had tried that also..... because it st=

ill

>> WJ> would find TUSE, because TUSE is actually running, it`s just that=

it`s

>> WJ> itself running.

>> Check the whole list. If you find TUSE twice then have the prog quit.=

You

>> will have to get the tasks list and parse it your self rather than use=

>> FindTask though...

>There is a better way!!

>At the start of the program try find port named "TUSE" if you find

>then quit the program. if not then create it!!

>I thou recommend longer name for the port to be sure that there are no

>other progs that uses the same name.

Er.... when I'm checking to see if my program is already running. *I* alw=

ays

put FindTask() at the start of my program. But that's obvious, right? Wel=

l...

I thought it was, and I would assume that Uncle Nelson is as well - if yo=

u're

not Nelson, then THAT'S most probably why it ain't working!

-- =

=2E---------------------------------.-------------------------------=

---.

| A1200/28Mhz/2+4Mb/K56Flex/HyperCOM | Amiga Blitz 2 coder type UK bloke!=

|

| EMAIL: j.cox2@ukonline.co.uk | www.geocities.com/SiliconValley/ =

|

| "NightLife BBS" - online very soon!| Lab/4868/index.html - kind'a ready=

|

`---------------------------------^-------------------------------=

-'

1.86   Re: Flashy FX

Hello!

On 04-Jan-98, Michael Smith wrote:

>Maybe asked about a zillion times already but:

>Is there an easy way of blitting the shape of a shape in a single

>colour? You know the kind of effect you see in games to show when you

>hitting something (when a boss flashes white for example).

Mister Byte writing:

Yes. I use that kind of effect in my game AMIBEE.

Simply you must use the SolidMode before doing the QBLIT,

and then restore it in CookieMode. I include a portion of

my game source:

If \hit > 0

\hit - 1: QBlitMode SolidMode

QBlit db,(\obj+\frame),\x,\y: QBlitMode CookieMode

EndIf

Note that it's executed every VBI, so you should use a delay-timer.

In my case, in the enemies NewType I created the field \hit which

stores the # of VBI every flash remains visible on screen.

By the way, someone has read the review of my game in Amiga Format?

AmiBee was included in AF Cover Disk on January'98 issue. The latest

demo version (v1.22) is available on Aminet (game/shoot).

Let me know your comments about it :-)

--

gOOdByTEz!

– _____ _____

```
__/|/|.____]_)____/_____ ___ __ X |
|_//|||]s|er ]_)y|e / // //_ //_ /// I am The | Amiga 1200/Blizzard 50 Mhz|
|_____/ // //_ //_/ /// Operator | Monitor M1438S/Toshiba 20"|
__ /// With My | 1Gb HD/ 10 Mb.Ram /SCSI/CD|
Feeling a Computerlove for \\/// Pocket AGA | 1.44 Mb. Drive/Modem 14.4K|
_ Everybody's Girlfriend! \\/ Calculator | DSS8+/Midi/RolandJV880/Cat|
|.| _____ | _____ |
|__/Author of AMIBEE (TwinBee game for AMIGA)\__X__/When C64 Ruled Earth!\__|
```

1.87   Forgotten Commands

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xpJku-0000k1-00; Mon, 5 Jan 1998 21:08:16 +0000

by orca.ucd.ie with SMTP; 5 Jan 1998 21:08:13 -0000

by mailb.telia.com (8.8.8/8.8.5) with ESMTP id WAA19775

for <blitz-list@netsoc.ucd.ie>; Mon, 5 Jan 1998 22:07:41 +0100 (CET)

by d1o15.telia.com (8.8.5/8.8.5) with SMTP id WAA06010

for <blitz-list@netsoc.ucd.ie>; Mon, 5 Jan 1998 22:07:38 +0100 (CET)

From: Andreas =?iso-8859-1?Q?H=E5kansson?= <andy@bjuv.mail.telia.com>

Date: Mon, 05 Jan 1998 22:00:27 +0100

Subject: Forgotten Commands

Content-Transfer-Encoding: quoted-printable

Hiya people,

Well here is a late x-mas present from me to you all (SO

I'M SLOW AT WRAPPING MY GIFTS, SO SUE ME, hehe just

kidding). So what have I to offer you then? Well I

actually have a complete list of all the undocumented

commands that Red When Excited forgott to put in the

docs for the RI libs.

Well now you proberbly think to your self "So what, they

forgot one or two commands, I have managed without them

so far!". But it's not only one or two commands, it's

actually as many as *62* commands that they forgot to

shape with the world, and that I so nicly do :-)

This isn't a new discovery by me, I have knows about

these commands for about 5 months now. I even sent a

complete list of them to RWD, but I never got any awser

from them, and I sent them 2 or 3 times to them. I even

sent them to the list when I found them (back when that

Steve guy from RWD was active on the list), but I never

got any awnser from either Steve, or anyone else, so I

just put the file in a drawer and forgot about them,

until a few days ago when *James L Boyd* e-mailed the

list regarding 3 undocumented commands he had found, so

I though I should send my list one more to the list,

since people should know of them.

The bold text is the librarys name, and the librarys

that has thier name highlighted (in white text), is

librarys that RWD completly forgot to even put in the

docs. Andthen of course the blue text is the commands,

and the black text after them are thier syntaxes.

I hope this helps someone to find a command that they

have been looking for or something like that :-) Well

here's the list then...

ByE!

RIAmosFuncLib

#CachesOn# bitmask

#CachesOff# bitmask

#GTTagValue# ([tagvalue])

#EraseAll#

#SwapBank# (sourcebank,destbank)

#ChangeDir# dir$

#SaveExec# filename$,List()

RIAppLib

#NextAppFile#

RIARexxLib

#RXWaitReplies#

#RXComResult#

#RXReturnCode#

RICommoditiesLib

#WaitCommodity#

#ExchangeListChange# (Is called ExchangeChangeList in the docs)

#CxListChange# (Is called CXChangeLIst in the docs)

RICopperFXLib

#RedoColSplit# cols_adr,numlines,ccoffset

#CopperResetAdr# CopList#,startline

RIDOSLib

#DeviceEntryType# - dev=3D0,dir=3D1,vol=3D2,late=3D3,nonbind=3D4

RIEvalLib

#PFIndirectAddr# - Returns last indirect lookup

RIFastSerialLib

#EndSerialIO# - Disable serial Read/write

#SyncPut# address,bytes

#SyncGet# address,bytes

RIFNSLib

#RemoveFNS# fontnum

RIFXLib

#ZoomyZoom# BitMap#

RIGTMenuLib

#GTMenuList# - List of GT Menus

#GTUnSetMenu# - removes the GTMenuList from the current Window

>RIListLib

#InitList# List#,var

#AddListItem# List#

#SetListItem# List#,var

#NextListItem# List#

#GetListItem# List#,var

#PrevListItem# List#

#FirstListItem# List#

#LastListItem# List#

#AddFirstListItem# List#

#AddLastListItem# List#

#DelListItem# List#

#AddrListItem# List#

>RILVCallHook

#RetrieveCallHook#

RIMiscLib

#InitArgParse# parameter$

#NextArg$# - Get Next parameter

#ClickWait#

RIPackLib

#PackPBM# sourceaddr,destaddr,Length

#UnPackPBM# sourceaddr,destaddr,lenght

>RIReqLib

#ReqFileRequest# ([title$][,flags])

#ReqFileLoc#

#ReqOutput# windowptr

#ReqFlags# flags

#ReqColour# (Colour)

RIShapesLib

#SafeToBlit# Shape,x,y

#LEInitShape# Shape#,width,height,Depth

#LEScanShapes# startshape#,endshape#

#LEMaxShapeWidth#

#LEMaxShapeHeight#

#LEMaxShapeDepth#

RIToolTypesLib

#IconDefTool# (Is called IconDefaultTool in the docs)

RITrackDiskLib

#DiskStatus# unit#

#DiskIO# unit#

#BootProg# unit#memoryaddress

#DiskMotor# - Returns -1 If motor is On

RIZoneJoyLib

#ZoneTableNumber# - retunsthe number of the current Zone table

#ZoneMode# - returns -1 For 68020 mode OR 0 For 68000 mode

#ZoneTest#(star_num[,end_num],x,y)

-- =

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-=3D-.-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-.

| *Regards :* Andreas H=E5kansson | Amiga 4000 - 200Mhz |

| *Alias :* TJoMMe | PPC / 50Mhz 060 - 50 |

| *E-Mail :* andy@bjuv.mail.telia.com | Mb Ram - 3.5Gb 9ms HD |

| *Home :* http://tjomme.home.ml.org | And Loads More |

`-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D=

-=3D-'-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-'

| *Group :* Vivid Imagination - *Founder/Coder* |

| *Home :* http://vivid.home.ml.org - *Not up yet* |

| *Project :* The *Dark* Zone - *Rpg/Shoot em'up* |

| *Status :* [#---------]5% - *Coding has begun* |

| *Project :* PowerMAP - *Advanced map editor* |

| *Status :* [#####-----]50% - *Beeing re-designed* |

| *Project :* EFMUILib - *MUI lib for Blitz Basic* |

| *Status :* [##########]100% - *mui38dev-bb2 (dev/mui)* |

`-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D=

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1.88   Re: Forgotten Commands

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xpL8Y-0007Bx-00; Mon, 5 Jan 1998 22:36:46 +0000

by orca.ucd.ie with SMTP; 5 Jan 1998 22:36:42 -0000

by wws1.ww.co.nz (8.8.8/8.8.8RH) with SMTP id LAA11267

for <blitz-list@netsoc.ucd.ie>; Tue, 6 Jan 1998 11:35:52 +1300

From: Anton Reinauer <anton@ww.co.nz>

Date: Tue, 06 Jan 1998 11:33:38 +1200

Subject: Re: Forgotten Commands

Content-Transfer-Encoding: quoted-printable

On 06-Jan-98, Andreas H=E5kansson wrote:

=

>Well now you proberbly think to your self "So what, they

>forgot one or two commands, I have managed without them

>so far!". But it's not only one or two commands, it's

>actually as many as *62* commands that they forgot to

>shape with the world, and that I so nicly do :-)

=

> #CachesOn# bitmask

> #RemoveFNS# fontnum

=

These couple are in Bums 1-7, and there might be a couple of others

in these and later BUMs, if you really need to find out what they do.

So, why weren't they in the manual in the first place?

=

-- =

Anton Reinauer <anton@ww.co.nz>

=

1.89   gadgetlist error

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xvUEz-0005Y5-00; Thu, 22 Jan 1998 21:32:50 +0000

by orca.ucd.ie with SMTP; 22 Jan 1998 21:28:34 -0000

by geocities.com (8.8.5/8.8.5) with SMTP id NAA23507

for <blitz-list@netsoc.ucd.ie>; Thu, 22 Jan 1998 13:26:37 -0800 (PST)

From: WiSe <titanics@geocities.com>

Date: Sun, 01 Jan 1978 01:58:38 +0100

Subject: gadgetlist error

Im writing a gui, and over 20 ppl have tested it, 4

of them get an error gadgetlist already attached to window...(when starting

gui) I have no idea why they get this error.

Im using gadgettools and they works perfect for all the other users.

ne1 have a clue what could be wrong ??

--

Bent Ole Fosse

Irc:^WiSe^

Amiga 1200 040/40 16mb ram

1.90   Re: gadgetlist error

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xvhwf-00023D-00; Fri, 23 Jan 1998 12:10:50 +0000

by orca.ucd.ie with SMTP; 23 Jan 1998 12:07:44 -0000

by hertz.ukonline.co.uk with SMTP; 23 Jan 1998 12:09:37 -0000

From: BootBlock of Carnage <j.cox2@ukonline.co.uk>

Date: Fri, 23 Jan 1998 12:02:05 GMT0

Organization: Carnage

Subject: Re: gadgetlist error

On 01-Jan-78, WiSe wibbled:

>Im writing a gui, and over 20 ppl have tested it, 4

>of them get an error gadgetlist already attached to window...(when starting

>gui) I have no idea why they get this error.

>Im using gadgettools and they works perfect for all the other users.

>ne1 have a clue what could be wrong ??

Ooh, I've had this!! If the window couldn't be opened, you get a "Gadgetlist

Already Attached to Window" error! Took me AGES to find this out.

Oh, you want to thank me? You don't have to.... okay, send me a PPC Board! :)

>--

>Bent Ole Fosse

>Irc:^WiSe^

>Amiga 1200 040/40 16mb ram

--

.----------------------------------.----------------------------------.

| A1200/28Mhz/2+4Mb/K56Flex/HyperCOM | Amiga Blitz 2 coder type UK bloke! |

| EMAIL: j.cox2@ukonline.co.uk | www.geocities.com/SiliconValley/ |

| "NightLife BBS" - online very soon!| Lab/4868/index.html - kind'a ready |

`----------------------------------^----------------------------------'

1.91   Re: Gateway Amiga Show '98 - Be there!!

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xwBCu-0005fF-00; Sat, 24 Jan 1998 19:25:32 +0000

by orca.ucd.ie with SMTP; 24 Jan 1998 19:24:08 -0000

by dns1.enterprise.net (8.8.5/8.8.5) with SMTP id TAA13600

for <blitz-list@netsoc.ucd.ie>; Sat, 24 Jan 1998 19:23:57 GMT

From: Daniel Allsopp <dallsopp@enterprise.net>

Date: Wed, 01 Sep 1993 12:49:25 -0000

Subject: Re: Gateway Amiga Show '98 - Be there!!

On 23-Jan-98, Budda/Progress wrote:

>> On 21-Jan-98, Tim Johnson wrote:

>> TJ>Maybe if we can get a little group of Blitz-users together,

>> TJ>we could compile a disk of all of our recent projects. If

>> TJ>Bohdan finishes his Greeting Card Workshop by then, that

>> TJ>could be the main attraction.

>Is it all going to be serious software written in Blitz? What about

>games? "Sixth Sense Investigations" has just been released on CD-ROM

>which would be a brilliant example of how far you can go with Blitz

>programming (i.e. getting it published!) and then there's my "Key To

>Driving Theory" CD-ROM (although it's no use outside the UK) which

>will be finished as soon as I get my Amiga back to life! Maybe not

>in time for the show though.

What about "Foundation"? That was completely written in Blitz too!!

1.92   Gateway Amiga Show '98 - Be there!!

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xuqkE-00001W-00; Wed, 21 Jan 1998 03:22:26 +0000

by orca.ucd.ie with SMTP; 21 Jan 1998 03:21:58 -0000

X-ROUTED: Tue, 20 Jan 1998 21:21:24 -0500

X-TCP-IDENTITY: Trilobyte

id BFBEDFDI ; Tue, 20 Jan 1998 21:20:54 -0500

From: Tim Johnson <trilobyte@rockford.com>

Date: Tue, 20 Jan 1998 21:18:15 -0600

Organization: Blip!

Subject: Gateway Amiga Show '98 - Be there!!

Content-Transfer-Encoding: quoted-printable

I will be going (with a few cohorts) to the Gateway Amiga Show

in St. Louis, Missouri, in March. If any other Blitz-list denizens will
be in attendance, how would you like to set a time and place to
meet? We can represent the BlitzBASIC coding community as a
whole at the 3rd International Amiga Developers Conference!
I strongly encourage anyone who _can_ to go to this show to try
their absolute hardest to make it. As they've all been saying,
1998 is the Year of the Amiga -- it either gets new life from Gateway
2000 and the Computer Industry in general, or failure may occur.
As far as I'm concerned, we Amiga users need to stand on our
tiptoes and scream and shout and make ourselves heard. We need
to do everything we can. If that means spending a few days in
a hotel at St. Louis lusting after 50mhz 68060-based A4000T's,
then SO BE IT!! =3D)
The Amiga Web Directory has a link to the Gateway'98 Amiga
show's website. I can't think of it offhand and I don't feel like
loading up IBrowse to look it up. But, as I said, if anyone else
is going (and I hope there's more than a few of us!) send me
some email (or send it to the list) and we can all work out
some kind of deal.
I expect to have my game I'm working on (titled "Hopeless")
ready for inital release by the show's date, and I will be =
carrying around dozens of disks of Hopeless for people to =
take home and try out. My Mac-using friend, who's coding
Hopeless on his Mac (using a language called FutureBASIC,
nonetheless), probably will be done with his too, and maybe
he'll carry around some disks too (there's bound to be some
Mac people there, if not just the publishers of the magazines).
Maybe if we can get a little group of Blitz-users together,
we could compile a disk of all of our recent projects. If
Bohdan finishes his Greeting Card Workshop by then, that
could be the main attraction. =
If there are any of you UK blokes who have something
that you want on the disk but (for obvious reasons)
can't make it to the show, you can send it to me and
I'll put it on there.
Or, on an even MORE ambitious thought, we could all
splurge and get a TABLE at the show! We could distribute
our Blitzwares (not WAREZ) and Bohdan could sell the leftover
inventory from his store. This would make us Blitzcoders

look very good and draw a lot of attention to us. I'll bet

that Amiga, Inc hasn't been doing much thinking about

what an asset BlitzBASIC is to the Amiga. No other platform

has a programming language that is as fast, flexible, easy

and inviting to an average user. Programming a game like

Hopeless is simple on the Amiga using BlitzBASIC. I would

hate to think about programming it on any other platform.

On the Amiga, I just draw some boxes. In the NeXT version

of Hopeless that a friend of mine coded in Objective C, he

had to make every single tile (Hopeless involves removing

matching-colored tiles by clicking with the mouse) a button.

His only other option was to code using PostScript. On the

Mac it wasn't that hard for my friend, except for doing

stuff with interfacing with the system. Windows can be

a big pain on the Mac. As far as the PC goes, I don't

even want to think about having to code it on Win'95. =

Ick!

I'll be bringing my Amiga 2000HD w/cd-rom, zipdrive, '030,

and VideoToaster down to the show. I could set it up at

our table just for kicks (and/or other people could bring

more impressive machines).

Heh. Let me know on the list what you guys (and gals) think

of this stuff.

-- =

```
+----------------------+--------------------+-------------------+
| Tim Johnson | Amiga2000HD/1MBc/8MBf | I have a 486 too. |
| trilobyte@rockford.com | '030-50MHz & VT 2.0 | I don't use it. |
+----------------------+--------------------+-------------------+
| Meat Beat Manifesto . =B5-Ziq . Capsize 7 . Kraftwerk . Dead Kennedys =
|
+------------------------------------------------------------------+
```

My homepage: http://www.dto.net/~tril/

1.93   Re: Gateway Amiga Show '98 - Be there!!

X-TCP-IDENTITY: Trilobyte

id BAAOBMBI ; Wed, 21 Jan 1998 16:14:28 -0500

From: Tim Johnson <trilobyte@rockford.com>

Date: Wed, 21 Jan 1998 16:13:09 -0600

Organization: Blip!

Subject: Re: Gateway Amiga Show '98 - Be there!!

Content-Transfer-Encoding: quoted-printable

On 21-Jan-98, bohdan_lechnowsky@csgsystems.com wrote:

> We're at a point where we could demo GCW with most of it's features=

>(minus =

> printing and a few graphics-manipulation features). It's pretty we=

ll =

> bug-free except for a bug that crashes GCW if a 24-bit IFF load is =

> attempted. We're planning a demo release around that date anyway :=

-)

Well hey, how convenient! A serious application like that would be a gre=

at

show of Blitz's power, which is something that has been fading since the

whole Worms thing died out.

> Your name sounds familiar, but how do you know I still have store

> to sell? I mostly have stuff that nobody wants anymore (like Zorro=

II

2MB

> RAM cards and old Z2 SCSI controllers and old games/applications), =

but

if

> you think I could sell some of it, I might consider coming and sett=

ing

up

> table. I know Bob Sharp at the Gateway club and Darreck Lisle at A=

miga,

> Inc., so maybe I could work something out with one of them.

I know about your store because:

a) The fact that you have inventory to liquidate has been posted all over=

your

website, and

b) I bought BlitzBASIC from you!

Heh. I don't know if you could actually sell any of that unless it was r=

eally

cheap, but hey, who knows? You might sell a few pieces, but not enough

to pay back for the table or for the travel... If we all go down there, w=

e

could

all chip in together for the table. Sounds like you have some good

connections

there, so that could be a help... I just think it'd be kinda fun. =3D)

-- =

```
+----------------------+---------------------+--------------------+
| Tim Johnson | Amiga2000HD/1MBc/8MBf | I have a 486 too. |
| trilobyte@rockford.com | '030-50MHz & VT 2.0 | I don't use it. |
+----------------------+---------------------+--------------------+
| Meat Beat Manifesto . =B5-Ziq . Capsize 7 . Kraftwerk . Dead Kennedys =
|
+------------------------------------------------------------------+
```

My homepage: http://www.dto.net/~tril/

1.94 Re: Gateway Amiga Show '98 - Be there!!

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xv9RZ-0000J9-00; Wed, 21 Jan 1998 23:20:25 +0000

by orca.ucd.ie with SMTP; 21 Jan 1998 23:18:59 -0000

by mailhost.ldn1.uk.internetfci.net (8.8.7/8.8.7) with SMTP id XAA01150

for <blitz-list@netsoc.ucd.ie>; Wed, 21 Jan 1998 23:20:05 GMT

From: Alexander Wingrove <awingrove@thenet.co.uk>

Date: Wed, 21 Jan 1998 23:15:20 -0000

Subject: Re: Gateway Amiga Show '98 - Be there!!

On 21-Jan-98, Tim Johnson wrote:

TJ>Maybe if we can get a little group of Blitz-users together,

TJ>we could compile a disk of all of our recent projects. If

TJ>Bohdan finishes his Greeting Card Workshop by then, that

TJ>could be the main attraction.

TJ>If there are any of you UK blokes who have something

TJ>that you want on the disk but (for obvious reasons)

TJ>can't make it to the show, you can send it to me and

TJ>I'll put it on there.

I think the FAQ would be good to put on the disk. It's pretty small,

gives details on Blitz, where to get a demo version and how to join this

list. This information would be good to spread around. The new version of

my HandBook program will be finished soon too, which could go on the

disk.

A nice front-end to the disk would also be good. HTML would seem a good

candidate for this, and I would be willing to lend my HTML-authoring

skills to it.

TJ>Or, on an even MORE ambitious thought, we could all

TJ>splurge and get a TABLE at the show! We could distribute

TJ>our Blitzwares (not WAREZ) and Bohdan could sell the leftover

TJ>inventory from his store. This would make us Blitzcoders

TJ>look very good and draw a lot of attention to us.

How much is a stand then?

Bye,

Alex

--

+-- Alex Wingrove / awingrove@thenet.co.uk --+

[www.thenet.co.uk/~awingrove/blitz/]

[Blitz Program Collection and Blitz List FAQ]

1.95   Re: Gateway Amiga Show '98 - Be there!!

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xvBOd-0002m1-00; Thu, 22 Jan 1998 01:25:31 +0000

by orca.ucd.ie with SMTP; 22 Jan 1998 01:21:11 -0000

by wws1.ww.co.nz (8.8.8/8.8.8RH) with SMTP id OAA06013

for <blitz-list@netsoc.ucd.ie>; Thu, 22 Jan 1998 14:21:30 +1300

From: Anton Reinauer <anton@ww.co.nz>

Date: Thu, 22 Jan 1998 14:07:05 +1200

Subject: Re: Gateway Amiga Show '98 - Be there!!

On 22-Jan-98, Tim Johnson wrote:

>Heh. I don't know if you could actually sell any of that unless it was

>really

>cheap, but hey, who knows? You might sell a few pieces, but not enough

>to pay back for the table or for the travel... If we all go down there,

>we

>could

>all chip in together for the table. Sounds like you have some good

>connections

>there, so that could be a help... I just think it'd be kinda fun. =)

Wahhh I want to come up and *play* too!! But I'm stuck down here

with no money- I'll just sit and sulk for a couple of days instead ;)

--

Anton Reinauer <anton@ww.co.nz>

1.96   Re: Gateway Amiga Show '98 - Be there!!

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xvkeJ-0003cw-00; Fri, 23 Jan 1998 15:04:04 +0000

by orca.ucd.ie with SMTP; 23 Jan 1998 15:01:46 -0000

by ghwerig.mmu.ac.uk with esmtp (Exim 1.81 #2)

id 0xvkc1-00032w-00; Fri, 23 Jan 1998 15:01:41 +0000

23 Jan 98 15:01:42 GMT

From: "Budda/Progress" <57229007@mmu.ac.uk>

Organization: Manchester Metropolitan University

Date: Fri, 23 Jan 1998 15:01:31 GMT

Subject: Re: Gateway Amiga Show '98 - Be there!!

Reply-to: 57229007@mmu.ac.uk

Priority: normal

X-mailer: Pegasus Mail for Windows (v2.42a)

> On 21-Jan-98, Tim Johnson wrote:

> TJ>Maybe if we can get a little group of Blitz-users together,

> TJ>we could compile a disk of all of our recent projects. If

> TJ>Bohdan finishes his Greeting Card Workshop by then, that

> TJ>could be the main attraction.

Is it all going to be serious software written in Blitz? What about

games? "Sixth Sense Investigations" has just been released on CD-ROM

which would be a brilliant example of how far you can go with Blitz

programming (i.e. getting it published!) and then there's my "Key To

Driving Theory" CD-ROM (although it's no use outside the UK) which

will be finished as soon as I get my Amiga back to life! Maybe not

in time for the show though.

Cheerio,

Mike.

_____

Amiga 1200T/060/18MB/Zorro II/2 HDD/2 FDD/4xCD/EZ 135

.---. .--------.

| current Key To Driving Theory 97% | . | |

| projects: Encarta Style Encyclopedia Engine 23% | .__/__. | sPacE |

| enLOCK v4.0 - Flashy HD Security 40% | \ oO / | 4 |

| Visual Blitz [Idea Testing] 2% | ./_ -_\. | rEnT |

+---+ \/ | |

| http://www.geocities.com/SiliconValley/Pines/4814/ | . | |

'---' '--------'

1.97   Re: Gateway Amiga Show '98 - Be there!!

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xwlsO-0001DZ-00; Mon, 26 Jan 1998 10:34:49 +0000

by orca.ucd.ie with SMTP; 26 Jan 1998 10:33:09 -0000

by ghwerig.mmu.ac.uk with esmtp (Exim 1.81 #2)

id 0xwlqf-0002vR-00; Mon, 26 Jan 1998 10:33:01 +0000

26 Jan 98 10:33:02 GMT

From: "Budda/Progress" <57229007@mmu.ac.uk>

Organization: Manchester Metropolitan University

blitz-list@netsoc.ucd.ie

Date: Mon, 26 Jan 1998 10:32:50 GMT

Subject: Re: Gateway Amiga Show '98 - Be there!!

Reply-to: 57229007@mmu.ac.uk

Priority: normal

X-mailer: Pegasus Mail for Windows (v2.42a)

Daniel Allsopp grunted about Re: Gateway Amiga Show '98 - Be the:

> What about "Foundation"? That was completely written in Blitz too!!

>

Oh yeah! oops that one slipped through :-)

_____

Amiga 1200T/060/18MB/Zorro II/2 HDD/2 FDD/4xCD/EZ 135

.---. .--------.

| current Key To Driving Theory 98% | . | yOur |

| projects: Encarta Style Encyclopedia Engine 24% | .__/__. | mUM |

| enLOCK v4.0 - Flashy HD Security 40% | \ oO / | kEePS |

| Visual Blitz [Idea Testing] 3% | ./_ -_\. |dRiPpIng|

+---+ \/ | oN mY |

| http://www.geocities.com/SiliconValley/Pines/4814/ | . | pLatE? |

'---' '--------'

1.98   Re: Gateway Amiga Show '98 - Be there!!

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xxJYj-0007Ek-00; Tue, 27 Jan 1998 22:32:46 +0000

by orca.ucd.ie with SMTP; 27 Jan 1998 22:31:19 -0000

X-ROUTED: Tue, 27 Jan 1998 16:31:26 -0500

X-TCP-IDENTITY: Trilobyte

id BABODGGB ; Tue, 27 Jan 1998 16:30:54 -0500

From: Tim Johnson <trilobyte@rockford.com>

Date: Mon, 26 Jan 1998 16:02:45 -0600

Subject: Re: Gateway Amiga Show '98 - Be there!!

Content-Transfer-Encoding: quoted-printable

On 21-Jan-98, awingrove@thenet.co.uk wrote:

>I think the FAQ would be good to put on the disk. It's pretty small,

[...]

>A nice front-end to the disk would also be good. HTML would seem a good

>candidate for this, and I would be willing to lend my HTML-authoring

>skills to it.

Provided this disk becomes a reality, I believe that you have two extreme=

ly

good ideas there.

>How much is a stand then?

That's something I'll really have to look into.

-- =

```
+----------------------+---------------------+-------------------+
| Tim Johnson | Amiga2000HD/1MBc/8MBf | I have a 486 too. |
| trilobyte@rockford.com | '030-50MHz & VT 2.0 | I don't use it. |
+----------------------+---------------------+-------------------+
| Meat Beat Manifesto . =B5-Ziq . Capsize 7 . Kraftwerk . Dead Kennedys =
|
+----------------------------------------------------------------+
```

My homepage: http://www.dto.net/~tril/

1.99   Re: Gateway Amiga Show '98 - Be there!!

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xxJhO-00007j-00; Tue, 27 Jan 1998 22:41:43 +0000

by orca.ucd.ie with SMTP; 27 Jan 1998 22:31:56 -0000

X-ROUTED: Tue, 27 Jan 1998 16:32:04 -0500

X-TCP-IDENTITY: Trilobyte

id BABPAHDN ; Tue, 27 Jan 1998 16:31:08 -0500

From: Tim Johnson <trilobyte@rockford.com>

Date: Mon, 26 Jan 1998 16:20:52 -0600

Subject: Re: Gateway Amiga Show '98 - Be there!!

Content-Transfer-Encoding: quoted-printable

On 23-Jan-98, 57229007@mmu.ac.uk wrote:

>Is it all going to be serious software written in Blitz? What about =

>games? "Sixth Sense Investigations" has just been released on CD-ROM =

>which would be a brilliant example of how far you can go with Blitz =

>programming (i.e. getting it published!) and then there's my "Key To =

>Driving Theory" CD-ROM (although it's no use outside the UK) which =

>will be finished as soon as I get my Amiga back to life! Maybe not =

>in time for the show though.

No, of course, games are fully welcome! I just couldn't think of any of=

them

offhand when mentioning my original idea. I don't know if we could fit d=

emos

of SSI and Key to Driving Theory on a single Blitz Programs floppy disk, =

but

if we do get the table and you want to send over some CD-ROMs for us to g=

ive

away or sell (or give SSI as a door prize? dunno) at the table, get in t=

ouch!

There's bound to be some UK people there who are interested in Key to Dri=

ving

Theory.

-- =

```
+----------------------+---------------------+--------------------+
| Tim Johnson | Amiga2000HD/1MBc/8MBf | I have a 486 too. |
| trilobyte@rockford.com | '030-50MHz & VT 2.0 | I don't use it. |
+----------------------+---------------------+--------------------+
| Meat Beat Manifesto . =B5-Ziq . Capsize 7 . Kraftwerk . Dead Kennedys =
|
+--------------------------------------------------------------------+
```

My homepage: http://www.dto.net/~tril/

1.100   Re: Gateway Amiga Show '98 - Be there!!

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xxJcY-0007Wv-00; Tue, 27 Jan 1998 22:36:42 +0000

by orca.ucd.ie with SMTP; 27 Jan 1998 22:31:53 -0000

X-ROUTED: Tue, 27 Jan 1998 16:32:00 -0500

X-TCP-IDENTITY: Trilobyte

id BABPALAB ; Tue, 27 Jan 1998 16:31:10 -0500

From: Tim Johnson <trilobyte@rockford.com>

Date: Mon, 26 Jan 1998 16:27:52 -0600

Subject: Re: Gateway Amiga Show '98 - Be there!!

Content-Transfer-Encoding: quoted-printable

On 22-Jan-98, camge@ix.netcom.com wrote:

>games/role/DungeonEx.lha

>games/think/Crazy8.lha

>I also collaborated on BeatBox, with James Boyd. This is a virtual drum=

>machine, which allows loading of iff samples, and an easy-to-use interfa=

ce

for

>editing rythms and playing them back. This is freeware also.

>You can find this on Aminet also. (BeatBox.lha)

If this disk becomes a reality, I'll be sure to put all of these on there=

=2E I

haven't tried your two programs, but I have tried BeatBox and know that i=

t is

a very professional looking and behaving program. It is, however, about =

half

the size of the capacity of the floppy, so it might be a tight fit with a=

ll

the other stuff on there too. =3D)

>All of the above are system-friendly multi-tasking programs, and will wo=

rk on

>any Amiga with 2.xx OS or better.

More proof that Blitz is a perfectly suitable language. =3D)

>Since these are freeware, I really don't want to go to the expense of ma=

king

>disks to give away, but perhaps we could have something like the people =

bring

>their own disks to have them copied on, or sell them at the cost of a di=

sk or

>something.

I've got about 40 or 50 disks to spare myself. They all need to be forma=

tted

and have labels put on them, but I'm willing to donate them to the well-b=

eing

of the Amiga. =3D)

>In addition, I have some Blitz-example type programs:

>These I would have to send direct to you - I never got around to uploadi=

ng

>them to Aminet yet :)

Hmm. If I were to include Blitz-coding examples on there, it would also =

be

good if I were to include the BlitzBASIC demo archive. We'll see how the=

disk

idea works out. Have you considered sending your source code to one of t=

he

web-based code-snippets sites? Or maybe you already have... dunno.

>Oh, and 2 sets of replacement icons for Blitz - MWB and NI

That would be something good to put on Aminet or one of those source-snip=

pet

sites, probably. I'd like to save the disk space more for people who hav=

e

never used Blitz to see the kind of programs it can create.

>I also have a few miscellaneous Amiga parts that someone might want to b=

uy.

That could be a good thing to put at our table.

>Do you know the cost for a table? I am willing to contribute something

>towards this.

I'll have to look into this still. =

>I also have (which makes a nice display) the top cover of an original A1=

000.

>In case you don't know, the designers of the Amiga were so proud of what=

they

>had created (and rightfully so!) that they all signed the inside of the

cover.

> If I am not able to attend the show in person, I will at least make a t=

rip

to

>Rockford to get this to you if you want.

Haha, that would be a _really_ cool thing to put at a table. Looks like =

we're

going to have a real grass-roots thing goin' here. =3D)

-- =

+----------------------+----------------------+--------------------+

| Tim Johnson | Amiga2000HD/1MBc/8MBf | I have a 486 too. |

| trilobyte@rockford.com | '030-50MHz & VT 2.0 | I don't use it. |

+----------------------+----------------------+--------------------+

| Meat Beat Manifesto . =B5-Ziq . Capsize 7 . Kraftwerk . Dead Kennedys =

|

+--+

My homepage: http://www.dto.net/~tril/

1.101   Re: Gateway Amiga Show '98 - Be there!!

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xxJol-0000ks-00; Tue, 27 Jan 1998 22:49:19 +0000

by orca.ucd.ie with SMTP; 27 Jan 1998 22:32:08 -0000

X-ROUTED: Tue, 27 Jan 1998 16:32:14 -0500

X-TCP-IDENTITY: Trilobyte

id BABPAOFA ; Tue, 27 Jan 1998 16:31:14 -0500

From: Tim Johnson <trilobyte@rockford.com>

Date: Mon, 26 Jan 1998 16:32:23 -0600

Subject: Re: Gateway Amiga Show '98 - Be there!!

Content-Transfer-Encoding: quoted-printable

On 24-Jan-98, dallsopp@enterprise.net wrote:

>What about "Foundation"? That was completely written in Blitz too!!

That would definitely be something that would be good to have at our tabl=

e. =

I'll bet, though, that if the game is released before the show date, that=

the

distributors will have their own table and probably wouldn't care for us

having the game at ours too... I don't know, that's something that Paul

Burkey's going to have to decide. Obviously, Foundation is a great examp=

le of

Blitz's potential.

Geez, you'd think that we almost should get sponsorship from the distribu=

tors

of BlitzBASIC for doing this... =3D)

I know that we'll get a write-up in the mags if we get a table though. T=

hat'd

definitely be a good thing. I'd really like to take part in something th=

at

gets good exposure like that (as I'm sure most of us would!)

-- =

+----------------------+---------------------+--------------------+

| Tim Johnson | Amiga2000HD/1MBc/8MBf | I have a 486 too. |

| trilobyte@rockford.com | '030-50MHz & VT 2.0 | I don't use it. |

+----------------------+---------------------+--------------------+

| Meat Beat Manifesto . =B5-Ziq . Capsize 7 . Kraftwerk . Dead Kennedys =

|

+--+

My homepage: http://www.dto.net/~tril/

1.102 Re: Gateway Amiga Show '98 - Be there!!

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xxcM7-0000fa-00; Wed, 28 Jan 1998 18:37:00 +0000

by orca.ucd.ie with SMTP; 28 Jan 1998 18:35:02 -0000

by mailc.telia.com (8.8.8/8.8.5) with ESMTP id TAA10595

for <blitz-list@netsoc.ucd.ie>; Wed, 28 Jan 1998 19:34:37 +0100 (MET)

by d1o38.telia.com (8.8.5/8.8.5) with SMTP id TAA28926

for <blitz-list@netsoc.ucd.ie>; Wed, 28 Jan 1998 19:34:25 +0100 (MET)

From: Andreas =?iso-8859-1?Q?H=E5kansson?= <andy@bjuv.mail.telia.com>

Date: Wed, 28 Jan 1998 17:09:41 +0100

Subject: Re: Gateway Amiga Show '98 - Be there!!

Content-Transfer-Encoding: quoted-printable

Well we at Vivid Imagination thinks that our EFMUILIb

whould be a great thing to put on the BlitzDisc. I bet

that many people whould be very impressed to see that

a basic language is powerfull enough to access the

MUI functions, and create fully working MUI applications

very easely.

We are currently working on a few small side projects

as well, that might be ready on time (btw when what date

is it?).

The first one is a program thats called StartUp-Wizard

and it's almost like WBStartUp+, but it doesnt mess with

the WBStartUp drawer, and rename it self to WBStartUp.

It also have the advantage that it can start program

from anywhere on your HD. It will also have the ability

to start scripts. Another great function is that you can

add lists of commands to call (set up assigns etc)(, and

you can turn on and off any lists that you want to. I'm

not sure that the last thing mentioned will be in

version 1.0 but we'll do our best.

The second program is called VividView and it's a text

file viewer with multiple file support. And you can

select which one of the loaded files to view. I'm

thinking of adding routines to let it be started from

a CLI (or simular), along with the file that should be

loaded (just like Multiview, PPmore, More etc), so that

you chould use it as a standard view tool for txt files.

Both these program will usethe MUI lib, and they WILL be

FREEWARE.

byE!

-- =

=2E-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D=

-=3D-.-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-.

| *Regards :* Andreas H=E5kansson | Amiga 4000 - 200Mhz |

| *Alias :* TJoMMe | PPC / 50Mhz 060 - 50 |

| *E-Mail :* andy@bjuv.mail.telia.com | Mb Ram - 3.5Gb 9ms HD |

| *Home :* http://tjomme.home.ml.org | And Loads More |

`-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D=

-=3D-'-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-'

| *Group :* Vivid Imagination - *Founder/Coder* |

| *Home :* http://vivid.home.ml.org - *Not up yet* |

| *Project :* The *Dark* Zone - *Rpg/Shoot em'up* |

| *Status :* [#---------]5% - *Coding has begun* |

| *Project :* PowerMAP - *Advanced map editor* |

| *Status :* [#####-----]50% - *Beeing re-designed* |

| *Project :* EFMUILib - *MUI lib for Blitz Basic* |

| *Status :* [##########]100% - *mui38dev-bb2 (dev/mui)* |

`-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D=

-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-'

1.103   Re: Gateway Amiga Show'98

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xxz44-0005KX-00; Thu, 29 Jan 1998 18:51:52 +0000

by orca.ucd.ie with SMTP; 29 Jan 1998 18:50:14 -0000

by mailb.telia.com (8.8.8/8.8.5) with ESMTP id TAA29588

for <blitz-list@netsoc.ucd.ie>; Thu, 29 Jan 1998 19:49:49 +0100 (CET)

by d1o38.telia.com (8.8.5/8.8.5) with SMTP id TAA16236

for <blitz-list@netsoc.ucd.ie>; Thu, 29 Jan 1998 19:49:40 +0100 (MET)

From: Andreas =?iso-8859-1?Q?H=E5kansson?= <andy@bjuv.mail.telia.com>

Date: Thu, 29 Jan 1998 19:36:59 +0100

Subject: Re: Gateway Amiga Show'98

Hiya!

Well we at Vivid Imagination thinks that our EFMUILIb

whould be a great thing to put on the BlitzDisc. I bet

that many people whould be very impressed to see that

a basic language is powerfull enough to access the

MUI functions, and create fully working MUI applications

very easely.

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as well, that might be ready on time (btw when what date

is it?).

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and it's almost like WBStartUp+, but it doesnt mess with

the WBStartUp drawer, and rename it self to WBStartUp.

It also have the advantage that it can start program

from anywhere on your HD. It will also have the abbility

to start scripts. Another great function is that you can

add lists of commands to call (set up assigns etc)(, and

you can turn on and off any lists that you want to. I'm

not sure that the last thing mentioned will be in

version 1.0 but we'll do our best.

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file viewer with multiple file support. And you can

select which one of the loaded files to view. I'm

thinking of adding routines to let it be started from

a CLI (or simular), along with the file that should be

loaded (just like Multiview, PPmore, More etc), so that

you chould use it as a standard view tool for txt files.

Both these program will usethe MUI lib, and they WILL be

FREEWARE.

byE!

1.104   Re: Gateway Amiga Show'98

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xyN98-0005K5-00; Fri, 30 Jan 1998 20:34:42 +0000

by orca.ucd.ie with SMTP; 30 Jan 1998 20:33:14 -0000

by maild.telia.com (8.8.8/8.8.5) with ESMTP id VAA11470

for <blitz-list@netsoc.ucd.ie>; Fri, 30 Jan 1998 21:32:57 +0100 (CET)

by d1o38.telia.com (8.8.5/8.8.5) with SMTP id VAA11850

for <blitz-list@netsoc.ucd.ie>; Fri, 30 Jan 1998 21:32:54 +0100 (MET)

From: Andreas =?iso-8859-1?Q?H=E5kansson?= <andy@bjuv.mail.telia.com>

Date: Thu, 29 Jan 1998 19:36:59 +0100

Subject: Re: Gateway Amiga Show'98

Hiya!

Well we at Vivid Imagination thinks that our EFMUILIb

whould be a great thing to put on the BlitzDisc. I bet

that many people whould be very impressed to see that

a basic language is powerfull enough to access the

MUI functions, and create fully working MUI applications

very easely.

We are currently working on a few small side projects

as well, that might be ready on time (btw when what date

is it?).

The first one is a program thats called StartUp-Wizard

and it's almost like WBStartUp+, but it doesnt mess with

the WBStartUp drawer, and rename it self to WBStartUp.

It also have the advantage that it can start program

from anywhere on your HD. It will also have the abbility

to start scripts. Another great function is that you can

add lists of commands to call (set up assigns etc)(, and

you can turn on and off any lists that you want to. I'm

not sure that the last thing mentioned will be in

version 1.0 but we'll do our best.

The second program is called VividView and it's a text

file viewer with multiple file support. And you can

select which one of the loaded files to view. I'm

thinking of adding routines to let it be started from

a CLI (or simular), along with the file that should be

loaded (just like Multiview, PPmore, More etc), so that

you chould use it as a standard view tool for txt files.

Both these program will usethe MUI lib, and they WILL be

FREEWARE.

byE!

1.105 GetAShape

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xymZi-0004a6-00; Sat, 31 Jan 1998 23:43:50 +0000

by orca.ucd.ie with SMTP; 31 Jan 1998 23:42:29 -0000

by dfw-ix5.ix.netcom.com (8.8.4/8.8.4)

id RAA14151 for <blitz-list@netsoc.ucd.ie>; Sat, 31 Jan 1998 17:41:05 -0600 (CST)

id rma013139; Sat Jan 31 17:28:17 1998

From: Curt Esser <camge@ix.netcom.com>

Date: Sat, 31 Jan 1998 17:32:12 -0600

Subject: GetAShape

Hi all,

Does anyone know if there is a limit to the size of a shape that can be

"grabbed" by Blitz?

Thanks for any info on this.

Bye...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

1.106   GETREG Doesn't work?

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xrhPY-0003rj-00; Mon, 12 Jan 1998 10:48:05 +0000

by orca.ucd.ie with SMTP; 12 Jan 1998 10:48:02 -0000

id AA11544; Mon, 12 Jan 1998 10:47:15 GMT

From: C Dimitrakakis <cdimita@essex.ac.uk>

Subject: GETREG Doesn't work?

Message-Id: <SIMEON.9801121050.B@fpgapc17.essex.ac.uk>

Date: Mon, 12 Jan 1998 10:47:50 +0000 (GMT)

Priority: NORMAL

X-Authentication: IMSP

Mime-Version: 1.0

OK, I have a long

say long.l

and I do

putreg d0,long

then I have an asm routine

that uses that.

But the value it gets is wrong..

for example. If long<255 then the value the asm routine gets is 255.

if long>255 then the asm routine gets value long+x where x>0;

this causes sever problems (mem-trashing)

ALl I can say is

AAAAAAAAAAARGGGGGGGH

I think it is time to quit Blitz and work C only

Christos Dimitrakakis (aka Olethros)

Electronic Engineer,

Software Developer for the Amiga computer

University of Essex

http://esewww.essex.ac.uk/~cdimita

1.107   Re: GETREG Doesn't work?

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xsG10-0002b1-00; Tue, 13 Jan 1998 23:45:02 +0000

by orca.ucd.ie with SMTP; 13 Jan 1998 23:44:00 -0000

by wws1.ww.co.nz (8.8.8/8.8.8RH) with SMTP id MAA30486

for <blitz-list@netsoc.ucd.ie>; Wed, 14 Jan 1998 12:43:39 +1300

From: Anton Reinauer <anton@ww.co.nz>

Date: Tue, 13 Jan 1998 12:28:04 +1200

Subject: Re: GETREG Doesn't work?

On 12-Jan-98, C Dimitrakakis wrote:

>OK, I have a long

>say long.l

>and I do

>putreg d0,long

>then I have an asm routine

>that uses that.

>But the value it gets is wrong..

Have you tried passing it through a statement? - sounds painful ;-)

It might be a 68000 throwback, when you couldn't pass longs to data

registers.

--

Anton Reinauer <anton@ww.co.nz>

1.108   Re: GETREG Doesn't work?

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xsW2e-0002AC-00; Wed, 14 Jan 1998 16:51:50 +0000

by orca.ucd.ie with SMTP; 14 Jan 1998 16:37:28 -0000

id AA13514; Wed, 14 Jan 1998 16:36:38 GMT

id AA11522; Wed, 14 Jan 1998 16:36:33 GMT

From: C Dimitrakakis <cdimita@essex.ac.uk>

Subject: Re: GETREG Doesn't work?

Message-Id: <SIMEON.9801141617.B@fpgapc13.essex.ac.uk>

Date: Wed, 14 Jan 1998 16:37:17 +0000 (GMT)

Priority: NORMAL

X-Authentication: IMSP

Mime-Version: 1.0

> Have you tried passing it through a statement? - sounds painful ;-)

> It might be a 68000 throwback, when you couldn't pass longs to data

> registers.

data registers are 32-bit long. So are blitz 'long' numbers.

online help claims longs are passed directly into the Dx register

that u use.

But something goes wrong.

shrug

as for statements, when you have almost equal portions of Blitz and

assembly, and you want to access particular subroutines from within

assembly, and sometimes from blitz (through getreg) statements are

not an option. Unfortunately blitz doesn't seem to have the ability

to properly link to asm obj code, something which easy to do with C

(unless you use buggy old StormC B]).

The other cool option would be to do a blitz library - but how? Any

docs on that?

Christos Dimitrakakis (aka Olethros)

Electronic Engineer,

Software Developer for the Amiga computer

University of Essex

http://esewww.essex.ac.uk/~cdimita

1.109   Re: GETREG Doesn't work?

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xsdKI-0006oy-00; Thu, 15 Jan 1998 00:38:30 +0000

by orca.ucd.ie with SMTP; 15 Jan 1998 00:38:31 -0000

by wws1.ww.co.nz (8.8.8/8.8.8RH) with SMTP id NAA00149

for <blitz-list@netsoc.ucd.ie>; Thu, 15 Jan 1998 13:37:52 +1300

From: Anton Reinauer <anton@ww.co.nz>

Date: Thu, 15 Jan 1998 13:22:52 +1200

Subject: Re: GETREG Doesn't work?

On 15-Jan-98, C Dimitrakakis wrote:

>as for statements, when you have almost equal portions of Blitz and

>assembly, and you want to access particular subroutines from within

>assembly, and sometimes from blitz (through getreg) statements are

>not an option. Unfortunately blitz doesn't seem to have the ability

>to properly link to asm obj code, something which easy to do with C

>(unless you use buggy old StormC B]).

>The other cool option would be to do a blitz library - but how? Any

>docs on that?

Try this, once setup, you can share variables between Blitz and assem

without the slowdown of GetReg. This is for a .w, but it 'll work with a

long as well.

```
;**********************************************
DefaultOutput
test.w=20
Gosub assem ;setup- in your initialisation routine
MOVE.l pos,a0 ;put address of test in a0
MOVE (a0),d0 ;put value of test in d0
ADD #4,d0 ;add 4 to test
MOVE d0,(a0) ;re-store value back in test
NPrint test ;print test- 24 !!!
MouseWait ;press mousebutton to end
End
.assem
GetReg a0,&test ;put address of test in a0 using a pointer
MOVE.l a0,pos ;store address of test in pos
pos:
Dc.l 0 ; address stored here
Return
;**********************************************
```

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2.0

A1200,2M,CD-Rom - Cruisin' the `highway in ma little old 500, with

the /windows/ down! ;-)

Project: UDP_Chat [*****] , Pyro-Mid [******]

<http://www.ww.co.nz/home/anton>

1.110 Getting back on the list

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xsy8e-0003Jz-00; Thu, 15 Jan 1998 22:51:52 +0000

by orca.ucd.ie with SMTP; 15 Jan 1998 22:51:09 -0000

by troi.cistron.nl (8.8.5/8.8.5) with SMTP id XAA31335

for <blitz-list@netsoc.ucd.ie>; Thu, 15 Jan 1998 23:50:12 +0100

Message-Id: <3.0.3.32.19980115234814.0069fd2c@pop3.cistron.nl>

X-Sender: sergev@pop3.cistron.nl

Date: Thu, 15 Jan 1998 23:48:14 +0100

From: Serge Veugelers <sergev@cistron.nl>

Subject: Getting back on the list

Mime-Version: 1.0

Hi Guys,

I want to get back on the list, but when I send my request to the

mailer deamon (orca something), I get bounced. However when I send

the request to the list, it gets ignored with a message about subscribe

being a request for orca...

Can someone please tell me how to get back on the list ?

Bye now,

Serge Veugelers

######## - THE QUALITY TEAM - (sergev@cistron.nl)

| ~ ~ | oO| Serge Veugelers (Coding) |

C| 0 0 |D | Raymond Zachariasse (Graphics) |

| { } | |=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-|

| ~~ | | Current projects : BrainTeaser : Puzzle (10%)|

~~~~~~~ | IRQBlit : Blitzlib (20%)|

|||||||| --

Member of CineTech : Soon to release Sixth Sense Investigations

1.111 gtcycle

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xrCd3-0004Ia-00; Sun, 11 Jan 1998 01:55:57 +0000

by orca.ucd.ie with SMTP; 11 Jan 1998 01:56:09 -0000

by geocities.com (8.8.5/8.8.5) with SMTP id RAA17632

for <blitz-list@netsoc.ucd.ie>; Sat, 10 Jan 1998 17:53:51 -0800 (PST)

From: WiSe <titanics@geocities.com>

Date: Sun, 01 Jan 1978 02:32:01 +0100

Subject: gtcycle

can anyone make a small source for me that show how to get

the gtcycle button to change its options ?

--

Bent Ole Fosse

Irc:^WiSe^

Amiga 1200 040/40 16mb ram

1.112   GTFreeGadget With GTMX

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xs7aw-0001r9-00; Tue, 13 Jan 1998 14:46:25 +0000

by orca.ucd.ie with SMTP; 13 Jan 1998 14:44:30 -0000

by dns1.enterprise.net (8.8.5/8.8.5) with SMTP id OAA25811

for <blitz-list@netsoc.ucd.ie>; Tue, 13 Jan 1998 14:43:39 GMT

From: Daniel Allsopp <dallsopp@enterprise.net>

Date: Sat, 10 Jan 1998 13:55:55 -0000

Subject: GTFreeGadget With GTMX

Hi all,

Can anyone else not get the GTFreeGadget command to work with a GTMX

gadget. I detach the list from the window, free all the gadgets from 11

upwards, then re attach the list to the window. All other gadgets are gone

except the GTMX one.

Any ideas???

- Daniel

1.113   GTFreeGadget With GTMX

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xr1QK-0004cQ-00; Sat, 10 Jan 1998 13:58:04 +0000

by orca.ucd.ie with SMTP; 10 Jan 1998 13:58:09 -0000

by dns1.enterprise.net (8.8.5/8.8.5) with SMTP id NAA02331

for <blitz-list@netsoc.ucd.ie>; Sat, 10 Jan 1998 13:57:24 GMT

From: Daniel Allsopp <dallsopp@enterprise.net>

Date: Sat, 10 Jan 1998 13:55:55 -0000

Subject: GTFreeGadget With GTMX

Hi all,

Can anyone else not get the GTFreeGadget command to work with a GTMX

gadget. I detach the list from the window, free all the gadgets from 11

upwards, then re attach the list to the window. All other gadgets are gone

except the GTMX one.

Any ideas???

- Daniel

1.114   Re: GTFreeGadget With GTMX

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xsCUl-0000js-00; Tue, 13 Jan 1998 19:59:32 +0000

by orca.ucd.ie with SMTP; 13 Jan 1998 19:59:39 -0000

by mailhost.ldn1.uk.internetfci.net (8.8.7/8.8.7) with SMTP id TAA22284

for <blitz-list@netsoc.ucd.ie>; Tue, 13 Jan 1998 19:59:58 GMT

From: Alexander Wingrove <awingrove@thenet.co.uk>

Date: Tue, 13 Jan 1998 19:51:51 -0000

Subject: Re: GTFreeGadget With GTMX

On 10-Jan-98, Daniel Allsopp wrote:

DA>Hi all,

DA> Can anyone else not get the GTFreeGadget command to work with a

DA>GTMX gadget. I detach the list from the window, free all the gadgets

DA>from 11 upwards, then re attach the list to the window. All other

DA>gadgets are gone except the GTMX one.

Try making all the IDs of your gadgets 50 or greater.

Bye,

Alex

--

+-- Alex Wingrove / awingrove@thenet.co.uk --+

[www.thenet.co.uk/~awingrove/blitz/]

[Blitz Program Collection and Blitz List FAQ]

1.115   Help!

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xpSqS-0006WZ-00; Tue, 6 Jan 1998 06:50:36 +0000

by orca.ucd.ie with SMTP; 6 Jan 1998 06:50:40 -0000

by dns1.enterprise.net (8.8.5/8.8.5) with SMTP id GAA14827

for <blitz-list@netsoc.ucd.ie>; Tue, 6 Jan 1998 06:50:06 GMT

From: Alvaro Thompson <alvaro@enterprise.net>

Date: Tue, 06 Jan 1998 06:49:13 +0000

Organization: Team Mango

Subject: Help!

I was thinking.... is it possible for someone with the BSS to re-write the

help module bit, so that all the BSS Commands can come up by pressing

Amiga-Help? I think that would be pretty good. Perhaps they could make it

fully editable, so that you could add your own commands and documentation!

cya!

--

=-=

| Alvaro Thompson - http://homepages.enterprise.net/alvaro/

=-=

| A1200T, '030, 10MB, 1.74Gb, 4x IDE, M1438S, BJC-4200, Dynalink 33.6K

=-=

"Dear mother, can you hear me laughing? It's been six whole months since I

have left your home. It makes me wonder why I'm still here. For some strange

reason it's now feeling like my home" - Welcome to Paradise, *Green Day*

1.116   Hi Guyz...

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xtvQE-0003cN-00; Sun, 18 Jan 1998 14:09:59 +0000

by orca.ucd.ie with SMTP; 18 Jan 1998 14:09:12 -0000

by troi.cistron.nl (8.8.5/8.8.5) with SMTP id PAA06140

for <blitz-list@netsoc.ucd.ie>; Sun, 18 Jan 1998 15:08:17 +0100

Message-Id: <3.0.3.32.19980118144617.0069f060@pop3.cistron.nl>

X-Sender: sergev@pop3.cistron.nl

Date: Sun, 18 Jan 1998 14:46:17 +0100

From: Serge Veugelers <sergev@cistron.nl>

Subject: Hi Guyz...

Mime-Version: 1.0

Hi Guys,

Great to be back on the list and thank you all for your help.

It's been a while, but Sixth Sense Investigations finally seems

to be shipping. I guess Vittorio will come back to the list too :)

So... was there any news I've been missing recently ?

Bye now,

Serge

######## - THE QUALITY TEAM - (sergev@cistron.nl)

| ~ ~ | oO| Serge Veugelers (Coding) |

C| 0 0 |D | Raymond Zachariasse (Graphics) |

| { } | |=-|

| ~~ | | Current projects : BrainTeaser : Puzzle (10%)|

~~~~~~~~ | IRQBlit : Blitzlib (20%)|

||||||||| --

Member of CineTech : Sixth Sense Investigations is now shipping

1.117   Re: Hi Guyz...

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xu4aZ-0002Be-00; Sun, 18 Jan 1998 23:57:16 +0000

by orca.ucd.ie with SMTP; 18 Jan 1998 23:56:38 -0000

by mailhost.ldn1.uk.internetfci.net (8.8.7/8.8.7) with SMTP id XAA19534

for <blitz-list@netsoc.ucd.ie>; Sun, 18 Jan 1998 23:56:53 GMT

From: Alexander Wingrove <awingrove@thenet.co.uk>

Date: Sun, 18 Jan 1998 23:41:53 -0000

Subject: Re: Hi Guyz...

On 18-Jan-98, Serge Veugelers wrote:

SV>So... was there any news I've been missing recently ?

Well, we've got a FAQ now. Have a look at my web site (see sig.) for

the old version. The new version is done and as soon as Andreas finishes

the AmigaGuide conversion, I will release it.

Bye,

Alex

--

+-- Alex Wingrove / awingrove@thenet.co.uk --+

[www.thenet.co.uk/~awingrove/blitz/]

[Blitz Program Collection and Blitz List FAQ]

1.118   Iconify

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xw4W5-0006Wy-00; Sat, 24 Jan 1998 12:16:53 +0000

by orca.ucd.ie with SMTP; 24 Jan 1998 12:15:23 -0000

by dns1.enterprise.net (8.8.5/8.8.5) with SMTP id MAA08142

for <blitz-list@netsoc.ucd.ie>; Sat, 24 Jan 1998 12:15:12 GMT

From: Alvaro Thompson <alvaro@enterprise.net>

Date: Sat, 24 Jan 1998 11:48:31 +0000

Organization: Team Mango

Subject: Iconify

|

a while ago, someone sent me some code on how to add a Zoom Gadget onot a

window. Any chance of that again?

cya!

--

=-=

| Alvaro Thompson - http://homepages.enterprise.net/alvaro/

=-=

| A1200T, '030, 10MB, 1.74Gb, 4x IDE, M1438S, BJC-4200, Dynalink 33.6K

=-=

"Dear mother, can you hear me laughing? It's been six whole months since I

have left your home. It makes me wonder why I'm still here. For some strange

reason it's now feeling like my home" - Welcome to Paradise, *Green Day*

1.119   Identifying 24 bit pics - and stencils

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xtYbA-0002V5-00; Sat, 17 Jan 1998 13:47:44 +0000

by orca.ucd.ie with SMTP; 17 Jan 1998 13:47:14 -0000

by dfw-ix12.ix.netcom.com (8.8.4/8.8.4)

id HAA23073 for <blitz-list@netsoc.ucd.ie>; Sat, 17 Jan 1998 07:46:13 -0600 (CST)

id rma023054; Sat Jan 17 07:45:42 1998

From: Curt Esser <camge@ix.netcom.com>

Date: Sat, 10 Jan 1998 17:50:08 -0600

Subject: Identifying 24 bit pics - and stencils

Hi Everybody,

As you probably know, Blitz can't load 24 bit iff pictures. So I am looking

for a way to correctly identify 24 bit iff's so I can refuse to load them. I

already have code to determine if a pic is indeed a valid iff pic, etc., by

reading it's header, but I don't know how to tell if a picture is 24 bit.

Also, pictures with a stencil attached by a paint program do not load

correctly. I would be interested if anyone knows how to identify these?

Does anyone have any ideas?

Thanks, and bye for now.

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

1.120 IRQ's and blitzlist

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xv1nO-0004eM-00; Wed, 21 Jan 1998 15:10:27 +0000

by orca.ucd.ie with SMTP; 21 Jan 1998 15:04:10 -0000

by troi.cistron.nl (8.8.5/8.8.5) with SMTP id QAA21986

for <blitz-list@netsoc.ucd.ie>; Wed, 21 Jan 1998 16:03:58 +0100

Message-Id: <3.0.3.32.19980120232124.006aad68@pop3.cistron.nl>

X-Sender: sergev@pop3.cistron.nl

Date: Tue, 20 Jan 1998 23:21:24 +0100

From: Serge Veugelers <sergev@cistron.nl>

Subject: IRQ's and blitzlist

Mime-Version: 1.0

Hi Fellow Blitzers,

A while ago ,when I just left the list, I was working on the IRQ Blitter

Library.

After a long time of reading books, testing and tearing my hairs out of

agony, I

finally got the blitter going with some ASM-code. But now when I try to hook

the code to IRQ#4, it doesn't work. Now when I test it, it seems like the only

SetInt that really works is #5 (VBlank). Can anyone tell me how I can hook

this

code to the Blitter-finished IRQ anyway ?

Furthermore it seems like some things have changed on the list. When I reply,

I seem to be replying to the original senders e-mail address and not the

list. Two fields have changed, and this is what's causing all the trouble :

To : blitzlist (When replying copied from From: field)

Reply-To : sender's e-mail

Shouldn't this be the other way around ?

Or am I the only one with this problem ? Then I blame my new mailer.

Bye now,

Serge Veugelers

######## - THE QUALITY TEAM - (sergev@cistron.nl)

| ~ ~ | oO| Serge Veugelers (Coding) |

C| 0 0 |D | Raymond Zachariasse (Graphics) |

| { } | |=-|

| ~~ | | Current projects : BrainTeaser : Puzzle (10%)|

~~~~~~~~ | IRQBlit : Blitzlib (20%)|

|||||||| ---

Member of CineTech : Sixth Sense Investigations is now shipping

1.121   Re: IRQ's and blitzlist

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xv8Oq-0002Bg-00; Wed, 21 Jan 1998 22:13:32 +0000

by orca.ucd.ie with SMTP; 21 Jan 1998 22:08:29 -0000

X-ROUTED: Wed, 21 Jan 1998 16:08:44 -0500

X-TCP-IDENTITY: Trilobyte

id BAAIBGCA ; Wed, 21 Jan 1998 16:08:22 -0500

From: Tim Johnson <trilobyte@rockford.com>

Date: Wed, 21 Jan 1998 16:07:03 -0600

Organization: Blip!

Subject: Re: IRQ's and blitzlist

Content-Transfer-Encoding: quoted-printable

On 21-Jan-98, sergev@cistron.nl wrote:

>Furthermore it seems like some things have changed on the list. When I r=

eply,

>I seem to be replying to the original senders e-mail address and not the=

=

>list. Two fields have changed, and this is what's causing all the troubl=

e :

> To : blitzlist (When replying copied from From: field)

>Reply-To : sender's e-mail

>Shouldn't this be the other way around ?

>Or am I the only one with this problem ? Then I blame my new mailer.

When I first subscribed about 8 months ago, every message was sent

to me by the blitz-list@netsoc.ucd.ie address. After a while, it switche=

d

to show each message as being sent by the original sender. When I reply

to a message, I have to change the To: line to the address for the =

Blitz-list, and that worked fine, though it was a pain.

I would like it if it went back to the old way and sent it from blitz-lis=

t.

Also, the past 4 or 5 messages I've sent to blitz-list@netsoc.ucd.ie have=

been successful, but also bounced back unsuccessfully! Each message

has bounced back, even though it got sent out to everyone! I don't know

what's going on there...!

-- =

+----------------------+----------------------+--------------------+

| Tim Johnson | Amiga2000HD/1MBc/8MBf | I have a 486 too. |

| trilobyte@rockford.com | '030-50MHz & VT 2.0 | I don't use it. |

+----------------------+---------------------+-------------------+

| Meat Beat Manifesto . =B5-Ziq . Capsize 7 . Kraftwerk . Dead Kennedys =

|

+--+

My homepage: http://www.dto.net/~tril/

1.122 Re: IRQ's and blitzlist

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xvBLm-0002a9-00; Thu, 22 Jan 1998 01:22:34 +0000

by orca.ucd.ie with SMTP; 22 Jan 1998 01:21:05 -0000

by wws1.ww.co.nz (8.8.8/8.8.8RH) with SMTP id OAA06009

for <blitz-list@netsoc.ucd.ie>; Thu, 22 Jan 1998 14:21:16 +1300

From: Anton Reinauer <anton@ww.co.nz>

Date: Thu, 22 Jan 1998 13:55:24 +1200

Subject: Re: IRQ's and blitzlist

On 22-Jan-98, Tim Johnson wrote:

>When I first subscribed about 8 months ago, every message was sent

>to me by the blitz-list@netsoc.ucd.ie address. After a while, it

>switched

>to show each message as being sent by the original sender. When I

reply

>to a message, I have to change the To: line to the address for the

>Blitz-list, and that worked fine, though it was a pain.

>I would like it if it went back to the old way and sent it from

>blitz-list.

I thought that too at first, but now I actually find it quite handy if

you want to send a reply direct to the person, rather than having to

type their address in by hand. And for replying to the list I just use

the nickname function in Yam and type in `blitz'.

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2.0

A1200,2M,CD-Rom - Cruisin' the `highway in ma little old 500, with

the /windows/ down! ;-)

Project: UDP_Chat [*****] , Pyro-Mid [******]

<http://www.ww.co.nz/home/anton>

1.123   Just A Little Longer Could Have Made The Difference...

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xvd65-0000Ny-00; Fri, 23 Jan 1998 07:00:13 +0000

by orca.ucd.ie with SMTP; 23 Jan 1998 06:58:45 -0000

(EMWAC SMTPRS 0.81) with SMTP id <B0000185658@mailhost.sosbbs.com>;

Fri, 23 Jan 1998 01:55:50 -0500

From: "Garfield Benjamin" <gbenjam@sosbbs.com>

Subject: Just A Little Longer Could Have Made The Difference...

Date: Fri, 23 Jan 1998 02:07:00 -0500

X-MSMail-Priority: Normal

X-Priority: 3

Content-Transfer-Encoding: 7bit

Well, well... what do you know?! Just for the hell of it, I clicked on

my Tsmash Aminet-link tonight and... it went through, the link is

working once again...

It looks like my patience ran out just a day or two too soon as I also

visited Aminet, and other than a missing Recent Uploads listing,

everything appears to be fine... of course, the real question is HOW

long will everything work fine?! :)

Anyway, it is good to see Aminet back in action again. I know there

are other sites, but this is THE MAIN site, that combined with me

being an American is probably why I chose it as the target of my

links...

Take care,

GARFIELD

Current projects...

SuperStarStrike98(AMIGA&IBM):15% complete(...5 days)

-->New screen-shots are on my GAMES page<--

"Studying" POVray-coding(IBM): 20% complete

Website(http://www.sosbbs.com/~gbenjam): 40% Complete

1.124   Re: Laced Bitmaps

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xqjlX-0002NK-00; Fri, 9 Jan 1998 19:06:47 +0000

by orca.ucd.ie with SMTP; 9 Jan 1998 19:06:47 -0000

by hertz.ukonline.co.uk with SMTP; 9 Jan 1998 19:07:15 -0000

Date: 09 Jan 98 14:47:54 +0000

From: "Steven Pearson" <steven.pearson@ukonline.co.uk>

Subject: Re: Laced Bitmaps

Content-type: text/plain; charset=us-ascii

Content-transfer-encoding: 7bit

Hello Alvaro Thompson, on 04-Jan-98 10:51:24, you said,

>I just wanna know once and for all..... is it possible ti display Interlaced

>Bitmaps (eg 640*512) in BLITZ Mode? If you, has someone got a bit of code to

>show me how?

It is possible someone posted code on this list to do it, and I Ran it but

I've lost it now =(

It is possible and it used a Set Int 5 if that's any help ;)

Amiga makes it possible

____

/ __/

__ \ MailTo:steven.pearson@ukonline.co.uk

/ __/teve HTTP://www.geocities.com/siliconvalley/heights/4478

/_/earson.

1.125   Re: Laced Bitmaps

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xqs69-0002ES-00; Sat, 10 Jan 1998 04:00:37 +0000

by orca.ucd.ie with SMTP; 10 Jan 1998 04:00:38 -0000

id AA21768; Sat, 10 Jan 1998 03:59:58 GMT

From: C Dimitrakakis <cdimita@essex.ac.uk>

Subject: Re: Laced Bitmaps

Message-Id: <SIMEON.9801100445.A@s1687.essex.ac.uk>

Date: Sat, 10 Jan 1998 04:00:45 +0000 (GMT)

Priority: NORMAL

X-Authentication: IMSP

Mime-Version: 1.0

On 09 Jan 98 14:47:54 +0000 Steven Pearson

<steven.pearson%ukonline.co.uk@uk.ac.essex.mailhost> wrote:

> It is possible and it used a Set Int 5 if that's any help ;)

>

Hm, I think the set int 5 code is for knowing which part of the laced

screen is currently being displayed - you have to double buffer every

OTHER vblank on interlaced screens.

As for how to do it, I think you just poke some hardware register

somewhere.

> Amiga makes it possible

> ____

> / __/

> __ \ MailTo:steven.pearson@ukonline.co.uk

> / __/teve HTTP://www.geocities.com/siliconvalley/heights/4478

> /_/earson.

>

Christos Dimitrakakis (aka Olethros)

Electronic Engineer,

Software Developer for the Amiga computer

University of Essex

http://esewww.essex.ac.uk/~cdimita

1.126 Re: Laced Bitmaps

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xrbwJ-0000O1-00; Mon, 12 Jan 1998 04:57:32 +0000

by orca.ucd.ie with SMTP; 12 Jan 1998 04:57:38 -0000

by walrus.megabaud.fi (8.8.7/8.8.7) with SMTP id GAA21472

for <blitz-list@netsoc.ucd.ie>; Mon, 12 Jan 1998 06:56:55 +0200 (EET)

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <samin@megabaud.fi>

Date: Sun, 11 Jan 1998 01:37:14 +0200

Organization: Diverse

Subject: Re: Laced Bitmaps

Content-Transfer-Encoding: quoted-printable

On 10-Jan-98, C Dimitrakakis wrote:

> > It is possible and it used a Set Int 5 if that's any help ;)

> >

> Hm, I think the set int 5 code is for knowing which part of the laced =

> screen is currently being displayed - you have to double buffer every =

> OTHER vblank on interlaced screens.

> As for how to do it, I think you just poke some hardware register =

> somewhere.

And you will need to switch between short and long frame too.

Normally this is done by using two coplists.

| |

| Sami N=E4=E4t=E4nen A1260 20MB 2.5GB 2X 56k BJC-4100 |

| EMail: samin@megabaud.fi |

| |

| Project: Stuntcar clone [+---------] 1% |

| Design [**-----------------] 10% |

| Realization [-------------------] 0.1% |

| |

`--,

1.127 Locale Support

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xsxrM-0001rR-00; Thu, 15 Jan 1998 22:34:01 +0000

by orca.ucd.ie with SMTP; 15 Jan 1998 22:33:08 -0000

by mb05.swip.net (8.8.8/8.8.8) with SMTP

id XAA27638 for <blitz-list@netsoc.ucd.ie>;

Thu, 15 Jan 1998 23:32:20 +0100 (MET)

From: Peter Thor <thor@mailbox.swipnet.se>

Date: Thu, 15 Jan 1998 23:30:37 +0100

Organization: Nukleus

Subject: Locale Support

What will i need to use Locale Support in my programs?

--

Peter Thor, Coder Blitz/Asm

Irc: Joru (irc.stealth.net, #AmigaSWE/#Amiga/#Amigascne)

E-Mail: thor@mailbox.swipnet.se

Creative Amigans at: www.ping.be/sillycat

.- Amiga is it! -.

1.128 Looping Statements

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xsjDW-0001G4-00; Thu, 15 Jan 1998 06:55:54 +0000

by orca.ucd.ie with SMTP; 15 Jan 1998 06:56:09 -0000

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xsj8M-00012S-00; Thu, 15 Jan 1998 06:50:34 +0000

From: Anthony Sherratt <shezzor@asp.u-net.com>

Date: Wed, 14 Jan 1998 10:34:36 -0500

Subject: Looping Statements

Content-Transfer-Encoding: quoted-printable

Hi people,

Is it possible to call the same statement within the THAT statement ?

Like this...

Statement test{blah}

; SOME CODE HERE

if this>that then test{blah2}

; MAYBE SOME CODE HERE

End Statement

I tried it a few times and it keeps crashing on the calling of the

statement, DOH. So is it ? This would cut ALOT of code if it is,

thanks

Anthony Sherratt

-- =

=F7 _ ____ =F7 ____ *NEW WEB PAGE COMING PRETTY DARN SOON*

/ \ =F7 / __/ / __,\ .------------------------------------.

,_/_=A1__ _/__ _ / ___/ | #Monty The Wolf# - *OUT NOW* =

|

,_____/ Y_ Y_ =A1 =B7 | #Roswell Gfx Adv# - [###=3D-------]33% =

|

| =A1 _(_) _(_) | -=F7- | #Conquest# - [=3D----------]03% =

|

: : : : : =B7 `------------------------------------'

1.129   Re: Looping Statements

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xsqfJ-0000ww-00; Thu, 15 Jan 1998 14:53:05 +0000

by orca.ucd.ie with SMTP; 15 Jan 1998 14:51:14 -0000

id ab1002894; 15 Jan 98 14:44 GMT

From: Paul Burkey <paul@sneech.demon.co.uk>

Date: Thu, 15 Jan 1998 13:36:58 +0500

Subject: Re: Looping Statements

Hi Anthony,

> Statement test{blah}

> ; SOME CODE HERE

> if this>that then test{blah2}

> ; MAYBE SOME CODE HERE

> End Statement

> I tried it a few times and it keeps crashing on the calling of the

> statement, DOH. So is it ? This would cut ALOT of code if it is,

> thanks

You must be sure that the loop doesn't recurse too far. Each time the

statement

calls itself it will use the stack. If it calls itself 1M times than you can

imagine you'll

need a lot of stack space. If (for example) the statement was as simple as the

one

above then calling itself 1M times won't take long. You should try to avoid

this

by designing your routine so that there is some form of limit or give it a

counter.

I use a recursive function in my game which is used for path finding. it

searches

a huge amount of possible routes but no route is ever longer than 50 moves

which means the function never recurses more than 50 times. The counter

is not a SHARED variable, it's actually passed each time. This means there can

be many different counters at any time.

Cheers,

Paul

--

Paul Burkey <burkey@bigfoot.com> www.sneech.demon.co.uk

Foundation: Strategy Wargame [##################-] 96%

Homepage: http://www.sadeness.demon.co.uk/foundation.html

Demopage: http://www.sneech.demon.co.uk/FoundDemo.html

1.130   New Blitz/RWE (Reply)

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xsQYE-00073j-00; Wed, 14 Jan 1998 11:00:04 +0000

by orca.ucd.ie with SMTP; 14 Jan 1998 10:59:39 -0000

by arthur.avalon.net (8.8.7/8.8.5) with SMTP id EAA01190

for <blitz-list@netsoc.ucd.ie>; Wed, 14 Jan 1998 04:58:51 -0600 (CST)

From: bobal@avalon.net (Bob Akerberg Team *AMIGA*)

Date: 14 Jan 98 05:04:52 -0600

Subject: New Blitz/RWE (Reply)

Organization: SMAUG & Team *AMIGA*

(http://www.lls.se/~volley)

>> Talking about RWE, where are they ? I've not heard from in ages,

>> is this because of Blitz 3 or something.

> Your hoping, and so am I :)

> Is anyone on the list a beta-tester for RWE I know they were looking

> for

> some. If so what is going on with Blitz? It all seems a bit quiet.

I'm a Beta tester for Bltiz/RWE and I have recieved nothing yet. Even

my E-Mail enquiries go unanswered. I have not even recieved a non-

disclosure agreement from the yet. :(

> Also on a different note does anyone know if it`s possible to alter

> the

> size of my Harddrive partitions without reformating the drive?

> Thanks for any comments

> DAVE

No it is not possible, sorry.

Bob

1.131   Re: New Blitz/RWE (Reply)

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xu4O9-0001W2-00; Sun, 18 Jan 1998 23:44:25 +0000

by orca.ucd.ie with SMTP; 18 Jan 1998 23:40:54 -0000

Message-Id: <199801182339.MAA10490@fep2-orange.clear.net.nz>

From: "Julian Kinraid" <jkinraid@clear.net.nz>

Subject: Re: New Blitz/RWE (Reply)

Date: Mon, 19 Jan 1998 12:41:56 +1300

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

X-Priority: 3

X-MSMail-Priority: Normal

X-MimeOle: Produced By Microsoft MimeOLE Engine V4.71.1008.3

Hi Bob,

<snip>

>I'm a Beta tester for Bltiz/RWE and I have recieved nothing yet. Even

>my E-Mail enquiries go unanswered. I have not even recieved a non-

>disclosure agreement from the yet. :(

Well, the RWE site has been updated, and they're releasing BlitzBombers =

as freeware. They must have done some hard thinking lately, deciding =

what to do with BlitzBombers, so that must be why we haven't heard from =

them.

Ciao,

Julian Kinraid

1.132 New Libraries?

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xsQw6-0001Vn-00; Wed, 14 Jan 1998 11:24:51 +0000

by orca.ucd.ie with SMTP; 14 Jan 1998 11:17:03 -0000

by ghwerig.mmu.ac.uk with esmtp (Exim 1.81 #2)

id 0xsQny-000323-00; Wed, 14 Jan 1998 11:16:18 +0000

14 Jan 98 11:16:17 GMT

From: "Budda/Progress" <57229007@mmu.ac.uk>

Organization: Manchester Metropolitan University

Date: Wed, 14 Jan 1998 11:16:12 GMT

Subject: New Libraries?

Reply-to: 57229007@mmu.ac.uk

Priority: normal

X-mailer: Pegasus Mail for Windows (v2.42a)

Was there any new libraries released over Chrimbo that I can add to

my Library page. Cue plug :-)

http://www.geocities.com/SiliconValley/Pines/4814/BBLIB.HTM

Cheerio,

Mike.

_____

Amiga 1200T/060/18MB/Zorro II/2 HDD/2 FDD/4xCD/EZ 135

.--. .--------.

| current Key To Driving Theory 97% | . | |

| projects: Encarta Style Encyclopedia Engine 23% | .__/__. | sPacE |

| enLOCK v4.0 - Flashy HD Security 40% | \ oO / | 4 |

| Visual Blitz [Idea Testing] 2% | ./_ -_\. | rEnT |

+--+ \/ | |

| http://www.geocities.com/SiliconValley/Pines/4814/ | . | |

'--' '--------'

1.133 new problem

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xulAm-0000Ys-00; Tue, 20 Jan 1998 21:25:28 +0000

by orca.ucd.ie with SMTP; 20 Jan 1998 21:24:48 -0000

by geocities.com (8.8.5/8.8.5) with SMTP id NAA29851

for <blitz-list@netsoc.ucd.ie>; Tue, 20 Jan 1998 13:23:40 -0800 (PST)

From: WiSe <titanics@geocities.com>

Date: Sun, 01 Jan 1978 00:39:00 +0100

Subject: new problem

I sill have some problems with my code..

problem is that it dont get the values from gtcycle, and when I select

something from gtcycle, it gives me a value from a checkbox instead...

.

.

.

Case $40

Select GadgetHit

Case #G1 ; checkbox

death.b=EventCode

If death=0 Then death$="" Else death$=" -dead"

Case #G10

;cycle gadget

spil.b=EventCode

Select spil

Case 0 : spil$=""

Case 1 : spil$="1"

Case 2 : spil$="2"

Case 3 : spil$="3"

Case 4 : spil$="4"

End Select

.

.

anyone can see whats wrong from this code ? I get the value from #G1 every 2

times I press the cycle gadget...

--

Bent Ole Fosse

Amiga 1200 040/40 16mb ram

1.134   Re: new problem

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xv1rg-00056K-00; Wed, 21 Jan 1998 15:14:53 +0000

by orca.ucd.ie with SMTP; 21 Jan 1998 15:04:12 -0000

by troi.cistron.nl (8.8.5/8.8.5) with SMTP id QAA21977

for <blitz-list@netsoc.ucd.ie>; Wed, 21 Jan 1998 16:03:56 +0100

Message-Id: <3.0.3.32.19980120231015.006aad68@pop3.cistron.nl>

X-Sender: sergev@pop3.cistron.nl

Date: Tue, 20 Jan 1998 23:10:15 +0100

From: Serge Veugelers <sergev@cistron.nl>

Subject: Re: new problem

Mime-Version: 1.0

At 00:39 1-1-78 +0100, you wrote:

>I sill have some problems with my code..

>Case #G10

>;cycle gadget

> spil.b=EventCode

> Select spil

> Case 0 : spil$=""

> Case 1 : spil$="1"

> Case 2 : spil$="2"

> Case 3 : spil$="3"

> Case 4 : spil$="4"

> End Select

>

:-? Nothing wrong with this little piece. Maybe the result is not put

in a byte. Just try Select EventCode instead. Also you are using the

same variable twice. spil.b and spil.s (spil$) Blitz doesn't like that

and should generate some kind of error AFAIK

If this doesn't work, then send the whole code of the GUI (not the whole game)

so that I can analyze it.

Bye now,

Serge Veugelers

######## - THE QUALITY TEAM - (sergev@cistron.nl)

| ~ ~ | oO| Serge Veugelers (Coding) |

C| 0 0 |D | Raymond Zachariasse (Graphics) |

| {} | |=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-|

| ~~ | | Current projects : BrainTeaser : Puzzle (10%)|

~~~~~~~~ | IRQBlit : Blitzlib (20%)|

|||||||| ---

Member of CineTech : Sixth Sense Investigations is now shipping

1.135   Non-Blitz HELP!

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xxP6U-0002aT-00; Wed, 28 Jan 1998 04:27:58 +0000

by orca.ucd.ie with SMTP; 28 Jan 1998 04:26:53 -0000

by hwcn.org (8.8.8/8.8.8) with SMTP id XAA02804

for <blitz-list@netsoc.ucd.ie>; Tue, 27 Jan 1998 23:23:17 -0500 (EST)

Date: Tue, 27 Jan 1998 23:23:17 -0500 (EST)

From: Henry Sopko <henry.sopko@hwcn.org>

Subject: Non-Blitz HELP!

Hello.

A few weeks ago I purchased a couple items for my Amiga 500.

Unfortunately, no manuals came with the hardware that I bought and I

was hoping someone could help me out. The first item is a M-TEC 68020

accelerator with a 68881. The accelerator has a empty socket on

the board. Is this for a MMU? Also, would appreciate information

on how to set the 5 jumpers. One of the jumpers is beside the

68000 CPU. Would like to know what these jumpers do (their function).

The other piece of hardware is the "ICD ADIDE controller" for the

Amiga 500 which is suppost to allow me to put a 2.5 inch IDE harddrive.

It came with no ribbon cable to hook-up the IDE controller to the

2.5 IDE harddrive. I had to make one up myself that I believe

is correctly wired (I hope!). Anyways, I tried two different 2.5

IDE drives (40 and a 80 meg), but the controller does not

seem to detect their presents. Does anyone have one of these

ICD ADIDE controllers for the Amiga 500 that can help? Any

help would be very much appreciated on the above hardware!

Thankyou.

Henry Sopko

1.136   Re: Non-Blitz HELP!

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xxlrH-0001HQ-00; Thu, 29 Jan 1998 04:45:48 +0000

by orca.ucd.ie with SMTP; 29 Jan 1998 04:44:31 -0000

X-ROUTED: Wed, 28 Jan 1998 22:44:40 -0500

X-TCP-IDENTITY: Trilobyte

id BGCMBDDK ; Wed, 28 Jan 1998 22:44:20 -0500

From: Tim Johnson <trilobyte@rockford.com>

Date: Wed, 28 Jan 1998 22:42:53 -0600

Subject: Re: Non-Blitz HELP!

Content-Transfer-Encoding: quoted-printable

On 27-Jan-98, henry.sopko@hwcn.org wrote:

>Hello.

> =

> A few weeks ago I purchased a couple items for my Amiga 500.

>Unfortunately, no manuals came with the hardware that I bought and I

>was hoping someone could help me out. =

If you have any access to the web, check out http://www.nationalamiga.com=

=2E =

They have a Technical Support section that lists pinouts and jumpers for =

tons

and tons of new and old Amiga hardware. It could very well be your salva=

tion!

-- =

```
+----------------------+---------------------+--------------------+
| Tim Johnson | Amiga2000HD/1MBc/8MBf | I have a 486 too. |
| trilobyte@rockford.com | '030-50MHz & VT 2.0 | I don't use it. |
+----------------------+---------------------+--------------------+
| Meat Beat Manifesto . =B5-Ziq . Capsize 7 . Kraftwerk . Dead Kennedys =
|
+-----------------------------------------------------------------+
```

My homepage: http://www.dto.net/~tril/

1.137 Oh,God,PLEASE help me!!!!

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xuoNl-0007aT-00; Wed, 21 Jan 1998 00:51:05 +0000

by orca.ucd.ie with SMTP; 21 Jan 1998 00:50:28 -0000

id aa1024047; 21 Jan 98 0:35 GMT

From: James L Boyd <jamesboyd@velvety.demon.co.uk>

Date: Wed, 21 Jan 1998 00:28:32 -0000

Subject: Oh,God,PLEASE help me!!!!

I'm going mad again,with a ridiculously simple problem...

I've included a little piece of code,cut out of my program.

The code was generated by GadtoolsBox,converted by GUI2BB2...

(I set the IDCMP flags in GadtoolsBox,but I don't know if this

info gets converted,but this shouldn't matter - see below)

Basically,it reads the IDCMP values I need,except for $20

What the hell's going on? There is no DefaultIDCMP statement anywhere,

so (according to the manual ;) it should have $20 set by default.

I've even added it just before opening this window,and it still

doesn't read it!

Here's the section :

AddIDCMP $20 ; added out of desperation.And it STILL doesn't work!

Window 2,231,170,177,110,$0000100A,"Lousy Flags",1,0

AttachGTList 2,2 ; previously defined

Repeat

ev=WaitEvent

If ev=$20 Then End

Until ev=$200

What's the (extremely simple) answer?

If you need to see the full thing,that'll be fine,but it's BIG (loads

of gadgets).

Thanks,

--

James L Boyd

jamesboyd@velvety.demon.co.uk

1.138   Re: Oh,God,PLEASE help me!!!!

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xupLL-0003DL-00; Wed, 21 Jan 1998 01:52:39 +0000

by orca.ucd.ie with SMTP; 21 Jan 1998 01:52:05 -0000

by dfw-ix10.ix.netcom.com (8.8.4/8.8.4)

id TAA23142 for <blitz-list@netsoc.ucd.ie>; Tue, 20 Jan 1998 19:50:36 -0600 (CST)

id rma022739; Tue Jan 20 19:49:03 1998

From: Curt Esser <camge@ix.netcom.com>

Date: Tue, 20 Jan 1998 19:53:39 -0600

Subject: Re: Oh,God,PLEASE help me!!!!

Hi James,

On 20-Jan-98, James L Boyd wrote:

>I'm going mad again,with a ridiculously simple problem...

>AddIDCMP $20 ; added out of desperation.And it STILL doesn't work!

>Window 2,231,170,177,110,$0000100A,"Lousy Flags",1,0

>AttachGTList 2,2 ; previously defined

>Repeat

> ev=WaitEvent

> If ev=$20 Then End

>Until ev=$200

>What's the (extremely simple) answer?

First (and maybe this has nothing to do with it) but I think ev must be a

long,

"ev.l"

Second, GT button gadgets WON'T report when they are down unless you add the

Flag $80 when making the gadgets. (If I remember correctly, only GTMX and

GTlistview report GadgetDown events by default, and they can't be read by

"GadgetUp" $40. I do know regular GTbuttons won't report "GadgetDown" unless

you tell them to.)

Bye...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

1.139   Re: Oh,God,PLEASE help me!!!!

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xv6NE-0005If-00; Wed, 21 Jan 1998 20:03:44 +0000

by orca.ucd.ie with SMTP; 21 Jan 1998 19:58:23 -0000

by florence.pavilion.net (8.8.8/8.8.8) with ESMTP id TAA02346

for <blitz-list@netsoc.ucd.ie>; Wed, 21 Jan 1998 19:58:09 GMT

(envelope-from tucks@pavilion.co.uk)

Date: Wed, 21 Jan 1998 18:53:41 +0000

From: Liz Tucker <tucks@pavilion.co.uk>

Organization: Desktop Corruption

Subject: Re: Oh,God,PLEASE help me!!!!

X-Priority: 3 (Normal)

References: <yam7325.1602.1746375632@post.demon.co.uk>

Content-Transfer-Encoding: 7bit

James L Boyd wrote:

>

> I'm going mad again,with a ridiculously simple problem...

>

> I've included a little piece of code,cut out of my program.

Hi,

If you are using GadTools then you should act on the #GadgetUp flag

which is $40 not the #Gadgetdown flag $20 that you are using.

See you,

Liz. tucks@pavilion.co.uk

"""

Desktop Corruption - Team Leader http://deskcorruption.home.ml.org

Email us at............ deskcorruption@rhodger.demon.co.uk

Current Project.......... Dafel:Bloodline

"""

1.140   Parallel Port

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xsQyA-000257-00; Wed, 14 Jan 1998 11:26:52 +0000

by orca.ucd.ie with SMTP; 14 Jan 1998 11:19:03 -0000

by ghwerig.mmu.ac.uk with esmtp (Exim 1.81 #2)

id 0xsQpu-00033a-00; Wed, 14 Jan 1998 11:18:18 +0000

14 Jan 98 11:18:18 GMT

From: "Budda/Progress" <57229007@mmu.ac.uk>

Organization: Manchester Metropolitan University

Date: Wed, 14 Jan 1998 11:17:51 GMT

Subject: Parallel Port

Reply-to: 57229007@mmu.ac.uk

Priority: normal

X-mailer: Pegasus Mail for Windows (v2.42a)

How can I access extra parallel ports such as those on Zorro cards or

the Hypercom interface which plugs onto the A1200 clock port?

Do I have to uise the OS commands OpenDevice_ (or whatever) to do

this? To get to the internal port you can just peek and poke but the

exxtra ports are not not always at the same address, are they?

Cheerio,

Mike.

_____

Amiga 1200T/060/18MB/Zorro II/2 HDD/2 FDD/4xCD/EZ 135

.--. .--------.

| current Key To Driving Theory 97% | . | |

| projects: Encarta Style Encyclopedia Engine 23% | .__/__. | sPacE |

| enLOCK v4.0 - Flashy HD Security 40% | \ oO / | 4 |

| Visual Blitz [Idea Testing] 2% | ./_ -_\. | rEnT |

+--+ \/ | |

| http://www.geocities.com/SiliconValley/Pines/4814/ | . | |

'--' '--------'

1.141   Re: Parallel Port

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xsdQS-0007It-00; Thu, 15 Jan 1998 00:44:52 +0000

by orca.ucd.ie with SMTP; 15 Jan 1998 00:38:39 -0000

by wws1.ww.co.nz (8.8.8/8.8.8RH) with SMTP id NAA00159

for <blitz-list@netsoc.ucd.ie>; Thu, 15 Jan 1998 13:38:03 +1300

From: Anton Reinauer <anton@ww.co.nz>

Date: Thu, 15 Jan 1998 13:32:12 +1200

Subject: Re: Parallel Port

On 14-Jan-98, Budda/Progress wrote:

>How can I access extra parallel ports such as those on Zorro cards or

>the Hypercom interface which plugs onto the A1200 clock port?

Here's some info, ironically it was on a site you found a couple of

months back: It's for programming the duart.device.

<http://www.redrobe.demon.co.uk/amiga/index.html>

--

Anton Reinauer <anton@ww.co.nz>

1.142   Passing Array

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xrotp-0007Zn-00; Mon, 12 Jan 1998 18:47:49 +0000

by orca.ucd.ie with SMTP; 12 Jan 1998 18:47:36 -0000

by ghwerig.mmu.ac.uk with esmtp (Exim 1.81 #2)

id 0xrosx-00008a-00; Mon, 12 Jan 1998 18:46:55 +0000

12 Jan 98 18:46:54 GMT

From: "Budda/Progress" <57229007@mmu.ac.uk>

Organization: Manchester Metropolitan University

Date: Mon, 12 Jan 1998 18:46:25 GMT

Subject: Passing Array

Reply-to: 57229007@mmu.ac.uk

Priority: normal

X-mailer: Pegasus Mail for Windows (v2.42a)

Can somebody spread some light on how to pass an array of strings

into a procedure/statement/function/whatever.

I have an array like this:-

Dim Txt$(25)

And need to pass it into an statement. I realise you use pointers

and pass the address like this:

WriteList(&Txt$(0))

But how can I access anything but the first element of the string

array. I'm using Peek but assembler would be good as an alternative?

Any help would be appreciated including examples!

Cheerio,

Mike.

Amiga 1200T/060/18MB/Zorro II/2 HDD/2 FDD/4xCD/EZ 135

.--. .--------.

| current Key To Driving Theory 97% | . | |

| projects: Encarta Style Encyclopedia Engine 23% | .__/__. | sPacE |

| enLOCK v4.0 - Flashy HD Security 40% | \ oO / | 4 |

| Visual Blitz [Idea Testing] 2% | ./_ -_\. | rEnT |

+---+ \/ | |

| http://www.geocities.com/SiliconValley/Pines/4814/ | . | |

'--' '--------'

1.143   Re: Passing Array

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xrpdo-00049W-00; Mon, 12 Jan 1998 19:35:20 +0000

by orca.ucd.ie with SMTP; 12 Jan 1998 19:35:19 -0000

by florence.pavilion.net (8.8.8/8.8.7) with ESMTP id TAA28712

for <blitz-list@netsoc.ucd.ie>; Mon, 12 Jan 1998 19:34:30 GMT

Date: Mon, 12 Jan 1998 19:37:09 +0000

From: Liz Tucker <tucks@pavilion.co.uk>

Organization: Desktop Corruption

Subject: Re: Passing Array

X-Priority: 3 (Normal)

References: <4B1B921887@EXCELSIOR.MMU.AC.UK>

Content-Transfer-Encoding: 7bit

Budda/Progress wrote:

>

> Can somebody spread some light on how to pass an array of strings

> into a procedure/statement/function/whatever.

>

> I have an array like this:-

>

> Dim Txt$(25)

The Shared command works OK for arrays.

Statement mystatement{}

SHARED Txt$()

my code goes in here...

End Statement

Try something like that.

See you,

Liz. tucks@pavilion.co.uk

""

Desktop Corruption - Team Leader http://deskcorruption.home.ml.org

Email us at............ deskcorruption@rhodger.demon.co.uk

Current Project.......... Dafel:Bloodline

""

1.144   Re: Passing Array

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xs3kt-0001la-00; Tue, 13 Jan 1998 10:39:36 +0000

by orca.ucd.ie with SMTP; 13 Jan 1998 10:39:27 -0000

(1.38.193.4/16.2) id AA02994; Tue, 13 Jan 1998 10:38:42 GMT

13 Jan 98 10:38:40 0

From: "David Mcminn" <MD.BE4.Student.eee.rgu.ac.uk@eee-student.eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Tue, 13 Jan 1998 10:38:09 GMT0BST

Mime-Version: 1.0

Content-Transfer-Encoding: 7BIT

Subject: Re: Passing Array

Priority: normal

Message-Id: <E0xs3kt-0001la-00@mserv1a.u-net.net>

On 12 Jan 98 at 18:46, Budda/Progress spewed forth:

> Can somebody spread some light on how to pass an array of strings

> into a procedure/statement/function/whatever.

>

> I have an array like this:-

>

> Dim Txt$(25)

>

> And need to pass it into an statement. I realise you use pointers

> and pass the address like this:

>

> WriteList(&Txt$(0))

>

> But how can I access anything but the first element of the string

> array. I'm using Peek but assembler would be good as an alternative?

The structure of a blitz string is (hopefully):

length.w

*strptr.b

The address of a string (&Txt$(0)) would give you the address of

the *strptr.b for that string. An array of strings could then be

accessed by getting the base of the array (base.l = &Txt$(0))

then using a$=peek$(peek.l(base + 6 * index)) where 6 is the size of

the structure (see above) and index is the string you want to access.

Warning: there is a high possibility that this could all be

b*llocks.

Farewell, for now,

.oO David McMinn Oo.

-=-=-=-=-==-=-=-=-

A1200T 1.3Gb 16xCD

-=-=-=-=-==-=-=-=-

1.145   Re: Passing Array

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xsEdn-000432-00; Tue, 13 Jan 1998 22:16:59 +0000

by orca.ucd.ie with SMTP; 13 Jan 1998 22:17:09 -0000

id AA05503; Tue, 13 Jan 1998 22:16:15 GMT

id AA14936; Tue, 13 Jan 1998 22:16:16 GMT

id AA05376; Tue, 13 Jan 1998 20:54:04 GMT

From: C Dimitrakakis <cdimita@essex.ac.uk>

Subject: Re: Passing Array

Message-Id: <SIMEON.9801132034.A@fpgapc16.essex.ac.uk>

Date: Tue, 13 Jan 1998 20:54:34 +0000 (GMT)

Priority: NORMAL

X-Authentication: IMSP

Mime-Version: 1.0

On Tue, 13 Jan 1998 10:38:09 GMT0BST David Mcminn

<MD.BE4.Student.eee.rgu.ac.uk%eee-student.eee.rgu.ac.uk@uk.ac.essex.mailhost> wrote:

>

> The structure of a blitz string is (hopefully):

> length.w

> *strptr.b

>

Hm, maybe but it could also be:

1)a linked list.

or.. more likely:

2)*strptr.b

the string itself being loads of bytes terminating with a 0.

Christos Dimitrakakis (aka Olethros)

Electronic Engineer,

Software Developer for the Amiga computer

University of Essex

http://esewww.essex.ac.uk/~cdimita

1.146   Re: PC Blitz

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xujSB-0007WO-00; Tue, 20 Jan 1998 19:35:20 +0000

by orca.ucd.ie with SMTP; 20 Jan 1998 19:31:13 -0000

id ac1001462; 20 Jan 98 19:23 GMT

id AA000wa; Tue, 20 Jan 98 18:58:42 GMT

Date: Tue, 20 Jan 98 18:58:42 GMT

Message-Id: <9801201858.AA000w9@binny.demon.co.uk>

Lines: 27

From: Ian Vincent <ian@binny.demon.co.uk>

Subject: Re: PC Blitz

Paul Lathwell <paul@blitzer.demon.co.uk> wrote:

>

> Hi,

>

> Is there any news of when or if the PC equivalent is going to appear? Only

> I`ve just moved over to the PC but would like to keep programming and

> simply don`t have the room for both machines to be set-up. :(

>

> /me will miss using his miggy. :(

Of course, if Cloanto make the full version of Amiga Forever faster and

better than the preview, you could buy it and have both.

--

****

* * *

* Ian Vincent <ian@binny.demon.co.uk> * *

* Accessing the Internet on an AMIGA * You're too late, *

* Dorset, England, Earth, Terran System * *

* * we're everywhere! *

* 'batlh Daqawlu'taH and space that bear * *

* * *

****

1.147   Re: PC Blitz

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xutRX-0007ho-00; Wed, 21 Jan 1998 06:15:19 +0000

by orca.ucd.ie with SMTP; 21 Jan 1998 06:14:55 -0000

(EMWAC SMTPRS 0.81) with SMTP id <B0000183661@mailhost.sosbbs.com>;

Wed, 21 Jan 1998 01:11:04 -0500

From: "Garfield Benjamin" <gbenjam@sosbbs.com>

Subject: Re: PC Blitz

Date: Wed, 21 Jan 1998 01:21:40 -0500

X-MSMail-Priority: Normal

X-Priority: 3

Content-Transfer-Encoding: 7bit

>> Is there any news of when or if the PC equivalent is going to

>> appear? Only I`ve just moved over to the PC but would like to

>> keep programming and simply don`t have the room for both

>> machines to be set-up. :(

>> /me will miss using his miggy. :(

Does it have to be BLITZ? If not, and you feel comfortable using

C, I can show you a FANTASTIC, **FREE** game library.

I'm using C (along with this library) for my own PC programming

and I can tell you it's excellent!!

This isn't like using C with the AmigaOS routines (loads of

structs&pointers and similiar "nonsense"). Just straight-forward

commands very similiar to those in BLITZ.

As a developer I'm always interested in maximum speed and

these routines deliver. On my IBM(PC) page, you will find two

demos I created using this library. One is a simple BobDemo:

on my P133, I can get 270 animated 64w X 26h 256-color bobs

in 1Vbl (70fps) and 1,000 at 35 fps.

Don't want to start an off-topic discussion here, so please reply

directly to me, if you're interested...

Take care,

GARFIELD

Current projects...

SuperStarStrike98(AMIGA&IBM):15% complete(...5 days)

-->New screen-shots are on my GAMES page<--

"Studying" POVray-coding(IBM): 20% complete

Website(http://www.sosbbs.com/~gbenjam): 40% Complete

1.148 PC Blitz?

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xuRl9-0007Fp-00; Tue, 20 Jan 1998 00:41:43 +0000

by orca.ucd.ie with SMTP; 20 Jan 1998 00:41:12 -0000

id aa2021047; 20 Jan 98 0:22 GMT

Message-Id: <3.0.5.32.19980119221320.0079e1f0@pop3.demon.co.uk>

X-Sender: blitzer@pop3.demon.co.uk

Date: Mon, 19 Jan 1998 22:13:20 +0000

From: Paul Lathwell <paul@blitzer.demon.co.uk>

Subject: PC Blitz?

Mime-Version: 1.0

Hi,

Is there any news of when or if the PC equivalent is going to appear? Only

I`ve just moved over to the PC but would like to keep programming and

simply don`t have the room for both machines to be set-up. :(

/me will miss using his miggy. :(

--

Bye now...

—

/_/ / / <mailto: paul@blitzer.demon.co.uk> /

/ AUL /_ ATHWELL / <http://www.blitzer.demon.co.uk> /

_____/ <IRC: Blitzer > /

--

1.149   Picasso Public screen ?

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xu20F-0007QJ-00; Sun, 18 Jan 1998 21:11:35 +0000

by orca.ucd.ie with SMTP; 18 Jan 1998 21:11:03 -0000

From: "Antony Borg" <aborg@pader-online.de>

Subject: Picasso Public screen ?

Date: Sun, 18 Jan 1998 22:07:14 +0100

charset="iso-8859-1"

Content-Transfer-Encoding: 7bit

X-Priority: 3

X-MSMail-Priority: Normal

X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

Can anyone tell me the screen display ID value for opening a Picasso 816x620

public

screen or how to set the workbench screen as default ID value as that is a

Picasso 816x620 screen.

any help would be welcome please ?

All the best

Ant =ˆ)

#

@ @

---oOO-(_)-OOo---

1.150   Re: Picasso Public screen ?

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xuNve-0002sa-00; Mon, 19 Jan 1998 20:36:19 +0000

by orca.ucd.ie with SMTP; 19 Jan 1998 20:35:17 -0000

by walrus.megabaud.fi (8.8.7/8.8.7) with SMTP id WAA08430

for <blitz-list@netsoc.ucd.ie>; Mon, 19 Jan 1998 22:34:09 +0200 (EET)

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <samin@megabaud.fi>

Date: Mon, 19 Jan 1998 21:23:28 +0200

Organization: Diverse

Subject: Re: Picasso Public screen ?

Content-Transfer-Encoding: quoted-printable

On 18-Jan-98, Antony Borg wrote:

> Can anyone tell me the screen display ID value for opening a Picasso 81=

6x620

> public

> screen or how to set the workbench screen as default ID value as that i=

s a

> Picasso 816x620 screen.

> any help would be welcome please ?

You should get the id just using ASLScreenRequest, like this

WBStartup

NEWTYPE .scrinfo

id.l

width.l

height.l

dept.w

overscan.w

autoscrol.w

bmapwidth.l

bmapheight.l

End NEWTYPE

FindScreen 0

*sc.scrinfo=3DASLScreenRequest(0)

Nprint *sc\id

vwait 4

mousewait

end

| |

| Sami N=E4=E4t=E4nen A1260 20MB 2.5GB 2X 56k BJC-4100 |

| EMail: samin@megabaud.fi |

| |

| Projects: Stuntcar clone IN THE FRIDGE |

| Snooker Messing with math! |

| |

`--'

1.151 Postponing?

for <blitz-list@netsoc.ucd.ie>; Tue, 6 Jan 1998 19:01:48 -0800 (PST)

From: BootBlock of Carnage <bootblock@geocities.com>

Date: Wed, 07 Jan 1998 02:55:56 GMT0

Organization: Private UK Amiga Geezer!

Subject: Postponing?

Does anyone know how I can postpone messages from this list, as I won't be

able to access my email after the from the 10th for a bit?

--

```
.-----------------------------------.-----------------------------------.
| A1200/28Mhz/2+4Mb/K56Flex/HyperCOM | Amiga Blitz 2 coder type UK bloke! |
| EMAIL: BootBlock@GeoCities.com | www.geocities.com/SiliconValley/ |
| "NightLife BBS" - online soon! | Lab/4868/index.html - almost ready |
|-----------------------------------"-----------------------------------|
| I won't be able to access my email after the 10th Jan for a while .... |
`-----------------------------------------------------------------------'
```

1.152   Problem with WaitEvent (Please reply personally!!)

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xtvTU-0003nZ-00; Sun, 18 Jan 1998 14:13:20 +0000

by orca.ucd.ie with SMTP; 18 Jan 1998 14:11:07 -0000

From: Ben Crowl <bcrowl@es.co.nz>

Date: Mon, 19 Jan 1998 03:07:29 +0500

Subject: Problem with WaitEvent (Please reply personally!!)

Giday,

I've had some problems with the WaitEvent command recently, in that, I can't

seem

to make it register all events that happen, it only seems to get the first

one.

Repeat

WaitEvent

ev.l = event

Print ev

Until False

For example, say there is a waitevent inside a loop, if two events happen at

once

(or even close together) it only seems to read one of them. Shouldn't

Intuition

queue the events as they happen and then let the computer have them when it

can

handle them? or does this just not happen in Blitz.. (if it doesn't I may

need to

use a different programming language.. =~( )

If you have an explanation, solution, or just a general tip about this

situation

please email at my *eMail* address (bcrowl@es.co.nz) *NOT* the list.. (Sorry,

I'm

not on it anymore, it was two many letters per day..)

Thankyou in advance for ANY help you can give me,

Ben Crowl

Cheers!

1.153   problems with ECS high res displays and sprites

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xxa0n-00035M-00; Wed, 28 Jan 1998 16:06:50 +0000

by orca.ucd.ie with SMTP; 28 Jan 1998 15:38:50 -0000

(Netscape Mail Server v2.0) with ESMTP id AAA10042

for <blitz-list@netsoc.ucd.ie>; Wed, 28 Jan 1998 15:35:58 +0000

Date: Wed, 28 Jan 1998 15:40:41 +0000

From: James Marshall <homegrown@eclipse.co.uk>

Organization: Homegrown Software

Subject: problems with ECS high res displays and sprites

Content-Transfer-Encoding: 7bit

Hi all,

I`m having some problems with ECS high-res 16 colour displays under

the Display Library (I`m using the version that came with the original

release of the Blitz Support Suite). The display seems to get shifted

over by a small amount of pixels (I estimate about 16), so I lose the

right hand side of my image. Also sprite palette handling seems to get

screwed up severely (I get the sprite palette changing about 1/3 of the

display down, no copper programming on my part, although I do switch the

display between the high res mode described above, and a

low-res/high-res split screen). Is anyone aware of these problems? Is

there a new version of Display Library that could fix these? And what`s

happened to Red When Excited? Aside from an update on Blitz Bombers,

they haven`t put any news on their web-site for ages. Are they still

developing Blitz?

Apologies if this covers old ground but I`ve been off the list for

over half a year,

James

--

Homegrown Software - Independent Amiga Games Developers

Web - http://www.eclipse.co.uk/homegrown

email - homegrown@eclipse.co.uk

1.154   re getreg doesn't work / calling asm routines

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xsP0w-0006Pl-00; Wed, 14 Jan 1998 09:21:34 +0000

by orca.ucd.ie with SMTP; 14 Jan 1998 09:21:43 -0000

Wed, 14 Jan 1998 01:20:22 PST

X-Originating-IP: [152.71.55.194]

From: "James Freeman" <mcfly2006@hotmail.com>

Subject: re getreg doesn't work / calling asm routines

Date: Wed, 14 Jan 1998 01:20:22 PST

I finally figured out how to use asm in a program with practically (i

hope) no problems.

assuming address.l = address of routine to call, value.l = a value you

want to pass in register d0, then

getreg d0,value

getreg d1,address

move.l d1,a0

jsr (a0)

end

use and RTS command to exit from your assembler routine. if during and

assembler routine, you want to use a blitz command without trashing the

registers, use this:

movem.l d0-d7/a0-a6,-(a7)

;blitz commands go here

movem.l (a7)+,d0-d7/a0-a6

i think that's right. (it works for me anyway)

hope this helps.

james

Get Your Private, Free Email at http://www.hotmail.com

1.155   Re: re getreg doesn't work / calling asm routines

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xsdMY-00070H-00; Thu, 15 Jan 1998 00:40:50 +0000

by orca.ucd.ie with SMTP; 15 Jan 1998 00:38:35 -0000

by wws1.ww.co.nz (8.8.8/8.8.8RH) with SMTP id NAA00154

for <blitz-list@netsoc.ucd.ie>; Thu, 15 Jan 1998 13:37:59 +1300

From: Anton Reinauer <anton@ww.co.nz>

Date: Thu, 15 Jan 1998 13:27:08 +1200

Subject: Re: re getreg doesn't work / calling asm routines

On 14-Jan-98, James Freeman wrote:

>I finally figured out how to use asm in a program with practically (i

>hope) no problems.

>assuming address.l = address of routine to call, value.l = a value you

>want to pass in register d0, then

>getreg d0,value

>getreg d1,address

>move.l d1,a0

>jsr (a0)

>end

>use and RTS command to exit from your assembler routine. if during and

>assembler routine, you want to use a blitz command without trashing the

>registers, use this:

A simpler way is:

JSR Label

..

..

..

Label:

;Assem code goes here

RTS

--

Anton Reinauer <anton@ww.co.nz>

1.156   Re[2]: Gateway Amiga Show '98 - Be there!!

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xvPnC-0006EU-00; Thu, 22 Jan 1998 16:47:51 +0000

by orca.ucd.ie with SMTP; 22 Jan 1998 16:45:40 -0000

id AA27607; Thu, 22 Jan 1998 10:45:26 +0600

id KAA22981; Thu, 22 Jan 1998 10:51:06 -0600

From: bohdan_lechnowsky@csgsystems.com

id AA885487585; Thu, 22 Jan 98 10:46:33 -0600

Message-Id: <9801228854.AA885487585@smtpgty2.csgsystems.com>

Date: Thu, 22 Jan 98 10:39:21 -0600

Subject: Re[2]: Gateway Amiga Show '98 - Be there!!

Mime-Version: 1.0

Content-Transfer-Encoding: 7bit

Author: <trilobyte@rockford.com > at INTERNET

Date: 1/21/98 4:13 PM

On 21-Jan-98, bohdan_lechnowsky@csgsystems.com wrote:

>> We're at a point where we could demo GCW with most of it's features

>>(minus

>> printing and a few graphics-manipulation features). It's pretty

>well > bug-free except for a bug that crashes GCW if a 24-bit IFF load

>is

>> attempted. We're planning a demo release around that date anyway :-)

>Well hey, how convenient! A serious application like that would be a great

>show of Blitz's power, which is something that has been fading since the

>whole Worms thing died out.

It'll be a pretty serious application for not only greeting cards, but it is

also a pretty good graphics layout program for structured layouts (each

object has handles which can be used to resize, rotate, move, etc.). We're

already thinking about a v2.0 which will add a lot of capabilities of a

graphics program like PPaint.

I can't give away a lot of details, but we've been talking with Amiga, Inc.

and other well-known software publishers about distributing Greeting Card

Workshop, so you should see it soon.

<SNIP>

>I know about your store because:

>a) The fact that you have inventory to liquidate has been posted all over your

website, and

>b) I bought BlitzBASIC from you!

>Heh. I don't know if you could actually sell any of that unless it was really

>cheap, but hey, who knows? You might sell a few pieces, but not enough

>to pay back for the table or for the travel... If we all go down there, we

>could

>all chip in together for the table. Sounds like you have some good

>connections

>there, so that could be a help... I just think it'd be kinda fun. =)

Cheap is the operable word :-) I'm looking to sell a lot of the inventory

cheap. Unfortunately, the list on my web page is out-of-date but I post updated

lists occasionally on comp.sys.amiga.marketplace.

A table of Blitz users does sound fun. I'm hoping I won't be out-of-town on

business during the show though.

Talk to you later,

-Bo

1.157   Re: RWE

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xyMus-0004Gx-00; Fri, 30 Jan 1998 20:19:59 +0000

by orca.ucd.ie with SMTP; 30 Jan 1998 20:18:40 -0000

(Post.Office MTA v3.1.2 release (PO203-101c)

ID# 549-33929U100000L2S50) with SMTP id AAA11521

for <blitz-list@netsoc.ucd.ie>; Fri, 30 Jan 1998 20:17:27 +0000

Date: Fri, 30 Jan 1998 20:18:14 +0000

From: Dave <d.boaz@virgin.net>

Organization: None

Subject: Re: RWE

References: <yam7334.2624.1747468264@post.demon.co.uk>

Content-Transfer-Encoding: 7bit

Steve Matty wrote:

> Of the 3 programmers which made up the majority of RWE, I am

> the only one remaining. Nigel Hughes (remember him?) has disappeared

> without a trace and Steve Mc has had to give up due to work

> constraints. I'm sorry for not being more communicative with the

> Blitz community - I'm doing the best I can, so please bear with me

> (I too have a fulltime job, and very demanding girlfriend)

>

> It looks like Blitz2.6 may take considerably longer than planned -

> due to the above problem, and Blitz3 - well.. that really looks

> like it could be a *long* time. Of course, I am open to offers

> for help from experienced quality 680x0 programmers, willing

> to work on the most disgusting piece of programming ever - Mark

> Sibly's blitz2.s :-)

>

> I hope this clears a few things up,

It does! and it`s great to hear from RWE after so long.

So you now own RWE your self?

Things don`t sound great for blitz if your the only one and you

can`t spend much time on it. :(

I guess this means no PPC version of blitz then?

Thanks anyway

Dave

1.158   RWE Home Page

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xyHFP-0000vv-00; Fri, 30 Jan 1998 14:16:48 +0000

by orca.ucd.ie with SMTP; 30 Jan 1998 14:14:42 -0000

by ghwerig.mmu.ac.uk with esmtp (Exim 1.81 #2)

id 0xyHD7-0004wV-00; Fri, 30 Jan 1998 14:14:25 +0000

30 Jan 98 14:14:27 GMT

From: "Mike Carter" <57229007@mmu.ac.uk>

Organization: Manchester Metropolitan University

Date: Fri, 30 Jan 1998 14:14:04 GMT

Subject: RWE Home Page

Reply-to: 57229007@mmu.ac.uk

Priority: normal

X-mailer: Pegasus Mail for Windows (v2.42a)

Is anybody else having trouble with the RWE home page? I know it

might just be due to the fact I'm using a University PeeCee, but

Netscape 3 Gold crashes every time on all machines when it attempts

to load the image. Do RWE know this as they never seem to respond to

e-mail etc? Maybe if we all mail at once they will know...

But then again it could be a peecee thing - so who cares!?!

Cheerio,

Mike.

Amiga 1200T/060/18MB/Zorro II/3 HDD/2 FDD/4xCD/EZ 135

```
.-----------------------------------------------------. .--------.
| current Key To Driving Theory 98% | . | yOur |
| projects: Encarta Style Encyclopedia Engine 24% | .__/\__. | mUM |
| enLOCK v4.0 - Flashy HD Security 40% | \ oO / | isn't |
| Visual Blitz [Idea Testing] 3% | ./_ -_\. | really |
+----------------------------------------------------+ \/ | your |
| http://www.geocities.com/SiliconValley/Pines/4814/ | . | mum.. |
'----------------------------------------------------' '--------'
```

1.159   Re: RWE Home Page

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xyKWK-0000OC-00; Fri, 30 Jan 1998 17:46:28 +0000

by orca.ucd.ie with SMTP; 30 Jan 1998 17:40:37 -0000

id aa1000543; 30 Jan 98 17:35 GMT

From: Steve Matty <Big.Will.Riker@ldngedge.demon.co.uk>

blitzlist <blitz-list@netsoc.ucd.ie>

Date: Fri, 30 Jan 1998 17:33:52 -0000

Organization: Red When Excited Ltd

Subject: Re: RWE Home Page

On 30-Jan-98, Mike Carter wrote:

>Is anybody else having trouble with the RWE home page? I know it

>might just be due to the fact I'm using a University PeeCee, but

>Netscape 3 Gold crashes every time on all machines when it attempts

>to load the image. Do RWE know this as they never seem to respond to

>e-mail etc? Maybe if we all mail at once they will know...

Hi,

I've tried our homepage on :

AWeb3.1 demo

Netscape 3 Solaris

Netscape 3 Windows95

IBrowse 1.12

and have no problems...

Which image does it crash on?

I really must apologies for the lack of communication from the RWE

camp. It basically boils down to this :

Of the 3 programmers which made up the majority of RWE, I am

the only one remaining. Nigel Hughes (remember him?) has disappeared

without a trace and Steve Mc has had to give up due to work

constraints. I'm sorry for not being more communicative with the

Blitz community - I'm doing the best I can, so please bear with me

(I too have a fulltime job, and very demanding girlfriend)

It looks like Blitz2.6 may take considerably longer than planned -

due to the above problem, and Blitz3 - well.. that really looks

like it could be a *long* time. Of course, I am open to offers

for help from experienced quality 680x0 programmers, willing

to work on the most disgusting piece of programming ever - Mark

Sibly's blitz2.s :-)

I hope this clears a few things up,

Regards,

Steve.

-

.--.

|Red When Excited Ltd | WWW http://www.ldngedge.demon.co.uk |

|2 Slimmons Drive, | My EMail steve@ldngedge.demon.co.uk |

|St. Albans, | A1200T/040@40/18Mb/1.6Gb/33.6k/8xCDROM/1.76MbFD|

|

|Herts. AL4 9AS. ENGLAND | Company EMail redwhen@ldngedge.demon.co.uk |

`--'

1.160   Re: RWE Home Page

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xybbe-0003jh-00; Sat, 31 Jan 1998 12:01:06 +0000

by orca.ucd.ie with SMTP; 31 Jan 1998 11:59:39 -0000

id aa1023853; 31 Jan 98 11:50 GMT

From: Steve Matty <Big.Will.Riker@ldngedge.demon.co.uk>

Date: Sat, 31 Jan 1998 11:49:27 -0000

Organization: Red When Excited Ltd

Subject: Re: RWE Home Page

On 30-Jan-98, Julian Kinraid wrote:

>Hi Steve,

>>I really must apologies for the lack of communication from the RWE

>>camp. It basically boils down to this :

>>

>>Of the 3 programmers which made up the majority of RWE, I am

>>the only one remaining. Nigel Hughes (remember him?) has disappeared

>>without a trace and Steve Mc has had to give up due to work

>>constraints. I'm sorry for not being more communicative with the

>>Blitz community - I'm doing the best I can, so please bear with me

>>(I too have a fulltime job, and very demanding girlfriend)

>That sounds bad :((((Even though things are picking up for the Amiga

>(*very* slowly), Amiga related things always seem to be in a precarious

>position.

Yes. Also, you should bear in mind that we have absolutely NO rights

to Blitz itself. Acid/Guildhall own the rights and they are unwilling

to give/sell them to us (at a price we could afford). All the

work that we (well, I) am doing is off my own back and won't

earn me any money. Which is kinda why I have a 'proper' job I guess :-)

I have been hoping that things might change, but I can see that

unless some people can help out with the coding, it could take

forever.

>>It looks like Blitz2.6 may take considerably longer than planned -

>>due to the above problem, and Blitz3 - well.. that really looks

>>like it could be a *long* time. Of course, I am open to offers

>>for help from experienced quality 680x0 programmers, willing

>>to work on the most disgusting piece of programming ever - Mark

>>Sibly's blitz2.s :-)

>I'm willing to help. While I'm not a greatly experienced 680x0 programmer,

>I understand 680x0 assembly programming well, and C to a certain extent.

>I've already looked at the code for Blitz2 and various other parts (with a

>disassembler) and fixed a few bugs. I could fix a few more bugs in various

>libs, but it's too difficult to patch them, so I would need the source code.

Thanks, this is what I had hoped for. Hmm, what I think I'll do is

set up a Blitz developers page on the RWE site, where interested parties

can contribute. The only snag is, we have no permission to give out

the blitz2.s source, so this may prove a problem. I can't imagine

Acid (who have left Amiga for ages, and the name is just used by

Guildhall) complaining, but it is something I need to consider.

>I understand the OS well and can use lots of debugging tools (Enforcer,

>Mungwall, Drip, etc.) I've got some good ideas on what needs to be added to

>Blitz, have patience to find problems and make stuff, and can write

>reasonably neat code if I want too. I'm also working with AHI at the moment

>(I understand you are making something with this), helping a few people add

>AHI to their programs. I've also made FDConvert work with practically all

>FD files.

>In fact, I would be disappointed if I couldn't help :)

Ok, so basically, watch this space, I'll try to sort out a developer

section on the site this week.

Again, I'm sorry for the silence, I was hoping things would sort

themselves out.

Steve.

--

.--.

|Red When Excited Ltd | WWW http://www.ldngedge.demon.co.uk |

|2 Slimmons Drive, | My EMail steve@ldngedge.demon.co.uk |

|St. Albans, | A1200T/040@40/18Mb/1.6Gb/33.6k/8xCDROM/1.76MbFD|

|

|Herts. AL4 9AS. ENGLAND | Company EMail redwhen@ldngedge.demon.co.uk |

`--'

1.161   Re: RWE Home Page

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xyjoa-0004d9-00; Sat, 31 Jan 1998 20:47:00 +0000

by orca.ucd.ie with SMTP; 31 Jan 1998 20:45:33 -0000

(Post.Office MTA v3.1.2 release (PO203-101c)

ID# 549-33929U100000L2S50) with SMTP id AAA21773

for <blitz-list@netsoc.ucd.ie>; Sat, 31 Jan 1998 20:45:02 +0000

Date: Sat, 31 Jan 1998 20:45:44 +0000

From: Dave <d.boaz@virgin.net>

Organization: None

Subject: Re: RWE Home Page

References: <yam7335.1399.1748054208@post.demon.co.uk>

Content-Transfer-Encoding: 7bit

Steve Matty wrote:

> Yes. Also, you should bear in mind that we have absolutely NO rights

> to Blitz itself. Acid/Guildhall own the rights and they are unwilling

> to give/sell them to us (at a price we could afford). All the

> work that we (well, I) am doing is off my own back and won't

> earn me any money. Which is kinda why I have a 'proper' job I guess :-)

Oh I thought you had taken over the Blitz development.

Did you not make money on Blitz Support Suite? couldn`t another

upgrade like that be done. Or do you really need at totally new blitz

I can`t understand Acid/Guildhall not selling the rights because

it not like they will make much money out of blitz without a new

version.

I think blitz needs better error handling and then with new editor

2.6,

all the new libs such as MUI lib and most importantly (for beginners)

a new manual it could be relaunched.

Thanks for reading

Dave

1.162   Re: RWE Home Page

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xynaH-0007OM-00; Sun, 1 Feb 1998 00:48:29 +0000

by orca.ucd.ie with SMTP; 1 Feb 1998 00:47:19 -0000

by wws1.ww.co.nz (8.8.8/8.8.8RH) with SMTP id NAA29434

for <blitz-list@netsoc.ucd.ie>; Sun, 1 Feb 1998 13:47:30 +1300

From: Anton Reinauer <anton@ww.co.nz>

Date: Sun, 01 Feb 1998 12:43:41 +1200

Subject: Re: RWE Home Page

On 31-Jan-98, Steve Matty wrote:

>Yes. Also, you should bear in mind that we have absolutely NO rights

>to Blitz itself. Acid/Guildhall own the rights and they are unwilling

>to give/sell them to us (at a price we could afford). All the

>work that we (well, I) am doing is off my own back and won't

>earn me any money. Which is kinda why I have a 'proper' job I guess :-)

Eeek! It looks we'll need Blitzers to help Blitz carry on! It's a

shame you can't get the rights, as it would be an excellent carrot to do

work on Blitz- assuming the Amiga takes off, it could be very

successfull!

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2.0

A1200,2M,CD-Rom - Cruisin' the `highway in ma little old 500, with

the /windows/ down! ;-)

Project: UDP_Chat [******]- an Internet multi-player code, test-bed

for my game Pyro-Mid.

<http://www.ww.co.nz/home/anton>

1.163 Screen mode

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xpjaF-0006m6-00; Wed, 7 Jan 1998 00:42:59 +0000

by orca.ucd.ie with SMTP; 7 Jan 1998 00:43:01 -0000

(Post.Office MTA v3.1.2 release (PO203-101c)

ID# 549-33929U100000L2S50) with SMTP id AAA1990

for <blitz-list@netsoc.ucd.ie>; Wed, 7 Jan 1998 00:42:25 +0000

Date: Wed, 07 Jan 1998 00:37:15 +0000

From: Dave <d.boaz@virgin.net>

Organization: None

Subject: Screen mode

Content-Transfer-Encoding: 7bit

Hi

I have resently been trying to run Super Ted in a better

screen mode so that I can get more code on screen.

My problem is when do this I end up using a screen mode

I think it`s called super72 or something I can`t remember,

because this works best with my monitor. But I have to

adjust a setting on my monitor to make the screen centre

then when I compile and run a program to use a normal

highres pal screen I have to adjust it back again this

gets very annoying after a while.

Anyone got any ideas what I could do?

Also I Super Ted doesn`t seem to let me select from all

my fonts. I mean there not all listed in the selector.

Thanks for any comments

DAVE

1.164   Re: Screen mode

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xpm6R-0006bD-00; Wed, 7 Jan 1998 03:24:23 +0000

by orca.ucd.ie with SMTP; 7 Jan 1998 03:24:29 -0000

by geocities.com (8.8.5/8.8.5) with SMTP id TAA07240

for <blitz-list@netsoc.ucd.ie>; Tue, 6 Jan 1998 19:23:39 -0800 (PST)

From: BootBlock of Carnage <bootblock@geocities.com>

Date: Wed, 07 Jan 1998 03:18:18 GMT0

Organization: Private UK Amiga Geezer!

Subject: Re: Screen mode

On 07-Jan-98, Dave wibbled:

> Also I Super Ted doesn`t seem to let me select from all

> my fonts. I mean there not all listed in the selector.

I think the reason for that is, is that SuperTED doesn't let you

use non-proportional fonts. Probably. Maybe.

>Thanks for any comments

Yup.

>DAVE

--

.----------------------------------.----------------------------------.

| A1200/28Mhz/2+4Mb/K56Flex/HyperCOM | Amiga Blitz 2 coder type UK bloke! |

| EMAIL: BootBlock@GeoCities.com | www.geocities.com/SiliconValley/ |

| "NightLife BBS" - online soon! | Lab/4868/index.html - almost ready |

|----------------------------------"----------------------------------|

| I won't be able to access my email after the 10th Jan for a while .... |

`--'

1.165   Re: Screen mode

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xq2LV-0007j7-00; Wed, 7 Jan 1998 20:45:02 +0000

by orca.ucd.ie with SMTP; 7 Jan 1998 20:45:03 -0000

by florence.pavilion.net (8.8.8/8.8.7) with ESMTP id UAA14753

for <blitz-list@netsoc.ucd.ie>; Wed, 7 Jan 1998 20:44:16 GMT

Date: Wed, 07 Jan 1998 19:36:18 +0000

From: Liz Tucker <tucks@pavilion.co.uk>

Organization: Desktop Corruption

Subject: Re: Screen mode

X-Priority: 3 (Normal)

References: <34B2CE3B.6D44@virgin.net>

Content-Transfer-Encoding: 7bit

Hi Dave,

> But I have to

> adjust a setting on my monitor to make the screen centre

> then when I compile and run a program to use a normal

> highres pal screen I have to adjust it back again this

> gets very annoying after a while.

I think you will find this is standard with Multisync monitors.

I use Multiscan Productivity mode for my SuperTed screen and my

current project uses a lowres screen. However my monitor has two

memory settings which I can switch between from the front panel

so I can switch from one to the other quickly. However I find that most

of the time I leave it set for the lowres position so I can see all of

my game screen. I can also see all of my SuperTed screen like this but

it is offset to the right. However after a while I don`t even notice

this... In fact it looks odd when I am working on other projects and

have the screen centred. :)

> Also I Super Ted doesn`t seem to let me select from all

> my fonts. I mean there not all listed in the selector.

If I am not mistaken you must use non-proportional fonts for SuperTed.

Is this correct or do some of my fonts myseriously not appear either???

See you,

Liz. tucks@pavilion.co.uk

"""

Desktop Corruption - Team Leader http://deskcorruption.home.ml.org

Email us at............ deskcorruption@rhodger.demon.co.uk

Current Project.......... Dafel:Bloodline

"""

1.166   Re: ScreenTags

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xpMs7-0006dT-00; Tue, 6 Jan 1998 00:27:55 +0000

by orca.ucd.ie with SMTP; 6 Jan 1998 00:27:54 -0000

id ac1028246; 6 Jan 98 0:26 GMT

From: Paul Burkey <paul@sneech.demon.co.uk>

Date: Mon, 05 Jan 1998 21:44:06 +0500

Subject: Re: ScreenTags

Hi Alvaro,

> On the subject of Screen Tags... is there any way whatsoever to turn the

> Pointer on a screen off? something like #SA_Point,False.

I'm sure theres a way to do it but I don't know how.

> I thought abotu simply making a blank shape, and then adding it on, but that

> would mean I would need to open a window in the screen, and I really don't

> want that.

Yes, thats how I'd do it. What's the big problem with windows?

Cheers,

Paul

--

Paul Burkey <burkey@bigfoot.com> www.sneech.demon.co.uk

Foundation: Strategy Wargame [##################-] 96%

Homepage: http://www.sadeness.demon.co.uk/foundation.html

Demopage: http://www.sneech.demon.co.uk/FoundDemo.html

1.167   Screenwidth

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xslyu-0002t9-00; Thu, 15 Jan 1998 09:53:01 +0000

by orca.ucd.ie with SMTP; 15 Jan 1998 09:52:57 -0000

by dfw-ix9.ix.netcom.com (8.8.4/8.8.4)

id DAA25031 for <blitz-list@netsoc.ucd.ie>; Thu, 15 Jan 1998 03:51:03 -0600 (CST)

id rma024906; Thu Jan 15 03:49:43 1998

From: Curt Esser <camge@ix.netcom.com>

Date: Sat, 10 Jan 1998 03:45:53 -0600

Subject: Screenwidth

Hi Everyone,

I have found that the command "Screenwidth" does not always work correctly.

It is supposed to return the width of the current screen, but it seems to

sometimes return the width of the Workbench screen instead (or maybe it is

giving me the maximum overscan width, or something - anyway it is NOT the

width of the current screen).

Does anybody else have this problem?

Is there a command that DOES give the correct result?

Thanks, and bye.

Oh, and (sorry, this one's not Blitz-related) if anyone knows about using a

Zip drive could you please contact me direct? I'm having a strange problem

with mine.

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

1.168   Re: Screenwidth

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xssxA-000784-00; Thu, 15 Jan 1998 17:19:40 +0000

by orca.ucd.ie with SMTP; 15 Jan 1998 17:18:07 -0000

by dns1.enterprise.net (8.8.5/8.8.5) with SMTP id RAA24011

for <blitz-list@netsoc.ucd.ie>; Thu, 15 Jan 1998 17:17:06 GMT

From: Alvaro Thompson <alvaro@enterprise.net>

Date: Thu, 15 Jan 1998 15:36:03 +0000

Organization: Team Mango

Subject: Re: Screenwidth

On 10-Jan-98, Curt Esser wrote:

> Hi Everyone,

>

> I have found that the command "Screenwidth" does not always work correctly.

> It is supposed to return the width of the current screen, but it seems to

> sometimes return the width of the Workbench screen instead (or maybe it is

> giving me the maximum overscan width, or something - anyway it is NOT the

> width of the current screen).

> Does anybody else have this problem?

Mmmm........... not really, have you done something like "WbToScreen 0" or

something? apart from that, I can't really help you. I do know however, that a

lot of commands that come with Blitz are pretty mugh faulty. For example,

WBWidth, and WBHeight return crap results on a Gfx Card. Also, FastFree and

ChipFree are sometimes faulty, especially Fastfree.

> Is there a command that DOES give the correct result?

Nope, but u can do this:

scr.l=Addr Screen(0)

pubscr.l=Peek.l(scr)

width=Peek.w(pubscr+12)

height=Peek.w(pubscr+14)

So there you go!

cya!

--

=-=

| Alvaro Thompson - http://homepages.enterprise.net/alvaro/

=-=

| A1200T, '030, 10MB, 1.74Gb, 4x IDE, M1438S, BJC-4200, Dynalink 33.6K

=-=

1.169   Re: Screenwidth

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xt7B8-0001oo-00; Fri, 16 Jan 1998 08:31:02 +0000

by orca.ucd.ie with SMTP; 16 Jan 1998 08:30:21 -0000

by mail.rhein-zeitung.de (8.8.8/8.8.5) with SMTP id BAA07356

for <blitz-list@netsoc.ucd.ie>; Fri, 16 Jan 1998 01:05:08 +0100

From: Michael Graeber <mgraeber@abo.rhein-zeitung.de>

Date: Fri, 16 Jan 1998 01:02:48 -0500

Subject: Re: Screenwidth

Content-Transfer-Encoding: quoted-printable

Am 10-Jan-98 schrieb Curt Esser:

>Hi Everyone,

>I have found that the command "Screenwidth" does not always work correct=

ly. =

>It is supposed to return the width of the current screen, but it seems t=

o

>sometimes return the width of the Workbench screen instead (or maybe it =

is

>giving me the maximum overscan width, or something - anyway it is NOT th=

e

>width of the current screen).

>Does anybody else have this problem?

>Is there a command that DOES give the correct result?

The ScreenWidth command gives you not the correct values, it is also limi=

ted

to PalHires-Lace. (+ OverScan)

Use:

FindScreen 0

*scr.Screen=3DPeek.l(Addr Screen(0))

width.w=3D*scr\Width

height.w=3D*scr\Height

This works with ALL Screenmodes (Amiga, CyberGraphX, Picasso96 etc...)

amigalibs.res needet!

by now...

Micha

##=AF=AF=AF=AF=AF=AF=AF=AF=AF=AF=AF=AF=AF=AF=AF=AF=AF=AF=AF=

=AF=AF=AF=AF=AF=AF=AF=AF=AF=AF########

Michael `Merlin` Graeber ##

mgraeber@abo.rhein-zeitung.de

Autor von:

comm/mail/Nap-Mailer.lha ##

util/cli/DirTree.lha ##

util/misc/Lotto.lha

##_____##############

1.170   Seeya, guys!

I'll be leaving the list, since I've put my Amy back up on the shelf.

Coding Blitz on a 500 wasn't something pleasant... If I ever get a

decent machine, I'll rejoin you.

-Late

1.171 SetInt

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xyEC8-0007GY-00; Fri, 30 Jan 1998 11:01:13 +0000

by orca.ucd.ie with SMTP; 30 Jan 1998 10:52:37 -0000

by troi.cistron.nl (8.8.8/8.8.8/CIS) with SMTP id LAA14993

for <blitz-list@netsoc.ucd.ie>; Fri, 30 Jan 1998 11:52:44 +0100

Message-Id: <3.0.3.32.19980130114959.006a7148@pop3.cistron.nl>

X-Sender: sergev@pop3.cistron.nl

Date: Fri, 30 Jan 1998 11:49:59 +0100

From: Serge Veugelers <sergev@cistron.nl>

Subject: SetInt

Mime-Version: 1.0

Hi Folks,

A while ago I asked why Setint 4 doesn't work.

Nobody answered :(((((

Isn't there really anyone who can help me.

It's vital for my IRQBlit library...

Bye now,

Serge Veugelers

######## - THE QUALITY TEAM - (sergev@cistron.nl)

| ~ ~ | oO| Serge Veugelers (Coding) |

C| 0 0 |D | Raymond Zachariasse (Graphics) |

| { } | |=-|

| ~~ | | Current projects : BrainTeaser : Puzzle (10%)|

~~~~~~~~ | IRQBlit : Blitzlib (20%)|

|||||||| --

Member of CineTech : Sixth Sense Investigations is now shipping

1.172 Shapes and memory problems

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xyjrt-0004oj-00; Sat, 31 Jan 1998 20:50:25 +0000

by orca.ucd.ie with SMTP; 31 Jan 1998 20:49:02 -0000

by p2.acadia.net (8.8.6/8.8.6) with SMTP id PAA16808

for <blitz-list@netsoc.ucd.ie>; Sat, 31 Jan 1998 15:48:45 -0500 (EST)

From: Jake Frederick <gonzo@acadia.net>

Date: Wed, 04 Jan 1978 23:47:25 +0500

Subject: Shapes and memory problems

The game I am working on recently came to an abrupt hault when it began to

lock up when loading the required shapes. I am assuming it is a memory problem

because before I told it to load a new shapes file containing about 70 images

it worked fine. Now my question is this; If I have an IFF that is saved in

256 color mode but only actually uses the first 16 colors and I cut shapes

from it will the shapes take up more memory than if the IFF was in 16 colors?

--

-iF-

-tHE dOORS oF pERCEPTION wERE cLEANSED eVERYTHING wOULD aPPEAR aS iT iS-

-iNFINITE-

1.173   Shapes-Structure.

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xwIJy-0004Kn-00; Sun, 25 Jan 1998 03:01:18 +0000

by orca.ucd.ie with SMTP; 25 Jan 1998 03:00:02 -0000

by mb05.swip.net (8.8.8/8.8.8) with SMTP

id DAA00951 for <blitz-list@netsoc.ucd.ie>;

Sun, 25 Jan 1998 03:59:55 +0100 (MET)

From: Peter Thor <thor@mailbox.swipnet.se>

Date: Sun, 25 Jan 1998 03:41:18 +0100

Organization: Nukleus

Subject: Shapes-Structure.

Ive been playing around a bit with the Shape-structure now for around an hour.

What i would like to know is what Shape_data points at and its layout.

Is it the pointer to the zero's and ones desc. the shapes bitplaine?

The address of _data is always way smaller then the address of the

shapestructure,

so is it the offset from the Shape address _data holds? (exuse my english =)

Also, what about the _cookiecutpointer?

--

Peter Thor, Coder Blitz/Asm

Irc: Joru (irc.stealth.net, #AmigaSWE/#Amiga/#Amigascne)

E-Mail: thor@mailbox.swipnet.se

Creative Amigans at: www.ping.be/sillycat

.- Amiga is it! -.

1.174   Re: Shapes-Structure.

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xwTK7-0000ky-00; Sun, 25 Jan 1998 14:46:11 +0000

by orca.ucd.ie with SMTP; 25 Jan 1998 14:44:55 -0000

by dfw-ix14.ix.netcom.com (8.8.4/8.8.4)

id IAA28274 for <blitz-list@netsoc.ucd.ie>; Sun, 25 Jan 1998 08:44:35 -0600 (CST)

id rma028266; Sun Jan 25 08:44:27 1998

From: Curt Esser <camge@ix.netcom.com>

Date: Sun, 25 Jan 1998 08:48:51 -0600

Subject: Re: Shapes-Structure.

Hi Peter,

On 24-Jan-98, Peter Thor wrote:

>Ive been playing around a bit with the Shape-structure now for around an

hour.

>What i would like to know is what Shape_data points at and its layout.

>Is it the pointer to the zero's and ones desc. the shapes bitplaine?

I have an old Blitz manual (1.7) which has some descriptions of this stuff.

Here is what it says:

data.l = pointer to graphic data - Plane 1,Plane2...

cookie.l = pointer to one bitplane cookiecut

>The address of _data is always way smaller then the address of the

>shapestructure,

>so is it the offset from the Shape address _data holds? (exuse my english =)

No, it should give the actual address (in chip ram) where the shape image is

stored. The address of the shapestructure is larger because this will be in

fast ram (if you have any)

Hope this helps...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

1.175   Sprite Multiplexer!

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xwcPx-0003QT-00; Mon, 26 Jan 1998 00:28:50 +0000

by orca.ucd.ie with SMTP; 26 Jan 1998 00:27:30 -0000

by mb06.swip.net (8.8.8/8.8.8) with SMTP

id BAA21318 for <blitz-list@netsoc.ucd.ie>;

Mon, 26 Jan 1998 01:27:21 +0100 (MET)

From: Peter Thor <thor@mailbox.swipnet.se>

Date: Mon, 26 Jan 1998 01:25:13 +0100

Organization: Nukleus

Subject: Sprite Multiplexer!

Visit this homepage and email Manfred we need this library for blitz now!!!

Maybe he will release it then!?!!

http://homepages.munich.netsurf.de/Manfred.Linzner/projects.html

//Thor

--

Peter Thor, Coder Blitz/Asm

Irc: Joru (irc.stealth.net, #AmigaSWE/#Amiga/#Amigascne)

E-Mail: thor@mailbox.swipnet.se

Creative Amigans at: www.ping.be/sillycat

.- Amiga is it! -.

1.176   Re: Strange Window bug

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xrMZ4-00051R-00; Sun, 11 Jan 1998 12:32:30 +0000

by orca.ucd.ie with SMTP; 11 Jan 1998 12:32:40 -0000

by florence.pavilion.net (8.8.8/8.8.7) with ESMTP id MAA19327

for <blitz-list@netsoc.ucd.ie>; Sun, 11 Jan 1998 12:31:58 GMT

Date: Sun, 11 Jan 1998 12:34:35 +0000

From: Liz Tucker <tucks@pavilion.co.uk>

Organization: Desktop Corruption

Subject: Re: Strange Window bug

X-Priority: 3 (Normal)

References: <199801111220.NAA23272@Grynet.passagen.se>

Content-Transfer-Encoding: 8bit

Hi Joakim,

>

> something very strange just happened. I openend a window with the

> ID-number 5 (I´ve already got four others and each ID-number is

> supposed to be unique, right?) and the debugger gav me the error

> "Value out of maximum range". As soon as I set the ID higher than

> four I get this error. Very strange, since I _know_ it´s possible

> to have more than five windows in a program. They´re not even open

> all at once. Any ideas?

>

You have to set the allowable number of windows to a larger number than

5 in the compiler options. This is what the 'Value out of Maximum Range'

is refering to.

Go to the Compiler Options window from the Compiler Option Menu and in

the bottom left of the window there are some arrows to scroll through

the different fields that have maximum values associated with them. Just

go down to 'windows'

and increase the value.

See you,

Liz. tucks@pavilion.co.uk

"""

Desktop Corruption - Team Leader http://deskcorruption.home.ml.org

Email us at............ deskcorruption@rhodger.demon.co.uk

Current Project.......... Dafel:Bloodline

"""

1.177   Strange Window bug

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xrMNl-0004SU-00; Sun, 11 Jan 1998 12:20:49 +0000

by orca.ucd.ie with SMTP; 11 Jan 1998 12:21:00 -0000

by Grynet.passagen.se (8.8.6/8.8.6) with SMTP id NAA23272

for <blitz-list@netsoc.ucd.ie>; Sun, 11 Jan 1998 13:20:10 +0100 (MET)

Message-Id: <199801111220.NAA23272@Grynet.passagen.se>

Comments: Authenticated sender is <harsman@hem2.passagen.se>

From: "=?ISO-8859-1?Q?Joakim_H=E5rsman?=" <harsman@hem2.passagen.se>

Date: Sun, 11 Jan 1998 13:24:54 +0000

Content-type: text/plain; charset=ISO-8859-1

Content-transfer-encoding: Quoted-printable

Subject: Strange Window bug

Reply-to: harsman@pooh-bear.com

Priority: normal

X-mailer: Pegasus Mail for Win32 (v2.54)

Hi everyone,

something very strange just happened. I openend a window with the

ID-number 5 (I=B4ve already got four others and each ID-number is

supposed to be unique, right?) and the debugger gav me the error

"Value out of maximum range". As soon as I set the ID higher than

four I get this error. Very strange, since I _know_ it=B4s possible

to have more than five windows in a program. They=B4re not even open

all at once. Any ideas?

Thanks

Joakim H=E5rsman

1.178 SuperTED

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xrU7K-0007GM-00; Sun, 11 Jan 1998 20:36:22 +0000

by orca.ucd.ie with SMTP; 11 Jan 1998 20:36:26 -0000

by dns1.enterprise.net (8.8.5/8.8.5) with SMTP id UAA23736

for <blitz-list@netsoc.ucd.ie>; Sun, 11 Jan 1998 20:35:41 GMT

From: Alvaro Thompson <alvaro@enterprise.net>

Date: Sun, 11 Jan 1998 19:53:03 +0000

Organization: Team Mango

Subject: SuperTED

Hello people!

Well, I have finally upgraded to SuperTED, after ageeeees of using the

original Ted. However, it's not as great as everyone says. It is way more

bugged than the original one! I've had it doing all sorts of weird things,

like editing OFF the screen (where the program labels are), SuperTed inserting

blank lines for no apparent reasons. When I paste some commands, I have to

delete the character in front of the command, and then put one in, so it

recognises it as a command.

The scrolling isn't as good as the original Ted either, and it flickers too :(

When I try to set the Token colours, it completely ignores it, and simply uses

colour 4 all the time (blue). Also, tried loading in palettes, and it fucks

'em up.

I'm using version 2.52 of the editor. Am I doing something wrong here? or is

it really THAT bugged?

cya!

--

=-=

| Alvaro Thompson - http://homepages.enterprise.net/alvaro/

=-=

| A1200T, '030, 10MB, 1.74Gb, 4x IDE, M1438S, BJC-4200, Dynalink 33.6K

=-=

"Come together like a foot in a shoe, only this time I think I've stuck my

foot in my mouth" - Walking Alone, *Green Day*

1.179 Re: SuperTED

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xrWgg-0001U8-00; Sun, 11 Jan 1998 23:21:02 +0000

by orca.ucd.ie with SMTP; 11 Jan 1998 23:21:07 -0000

by dfw-ix2.ix.netcom.com (8.8.4/8.8.4)

id RAA23702 for <blitz-list@netsoc.ucd.ie>; Sun, 11 Jan 1998 17:20:00 -0600 (CST)

id rma018486; Sun Jan 11 16:50:33 1998

From: Curt Esser <camge@ix.netcom.com>

Date: Sun, 11 Jan 1998 16:22:22 -0600

Subject: Re: SuperTED

Hi Alvaro,

On 11-Jan-98, Alvaro Thompson wrote:

>Hello people!

>Well, I have finally upgraded to SuperTED, after ageeeees of using the

>original Ted. However, it's not as great as everyone says. It is way more

>bugged than the original one! I've had it doing all sorts of weird things,

>like editing OFF the screen (where the program labels are), SuperTed inserting

>blank lines for no apparent reasons. When I paste some commands, I have to

>delete the character in front of the command, and then put one in, so it

>recognises it as a command.

>The scrolling isn't as good as the original Ted either, and it flickers too :(

>When I try to set the Token colours, it completely ignores it, and simply uses

>colour 4 all the time (blue). Also, tried loading in palettes, and it fucks

>'em up.

>I'm using version 2.52 of the editor. Am I doing something wrong here? or is

>it really THAT bugged?

I'm not sure about v. 2.52, I have v.2.24 SuperTed (the one that is on Aminet).

Never had the editing off screen thing happen.

Or the extra lines added.

Occasionaly I get the paste thing you mentioned.

Token colours are set correctly.

Loads palettes fine.

Scrolling seems about the same as the original Ted.

Don't get the flickering.

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

1.180   Re: SuperTED

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xrYgy-0000Jh-00; Mon, 12 Jan 1998 01:29:28 +0000

by orca.ucd.ie with SMTP; 12 Jan 1998 01:29:36 -0000

by wws1.ww.co.nz (8.8.8/8.8.8RH) with SMTP id OAA04130

for <blitz-list@netsoc.ucd.ie>; Mon, 12 Jan 1998 14:28:59 +1300

From: Anton Reinauer <anton@ww.co.nz>

Date: Mon, 12 Jan 1998 14:25:12 +1200

Subject: Re: SuperTED

On 12-Jan-98, Alvaro Thompson wrote:

>I'm using version 2.52 of the editor. Am I doing something wrong here?

>or is

>it really THAT bugged?

Yeah 2.24 does odd things, you should have tried the earlier

versions, if you tried to highlight some code and scroll the page, the

machine locked 70% of the time!!

2.24 was the first version that was stable. I put up with its quirks,

because it can save with /A/ s without bringing up that bloody

requester- the only thing wrong with the old Ted IMHO!

--

Anton Reinauer <anton@ww.co.nz>

1.181   Tags?

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xqoIW-00064y-00; Fri, 9 Jan 1998 23:57:09 +0000

by orca.ucd.ie with SMTP; 9 Jan 1998 23:57:09 -0000

by cgi.inet.tele.dk with SMTP; 9 Jan 1998 23:56:22 -0000

(Netscape Mail Server v2.02) with SMTP id AAA24954

for <blitz-list@netsoc.ucd.ie>; Sat, 10 Jan 1998 00:56:21 +0100

From: Allan Pedersen <cfist@post8.tele.dk>

Date: Sun, 04 Jan 1998 19:40:11 -0500

Organization: Cyber Co.

Subject: Tags?

Hey ppl. Happy New Year and all that!!

1) I like to know if it posible to open a bitmap with tags?

or if there are any other way of showing a 800x600x24 bitmap?

I want to make my own little PinkView!!

2) Also i would like to know what the tags are for x and y in windowtags?

3) How do i get a request to use another screen then pubscreen? (also tags!)

plz. help!!

and btw. thx for all the help i have gotten.

--

```
_____ __ _____ __ __
/ __ / / / / ____// _/ _/ /_
/ / -'__ __ / /___ _____ _____ / /_ __ _____ / __/
/ / \ \/ // __ // ____// .__// __/ / / / ____/ / /
/ /___ \ // /_/ // __/ / / / / / /_ _\__ / / /_
\____/ / / //_____//_____//_/ /_/ /___//_____/ /___/
/_/
```

A4000/CyberStorm040 MK-II/PicassoIV/JTS 3giga HD/LASAT 33.6 modem/

Ariadne Ethernet/SWX-1600-B Subwoofer/

WWW: Http://home8.inet.tele.dk/cfist/ <--- Starting to make a freeware link

page. plz check

EMail: cfist@post8.tele.dk

Ohh! Did i forget to tell u, that "FREEWARE RULES!!!"

1.182 TED

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xrQsY-0002rr-00; Sun, 11 Jan 1998 17:08:54 +0000

by orca.ucd.ie with SMTP; 11 Jan 1998 17:09:01 -0000

id ab1026317; 11 Jan 98 17:04 GMT

From: Paul Morris <comunion@plmorris.demon.co.uk>

Date: Mon, 05 Jan 1998 17:25:21 -0500

Subject: TED

Hi Blitzers ,

Two Days Ago my Blitz Partition on my Hard Drive went BANG :(, I have

tried to find all my of My Blitz Disks BUT i cant find the One with TED on :(

. The only disk i can find is TED.v1 , Does anyone have the New TED v2.* ???

. Please Could someone help me as i havre lost Everything that was on hy HD :(

Cheers , Paul

1.183 Testing Sounds

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xtZBj-0004Nj-00; Sat, 17 Jan 1998 14:25:31 +0000

by orca.ucd.ie with SMTP; 17 Jan 1998 14:24:59 -0000

Sat, 17 Jan 1998 14:24:06 +0000

17 Jan 98 14:24:07 +0000

From: "S.J.CROY" <ap6013@qmw.ac.uk>

Organization: University of London (QMW)

Date: Sat, 17 Jan 1998 14:23:49 +0000

Content-type: text/plain; charset=US-ASCII

Content-transfer-encoding: 7BIT

Subject: Testing Sounds

Priority: normal

X-mailer: Pegasus Mail for Windows (v2.53/R1)

Hi all,

Has anyone got a clue as to test wether a sample has finished? I

start the sample using sound, and need to wait unil the sample has

finished. Problem is cant seem to find a way of doing this!!

Thanks

Steven

1.184 Re: Testing Sounds

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xtkRg-0006El-00; Sun, 18 Jan 1998 02:26:44 +0000

by orca.ucd.ie with SMTP; 18 Jan 1998 02:26:14 -0000

by dfw-ix11.ix.netcom.com (8.8.4/8.8.4)

id UAA23134 for <blitz-list@netsoc.ucd.ie>; Sat, 17 Jan 1998 20:24:52 -0600 (CST)

id rma023073; Sat Jan 17 20:24:17 1998

From: Curt Esser <camge@ix.netcom.com>

Date: Sat, 17 Jan 1998 20:26:42 -0600

Subject: Re: Testing Sounds

Content-type: multipart/mixed; boundary="BOUNDARY.7321.2116.3753832.1"

Warning: This is a message in MIME format. Your mail reader does not

support MIME. Some parts of this message will be readable as plain text.

To see the rest, you will need to upgrade your mail reader.

This message was composed on an Amiga using the YAM mailer.

YAM is available at http://bitcom.ch/~mbeck/

--BOUNDARY.7321.2116.3753832.1

Hi Steven,

On 17-Jan-98, S.J.CROY wrote:

>Hi all,

>Has anyone got a clue as to test wether a sample has finished? I

>start the sample using sound, and need to wait unil the sample has

>finished. Problem is cant seem to find a way of doing this!!

I have been trying to figure this out too. I tried the SetInt commands, but

these didn't work. So, I have been trying to figure a way to determine the

playing time in VBlanks so I can set a timer to know when the sound is done.

The sound objects contain the information for the period (playing speed) of a

sound, and it's length, and I am sure there is a way to determine the playing

time from this. However, I am not very good with math, and I am not able to

determine this relationship. I am attaching a small test code that will load

a sample, give it's period & length, then let you set the waiting time by

trial & error.

Once you have this set correctly, you can then enter 0 to pick a new sample,

etc.

Maybe from this you can determine the relationship between the period &

length.

If anyone has any luck with this, please let me know.

Bye...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

--BOUNDARY.7321.2116.3753832.1

```
WBStartup
WBenchToFront_
WbToScreen 0
MaxLen pa$=200
MaxLen fi$=200
Repeat
snd$=ASLFileRequest$ ("load a sound",pa$,fi$)
If snd$="" Then End
Free Sound 0
LoadSound 0,snd$
prd=Peek.w(Addr Sound (0)+4)
lnt=Peek.w(Addr Sound (0)+6)
```

NPrint "Period:",prd

NPrint "Length:",lnt

Repeat

Print "Delay :"

dly.w=Edit(3)

If dly>0

Sound 0,15

VWait dly

Sound 0,15

EndIf

Until dly=0

Forever

--BOUNDARY.7321.2116.3753832.1--

1.185   Re: Testing Sounds

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xu4LI-0001LT-00; Sun, 18 Jan 1998 23:41:28 +0000

by orca.ucd.ie with SMTP; 18 Jan 1998 23:40:53 -0000

Message-Id: <199801182339.MAA10486@fep2-orange.clear.net.nz>

From: "Julian Kinraid" <jkinraid@clear.net.nz>

Subject: Re: Testing Sounds

Date: Mon, 19 Jan 1998 12:38:16 +1300

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

X-Priority: 3

X-MSMail-Priority: Normal

X-MimeOle: Produced By Microsoft MimeOLE Engine V4.71.1008.3

Hi Curt,

>>Has anyone got a clue as to test wether a sample has finished? I=20

>>start the sample using sound, and need to wait unil the sample has=20

>>finished. Problem is cant seem to find a way of doing this!!

>

>I have been trying to figure this out too. I tried the SetInt =

commands, but

>these didn't work. So, I have been trying to figure a way to determine =

the

>playing time in VBlanks so I can set a timer to know when the sound is =

done. =20

I think it can be done with an interrupt, but I don't know how. I had a =

look at the Amiga Dev CD, but couldn't find anything about audio =

interrupts.

>The sound objects contain the information for the period (playing =

speed) of a

>sound, and it's length, and I am sure there is a way to determine the =

playing

>time from this. However, I am not very good with math, and I am not =

able to

>determine this relationship. I am attaching a small test code that =

will load

>a sample, give it's period & length, then let you set the waiting time =

by

>trial & error.

I've just written a program that plays a sound through AHI, and finds =

out when it is finished (using an AHI sound interrupt.) So I might be =

able to help.

Firstly, if you use the audio.device, you can get it to send you a =

message when a sample has finished playing. If you don't want to use =

the audio.device, try this.

; needs bb2objtypes.res

*mysound.sound =3D Addr Sound(sound_number)

frequency.f =3D 3579440 / *mysound_period

play_time.f =3D *mysound/_length*2 / frequency ; play_time gives the =

sample playing time in seconds

This should give a reasonably accurate result, but not as accurate as an =

interrupt. Of course, if the sample length is > 64k, you'll have the =

ol' signed number problem.

Ciao,

Julian Kinraid

1.186   Re: Testing Sounds

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xu6BF-0007bP-00; Mon, 19 Jan 1998 01:39:14 +0000

by orca.ucd.ie with SMTP; 19 Jan 1998 01:38:42 -0000

by wws1.ww.co.nz (8.8.8/8.8.8RH) with SMTP id OAA06092

for <blitz-list@netsoc.ucd.ie>; Mon, 19 Jan 1998 14:37:46 +1300

From: Anton Reinauer <anton@ww.co.nz>

Date: Mon, 19 Jan 1998 14:05:46 +1200

Subject: Re: Testing Sounds

On 18-Jan-98, S.J.CROY wrote:

>Hi all,

>Has anyone got a clue as to test wether a sample has finished? I

>start the sample using sound, and need to wait unil the sample has

>finished. Problem is cant seem to find a way of doing this!!

Check out the file Exceptions.lha in dev/asm. It's the docs for the

interupts in assem, it's got the interupts for when a sample has stopped

playing, as well as for when the blitter has finished, and the CIA

interupts as well.

I'm going to do a routine that checks for free sound channels with the

above docs sometime. So you give a sound sample a priority number from

1-100. If there's no free channels then if the sample you want to play

has a higher priority, then it will overide the one already playing.

Also it'll have left and right stereo priorities, so for instance if a

monsta is created on the right side of the screen the noise it makes

will preferably be played through the right speaker. This will make the

sound management routines a lot simpler (especially when I have a lot

more samples in my game), than how I do them at the moment- just

hardcoding the samples on a specific channel, and checking for the odd

clash.

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2.0

A1200,2M,CD-Rom - Cruisin' the `highway in ma little old 500, with

the /windows/ down! ;-)

Project: UDP_Chat [*****] , Pyro-Mid [******]

<http://www.ww.co.nz/home/anton>

1.187   Re: Testing Sounds

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xuEXJ-0004Jc-00; Mon, 19 Jan 1998 10:34:34 +0000

by orca.ucd.ie with SMTP; 19 Jan 1998 10:33:57 -0000

by mx1.polbox.com (8.8.5/rev-A0) with SMTP id LAA22945

for <blitz-list@netsoc.ucd.ie>; Mon, 19 Jan 1998 11:35:29 +0100

Date: Mon, 19 Jan 1998 11:35:29 +0100

Message-Id: <199801191035.LAA22945@mx1.polbox.com>

From: Krzysiek Jonko <kjonko@polbox.com>

Subject: Re: Testing Sounds

References: <2705A3C32A3@qmwcc5.qmw.ac.uk> <yam7321.2116.3753832@smtp.ix.netcom.com>

Content-Transfer-Encoding: 7bit

Curt Esser wrote:

> The sound objects contain the information for the period (playing speed) of a

> sound, and it's length, and I am sure there is a way to determine the playing

> time from this. However, I am not very good with math, and I am not able to

> determine this relationship. I am attaching a small test code that will load

> a sample, give it's period & length, then let you set the waiting time by

> trial & error.

Hi!

This is quite simple rule - try this:

w.l=1+(len*FRM)/freq: Vwait w

len - length of sample data,

freq - frequency of sample

FRM - screen display frequency (for PAL - 50)

1 - you have to add this because sometimes the rest of calculation give

ziro, - you can't wait 0

/// Chris Jonko

/// A1200T/040/25Mhz 10MB Ram 8xCD, HP ScanJet 4C

\V// kjonko@polbox.com

\XX/ http://free.polbox.pl/k/kjonko/index.htm

1.188   Re: Testing Sounds

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xuLRP-0004Gd-00; Mon, 19 Jan 1998 17:56:59 +0000

by orca.ucd.ie with SMTP; 19 Jan 1998 17:55:40 -0000

id AA31044; Mon, 19 Jan 1998 17:54:36 GMT

id AA13492; Mon, 19 Jan 1998 16:57:36 GMT

From: C Dimitrakakis <cdimita@essex.ac.uk>

Subject: Re: Testing Sounds

Message-Id: <SIMEON.9801191623.A@fpgapc13.essex.ac.uk>

Date: Mon, 19 Jan 1998 16:55:23 +0000 (GMT)

Priority: NORMAL

X-Authentication: IMSP

Mime-Version: 1.0

You have to enable the appropriate INTENA bits for audio, and then

you will be able to use setint to capture the interrupt. However it

is safer to call the appropriate system fucntions (AddIntServ())

BTW, if you look at the audiolib.bb2 code, it uses Audio interrupts

itself, so that it stops the sound.

So, either hack audiolib.bb2 to suit your purpose, or make your own

sound playing stuff in assembly. It's really easy.

audio.device should be avoided as it is buggy, however it might be a

good idea to try and allocate the resource for exclusive use.

You may also be able to do this using ahi.device, something worth

checking out anyway.

Christos Dimitrakakis (aka Olethros)

Electronic Engineer,

Software Developer for the Amiga computer

University of Essex

http://esewww.essex.ac.uk/~cdimita

1.189   Re: Testing Sounds

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xuTDE-0004yY-00; Tue, 20 Jan 1998 02:14:48 +0000

by orca.ucd.ie with SMTP; 20 Jan 1998 02:14:08 -0000

by dfw-ix11.ix.netcom.com (8.8.4/8.8.4)

id UAA21400 for <blitz-list@netsoc.ucd.ie>; Mon, 19 Jan 1998 20:12:38 -0600 (CST)

id rma020383; Mon Jan 19 20:04:28 1998

From: Curt Esser <camge@ix.netcom.com>

Date: Mon, 19 Jan 1998 19:02:28 -0600

Subject: Re: Testing Sounds

Hi,

On 18-Jan-98, Julian Kinraid wrote:

>Hi Curt,

>>>Has anyone got a clue as to test wether a sample has finished?

>Firstly, if you use the audio.device, you can get it to send you a message

>when a sample has finished playing. If you don't want to use the

>audio.device, try this.

>; needs bb2objtypes.res

>*mysound.sound = Addr Sound(sound_number)

>frequency.f = 3579440 / *mysound_period

>play_time.f = *mysound/_length*2 / frequency ; play_time gives the sample

>playing time in seconds

>This should give a reasonably accurate result, but not as accurate as an

>interrupt. Of course, if the sample length is > 64k, you'll have the ol'

>signed number problem.

Yes, thanks for this. I got around the signed number problem by converting the

period (which is stored as a word) into a long, and adding 64000 if it is a

negative number. So now it will give correct results for any sound <128k (the

maximum length you can load.) And dividing the result by the Vblank rate (60

for NTSC, 50 for PAL) gives me the correct playing time I was looking for.

Certainly accurate enough for my purposes (I need to mask out a channel that

a module is playing on long enough for the sound to finish).

And thanks to everyone else who replied.

Bye...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

1.190   Re: Testing Sounds

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xuuKq-0002ex-00; Wed, 21 Jan 1998 07:12:28 +0000

by orca.ucd.ie with SMTP; 21 Jan 1998 07:12:11 -0000

by mx1.polbox.com (8.8.5/rev-A0) with SMTP id IAA13325

for <blitz-list@netsoc.ucd.ie>; Wed, 21 Jan 1998 08:14:16 +0100

Date: Wed, 21 Jan 1998 08:14:16 +0100

Message-Id: <199801210714.IAA13325@mx1.polbox.com>

From: Krzysiek Jonko <kjonko@polbox.com>

Subject: Re: Testing Sounds

References: <199801182339.MAA10486@fep2-orange.clear.net.nz> <yam7323.1416.3868184@smtp.ix.netcom.com>

Content-Transfer-Encoding: 7bit

Hi!

Curt Esser wrote:

> The sound objects contain the information for the period (playing speed) of a

> sound, and it's length, and I am sure there is a way to determine the playing

> time from this. However, I am not very good with math, and I am not able to

> determine this relationship. I am attaching a small test code that will load

> a sample, give it's period & length, then let you set the waiting time by

> trial & error.

This is quite simple rule - try this:

w.l=1+(len*FRM)/freq: Vwait w

len - length of sample data,

freq - frequency of sample

FRM - screen display frequency (for PAL - 50)

1 - you have to add this because sometimes the rest of calculation give

zero, - you can't wait 0

/// Chris Jonko

/// A1200T/040/25Mhz 10MB Ram 8xCD, HP ScanJet 4C

\V// kjonko@polbox.com

\XX/ http://free.polbox.pl/k/kjonko/index.htm

1.191   The future of blitz.

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xyNDU-0005e5-00; Fri, 30 Jan 1998 20:39:12 +0000

by orca.ucd.ie with SMTP; 30 Jan 1998 20:33:20 -0000

by maila.telia.com (8.8.8/8.8.5) with ESMTP id VAA14012

for <blitz-list@netsoc.ucd.ie>; Fri, 30 Jan 1998 21:32:55 +0100 (MET)

by d1o38.telia.com (8.8.5/8.8.5) with SMTP id VAA11748

for <blitz-list@netsoc.ucd.ie>; Fri, 30 Jan 1998 21:32:50 +0100 (MET)

From: Andreas =?iso-8859-1?Q?H=E5kansson?= <andy@bjuv.mail.telia.com>

Date: Fri, 30 Jan 1998 20:23:38 +0100

Subject: The future of blitz.

Content-Transfer-Encoding: quoted-printable

Hiya Steve,

Why havn't you told us this earlyer? There are many good asm

programers on the list. I'm sure some of them have a wide

knowlage of the 680x0 cpu family, and would love to help

with the future versions of blitz. I know for one that I

whould glady helped you if I hade the required knowlage of

asm, but I don't.

This doesn't mean that I wont help with everything I

possible chould help with. That chould be everything from

beta testing , amiga guide writing, and ideas.

I have a few thoughts of what really needs to be changed

asap. The way the compiler includes a library in an exe

file. Since the compiler in it's current stage includes the

whole librarys even if you only use one command of it, the

exe file tends to grow in size very rapidly. This must be

changed, a blitz exe file musn't be 10times the size of an C

exe file will. I'm not saying that they can be made the same

sinze, but there must be a way of making the comiler smarter

and only include needed parts of a library file.

I dont care if the next version will be called 2.6 or 3.0,

just as long as blitz takes a step forward to catch up with

everything it needs to catch up with (not saying everything

can be improved in the next version, but surly a few parts

if it chould).

The most importnat thing now is that you team up with a few

serious coders, that really belives in the future of blitz.

And the poeple of the blitz list does. Have you read all the

ideas thats been talked about here these last few days to

promote blitz? There are plans of getting a table at Gateway

Amiga Show'98, and give away free disks with blitz written

software. We at Vivid Imagination has written a MUI lib for

blitz which in a very simple way enables the blitz users to

access mui from within blitz. Tons of librarys has been

written for blitz, and they all are freeware.

Tons of commercial software is beeing written in blitz, a

few examples of this is Foundation, Sixth Sence

Investigations, Greeting Card Workshop, Gloom3 and Gloom3 -

Directors Cut, and we at Vivid Imagination is butting a lot

of time to develop our RPG/Shoo'em-up game called The Dark

Zone.

Our game will have some pretty impresive specs. I cant tell

you much, but the gfx will be renders, the storyboard will

be non-linear, isometric view and much more. We know that

blitz has the needed power if you just know how to use it

(and is you combined it with asm then you can do just about

what you like).

So please what ever you do. DONT DROP BLITZ IN THE OCEAN...

ByE! - Founder Of Vivid Imagination.

-- =

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-=3D-.-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-.

| *Regards :* Andreas H=E5kansson | Amiga 4000 - 200Mhz |

| *Alias :* TJoMMe | PPC / 50Mhz 060 - 50 |

| *E-Mail :* andy@bjuv.mail.telia.com | Mb Ram - 3.5Gb 9ms HD |

| *Home :* http://tjomme.home.ml.org | And Loads More |

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| *Group :* Vivid Imagination - *Founder/Coder* |

| *Home :* http://vivid.home.ml.org - *Not up yet* |

| *Project :* The *Dark* Zone - *Rpg/Shoot em'up* |

| *Status :* [#---------]5% - *Coding has begun* |

| *Project :* PowerMAP - *Advanced map editor* |

| *Status :* [#####-----]50% - *Beeing re-designed* |

| *Project :* EFMUILib - *MUI lib for Blitz Basic* |

| *Status :* [##########]100% - *mui38dev-bb2 (dev/mui)* |

`-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D-=3D=

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1.192   Re: The New FDConverter

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xpkpq-0002yo-00; Wed, 7 Jan 1998 02:03:10 +0000

by orca.ucd.ie with SMTP; 7 Jan 1998 02:03:12 -0000

Message-Id: <199801070202.PAA18383@fep2-orange.clear.net.nz>

From: "Julian Kinraid" <jkinraid@clear.net.nz>

Subject: Re: The New FDConverter

Date: Wed, 7 Jan 1998 14:50:01 +1300

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

X-Priority: 3

X-MSMail-Priority: Normal

X-MimeOle: Produced By Microsoft MimeOLE Engine V4.71.1008.3

From: Andreas H=E5kansson <andy@bjuv.mail.telia.com>

Date: 31 December 1997 12:40

Subject: The New FDConverter

Hi Andreas,

>I rember a while back some1 wrote that he/she had rewritten

>the FDConverter, so that it chould convert devices aswell.

>Chould that person please send that version directly to me.

>I whould be very greatful if he/she chould do so, since I

>need to convert the serial.device so that I can use it from

>blitz.

To use the serial.device, you have to use DoIO(), SendIO(), etc. =

FDConvert is for converting FD files, and the serial.device doesn't have =

any functions to call, hence no FD file (unless you are using a special =

serial.device?).

If you (and BootBlock of Carnage) still want it anyway, E-Mail me.

Ciao,

Julian Kinraid

jkinraid@clear.net.nz

1.193   ToolTypes

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xxhoa-0005iE-00; Thu, 29 Jan 1998 00:26:44 +0000

by orca.ucd.ie with SMTP; 29 Jan 1998 00:24:42 -0000

id <DY4M7L6K>; Thu, 29 Jan 1998 00:26:41 -0000

From: "Wright J.A" <J.A.Wright@rhbnc.ac.uk>

Subject: ToolTypes

Date: Thu, 29 Jan 1998 00:26:40 -0000

X-Priority: 3

hello again Blitzers,

ok, i know this was talked about a few weeks ago!

but i didn`t save the messages :(((but..... how do u find out what

tooltypes are set from in your program??? eg... i got a tooltype

"RUN_AS" that can be: APPMENU, APPICON, or EXE.

i know you can help :)

thanks,

Darklight

1.194   Tubby bye-bye ...

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xqj8i-0006mw-00; Fri, 9 Jan 1998 18:26:40 +0000

by orca.ucd.ie with SMTP; 9 Jan 1998 18:26:38 -0000

by geocities.com (8.8.5/8.8.5) with SMTP id KAA06474

for <blitz-list@netsoc.ucd.ie>; Fri, 9 Jan 1998 10:25:49 -0800 (PST)

From: BootBlock of Carnage <bootblock@geocities.com>

Date: Fri, 09 Jan 1998 18:16:59 GMT0

Organization: Carnage

Subject: Tubby bye-bye ...

Okay then everyone, my InterNET access runs out, and I won't be able to

read/write any email, well not until I get a new ISP (which'll be very soon -

hopefully!).

So, everyone, thanks for the help, and I'll be back to play as soon as I can!

(right, gott'a unsubscribe now ....)

--

.-----------------------------------.-----------------------------------.

| A1200/28Mhz/2+4Mb/K56Flex/HyperCOM | Amiga Blitz 2 coder type UK bloke! |

| EMAIL: BootBlock@GeoCities.com | www.geocities.com/SiliconValley/ |

| "NightLife BBS" - online soon! | Lab/4868/index.html - almost ready |

|-----------------------------------"-----------------------------------|

| I won't be able to access my email after the 10th Jan for a while .... |

`---'

1.195   Unsubscribe conduit@plmorris.demon.co.uk

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xxddS-0006Tg-00; Wed, 28 Jan 1998 19:58:58 +0000

by orca.ucd.ie with SMTP; 28 Jan 1998 19:57:26 -0000

id aa1019589; 28 Jan 98 19:23 GMT

From: Paul Morris <comunion@plmorris.demon.co.uk>

Date: Wed, 28 Jan 1998 19:21:46 -0500

Subject: Unsubscribe conduit@plmorris.demon.co.uk

I wish to UnSubscribe from this List .

1.196   Unsubscribe conduit@plmorris.demon.co.uk

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xy0mt-0006qC-00; Thu, 29 Jan 1998 20:42:15 +0000

by orca.ucd.ie with SMTP; 29 Jan 1998 20:40:50 -0000

id aa1021401; 29 Jan 98 19:14 GMT

From: Paul Morris <comunion@plmorris.demon.co.uk>

Date: Wed, 28 Jan 1998 19:21:46 -0500

Subject: Unsubscribe conduit@plmorris.demon.co.uk

I wish to UnSubscribe from this List .

1.197   Re: Unsubscribe conduit@plmorris.demon.co.uk

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xxlBx-0007Zg-00; Thu, 29 Jan 1998 04:03:05 +0000

by orca.ucd.ie with SMTP; 29 Jan 1998 04:01:45 -0000

by thunder.prohosting.com (8.8.5/8.8.5) with ESMTP id NAA29854

for <blitz-list@netsoc.ucd.ie>; Wed, 28 Jan 1998 13:04:15 -0700 (MST)

Date: Wed, 28 Jan 1998 21:55:09 -0600

From: Jaime Araiza <guyvr@free.prohosting.com>

Organization: Wunderman Cato Johnson

Subject: Re: Unsubscribe conduit@plmorris.demon.co.uk

Content-Transfer-Encoding: 7bit

Paul Morris wrote:

> I wish to UnSubscribe from this List .

You need to use this 'commands':

<blitz-list-subscribe@netsoc.ucd.ie>:

Receive future messages sent to the mailing list.

<blitz-list-unsubscribe@netsoc.ucd.ie>:

Stop receiving messages.

<blitz-list-get.12345@netsoc.ucd.ie>:

Retrieve a copy of message 12345 from the archive.

Cya!

P.D. Did u sell your Amiga? Or Blitz?

1.198   Re: Visualprefs

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xxXYR-0005Z7-00; Wed, 28 Jan 1998 13:29:24 +0000

by orca.ucd.ie with SMTP; 28 Jan 1998 13:27:19 -0000

by dfw-ix7.ix.netcom.com (8.8.4/8.8.4)

id HAA04965 for <blitz-list@netsoc.ucd.ie>; Wed, 28 Jan 1998 07:26:59 -0600 (CST)

id rma004956; Wed Jan 28 07:26:39 1998

From: Curt Esser <camge@ix.netcom.com>

Date: Tue, 27 Jan 1998 05:31:28 -0600

Subject: Re: Visualprefs

Hi,

On 27-Jan-98, Julian Kinraid wrote:

>>JK>Has anyone noticed that programs using GTLists have trouble with

>>JK>VisualPrefs?

>>

>>It's good (?) to know someone else is having this problem. It's actualy

>a

>>problem with GTScroller and GTSlider too. The beta FAQ 1.1 I posted a

>few

>>days ago details the way I worked around it. Any comments/suggestions

>for

>>better ways would be appreciated for the FAQ.

>You can actually fix it by having an error handler do nothing.

>SetErr

>End SetErr

>This method works fine, and doesn't cause any lost memory, enforcer or

>mungwall hits. You *don't* have to have runtime error checking on for

>this to work.

But if this empty error trap is left on all the time, you now have the problem

that any real errors will also be ignored and cause the whole system to crash.

Do you just need to do this while the GTlist is being made, or must you use

this each time it is attached to the window, or every time it is changed, or

what?

Also, what happens if you ARE using GTShape gadgets?

Sorry for the questions, but I don't use VisualPrefs. So I can not test this

myself. But I would like to make my programs compatable for those who do.

Thanks for your help.

Bye...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

1.199 Re: Visualprefs

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xxLPv-0007Mu-00; Wed, 28 Jan 1998 00:31:48 +0000

by orca.ucd.ie with SMTP; 28 Jan 1998 00:30:23 -0000

From: "Julian Kinraid" <jkinraid@clear.net.nz>

Subject: Re: Visualprefs

Date: Wed, 28 Jan 1998 13:01:28 +1300

charset="iso-8859-1"

Content-Transfer-Encoding: 7bit

X-Priority: 3

X-MSMail-Priority: Normal

X-MimeOle: Produced By Microsoft MimeOLE V4.72.2002.0

Hi Alex,

>On 01-Jan-98, Julian Kinraid wrote:

>JK> Hi all,

>

>JK>Has anyone noticed that programs using GTLists have trouble with

>JK>VisualPrefs?

>

>It's good (?) to know someone else is having this problem. It's actualy

a

>problem with GTScroller and GTSlider too. The beta FAQ 1.1 I posted a

few

>days ago details the way I worked around it. Any comments/suggestions

for

>better ways would be appreciated for the FAQ.

You can actually fix it by having an error handler do nothing.

SetErr

End SetErr

I've found out what the problem is. Because Visualprefs mucks around
with a gadgets image, Blitz gets confused because it assumes that when
you have two different images for a gadget, it thinks its a GTShape.
Blitz then tries to free the image structure memory, but when it finds
out it never allocated that image in the first place, it says 'Unable to
free memory'.

This method works fine, and doesn't cause any lost memory, enforcer or
mungwall hits. You *don't* have to have runtime error checking on for
this to work.

Ciao,

Julian Kinraid

1.200   Re: Visualprefs

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xy3Ex-0002i8-00; Thu, 29 Jan 1998 23:19:23 +0000

by orca.ucd.ie with SMTP; 29 Jan 1998 23:18:09 -0000

From: "Julian Kinraid" <jkinraid@clear.net.nz>

Subject: Re: Visualprefs

Date: Fri, 30 Jan 1998 12:10:19 +1300

charset="iso-8859-1"

Content-Transfer-Encoding: 7bit

X-Priority: 3

X-MSMail-Priority: Normal

X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2002.0

Hi Curt,

<snip>

>>You can actually fix it by having an error handler do nothing.

>

>>SetErr

>

>>End SetErr

>

>>This method works fine, and doesn't cause any lost memory, enforcer or

>>mungwall hits. You *don't* have to have runtime error checking on for

>>this to work.

>

>But if this empty error trap is left on all the time, you now have the

problem

>that any real errors will also be ignored and cause the whole system to

crash.

I don't use SetErr myself, so I don't have this problem. Alexander

Wingrove suggested using ClrErr. You can have your main error handler

at the top, but you have something like this at the end -

ClrErr

SetErr:End SetErr

Free GTList x

You could install the main error handler again after you have done this.

>Do you just need to do this while the GTlist is being made, or must you use

>this each time it is attached to the window, or every time it is changed,

or

>what?

The bug only appears when you free the gtlist (Free GTList x), or at the

End command if you let Blitz free it.

>Also, what happens if you ARE using GTShape gadgets?

Haven't tried it myself, but I would think it would work fine.

Ciao,

Julian Kinraid

1.201 WaitEvent (Thanks for the help..)

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xuqI2-0006Cj-00; Wed, 21 Jan 1998 02:53:18 +0000

by orca.ucd.ie with SMTP; 21 Jan 1998 02:52:48 -0000

From: Ben Crowl <bcrowl@es.co.nz>

Date: Wed, 21 Jan 1998 15:49:02 +0500

Subject: WaitEvent (Thanks for the help..)

Cheers to all the people how helped with the WaitEvent problem,

it's all sorted now..

Later

Ben Crowl

.

!

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| +_)--l\ ||

| (_ --l|\l

|_+_)--|| \|

-<=========|====>-

:

==(<= bcrowl@es.co.nz =>)==

1.202 WBStart

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xpLnJ-0002HG-00; Mon, 5 Jan 1998 23:18:53 +0000

by orca.ucd.ie with SMTP; 5 Jan 1998 23:18:49 -0000

by mailhost.ldn1.uk.internetfci.net (8.8.7/8.8.7) with SMTP id XAA11904

for <blitz-list@netsoc.ucd.ie>; Mon, 5 Jan 1998 23:19:21 GMT

From: Alexander Wingrove <awingrove@thenet.co.uk>

Date: Mon, 05 Jan 1998 22:48:33 -0000

Subject: WBStart

Hi everyone,

I have nearly finished the new version of HandBook. In this version, you

will be able to run the viewer program either by command line or as if it

had been run from workbench (so it picks up it's tooltypes, etc.).

To do this I am using the wbstart.library (after converting it's .fd

file from WBStart.lha on Aminet). However, this library requires

Workbench 3.

My question is, does anyone know of a different way of running a program

as if it has been run from workbench?

If I have to, I will make the new version WB3 only, but I don't really

want to do that. At the moment, though, it looks like I will have to make

three versions. One for WB2, one foe WB2.1+ (with Locale) and one for

WB3+ (with WBStart). This seems a bit silly to me :)

Thanks,

Alex

--

+-- Alex Wingrove / awingrove@thenet.co.uk --+

[www.thenet.co.uk/~awingrove/blitz/]

[Blitz Program Collection and Blitz List FAQ]

1.203 Weird

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xuNjs-0001jB-00; Mon, 19 Jan 1998 20:24:09 +0000

by orca.ucd.ie with SMTP; 19 Jan 1998 20:23:04 -0000

by troi.cistron.nl (8.8.5/8.8.5) with SMTP id VAA01614

for <blitz-list@netsoc.ucd.ie>; Mon, 19 Jan 1998 21:21:56 +0100

Message-Id: <3.0.3.32.19980119211717.006a7070@pop3.cistron.nl>

X-Sender: sergev@pop3.cistron.nl

Date: Mon, 19 Jan 1998 21:17:17 +0100

From: Serge Veugelers <sergev@cistron.nl>

Subject: Weird

Mime-Version: 1.0

Hi Guys,

I now received a mail telling me I was subscribed to the blitz-list.

However I don't see any mail from the list other than direct replies

to my e-mail. Is it that quiet ATM ? Or am I still not subscribed ?

Bye now,

Serge

######## - THE QUALITY TEAM - (sergev@cistron.nl)

| ~ ~ | oO| Serge Veugelers (Coding) |

C| 0 0 |D | Raymond Zachariasse (Graphics) |

| { } | |=-|

| ~~ | | Current projects : BrainTeaser : Puzzle (10%)|

~~~~~~~~ | IRQBlit : Blitzlib (20%)|

|||||||| --

Member of CineTech : Sixth Sense Investigations is now shipping

1.204   Re: Weird

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xuQZW-0001PL-00; Mon, 19 Jan 1998 23:25:39 +0000

by orca.ucd.ie with SMTP; 19 Jan 1998 23:25:02 -0000

by mailhost.ldn1.uk.internetfci.net (8.8.7/8.8.7) with SMTP id XAA11189;

Mon, 19 Jan 1998 23:25:15 GMT

From: Alexander Wingrove <awingrove@thenet.co.uk>

Date: Mon, 19 Jan 1998 23:22:09 -0000

Subject: Re: Weird

On 19-Jan-98, Serge Veugelers wrote:

SV>I now received a mail telling me I was subscribed to the blitz-list.

SV>However I don't see any mail from the list other than direct replies

SV>to my e-mail. Is it that quiet ATM ? Or am I still not subscribed ?

I had about 8 emails from the list today. You should get this mail twice.

(once direct and once via the list)

Bye,

Alex

--

+-- Alex Wingrove / awingrove@thenet.co.uk --+

[www.thenet.co.uk/~awingrove/blitz/]

[Blitz Program Collection and Blitz List FAQ]

1.205   Where can i get Hardware Manual???

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xtAG0-0003T7-00; Fri, 16 Jan 1998 11:48:17 +0000

by orca.ucd.ie with SMTP; 16 Jan 1998 11:47:16 -0000

id <C9H1BLPT>; Fri, 16 Jan 1998 11:48:17 -0000

From: "Wright J.A" <J.A.Wright@rhbnc.ac.uk>

Subject: Where can i get Hardware Manual???

Date: Fri, 16 Jan 1998 11:48:16 -0000

X-Priority: 3

hi ya,

ok, where can i get the info on the A1200`s hardware address`s.. eg.

the hardware address`s for the blitter, and for the CIA chips.... i know

the Blitz2 manual has them in the back, but i`ve left mine at home, and

i`m at my uni now :(((

James

1.206   Wlines

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xsFS0-0000Dv-00; Tue, 13 Jan 1998 23:08:52 +0000

by orca.ucd.ie with SMTP; 13 Jan 1998 23:09:04 -0000

(Post.Office MTA v3.1.2 release (PO203-101c)

ID# 549-33929U100000L2S50) with SMTP id AAA13251

for <blitz-list@netsoc.ucd.ie>; Tue, 13 Jan 1998 23:08:18 +0000

Date: Tue, 13 Jan 1998 23:10:23 +0000

From: Dave <d.boaz@virgin.net>

Organization: None

Subject: Wlines

Content-Transfer-Encoding: 7bit

Hi there

Has anyone been able to do those crosshairs like in some shape

grabbers

you know the two lines one going down the screen the other across.

I`ve been trying to do it today with some strange results, I`ve done

it on a screen before to work great because using ` line ` you can

use -1 for the colour to invert the colours your drawing over.

One problem is ` Wline ` for drawing lines in a window doesn`t let me

do this, So I have been trying to get around this, I thought if

I draw the lines first then when finished I could use putsuperbitmap

again to restore the graphics, the problem is sometimes the lines are

removed as I want but other times they aren`t :(

I find this very strange as I`m doing the same thing every time.

I was wondering if someone else as already work out a good way to

do this in a window?

Thanks for any comments

Dave

1.207   Re: Wlines

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xsR6K-0002uv-00; Wed, 14 Jan 1998 11:35:17 +0000

by orca.ucd.ie with SMTP; 14 Jan 1998 11:12:32 -0000

by ghwerig.mmu.ac.uk with esmtp (Exim 1.81 #2)

id 0xsQjb-0002ya-00; Wed, 14 Jan 1998 11:11:47 +0000

14 Jan 98 11:11:47 GMT

From: "Budda/Progress" <57229007@mmu.ac.uk>

Organization: Manchester Metropolitan University

blitz-list@netsoc.ucd.ie

Date: Wed, 14 Jan 1998 11:11:44 GMT

Subject: Re: Wlines

Reply-to: 57229007@mmu.ac.uk

Priority: normal

X-mailer: Pegasus Mail for Windows (v2.42a)

Dave grunted about Wlines:

> I was wondering if someone else as already work out a good way to

> do this in a window?

>

I think you must set the WJam mode first. Check the Blitz manual for

details of which one.

Cheerio,

Mike.

_____

Amiga 1200T/060/18MB/Zorro II/2 HDD/2 FDD/4xCD/EZ 135

.--. .--------.

| current Key To Driving Theory 97% | . | |

| projects: Encarta Style Encyclopedia Engine 23% | .__/__. | sPacE |

| enLOCK v4.0 - Flashy HD Security 40% | \ oO / | 4 |

| Visual Blitz [Idea Testing] 2% | ./_ -_\. | rEnT |

+--+ \/ | |

| http://www.geocities.com/SiliconValley/Pines/4814/ | . | |

’--’ ’--------’

1.208   Word Wrap

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xsWZP-0005ZM-00; Wed, 14 Jan 1998 17:25:43 +0000

by orca.ucd.ie with SMTP; 14 Jan 1998 17:25:42 -0000

by ghwerig.mmu.ac.uk with esmtp (Exim 1.81 #2)

id 0xsWYh-00052s-00; Wed, 14 Jan 1998 17:24:55 +0000

14 Jan 98 17:24:54 GMT

From: "Budda/Progress" <57229007@mmu.ac.uk>

Organization: Manchester Metropolitan University

Date: Wed, 14 Jan 1998 17:24:38 GMT

Subject: Word Wrap

Reply-to: 57229007@mmu.ac.uk

Priority: normal

X-mailer: Pegasus Mail for Windows (v2.42a)

I wrote a word wrap routine which handles proportinal fonts. It uses

the TextLength_ command from the OS to get the string length in

pixels.

However the routine seems to be really slow compared to the ikes of

what A-Web, Voyager and friends can do. I need it to fill a window

with a block of text which doesn't rely on the txt to be

pre-formatted. This is because the window will be re-sizable.

Does anybody have a fast routine to do this??? Somebody on the list

last year mentioned they had made a HTML browser, are you still here?

Any help or tips appreciated :-)

Cheerio,

Mike.

Amiga 1200T/060/18MB/Zorro II/2 HDD/2 FDD/4xCD/EZ 135

.--. .--------.

| current Key To Driving Theory 97% | . | |

| projects: Encarta Style Encyclopedia Engine 23% | .__/__. | sPacE |

| enLOCK v4.0 - Flashy HD Security 40% | \ oO / | 4 |

| Visual Blitz [Idea Testing] 2% | ./_ -_\. | rEnT |

+--+ \/ | |

| http://www.geocities.com/SiliconValley/Pines/4814/ | . | |

'--' '--------'

1.209   [Blitz] Fields

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xuR0I-0003kT-00; Mon, 19 Jan 1998 23:53:19 +0000

by orca.ucd.ie with SMTP; 19 Jan 1998 23:52:43 -0000

X-ROUTED: Mon, 19 Jan 1998 17:52:06 -0500

X-TCP-IDENTITY: Trilobyte

id BBDDCODM ; Mon, 19 Jan 1998 17:51:46 -0500

From: Tim Johnson <trilobyte@rockford.com>

Date: Mon, 19 Jan 1998 17:46:08 -0600

Organization: Blip!

Subject: [Blitz] Fields

Content-Transfer-Encoding: quoted-printable

Does anyone have any sample code using the Fields command? Any

little snippet will do.

Thanks!

-- =

+----------------------+---------------------+--------------------+

| Tim Johnson | Amiga2000HD/1MBc/8MBf | I have a 486 too. |

| trilobyte@rockford.com | '030-50MHz & VT 2.0 | I don't use it. |

+----------------------+---------------------+--------------------+

| Meat Beat Manifesto . =B5-Ziq . Capsize 7 . Kraftwerk . Dead Kennedys =

|

+--+

My homepage: http://www.dto.net/~tril/

1.210   [blitz] I can't take it anymore!

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xrCPu-0003np-00; Sun, 11 Jan 1998 01:42:22 +0000

by orca.ucd.ie with SMTP; 11 Jan 1998 01:42:31 -0000

id aa1027971; 11 Jan 98 1:36 GMT

From: James L Boyd <jamesboyd@velvety.demon.co.uk>

Date: Sun, 11 Jan 1998 01:35:45 -0000

Subject: [blitz] I can't take it anymore!

Content-type: multipart/mixed; boundary="BOUNDARY.7315.2269.1745014760.3"

Warning: This is a message in MIME format. Your mail reader does not

support MIME. Some parts of this message will be readable as plain text.

To see the rest, you will need to upgrade your mail reader.

This message was composed on an Amiga using the YAM mailer.

YAM is available at http://bitcom.ch/~mbeck/

--BOUNDARY.7315.2269.1745014760.3

(Sorry about the attachment,but it's pretty small... :)

Help me!!! I've been stuck on this for days now:

I'm trying to remap a brush to the Workbench palette,so I don't keep

changing the Workbench palette...

I've got Xavier Muel's FindColor command,which appears to be the same as

ObtainBestPenA()...as far as I can tell,this should return the number of

the Workbench pen closest to the colour you require (BTW ObtainBestPenA()

freezes up my program,with no error message,and it won't exit).

Unfortunately,the docs for FindColor() don't really explain how to use

it very well...

I've attached my attempted remapping code.

Can anyone tell me what's going wrong here?

Please? :)

```
WBenchToFront_
;NoCli
FindScreen 0
Window 0,50,50,300,200,$140f,"",1,2
a$="art:doghead" ; insert your 8 colour shape here!
LoadShape 0,a$,0
PaletteInfo 0 ; this and AGARed(),etc are RI commands...
For a=0 To 7 ; assuming an 8-colour shape...
;assuming FindColor (...) returns the closest WB pen to the
;colour you ask for...
pen=FindColor (0,AGAPalRed(a),AGAPalGreen(a),AGAPalBlue(a),64)
; the above line should get the closest Workbench pen
; to the palette colour "a",right?
AGAPalRGB 0,a,AGARed(pen),AGAGreen(pen),AGABlue(pen)
; and shouldn't the above line remap the palette colour "a"
; to the pen colour?
Next a
Use Palette 0
;so the palette should be remapped to WB palette,right?
WBlit 0,75,50
;AAARRGGGHHH!!! WHY'S IT CHANGING THE F*****NG WORKBENCH PALETTE??!!!
; :)
Repeat
VWait
Until WaitEvent=$8
End
```

--

James L Boyd

jamesboyd@velvety.demon.co.uk

--BOUNDARY.7315.2269.1745014760.3

Content-Transfer-Encoding: base64

Rk9STQAACHBJTEJNQk1IRAAAABQA0ABZAD8ARAMCAYAAABYsAoABAENNQVAAAAAYzMzMAAAA
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Qk9EWWQAACATnAOcA5wDnAOcA5wDnAOcA5wDnAOcA5wDnAOcA5wDnAOcA5wABAAP9/wD87gDn
AOcAAQAP+/8A/vAA5wABAAP9/wD87gABAH/6/wD88QDnAAEAD/v/AP7wAAEAf/n/APj3AAF/
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ADj4AAR//7/AID3APcA
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AAAB+f8AwPcA+gAIf/8AB/n//8D3AAAH+/8AB/n//8D3AAAH+/8AB/n//8D3AAA/5wD9AAAD/8Ev/v//8D3APsAAAP9wS//4D3APkAA4D+AABA9ADnAOcA+QAAf4AADj4AAR//wAOAOcA
+QAAP4AADj4AAR//+9gD5AAYE/wEP9wAA+gAE/9AEv/v//8D3APsAAAP9AAAw9AA/
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AQPg9gD0AAED4PYA+QAQAGCAAAQD/+PYA9AAF/
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5wDnAOcA5wA=
--BOUNDARY.7315.2269.1745014760.3--

1.211   Re: [blitz] I can't take it anymore!

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xrJpX-00054E-00; Sun, 11 Jan 1998 09:37:19 +0000

by orca.ucd.ie with SMTP; 11 Jan 1998 09:37:30 -0000

by dfw-ix1.ix.netcom.com (8.8.4/8.8.4)

id DAA05589 for <blitz-list@netsoc.ucd.ie>; Sun, 11 Jan 1998 03:36:39 -0600 (CST)

id rma005586; Sun Jan 11 03:36:20 1998

From: Curt Esser <camge@ix.netcom.com>

Date: Sun, 11 Jan 1998 03:28:12 -0600

Subject: Re: [blitz] I can't take it anymore!

On 10-Jan-98, James L Boyd wrote:

>I'm trying to remap a brush to the Workbench palette,so I don't keep

>changing the Workbench palette...

>Can anyone tell me what's going wrong here?

>;AAARRGGGHHH!!! WHY'S IT CHANGING THE F*****NG WORKBENCH PALETTE??!!!

The code is remapping the workbench screen to the brush. You need to grab the

workbench screen colours into a separate palette object first.

(I sent James an example of how to do this. If anyone else wants it, let me

know.)

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

1.212   [Fwd: BlockScroll or CockupScroll ?]

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xrpg1-0004LQ-00; Mon, 12 Jan 1998 19:37:37 +0000

by orca.ucd.ie with SMTP; 12 Jan 1998 19:37:38 -0000

by florence.pavilion.net (8.8.8/8.8.7) with ESMTP id TAA28867

for <blitz-list@netsoc.ucd.ie>; Mon, 12 Jan 1998 19:36:29 GMT

Date: Mon, 12 Jan 1998 19:39:09 +0000

From: Liz Tucker <tucks@pavilion.co.uk>

Organization: Desktop Corruption

Subject: [Fwd: BlockScroll or CockupScroll ?]

X-Priority: 3 (Normal)

This is a multi-part message in MIME format.

--------------1FD30B396C0052FF856D4AC0

Content-Transfer-Encoding: 7bit

Hi everyone,

I have forwarded this to the list as although it came directly to me

there might be someone else who can help.

See you,

Liz. tucks@pavilion.co.uk

""

Desktop Corruption - Team Leader http://deskcorruption.home.ml.org

Email us at............ deskcorruption@rhodger.demon.co.uk

Current Project.......... Dafel:Bloodline

""

--------------1FD30B396C0052FF856D4AC0

Content-Transfer-Encoding: 7bit

Content-Disposition: inline

Return-Path: <shezzor@asp.u-net.com>

by florence.pavilion.net (8.8.8/8.8.7) with SMTP id SAA23159

for <tucks@pavilion.co.uk>; Mon, 12 Jan 1998 18:19:11 GMT

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xroFb-0003oF-00; Mon, 12 Jan 1998 18:06:16 +0000

From: Anthony Sherratt <shezzor@asp.u-net.com>

Date: Mon, 12 Jan 1998 18:06:51 -0500

Subject: Re: BlockScroll or CockupScroll ?

Content-Transfer-Encoding: quoted-printable

On 11-Jan-98, Liz Tucker coffed up:

Hi Liz,

>Yes there is a bug with the blockscroll command in one direction. It

>just keeps repeating the top 16 rows of pixels all the way down the

>display if I remember correctly if you try and move the display

>downwards. Is this the problem you are finding?

Yeah this is the exact thing that is happening.

>When you try to scroll left, right or upwards it works OK.

I noticed. Does anyone have any code (asm or blitz) for instead of

this command. Anton Reinauer sent me some hardware scrolling code but

this is not what I'm really looking for (although it was a good read

and might come in handy sometime, Thanks).

I DO want to scroll 16 pixels at a time. But the /Scroll/ command is

to slow.

>I did mention this to RWE at the time I found it but nothing ever came

>of it. :(

Talking about RWE, where are they ? I've not heard from in ages,

is this because of Blitz 3 or something.

Anthony Sherratt

-- =

=F7 _ ____ =F7 ____ *NEW WEB PAGE COMING PRETTY DARN SOON*

/ \ =F7 / __/ / __,\ .-------------------------------------.

,_/_=A1__ _/__ _ / ___/ | #Monty The Wolf# - *OUT NOW* =

|

,_____/ Y_ Y_ =A1 =B7 | #Roswell Gfx Adv# - [###=3D-------]33% =

|

| =A1 _(_) _(_) | -=F7- | #Conquest# - [=3D----------]03% =

|

: : : : : =B7 `-------------------------------------'

--------------1FD30B396C0052FF856D4AC0--

1.213   Re: [Fwd: BlockScroll or CockupScroll ?]

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xsFzh-0002VZ-00; Tue, 13 Jan 1998 23:43:41 +0000

by orca.ucd.ie with SMTP; 13 Jan 1998 23:43:51 -0000

by wws1.ww.co.nz (8.8.8/8.8.8RH) with SMTP id MAA30482

for <blitz-list@netsoc.ucd.ie>; Wed, 14 Jan 1998 12:43:29 +1300

From: Anton Reinauer <anton@ww.co.nz>

Date: Tue, 13 Jan 1998 12:25:19 +1200

Subject: Re: [Fwd: BlockScroll or CockupScroll ?]

On 13-Jan-98, Liz Tucker wrote:

>I DO want to scroll 16 pixels at a time. But the /Scroll/ command is

>too slow.

If it's too slow, you'll have to use hardware scrolling, as you won't

have any other choice, plus it uses bugger all CPU and Blitting time in

comparison!

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2.0

A1200,2M,CD-Rom - Cruisin' the `highway in ma little old 500, with

the /windows/ down! ;-)

Project: UDP_Chat [*****] , Pyro-Mid [******]

<http://www.ww.co.nz/home/anton>

1.214   Re: [Fwd: BlockScroll or CockupScroll ?]

by mserv1a.u-net.net with smtp (Exim 1.73 #4)

id 0xsEXr-0003Mo-00; Tue, 13 Jan 1998 22:10:51 +0000

by orca.ucd.ie with SMTP; 13 Jan 1998 22:11:02 -0000

(Post.Office MTA v3.1.2 release (PO203-101c)

ID# 549-33929U100000L2S50) with SMTP id AAA6122

for <blitz-list@netsoc.ucd.ie>; Tue, 13 Jan 1998 22:10:10 +0000

Date: Tue, 13 Jan 1998 22:12:14 +0000

From: Dave <d.boaz@virgin.net>

Organization: None

Subject: Re: [Fwd: BlockScroll or CockupScroll ?]

References: <34BA715D.980639E4@pavilion.co.uk>

Content-Transfer-Encoding: 7bit

> Hi Liz,

>

> >Yes there is a bug with the blockscroll command in one direction. It

> >just keeps repeating the top 16 rows of pixels all the way down the

> >display if I remember correctly if you try and move the display

> >downwards. Is this the problem you are finding?

>

> Yeah this is the exact thing that is happening.

>

> >When you try to scroll left, right or upwards it works OK.

>

> I noticed. Does anyone have any code (asm or blitz) for instead of

> this command. Anton Reinauer sent me some hardware scrolling code but

> this is not what I'm really looking for (although it was a good read

> and might come in handy sometime, Thanks).

>

> I DO want to scroll 16 pixels at a time. But the /Scroll/ command is

> to slow.

Does anyone one know the differnce between Blockscroll and scroll?

yes I know that blockscroll is faster because it only works on 16

pixel

aligned graphics, but if this was the only reason couldn`t you just

use

scroll and make sure it was Word aligned your self.

> Talking about RWE, where are they ? I've not heard from in ages,

> is this because of Blitz 3 or something.

Your hoping, and so am I :)

Is anyone on the list a beta-tester for RWE I know they were looking

for

some. If so what is going on with Blitz? It all seems a bit quiet.

Also on a different note does anyone know if it`s possible to alter

the

size of my Harddrive partitions without reformating the drive?

Thanks for any comments

DAVE