

**012a6af0-0**

Comanche

**COLLABORATORS**

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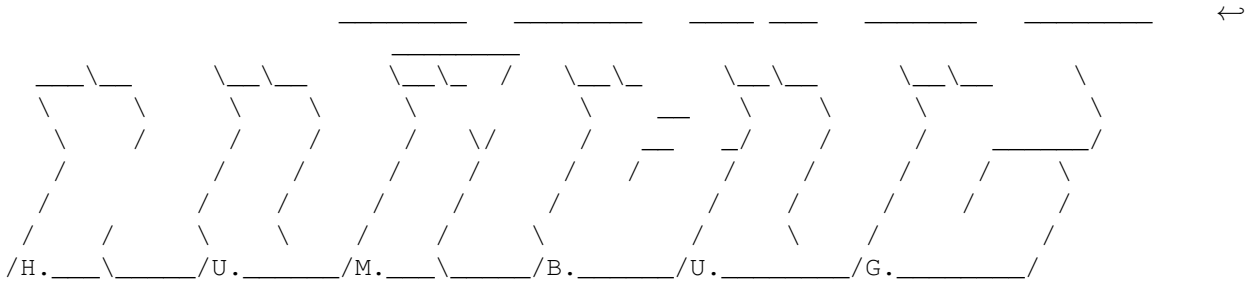
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# Chapter 1

## 012a6af0-0

### 1.1 LightView



- m - i - m - e - t - i - c - s -  
 LightView v1.07  
 (c) 1998-1999 Humbug Mimetics  
 ieðeâiã íà ðóññêèéé ÿçûê îñóùeñòâäëeí Bedazzle

Àâòíðñêèè ìðààà

Ââeäeíèè

Òðeáíâàíèÿ è ñèñòeìe

Âîçìíæíñòè

Èñííèüçíâàíèè

Îøeáèè è íãðàíè\$\\div\$eíèÿ

Àâòíðù

Èçìeíeíèÿ

Áóäóùee

Ðeãèñòðàòèÿ

## 1.2 Ààòìðñêèè ìòààà

\$VER: "AFD-COPYRIGHT"(TM) English Version 1.2 (27.10.96)

```

      / / / /
     / / / /
    / / / /
   / / / /
  / / / /
 / / / /
/ / / /
" " " "

*====*
*   Standard Amiga FD-Software   *
*   Copyright Note (TM)         *
*====*
*
*   Version 1.2 - English       *
*   27-Oct-1996                *
*
*====*

```

### 0. INTRODUCTION =====

If you are a user I hope you like this Standard Copyright Note for Freely Distributable Amiga® Software you only have to read once instead of individual notes. There are translated versions of this document available on Aminet® named:

/pub/aminet/docs/misc/AFD-Files1-xx.lha (xx = number of languages).

If you are a software developer and want to include this document in your own FD package then please read it carefully first, especially chapter 5 "DEVELOPERS INFORMATION". Thank you for your support.

### 1. COPYRIGHT =====

- a. This software is copyrighted by its developer(s). That means that you are NOT ALLOWED to modify the program(s) and documentation in any way. Especially you MUST NOT REMOVE the documentation or this text file.
- b. You are NOT allowed to use this software or any part of it for any other purpose than that one mentioned in its documentation, this also includes any fonts, images or samples. If the developer(s) did NOT include the source code of the program(s) in this package you are NOT allowed to de-compile any part of it.

### 2. DISTRIBUTION =====

This package is freely distributable. That means you are allowed to re-distribute this package as long as you follow these points:

- a. Any re-distribution has to include all files in this archive, including this "AFD-COPYRIGHT" file, without any modifications. You are NOT allowed to add any files to the archive.
- b. This package may be freely distributed via BBSs, InterNet/UseNet, software libraries such as Fred Fish's and Aminet® CD-ROM, and other similar electronic channels.

- c. Disk magazines and services that charge extra for file transfers may NOT distribute it without written permission by the developer(s)!

### 3. DISCLAIMER =====

By using this product, you accept the FULL responsibility for any damage or loss that might occur through its use or the inability to use it. The developer(s) of the software and the author and the translators of this "Copyright Note" can NOT be held responsible.

IMPORTANT: The author and the translators of this "Copyright Note" do NOT give any guarantee for the quality and usefulness of ANY products that are subject to this note!!!

Some names used in this text are trademarks or registered trademarks. The use of these names does not imply that they are free.

### 4. RETURN SERVICE =====

"Freely distributable" only says that you do not have to pay for copying or redistributing the software. You are allowed to test this product for 30 days. If you like it and decide to use the product regularly, most of the developers want something in return for their efforts.

The documentation of this software contains one classification out of these:

- a. Freeware - You are allowed to use this software FREE.
- b. Mailware - You have to send the developer(s) a MESSAGE (by email or snailmail).
- c. Cardware - You have to send the developer(s) a POSTCARD.
- d. Donationware - You have to make a DONATION to an organization as stated in the documentation to this product.
- g. Giftware - You are requested to send the developer(s) a GIFT, for example:
  - some candy or
  - a package of disks or
  - a copy of a self-made program or
  - some money or
  - an Amiga 5000 PowerTower ;-)
- s. Shareware - You have to send the developer(s) the amount of MONEY demanded in the documentation.

### 5. DEVELOPERS INFORMATION =====

The concept of a "Standard-Licence" like this one has several advantages:

- You as a developer don't have to think about copyright stuff yourself. -
  - The users of your product have to read it only if they haven't done so before. - This document is available in several languages via Aminet®.
-

So you can be sure that the users have read it at least once and did understand it.

If you want to include "AFD-COPYRIGHT" (TM) in your own Amiga® FD-Software package you have to follow these rules:

- a. Read this whole document carefully and make sure that you agree with the whole text WITHOUT ANY EXCEPTIONS.

(If you do not agree with it, do not use it! You are allowed to copy parts

of it, but IF you do so, you MUST NOT use the names "AFD-COPYRIGHT" (TM) and "Standard Amiga FD-Software Copyright Note" (TM).)

- b. Make sure that you use the following Default-Tools in the .info-files you are going to release:

- for ASCII texts: More
- for AmigaGuide® documents: AmigaGuide
- for AmigaOS scripts: IconX
- for ARexx scripts: RX
- for configuration files: Ed
- for Installer scripts: Installer
- for IFF-ILBM pictures: Display

(The idea of this rule was inspired by Osma "Tau" Ahvenlampi, Finland. It was included to set a standard. If someone does not use these tools (s)he has to make not more than one link per file type!)

- c. Include a paragraph like the following in the manual to your product:

-----8<-----

This software is subject to the "Standard Amiga FD-Software Copyright Note".

It is <type\_of\_software> as defined in paragraph 4<x>. [...]

For more information please read "AFD-COPYRIGHT" (Version 1 or higher).

-----8<-----

Example:

This software is subject to the "Standard Amiga FD-Software Copyright Note".

It is SHAREWARE as defined in paragraph 4s.

If you like it and use it regularly please send \$15 to ...

For more information please read "AFD-COPYRIGHT" (Version 1 or higher).

- d. You have to include this file called "AFD-COPYRIGHT" (TM) (English). IF you include an AmigaGuide® hypertext documentation you can link it







Light View iðeäèàääè:

- iíèàç íáúeèòíâ LightWave (èíðíðìlàòèÿ í äðóäèð âíçìíæíúð òíðìàòàð â äèàâe  
,

Áóäóùee  
' )

- iíèàç íáúeèòíâ â ðàçèèè\$\div\$íúð ðæèìlàð:

- òí\$\div\$èè,
- èèíèè (òìèñòùe, eñèè \$\div\$eñòíí),
- iðìñòìe íàèìæeíèe ðeíeé (FLAT),
- íàèìæeíèe ðeíè Z-Shade,
- íàèìæeíèe ðeíeé Gouraud shading,
- iíäèeèèà íàèìæeíèÿ ðeíeé Phong (çàèðàñèà íéðóæeíèÿ),

- òðè ðæèìà ðàçâìðìòà iíèèäíííâ:

- íàðóæíàÿ ñòìðííà,
- áíóððeííÿ ñòìðííà,
- íæe ñòìðííú (ííííäàèò íeèìòìðùì èðèâí ñèííæeððèðíâáííúì íáúeèòàì),

- ñâíáíâííe ìàñðààèèðíâáíèe è ðàçâìðìò íáúeèòà iðè iíííùè íúðè,

- ààòíìàðèè\$\div\$eñèàÿ áíèìàòèÿ íáúeèòà (âðàùeíèe),

- iðèÿòíúé iíèüçíâàðeüñèèé èìðeððeéñ :),

- iíèíàÿ iííâíçàää\$\div\$ííñòù ñèñòeíú.

Èñòàòè, âí âðeíÿ çàäðóçèè íáúeèòà iðíâðâííà ààòíìàðèè\$\div\$eñèè èçíeíÿeò ðàçíeð íáúeèòà, \$\div\$òíáú íí iíäòíäèè äèÿ iðíâðâííú, è óääèÿeò òàé íàçúâàeíúe "ââíeíúe" àðàíè, èíòìðùe \$\div\$ñàòì iíÿäèÿðòñÿ iíñèe èííæeððèðíâáíèÿ èç äðóâíâí òíðìàòà.

Æeíííñòðàòèèííàÿ æeðñèÿ èííe\$\div\$íí æ, èíeèò íeèìòìðùe

íâðâíèè\$\div\$eíèÿ

. Ííè íe

òàèèe áíèüðèe, è ÿ äóìàð - èð âíñòàòì\$\div\$íí äèÿ òíâí, \$\div\$òíáú âñeðueç ←

ííäòíàòù

í

ðeäèñòðàòèè

:

- æeíí-æeðñèÿ LightView ííæeò çàäðóæàòù òíèüèí íáúeèòù, çàíèñàííúe â ñâíeí áíóððeííeí òíðìàòe (ííÿòííó âíeñòe ñ iðíâðâííe ííñòààèÿeòñÿ íeñèíèüèí íáúeèòíâ äèÿ æeíííñòðàòèè.

Häæpñü, \$\div\$òí ýòí íàèeíúèíe íâðâíèè\$\div\$eíèe iíäòíèèéèò ààn è

ðeäèñòðàòèè



â

áóäóùei

...

### 1.7 Íløéáèè

Èçæñòíúe íøéáèè è íãðàíè\$ \div\$eíèÿ.

Heò ííéíé çàùèòù íò ðeçeðàèðíààíèÿ ÍÇÓ. Ìù ðeêííeíäóei íe çàíóñèàòù íàøó ìðíãðàííó ìðè ñòðàííúò ñèòòàòèÿò òèìà .5 Ìá ñàíáíáíé íàìÿòè. È ìííÿòííe äeëí, íääæää íà çàíóñè òíèüèí ñ ìàìÿòùp chip òíæe íe ñàííe óíííe ðeøeíèe.

Ìðíãðàííà àèñèò/ãðíðàèòñÿ íà íeêíòíðùò ìàøèíàð, íí ìù ìíèà íe çíàei \$ \div\$òí ← èíeííí ÿäèÿeòñÿ ìðè\$ \div\$eííé :) – èííääà ìíííääèò çàíóñè èç cli,

Hàèáíèüøee íãðàíè\$ \div\$eíèe – ìðíáèèà ñ èçíáðàæeíèeí íe òðeóáíèüíúò ìíèèãíííá, òàè èàè ÿòà \$ \div\$àñòù ìàðíäèòñÿ íà ñàííé ðàííéè ñòàäèè ðàçæèòèÿ.

Hà AGA ñèñòeie eñòù íííeòà – ìðíãðàííà èñííèüçóeò ñèñòeííúe ìðíøeäóðù (WPA8) äèÿ ðèñíáààíèÿ íà ÿèðàíe, è ìíÿòííó àíçíeèèeò ìãðíííàÿ ìíèòèÿ ñèíðííòè ìà ÿòèò ìàøèíàð.

Ãñèíðe ÿòí áóäèò óñòðàíeíí – àù ñííæeòe àùáèðàòù, èàèóp ìðíøeäóðó äèÿ àùáíàà ìà ÿèðàí àù òíðèòe èñííèüçíààòù (AGA/RTG/CGX).

### 1.8 Áàòíðù

Ìðíãðàííèðíààíèe (100% Æññeíáèèð):

Paweł Jackowski (aka Hasid / Amnesty)

Èäèÿ, àðàòèèà, èèííèè, ðeòíèè\$ \div\$eñèàÿ ìíäèèðæèà, àíèóíeíòàòèÿ:

Rafał KwaŃny (aka C0manch3 / Amnesty)  
èííòàèòíúé àäðeñ: c0manch3@friko.onet.pl

Ðóèíáíãñòàí ìíèüçíààòeèÿ ìà ðóññèíí ÿçúèe:

Ñíèðííá Æàñèèèé (Bedazzle)  
èííòàèòíúe àäðeñà: vassili@kma.ee  
backasoft@yahoo.com

Ñíàñèáí: ìù íe áèàáíààðèí íeäðóáíá :).  
Ìóæèèè! Áàààèòe íe áóäeí òàèàòù àñe ìíäðÿä, ÍÈ?

Òàèæe áèàáíààðííòù íáúÿäèÿeòñÿ:  
– Marek Pampuch (çà ìííeùeíèe LV ìà ñèäpè èç 'Magazyn Amiga'),  
– Grzegorz 'YoYo' Juraszek çà áeòà-òeñòèðíààíèe ìà CGX.

### 1.9 Èçieíeíëÿ

3 Bíaàðÿ 1999

§\times\$eðâeðòùé ðeèèç â Àìeíeðe.  
Ïÿâeèâñù ìáâeðæèà CGX/RTG §\div\$eðeç ìðìeäóðó Wpa8. Ïÿòìíó íà AGA ìàøeíàó ìðìeñòíâèò ììðeðÿ ñeíðìñòè (ìù ñíâeðòeì ììeüçíâàðeèÿì AGA ìàøeí eñììeüçíâàòù ìðeâùâóóòòp âeðñèp).

Êâé íe ñòðáííí, â ðæèe 'èèíèé' ('Solid') ìðíâðàììà ðàáíòàeò ñí ñòàðùìe ìðìeäóðàìe, è ìÿòìíó ììeüçíâàðeèè AGA ìáóò ñðàáíeòù ñeíðìñòù (â ðæèìàó 'èèíèé' ('Solid') è 'Flat' ñeíðìñòù áóâeò íâeíâeíâà, è ìÿòìíó âù ñíìæeòe óâeäeòù íâñeíeüèì ìeäèeííí ðàáíòàeò Wpa8, àâæ eñèè çàìóueí ìàò§\div\$). È eùe: ììeüçíâàðeèè CGX íe áìæáíù eñììeüçíâàòù ðæèì 'èèíèé', òâé èâé ñeíðeè âñeáí ìðìeçíeäeò ñáíé â ñeñòeìe.

Âçâèÿíeòe íà ñíâeðæeíìe èàòâeíâà 'LookHere' - òàì íàðíâeòñÿ ìeñeíeüèì ìðe- ìeðíá èç áóâóueé âeðñèè LightView. Hà àáííúé ììeíeò ìðíâðàììà óæe ìáâeðæe- àâeò òâeòíúe ììâeððíñòè, ìí ìíà ñeèøeíì ìeñòàâeèüíà äèÿ òíâí §\div\$òíáú ee ñeé§\ ← div\$âñ ðàñìðìñòðáíÿòù.

13 Äeèâáðÿ 1998:

Òðeòüÿ âeðñèÿ â Àìeíeðe. Ýòì ñíeòeàèüíáÿ ðíæeñòâeíñeàÿ âeðñèÿ! Òeíeðù ðàáíòàeò àâæe íà áíeíe Al200! Äíââeèeíà ìeèìòìðàÿ çàueòà ìðe ðàáíòe â ìâeíì èíèè§\div\$eñòâe ììeðàðeâáííe ìàìÿòe. Çàìóñeííe óâeè òeíeðù ììñòàâeÿeòñÿ â ðàñíâeíââáíííì âeèe (òâé èâé áúèè ñòðáííúe ìðìÿâeèíeÿ íà ìeèìòìðùò ìàøeíàó).

Ìììæeñòâí ðíæeñòâeíñeèò eèìe èâé ììâàðíe :).

Èñìðââeèeííúe ìøeáèè:

- §\div\$òeíeèe íáúeèòíâ (eííââà çââeñâèì â âeíì âeðñèè),
- òeíeðù ìðíâðàììà áíeèe ñòàâeèüíà,
- çââðóçèà íáúeèòíâ, ñíñòìÿùeò èç òí§\div\$eè (íe ììeâçúââeò eò, ìí çàòì áíeüøe íe âeñèò :),
- ðàçðeøeíà ìðíâeèeà ñ âùðââíeââáíeèì òeèñòà â íeíe ñòàòóñà.

25 Íeòÿáðÿ 1998:

Âðìðàÿ âeðñèÿ â Àìeíeðe. Ðóeíâíâñòâí ììeüçíâàðeèÿ íà ðóññèìì ÿçúeè ìò ñíeðííââ Àâñeèèÿ (Bedazzle). Ìñòàâeÿeòñÿ âìeñòe ñ ðóññèèì ððeòòíì. Heò eñìðââeèeííúò èðòííúò ìøeáíe :(.

### 1.10 Áóâóuee

Áóâóuee ÿòíe ìðíâðàììù â ìñííâííí â àâøeò ðóèàó - íàðàòíáÿ ñâÿçü, ← ðeâèñòðàòèÿ è ìðìñòí HÅ èíìeðíââáíeè ðeâèñòðeðíââáííe âeðñèè â eíðeðeñíúe ìeñòà (òâèèe èâé Los Endos, Boondocks, alba.august...).

Ìðìue áíâíðÿ - eñèè âù æeèâeðe, §\div\$òíáú ÿòà ìðíâðàììà ðàçâeââeèâñù, íe ìðìñòí ììâeðæeðe ee âeíüââàìe, ìí òâeæe çâáíòùðeñù è í ee ñíòðáííñòè.

Åñèè ýòì ñèó\$÷ìéèñý (ðàíúøe èèè ìíçæ) è èòì-ìéáóäü ìàðóøèò ìàøè òðeáíáàíèý,  
 ìú ìðìñòì ìíèèíèì ðúííè Àìèèè. Heò, ìeò - ìú ìe óáeðei Àìèèè ñ ìàøèò ñòìèíà, ìú  
 ìðìñòì àeðíèìñý è èñòìèài - áóæei àeèàòü àeiú (ìíà çíàèíì Amnesty...)  
 ÒíÈÜÈí.

Hí ñ äðóáíè ñòìðííú, eñèè àñe ìíèèèò ìíðìàèüíí (ò.e. ìú ñìíæei èóíèèòü  
 Òeððàðè ìðèìeðíí çà 3 ìeñýòà :), ìú ìe òíèüèí ìðíàíèèè ðàáíòò ñ ìðíàðàìíèè,  
 ìí òàèæe çàèíì\$÷ìéè (àà, ìíè óæe ìà\$÷ìéèòü!) äðóàèe.

\$\times\$òìáú èìeòü ààðàìòèè, ìú ðeøèèè, \$\div\$òì èàæüè ðeèèñòèðíàáííúé ←  
 ìíèüçíààðeèü  
 ìíèó\$÷ìéè òíèèèèüíòð èíèèè LightView  
 çàèèèèííòð  
 òèòðíòìííì  
 ñííñíáíì. Ìeòíà ìáíàðóæeièý 'óèe\$÷ìéèè' ìðàèèè\$÷ìéèè 100% (ìíñíèeèèñü ìàà ←  
 ìàèè,  
 òàèèèòü).

Òíðìòì, ìíæeò ñòìèò ñèàçàòü ìeñèíèèè ñèíà ì áóáòèè:

- òàeòíúe ìíàeððííñòè (ñèíðí!),
- ààòììàòè\$÷ìéèèèý ìðèèìòàèèè àðàíeè,
- ìíààeðæèà PowerPC,
- ñ\$÷ìéèò\$÷ìéèè FPS :),
- ìíàúe òíðìàòü ìáúeèòìà (Imagine, Maxon Cinema, àñe \$\div\$òì ìíæèèèeòe),
- çàðeìíèèè Phong òí\$÷ìéèíì ìí ìàðàìeòðó Specular èç LightWave,
- çàèðàñèà òeèñòòð èèè à LightWave,
- ìðìðèñíàèèà áóáðíà (bump mapping), èèè à LightWave,
- ìðíçðà\$÷ìéèèè ìíàeððííñòè (060+ :),
- ìíààeðæèà AREXX,
- ìíààeðæèà FPU,
- ðàçèè\$÷ìéèèè àðàòèè\$÷ìéèèèè ðeèèè (ìí òíèüèí ìèçèíàì ðàçðeøeièý),

Èàè àèèèèe, ìàññà òìáì, \$\div\$òì ìóæíì ñàeèàòü (ìe àíàíðý ì áàààò :). Ýòì òàèæe  
 çààèèèò ìò ààøèò ìðèèèèèíà, èàèèè èçìèèèèèý áóáòò ñàeèàíú à ìeðàòð ì\$÷ìéèèèè.

ßñííe àeèí, à ìèàíàò àeðñèý LV ìíà PowerPC. Hí ýòì ìà\$÷ìéèèèè òíèüèí òìáàà,  
 èíààà ìò

ðeèèñòèðíàáííúò  
 ìíèüçíààðeèèèè ìú ìíèó\$÷ìéèèè àíñòàòì\$÷ìéèèè  
 àeíeà, \$\div\$òìáú ìíçàíèèèèè ìàì èóíèèòü òíðý áú ìíèíàèíó èàðòü PPC :). Ó ìàñ eñòü  
 ìèàíú, ìú ààæe èìeèì àèý ìèò ìàçààíèè - HeavyView. Èííèèèèèèè, ìí áóæeò ìàìííàì  
 àññòðeè è áóæeò ðàáíòàòü à àññíèèè ðàçðeøeièèè.

Hí ìeìííàì ðàíúøe ìíýàýòñý ààìe äðóàèè. Ìeðàñì áóæeò ìðìñòì LightView,  
 àààìòèðíàáííúé ìíà ìðèìì\$÷ìéèèè è ìíàeèèèèè èç LW. È ýòì áóæeò ñíàñèèèèè àèý

ðýéððeéñeðíâ íà Àìèãe.

Âðíðíé âíçlíæíí áóæè àúñòðí òðàññèðíâàòü ìðeääàðèèeüíúé ìíèàç. Åãí ñéíðíñòü áóæè ìàíííâí âúøe, \$\\div\$ei ó LightWave â ðeæèè wireframe! Êííe\$\\div\$íí æ íí ← áóæè ìíäæeðæeâàòü ãñe ãðàòe\$\\div\$ñeèe ðeæèíü èç LightView. Åñèè ìíÿæèòñý æeðñèÿ äëÿ PPC, ñéíðíñòü áóæè â ðeæeüííí ãðeíeíe ìíðÿæèà 25 èääðíâ â ñeéóíáó. Òæéæe áóæè ìíäæeðæeâàòüñý çàíeñü ìðeääàðèèeüíúó òðàññèðíâíé èæè àíeíàòeé.

Ýòí í áóäóùeí (Àìèãe)...

Hàííñeëãíé - ÿ ìðíñòí òí\$\\div\$ó ìííðíñèòü àãñ í ìæeíüèíì ìäíèæeíeè. Çàííeíeèe ìíææeóéñòà àííðíñíeè èç àðòeââ è ìeðeøeèe ìíe - c0manch3@friko.onet.pl, ñ ìääíeñüþ [LightView] â ìíeè subject.

### 1.11 Deãèñòðàòèÿ

Ýòà ìðíãðàííà  
shareware  
.

Deãèñòðàòèÿ ñòíeò 20 íeíeöeèð ìàðíé èèè 15 äíèèàðíâ ÑØÀ. Åñe ìíñeëäóþèe æeðñèè æeñíèèàòíü.

Åñèè âú æeæeèe çàðeãèñòðeðíâàòüñý \$\\div\$eðeç íáú\$\\div\$íóþ ìí\$\\div\$ðó, ìðeæeòñý ← äíááæèòü 5 íeíeöeèð ìàðíé/3 äíèèàðà ÑØÀ çà æeñè è äíñòàæeó.

Ííææeóéñòà, çàííeíeèe àííðíñíeè, è ìòíðàâüèe eãí ìíe - íe çàãeñèò ìò òíãí, ðeãèñòðeðeðeñü âú èèè íeò.

Áíeíàíeè! Åñèè âú ðeãèñòðeðeðeñü, ÅÛ ÄÏËËËË Çàííeíeèe àííðíñíeè.

Çàèàçú ìòíðàãæÿéèe ìí àãðeñó:

Rafal Kwasny

ul.Goleszowska 14/79

43-300 Bielsko-Biala

Poland

èèè:

c0manch3@friko.onet.pl ñ ìääíeñüþ [LightView] â ìíeè subject

Åà, íeéíòíðüè ìíèÿèè (íñíáeííí ÿðè ìðíèèÿòüè äóðàèè èç ìðàæeèeüñòàà) èíeþò ðeíæeíòèþ àíãíðèòü, \$\\div\$òí Ííeüøà - \$\\div\$ãñòü Åãðííü. Ýòí ìðeãðàùæeòñý â àíèüøóþ èíæü, èíããà ìü àíãíðèè ì òàèíé ìðíñòíé æeùè, èæè ìeðeãíã æeíeã.

Heò èííé âíçlíæííñòè ìeðeñèàòü ìàì æeíüæè, èðííe èæè ìí ìí\$\\div\$ðe, è ìeðeñèàòü

íàèè\$\div\$íúìè. Âù ííæèè è íé ñíãèàøàòüñý ìèàèèòü ìí ìí\$\div\$òè, ãíãíðý \$\div\$òí ←  
ýòìð ìóòü  
íéíàãææí. Hí äëý íàñ ýòì eäèíñòâéííúé ìóòü.

Ãñèè áù íeðeñúèèèèè èéíúäè â êííâèðèè, íàèèó\$\div\$øèè ìóòü - ýòì ìðèèðüòü èéíúäè  
òíèüâíé, èèè èùè \$\div\$èì-íèáóäü íéíðíçðà\$\div\$íúì. Âù æ çíàèèè - ìí\$\div\$òàèüííú ←  
òíæ  
èðäè : (.

Êàè áíãíðèèíñü ðáíèè, èàæäüé ðeãèñòèðíâáííúé ìíèüçíâàèèè ìíèó\$\div\$èè ñâíð  
óíèèèèííóð êííèð ìðíãðáííú. Àùè ðàç ìíâòíð, \$\div\$òí íé ñòíèè ààààòü èè äðóãèì  
èðäýì èèè ìíèüàòü íà FTP. Ó íàñ äëý ýòèè èèèè èñòü èéí-æèðñý.