The Blitz List Guide

COLLABORATORS			
	TITLE : The Blitz List Guide		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		July 26, 2024	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

1 The Blitz List Guide **1**

1.1 INDEX . . . 1
1.2 Introduction . . . 1
1.3 The Blitz List Guide 01/2 to 28/2 1998 . . . 1
1.4 Re: Writing A Proper Blitz Manual . . . 9
1.5 Re: Writing A Proper Blitz Manual . . . 10
1.6 Re: Writing A Proper Blitz Manual . . . 11
1.7 Writing A Proper Blitz Manual . . . 11
1.8 Re: Wline with Xor colour . . . 13
1.9 Wline with Xor colour . . . 13
1.10 Where's the font... (suite) . . . 13
1.11 Re: Where's the Font I am looking for? . . . 14
1.12 Where's the Font I am looking for? . . . 15
1.13 Web Space . . . 16
1.14 Warning : Val command bug . . . 17
1.15 Re: Various (WOA Show) . . . 18
1.16 Re: Various . . . 19
1.17 Various . . . 19
1.18 Re: Various . . . 20
1.19 Re: UNSUBSCRIPTION INFO - READ HERE . . . 21
1.20 UNSUBSCRIPTION INFO - READ HERE . . . 23
1.21 unsubscribe! . . . 24
1.22 Re: unsubscribe! . . . 24
1.23 Re: unsubscribe! . . . 25
1.24 Unsubscribe problems sorted soon . . . 25
1.25 Re: unsubscribe problem! . . . 26
1.26 unsubscribe problem! . . . 26
1.27 Re: unsubscribe problem! . . . 27
1.28 Re: unsubscribe problem! . . . 27
1.29 Re: unsubscribe problem! . . . 28

1.30 Re: unsubscribe problem! . . . 28
1.31 Re: unsubscribe problem! . . . 29
1.32 Re: unsubscribe problem! . . . 29
1.33 Re: unsubscribe problem! . . . 30
1.34 Re: unsubscribe problem! . . . 31
1.35 Re: unsubscribe problem! . . . 32
1.36 Re: unsubscribe problem! . . . 32
1.37 Re: unsubscribe problem! . . . 33
1.38 Re: Unsubscribe conduit@plmorris.demon.co.uk . . . 33
1.39 TransferringBlocksOfCode... . . . 33
1.40 Thank You Everyone . . . 34
1.41 Re: Textfit_ . . . 35
1.42 Textfit_ . . . 35
1.43 Re: Textfit_ . . . 36
1.44 Text Editor code wanted! . . . 37
1.45 Re: Text Editor code wanted! . . . 37
1.46 subscribe eritm@xs4all.nl . . . 38
1.47 stencil? . . . 38
1.48 Re: stencil? . . . 38
1.49 Re: stencil? . . . 40
1.50 Re: status of audio channels . . . 41
1.51 status of audio channels . . . 41
1.52 Re: status of audio channels . . . 42
1.53 Re: status of audio channels . . . 43
1.54 Re: Some questions . . . 44
1.55 Some questions . . . 45
1.56 Re: Some questions . . . 45
1.57 Sollution Free Bitmap? . . . 74
1.58 Re: Shapes and memory problems . . . 75
1.59 Shape Limit? . . . 76
1.60 Re: Shape Limit? . . . 76
1.61 Re: Shape Limit? . . . 76
1.62 Setting Tags for Text Functions . . . 77
1.63 Re: Setting Tags for Text Functions . . . 78
1.64 Setperiod again . . . 78
1.65 Re: Setperiod again . . . 79
1.66 Re: Setperiod again . . . 80
1.67 Setperiod . . . 81
1.68 Re: SetPeriod . . . 81

1.69 Re: Setperiod . . . 82
1.70 SetPeriod . . . 83
1.71 SetInt 5 scroller thang . . . 84
1.72 Re: SetInt 5 scroller thang . . . 84
1.73 Re: SetInt 5 scroller thang . . . 85
1.74 Re: SetInt . . . 86
1.75 Re: SetInt . . . 87
1.76 Re: SetInt . . . 90
1.77 Re: Sample period in Blitz-mode . . . 91
1.78 Re: Sample period in Blitz-mode . . . 92
1.79 Sample period in Blitz-mode . . . 93
1.80 Re: RWE Home Page . . . 93
1.81 Re: RWE Home Page . . . 94
1.82 Re: RWE Home Page . . . 94
1.83 Re: RWE Home Page . . . 95
1.84 Re: RWE . . . 96
1.85 Re: Running blitz with a 040 . . . 97
1.86 Re: Running blitz with a 040 . . . 98
1.87 Re: Running blitz with a 040 . . . 99
1.88 Running blitz with a 040 . . . 99
1.89 Re: RTGHack . . . 100
1.90 RTGHack . . . 100
1.91 Rotating a bit map (ans) . . . 105
1.92 Re: Rotate a BitMap . . . 105
1.93 Re: Rotate a BitMap . . . 106
1.94 Re: Rotate a BitMap . . . 107
1.95 Rotate a BitMap . . . 107
1.96 Re: Rotate a BitMap . . . 108
1.97 Re: Rotate a BitMap . . . 109
1.98 Re[3]: clock in a win - timer.device . . . 109
1.99 Re: Re[2]: Setperiod again . . . 112
1.100Re[2]: Setperiod again . . . 112
1.101Re[2]: RWE Home Page . . . 112
1.102Re[2]: Running blitz with a 040 . . . 113
1.103Re: Re[2]: MPEG Header?!? . . . 114
1.104Re[2]: Fast AGA Screen Fader . . . 115
1.105Re[2]: clock in a win . . . 116
1.106Re[2]: clock in a win . . . 116
1.107Re[2]: AppIcons.... . . . 117

1.108Rescaling images . . . 117
1.109Re: Rescaling images . . . 118
1.110Re: Remake lib . . . 119
1.111Remake lib . . . 119
1.112Re: Read dirs and ingore.... . . . 119
1.113Re: Read dirs and ingore.... . . . 120
1.114Read dirs and ingore.... . . . 121
1.115Re: Read dirs and ingore.... . . . 122
1.116Re: Read dirs and ignore.... . . . 124
1.117Read dirs . . . 124
1.118Re: Read dirs . . . 125
1.119Read dirs . . . 126
1.120Re: Read dirs . . . 127
1.121Re: Read dirs . . . 129
1.122random number . . . 130
1.123Re: random number . . . 131
1.124Re: Propgadgets . . . 131
1.125Propgadgets . . . 132
1.126Propgadget 3d gadgets . . . 132
1.127Re: Point command . . . 132
1.128Point command . . . 133
1.129Re: Point command . . . 133
1.130PlaySID . . . 134
1.131Pic In A Window . . . 135
1.132Re: PC programming . . . 135
1.133Parallel port help . . . 137
1.134Re: Parallel Port . . . 137
1.135P.s. . . . 138
1.136Re: P.s. . . . 138
1.137O`Basic . . . 139
1.138Output handler . . . 139
1.139Re: Output handler . . . 140
1.140Re: OS gfx commands and CGFX compatibility. . . . 141
1.141Re: OS gfx commands and CGFX compatibility. . . . 141
1.142Re: OS gfx commands and CGFX compatibility. . . . 142
1.143OS gfx commands and CGFX compatibility. . . . 143
1.144Number of gadgets ? . . . 143
1.145Re: Number of gadgets ? . . . 144
1.146new game . . . 144

1.147Re: MUI / newbie conflict! . . . 145
1.148MUI / newbie conflict! . . . 146
1.149MPEG Header?!? . . . 147
1.150Re: MPEG Header?!? . . . 147
1.151Re: MPEG Header?!? . . . 148
1.152more problems - Bitmapwindow? . . . 149
1.153Re: more problems - Bitmapwindow? . . . 149
1.154More Internet Documentation . . . 150
1.155MOD`s and MED`s.... . . . 151
1.156Re: Modular programming . . . 151
1.157Re: Modular programming . . . 152
1.158Re: Mike Carter! Libs page... . . . 153
1.159Mike Carter! Libs page... . . . 153
1.160Re: Mike Carter! Libs page... . . . 154
1.161Re: Menus . . . 155
1.162Re: Menus . . . 155
1.163Re: Menus . . . 156
1.164Re: Menus . . . 156
1.165Menus . . . 157
1.166Re: Loading Pictures Formats . . . 157
1.167Loading Pictures Formats . . . 158
1.168Libs Page . . . 158
1.169Re: Library Page . . . 159
1.170Library Page . . . 160
1.171Library Page . . . 160
1.172LibMan . . . 161
1.173LibMan . . . 161
1.174Re: Large sfx load&play . . . 162
1.175Large sfx load&play . . . 163
1.176Re: Irc . . . 163
1.177Irc . . . 164
1.178Interrupt Bugz . . . 164
1.179Input.device . . . 165
1.180Re: Incbin exes that use DC statements with absolute addressing . . . 165
1.181Incbin exes that use DC statements with absolute addressing . . . 166
1.182Re: Incbin exes that use DC statements with absolute addressing . . . 166
1.183Re: Incbin exes that use DC statements with absolute addressing . . . 167
1.184Re: In or out formula... . . . 168
1.185In or out formula... . . . 168

1.186IFF Format . . . 169
1.187Re: IFF Format . . . 170
1.188I'm away . . . 170
1.189Re: How to save correctly a picture... . . . 171
1.190Re: How to save correctly a picture... . . . 171
1.191How to save correctly a picture... . . . 172
1.192Re: How to save correctly a picture... . . . 173
1.193Re: How to get off here 175
1.194Re: How to get off here 176
1.195Re: How to get off here 178
1.196How to get off here 178
1.197Re: How to compress 179
1.198How to compress 180
1.199Guildhall . . . 181
1.200Re: GTScroller positioning . . . 182
1.201GTScroller positioning . . . 183
1.202GTList . . . 183
1.203Re: GTInteger . . . 184
1.204GTInteger . . . 185
1.205Growing newtypes . . . 185
1.206Re: Growing newtypes . . . 186
1.207Free Bitmap? . . . 188
1.208Re: Free Bitmap? . . . 188
1.209Free Bitmap II? . . . 189
1.210Re: Free Bitmap II? . . . 190
1.211Re: FNSPrint shite . . . 190
1.212FNSPrint shite . . . 191
1.213Re: FNSPrint shite . . . 192
1.214Re: File access . . . 192
1.215File access . . . 193
1.216Re: File access . . . 193
1.217Re: Fastest way to display a map-tile-screen? . . . 193
1.218Fastest way to display a map-tile-screen? . . . 194
1.219Re: Fastest way to display a map-tile-screen? . . . 195
1.220Fast AGA Screen Fader . . . 195
1.221Re: Fast AGA Screen Fader . . . 196
1.222Re: Fast AGA Screen Fader . . . 196
1.223Re: Fast AGA Screen Fader . . . 197
1.224ezmlm response . . . 198

1.225Dualpf_Slice? . . . 198
1.226Re: Dualpf_Slice? . . . 199
1.227DTPictureLoad... . . . 200
1.228Dpf_cols . . . 200
1.229Re: DoublePal coplist . . . 201
1.230Debugger Bug . . . 203
1.231CTRL^C . . . 203
1.232Re: CTRL^C . . . 204
1.233Colour mapping . . . 204
1.234Clock in a win... . . . 205
1.235Re: clock in a win . . . 208
1.236Re: clock in a win . . . 209
1.237Re: clock in a win . . . 209
1.238Re: clock in a win . . . 210
1.239Re: clock in a win . . . 213
1.240Re: CIA?? . . . 217
1.241CIA?? . . . 217
1.242Re: CIA . . . 218
1.243CIA . . . 218
1.244CIA . . . 218
1.245Re: CGFonts2 . . . 219
1.246Re: CGFonts2 . . . 219
1.247CGFonts2 . . . 220
1.248Re: CGFonts . . . 221
1.249Re: CGFonts . . . 222
1.250Re: CGFonts . . . 223
1.251Re: CGFonts . . . 223
1.252Re: CGFonts . . . 224
1.253CGFonts . . . 225
1.254Re: CDRom playing problems... . . . 226
1.255CDRom playing problems... . . . 226
1.256re: BSS . . . 227
1.257re: BSS . . . 227
1.258re: BSS . . . 228
1.259re: BSS . . . 228
1.260BSS . . . 229
1.261Re: Blitz2 Source Code . . . 230
1.262Re: Blitz2 Source Code . . . 230
1.263Re: Blitz2 Source Code . . . 231

1.264 Re: Blitz2 Source Code . . . 232
1.265 Re: Blitz2 Source Code . . . 232
1.266 Re: Blitz2 Source Code . . . 233
1.267 Re: Blitz2 Source Code . . . 234
1.268 Re: Blitz2 Source Code . . . 234
1.269 Re: Blitz2 Source Code . . . 235
1.270 Re: Blitz2 Source Code . . . 235
1.271 Blitz2 Source Code . . . 236
1.272 Blitz mouse speed . . . 237
1.273 Re: Blitz mouse speed . . . 237
1.274 Blitz for sale . . . 238
1.275 Re: Blitting(Blocking) with skipping pixels . . . 238
1.276 Blitting(Blocking) with skipping pixels . . . 239
1.277 Re: Blitting(Blocking) with skipping pixels . . . 239
1.278 Re: Blitting(Blocking) with skipping pixels . . . 240
1.279 Bitplane Bitmap . . . 240
1.280 Bitplane Bitmap . . . 241
1.281 Re: Bitplane Bitmap . . . 241
1.282 binaries in Blitz-code? . . . 242
1.283 Re: binaries in Blitz-code? . . . 243
1.284 Audio Problem . . . 243
1.285 Re: Audio Problem . . . 244
1.286 Asing the impossible about rt-scaling . . . 245
1.287 Ascii code . . . 246
1.288 Re: Ascii code . . . 246
1.289 Re: Ascii . . . 247
1.290 Ascii . . . 248
1.291 Re: Arexx in TED . . . 248
1.292 Re: AppIcons.... . . . 249
1.293 Re: AppEvent..... . . . 251
1.294 Re: AppEvent..... . . . 252
1.295 Re: AppEvent..... . . . 252
1.296 AppEvent..... . . . 253
1.297 Apologies . . . 254
1.298 Re: An 030 . . . 254
1.299 An 030 . . . 255
1.300 Amarquee . . . 255
1.301 also... MOD probs? . . . 256
1.302 AllocMem() patching . . . 256

1.303Re: A long shot.. . . . 257
1.304Re: A long shot.. . . . 257
1.305??????? . . . 258
1.306Re: ??????? . . . 259
1.307<blitz-list-unsubscribe-edavid=esoterica.pt@netsoc.ucd.ie> . . . 259
1.30864-color palette on 2 coplists . . . 260
1.309*sigh* . . . 260
1.310Re: *sigh* . . . 261
1.311Re: *sigh* . . . 261
1.312(no subject) . . . 262
1.313Re: !Quick block copying! . . . 262
1.314!Quick block copying! . . . 263
1.315Re: Large SFX & play . . . 263
1.316Re: Re: Modular programming . . . 264

Chapter 1

The Blitz List Guide

1.1 INDEX

SORRY INDEX WILL BE INCLUDED SOON

1.2 Introduction

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

From: 01/2 To: 28/2 1998

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 now removed 95% of the Headers ..

1.3 The Blitz List Guide 01/2 to 28/2 1998

Messages Posted To The Blitz Mailing List

~~~~~~

Introduction What This All About

Re: Writing A Proper Blitz Manual From Anton Reinauer

Re: Writing A Proper Blitz Manual From Curt Esser

Re: Writing A Proper Blitz Manual From Mike Carter

Writing A Proper Blitz Manual From Mike Carter

Re: Wline with Xor colour From Curt Esser

Wline with Xor colour From Roger Beausoleil

Where's the font... (suite) From Roger Beausoleil

Re: Where's the Font I am looking for? From Krzysiek Jonko

Where's the Font I am looking for? From Roger Beausoleil

Web Space From Bob Stifter

Warning : Val command bug From Marc Le Douarain
~~~~~~

Re: Various (WOA Show) From MICHAEL ANDREW CARTER
Re: Various From bohdan_lechnowsky@csgsystems.com
Various From Mathias Parnaudeau
Re: Various From Tim Johnson
Re: UNSUBSCRIPTION INFO - READ HERE From Berhan Karagöz
UNSUBSCRIPTION INFO - READ HERE From Bob
unsubscribe! From Berhan Karagöz
Re: unsubscribe! From Lars Mogensen
Re: unsubscribe! From Serge Veugelers
Unsubscribe problems sorted soon From Liz Tucker
Re: unsubscribe problem! From Berhan Karagöz
unsubscribe problem! From Berhan Karagöz
Re: unsubscribe problem! From Bob
Re: unsubscribe problem! From Colin Saunders
Re: unsubscribe problem! From Colin Saunders
Re: unsubscribe problem! From Lars Mogensen
Re: unsubscribe problem! From Liz Tucker
Re: unsubscribe problem! From MICHAEL ANDREW CARTER
Re: unsubscribe problem! From Paul Morris
Re: unsubscribe problem! From Paul Morris
Re: unsubscribe problem! From pt96bka
Re: unsubscribe problem! From pt96bka
Re: unsubscribe problem! From Toby Zuijdveld
Re: Unsubscribe conduit@plmorris.demon.co.uk From Michael Smith
TransferringBlocksOfCode... From Garfield Benjamin
Thank You Everyone From Paul Morris
Re: Textfit_ From Curt Esser
Textfit_ From Curt Esser
Re: Textfit_ From Paul Burkey
Text Editor code wanted! From BootBlock of Carnage
Re: Text Editor code wanted! From Philippe Socias
subscribe eritm@xs4all.nl From Erick Ritmeester
stencil? From C.J.R.Jarvis
Re: stencil? From Paul Burkey
Re: stencil? From S.J.CROY
Re: status of audio channels From Anton Reinauer
status of audio channels From James Marshall
Re: status of audio channels From Mister Byte
Re: status of audio channels From Sami Näätänen

Re: Some questions From Anton Reinauer
Some questions From Frank Otto
Re: Some questions From Serge Veugelers
Sollution Free Bitmap? From Dennis de Haan
Re: Shapes and memory problems From Curt Esser
Shape Limit? From Jake Frederick
Re: Shape Limit? From Jochen Kirn
Re: Shape Limit? From Paul Burkey
Setting Tags for Text Functions From Andre Beer
Re: Setting Tags for Text Functions From Curt Esser
Setperiod again From C.J.R.Jarvis
Re: Setperiod again From Curt Esser
Re: Setperiod again From Paul Burkey
Setperiod From C.J.R.Jarvis
Re: SetPeriod From Curt Esser
Re: Setperiod From Curt Esser
SetPeriod From Vittorio Ferrari
SetInt 5 scroller thang From BootBlock of Carnage
Re: SetInt 5 scroller thang From Curt Esser
Re: SetInt 5 scroller thang From Curt Esser
Re: SetInt From Anton Reinauer
Re: SetInt From Sami Näätänen
Re: SetInt From Serge Veugelers
Re: Sample period in Blitz-mode From James Marshall
Re: Sample period in Blitz-mode From James Marshall
Sample period in Blitz-mode From Vittorio Ferrari
Re: RWE Home Page From Eoghann Irving
Re: RWE Home Page From James L Boyd
Re: RWE Home Page From Mike Carter
Re: RWE Home Page From Serge Veugelers
Re: RWE From Rodney Norton
Re: Running blitz with a 040 From Anton Reinauer
Re: Running blitz with a 040 From FreeJack
Re: Running blitz with a 040 From Paul Burkey
Running blitz with a 040 From Peter Thor
Re: RTGHack From C Dimitrakakis
RTGHack From Paul Burkey
Rotating a bit map (ans) From C.J.R.Jarvis
Re: Rotate a BitMap From bohdan_lechnowsky@csgsystems.com

Re: Rotate a BitMap From Curt Esser
Re: Rotate a BitMap From Steven Wojciechowski
Rotate a BitMap From T. N.
Re: Rotate a BitMap From Tommi Nieminen
Re: Rotate a BitMap From Tommi Nieminen
Re[3]: clock in a win - timer.device From Le Douarain
Re: Re[2]: Setperiod again From MinuteMan
Re[2]: Setperiod again From Paul Burkey
Re[2]: RWE Home Page From bohdan_lechnowsky@csgsystems.com
Re[2]: Running blitz with a 040 From Paul Burkey
Re: Re[2]: MPEG Header?!? From Sami Näätänen
Re[2]: Fast AGA Screen Fader From Paul Burkey
Re[2]: clock in a win From deus72
Re[2]: clock in a win From deus72
Re[2]: AppIcons.... From Alvaro Thompson
Rescaling images From Curt Esser
Re: Rescaling images From mike.child@sbu.ac.uk
Re: Remake lib From MinuteMan
Remake lib From Oliver Marks
Re: Read dirs and ingore.... From David Mcminn
Re: Read dirs and ingore.... From James Marshall
Read dirs and ingore.... From Rodney Norton
Re: Read dirs and ingore.... From Serge Veugelers
Re: Read dirs and ignore.... From Serge Veugelers
Read dirs From Curt Esser
Re: Read dirs From Paul Burkey
Read dirs From Rodney Norton
Re: Read dirs From Serge Veugelers
Re: Read dirs From Toby Zuijdveld
random number From Christophe Auger
Re: random number From Paul Burkey
Re: Propgadgets From Nelson Sandalwood
Propgadgets From Oliver Marks
Propgadget 3d gadgets From Oliver Marks
Re: Point command From Jarmo Laakkonen
Point command From Jarmo Laakkonen
Re: Point command From NUEL Xavier
PlaySID From Anthony Sherratt
Pic In A Window From S Beardwood

Re: PC programming From Tim Johnson
Parallel port help From Ott Aaloe
Re: Parallel Port From Andrew Ballard
P.s. From C.J.R.Jarvis
Re: P.s. From Serge Veugelers
O`Basic From Paul Lathwell
Output handler From Dennis de Haan
Re: Output handler From Philippe Socias
Re: OS gfx commands and CGFX compatibility. From FreeJack
Re: OS gfx commands and CGFX compatibility. From Paul Burkey
Re: OS gfx commands and CGFX compatibility. From Paul Burkey
OS gfx commands and CGFX compatibility. From Toby Zuijdveld
Number of gadgets ? From James L Boyd
Re: Number of gadgets ? From Nelson Sandalwood
new game From C.J.R.Jarvis
Re: MUI / newbie conflict! From Andreas Håkansson
MUI / newbie conflict! From et@enterprise.net
MPEG Header?!? From Allan Pedersen
Re: MPEG Header?!? From Curt Esser
Re: MPEG Header?!? From et@enterprise.net
more problems - Bitmapwindow? From C.J.R.Jarvis
Re: more problems - Bitmapwindow? From Curt Esser
More Internet Documentation From Paul Burkey
MOD`s and MED`s.... From Wright J.A
Re: Modular programming From Julian Kinraid
Re: Modular programming From Mike Carter
Re: Mike Carter! Libs page... From BootBlock of Carnage
Mike Carter! Libs page... From James L Boyd
Re: Mike Carter! Libs page... From Mike Carter
Re: Menus From Dave
Re: Menus From Joakim Hårsman
Re: Menus From Marc Le Douarain
Re: Menus From Serge Veugelers
Menus From Tri
Re: Loading Pictures Formats From NUEL Xavier
Loading Pictures Formats From Oliver Marks
Libs Page From Mike Carter
Re: Library Page From MICHAEL ANDREW CARTER
Library Page From Mike Carter

Library Page From Mike Carter
LibMan From Alvaro Thompson
LibMan From Alvaro Thompson
Re: Large sfx load&play From Curt Esser
Large sfx load&play From Vittorio Ferrari
Re: Irc From Dave
Irc From Oliver Marks
Interrupt Bugz From Mike Carter
Input.device From Luca Carminati
Re: Incbin exes that use DC statements with absolute addressing From C Dimitrakakis
Incbin exes that use DC statements with absolute addressing From C Dimitrakakis
Re: Incbin exes that use DC statements with absolute addressing From Julian Kinraid
Re: Incbin exes that use DC statements with absolute addressing From Serge Veugelers
Re: In or out formula... From Julian Kinraid
In or out formula... From Roger Beausoleil
IFF Format From Alvaro Thompson
Re: IFF Format From Mike Carter
I'm away From Alexander Wingrove
Re: How to save correctly a picture... From Curt Esser
Re: How to save correctly a picture... From Curt Esser
How to save correctly a picture... From NUEL Xavier
Re: How to save correctly a picture... From NUEL Xavier
Re: How to get off here .... From Berhan Karagöz
Re: How to get off here .... From Berhan Karagöz
Re: How to get off here .... From Kenneth Jagenheim
How to get off here .... From S Beardwood
Re: How to compress ... From Curt Esser
How to compress ... From NUEL Xavier
Guildhall From Julian Kinraid
Re: GTScroller positioning From Curt Esser
GTScroller positioning From James L Boyd
GTList From Allan Pedersen
Re: GTInteger From Luca Carminati
GTInteger From Luca Carminati
Growing newtypes From Peter Thor
Re: Growing newtypes From Serge Veugelers
Free Bitmap? From Dennis de Haan
Re: Free Bitmap? From Paul Burkey
Free Bitmap II? From Dennis de Haan

Re: Free Bitmap II? From Paul Burkey

Re: FNSPrint shite From Anton Reinauer

FNSPrint shite From BootBlock of Carnage

Re: FNSPrint shite From Curt Esser

Re: File access From Curt Esser

File access From Mathias Parnaudeau

Re: File access From Paul Burkey

Re: Fastest way to display a map-tile-screen? From Jochen Kirn

Fastest way to display a map-tile-screen? From MinuteMan

Re: Fastest way to display a map-tile-screen? From MinuteMan

Fast AGA Screen Fader From Daniel Allsopp

Re: Fast AGA Screen Fader From Julian Kinraid

Re: Fast AGA Screen Fader From Paul Burkey

Re: Fast AGA Screen Fader From Serge Veugelers

ezmlm response From James Marshall

Dualpf_Slice? From Duncan JJ Stewart

Re: Dualpf_Slice? From Paul Burkey

DTPictureLoad... From NUEL Xavier

Dpf_cols From Duncan JJ Stewart

Re: DoublePal coplist From Sami Näätänen

Debugger Bug From Anton Reinauer

CTRL^C From Alvaro Thompson

Re: CTRL^C From Sami Näätänen

Colour mapping From Toby Zuijdveld

Clock in a win... From BootBlock of Carnage

Re: clock in a win From Alexander Wingrove

Re: clock in a win From Alexander Wingrove

Re: clock in a win From Nelson Sandalwood

Re: clock in a win From Nelson Sandalwood

Re: clock in a win From Sami Näätänen

Re: CIA?? From Anton Reinauer

CIA?? From Magnus Johansson

Re: CIA From Anton Reinauer

CIA From LaveMange

CIA From Magnus Johansson

Re: CGFonts2 From Anton Reinauer

Re: CGFonts2 From FreeJack

CGFonts2 From Paul Burkey

Re: CGFonts From Andrew

Re: CGFonts From FreeJack
Re: CGFonts From James L Boyd
Re: CGFonts From John Mason
Re: CGFonts From KENNETH CHRISTENSEN
CGFonts From Paul Burkey
Re: CDRom playing problems... From Marc Le Douarain
CDRom playing problems... From MinuteMan
re: BSS From BootBlock of Carnage
re: BSS From Damir Arh
re: BSS From MinuteMan
re: BSS From MinuteMan
BSS From Peter Thor
Re: Blitz2 Source Code From Alvaro Thompson
Re: Blitz2 Source Code From Andreas Håkansson
Re: Blitz2 Source Code From Anton Reinauer
Re: Blitz2 Source Code From Anton Reinauer
Re: Blitz2 Source Code From Claus Herrmann
Re: Blitz2 Source Code From Dave
Re: Blitz2 Source Code From Eoghann Irving
Re: Blitz2 Source Code From Falk Nieder
Re: Blitz2 Source Code From Joakim Hårsman
Re: Blitz2 Source Code From Julian Kinraid
Blitz2 Source Code From Mike Carter
Blitz mouse speed From BootBlock of Carnage
Re: Blitz mouse speed From Steven Wojciechowski
Blitz for sale From Kenneth Jagenheim
Re: Blitting(Blocking) with skipping pixels From Liz Tucker
Blitting(Blocking) with skipping pixels From MinuteMan
Re: Blitting(Blocking) with skipping pixels From MinuteMan
Re: Blitting(Blocking) with skipping pixels From MinuteMan
Bitplane Bitmap From Daniel Allsopp
Bitplane Bitmap From Daniel Allsopp
Re: Bitplane Bitmap From Paul Burkey
binaries in Blitz-code? From Frank Otto
Re: binaries in Blitz-code? From MinuteMan
Audio Problem From Andrew
Re: Audio Problem From MICHAEL ANDREW CARTER
Asing the impossible about rt-scaling From C.J.R.Jarvis
Ascii code From Oliver Marks

Re: Ascii code From Paul Burkey

Re: Ascii From Andy Macklin

Ascii From Oliver Marks

Re: Arexx in TED From Antony Docker

Re: AppIcons.... From James L Boyd

Re: AppEvent..... From David Mcminn

Re: AppEvent..... From David Mcminn

Re: AppEvent..... From Mike Carter

AppEvent..... From Wright J.A

Apologies From C.J.R.Jarvis

Re: An 030 From Dave

An 030 From Dave

Amarquee From Peter Thor

also... MOD probs? From C.J.R.Jarvis

AllocMem() patching From BootBlock of Carnage

Re: A long shot.. From et@enterprise.net

Re: A long shot.. From James Marshall

??????? From Oliver Marks

Re: ??????? From Paul Burkey

<blitz-list-unsubscribe-edavid=esoterica.pt@netsoc.ucd.ie> From Eduardo David

64-color palette on 2 coplists From bohdan_lechnowsky@csgsystems.com

sigh From Alvaro Thompson

Re: *sigh* From Anton Reinauer

Re: *sigh* From Claus Herrmann

(no subject) From Berhan Karagöz

Re: !Quick block copying! From Anton Reinauer

!Quick block copying! From MinuteMan

Re: Large SFX & play From Toby Zuijdveld

Re: Re: Modular programming From Julian Kinraid

1.4 Re: Writing A Proper Blitz Manual

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

Date: Wed, 04 Feb 1998 13:46:48 +1200

Subject: Re: Writing A Proper Blitz Manual

On 04-Feb-98, Mike Carter wrote:

>If other companies can make money out of selling re-writes of manuals

>for crappy PeeCee applications then I'm sure it could sell,

>at least a few copies anyway !!

There was a book that recently came out, teaching you all sorts of
things in Blitz- it wasn't a full manual re-write though.
--
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>

1.5 Re: Writing A Proper Blitz Manual

From: Curt Esser <camge@ix.netcom.com>
Date: Tue, 03 Feb 1998 18:32:17 -0600
Subject: Re: Writing A Proper Blitz Manual
Hi,
Yes, I agree that a new Blitz manual would be the single greatest improvement
that could be made. I would gladly buy a decent manual with better
descriptions and examples of how to use the commands. And including the new
commands!
I had Blitz 1.7, and when I got 2.1 I discovered that the manual is really no
different than my old 1.7 manual. It is now in a better format (the 1.7
manual was in a softcover book, and the pages immediately began to fall out!)
but there is no description of any of the new "3rd party lib" commands, and in
fact it is MISSING some stuff that the old manual had. For example, the
Appendix 1 mentioned on page 43 really does exist in the old manual, with
descriptions of all the Blitz Object structure. Very useful.
On 03-Feb-98, Mike Carter wrote:
>I always find I can learn or understand things better when they're in
>a book. You can take the book to bed then and read it to sleep, or
>sit on the bog having a crap and going over the interrupts.
Yes :) and it's also more convenient to have my code on the screen in front
of me, and be able to look at the book at the same time, rather than to keep
flipping screens whenever I want to look something up. Or try to remember
which 3rd party doc the information is in.
--
Yours electronically,
Curt Esser
camge@ix.netcom.com

1.6 Re: Writing A Proper Blitz Manual

4 Feb 98 10:41:46 GMT

From: "Mike Carter" <57229007@mmu.ac.uk>

blitz-list@netsoc.ucd.ie

Date: Wed, 4 Feb 1998 10:41:36 GMT

Subject: Re: Writing A Proper Blitz Manual

Anton Reinauer grunted about Re: Writing A Proper Blitz Manual:

> On 04-Feb-98, Mike Carter wrote:

>

> >If other companies can make money out of selling re-writes of manuals

> >for crappy PeeCee applications then I'm sure it could sell,

> >at least a few copies anyway !!

>

> There was a book that recently came out, teaching you all sorts of

> things in Blitz- it wasn't a full manual re-write though.

>

Is it available in the UK ?

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.. |

'---' '--------'

1.7 Writing A Proper Blitz Manual

3 Feb 98 16:22:06 GMT

From: "Mike Carter" <57229007@mmu.ac.uk>

Date: Tue, 3 Feb 1998 16:20:40 GMT

Subject: Writing A Proper Blitz Manual

Eoghann Irving grunted about Re: RWE Home Page:

> Hi :)

>

> On 02-Feb-98, Mike Carter wrote:

>

> >I wouldn’t mind doing the manual for beginners in a similar style to

> >the AMOSPro manula which was pretty smart looking and helpful too!

>

> If you want to see how to write a manual for beginners look at the Easy

> AMOS manual. Pure perfection. Writing a manual for a language like Blitz

> is no small task (thats why it has such a crap one). The manual has to

> serve two separate functions. It must both introduce the concept of the

> language and its structure, but also serve as a reference book.

>

> Interested in sharing the work?

>

The current Blitz manual has that already, we would just go into a
little bit more detail about each function (were needed) and take
some of the technical bullshit out; or add an english equivalent next
to it.
What format would the book have to be created in? Amigaguide is all
very well for transmitting but I like a paper one! Do you think it
would ever be possible to get a book published about Blitz Basic?
Sigma press take book contributions from new writers :-)
If other companies can make money out of selling re-writes of manuals
for crappy PeeCee applications then I’m sure it could sell,
at least a few copies anyway !!
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.. |

’---’ ’--------’

1.8 Re: Wline with Xor colour

From: Curt Esser <camge@ix.netcom.com>
Date: Tue, 24 Feb 1998 20:47:12 -0600
Subject: Re: Wline with Xor colour
On 24-Feb-98, Roger Beausoleil wrote:
>Is it possible to draw some lines with different colour in a window and, if
we
>redraw it over with the same colour to erase them ? (Something like Wjam 2
>with the text but I tried it... It worked only in a specific colour not with
>all)
Yes, use "Wline ..... " with -1 as the colour. Then the second time, this
line will be erased.
--
Yours electronically,
Curt Esser
camge@ix.netcom.com

1.9 Wline with Xor colour

From: Roger Beausoleil <vision_fx@citenet.net>
Date: Tue, 24 Feb 1998 20:47:43 +0500
Subject: Wline with Xor colour
Hi all,
First of all, I would like to say thank you tp who helped me with my last
problems... "THANK".
Now, this time I am looking for a solution with this:
Is it possible to draw some lines with different colour in a window and, if we
redraw it over with the same colour to erase them ? (Something like Wjam 2
with the text but I tried it... It worked only in a specific colour not with
all)
Thanx for your precious help.
Roger Beausoleil

1.10 Where’s the font... (suite)

From: Roger Beausoleil <vision_fx@citenet.net>
Date: Mon, 16 Feb 1998 02:55:27 +0500
Subject: Where’s the font... (suite)

Hi...

I did a mistake in the code... I forgot to write a line... plz add this line

in the "MyScreen description "....

\Font = &Workbench12

Roger Beausoleil

Quebec-Canada

1.11 Re: Where's the Font I am looking for?

Mon, 16 Feb 1998 09:53:56 +0100

Date: Mon, 16 Feb 1998 09:53:56 +0100

From: Krzysiek Jonko <kjonko@polbox.com>

Subject: Re: Where's the Font I am looking for?

--TW9uLCAxNiBGZWIgMTk5OCAwOTo0NzowNCArMDEwMA==

Hi!

This is the example to open a Public screen but there you can find full

explanation of your problem 8)

/// Chris Jonko

/// A1200T/040/25Mhz 10MB Ram 8xCD, HP ScanJet 4C

\\/// kjonko@polbox.com

\XX/ http://free.polbox.pl/k/kjonko/index.htm

--TW9uLCAxNiBGZWIgMTk5OCAwOTo0NzowNCArMDEwMA==

Content-Disposition: attachment;

filename="PubScr.txt"

O3BhcnQgb2YgZVRlYWNoZXIgYnkgQ2hyaXMgSm9ua28NCg0KZm91bmQ9MA0KKnBzbD1Mb2NrUHVi
U2NyZWVuTGlzdF8NCklmICpwc2w8PjANCiAgKnBzbj0qcHNsXGxoX0hlYWQNCiAgV2hpbGUgKGZv
dW5kPTAgQU5EICpwc248PjApDQogICAgSWYgUGVlayQoKnBzblxwc25fTm9kZVxsbl9OYW1lKT1T
Y3JOYW1lJCBUaGVuIGZvdW5kPTENCiAgICAqcHNuPSpwc25ccHNuX05vZGVcbG5fU3VjYw0KICBX
ZW5kDQogIFVubG9ja1B1YlNjcmVlbkxpc3RfDQpFbmRJZg0KSWYgZm91bmQ8PjANCjtleGlzdGlu
ZyBQVUJMSUMgc2NyZWVuDQogIEdldFB1YlNjcmVlbiAwLFNjck5hbWUkDQpFbHNlDQo7bmV3IFBV
QkxJQyBzY3JlZW4NCiAgTXlGb250JD0iRVR3aW4uZm9udCI6IE15Rm9udFNpemU9MTINCiAgTXlG
b250QXR0ci5UZXh0QXR0clx0YV9OYW1lID0gJk15Rm9udCQsTXlGb250U2l6ZSwwLDANCjtwYWxl
dHRlDQogIERpbSBzY3IwX3BlbnMudygyMSkNCiAgc2NyMF9wZW5zKDApPS0xDQogIHNjcjBfcGVu
cygxKT0gMDogc2NyMF9wZW5zKDIpPTA6IHNjcjBfcGVucygzKT0wDQogIHNjcjBfcGVucyg0KT0g
MDogc2NyMF9wZW5zKDUpPTA6IHNjcjBfcGVucyg2KT0wDQogIHNjcjBfcGVucyg3KT0gMDogc2Ny
MF9wZW5zKDgpPTA6IHNjcjBfcGVucyg5KT0wDQoNCiAgbXlzaWcubD1BbGxvY1NpZ25hbF8oLTEp
OiBJZiBteXNpZz0wIFRoZW4gbXlzaWc9LTENCiAgVGl0bGUkPSJFVGVhY2hlciB2Mi4xICAoQykg
MTk5NyBieSBDaHJpcyBKb25rbyINCg0KICBEaW0gc2NyMF90YWdzLlRhZ0l0ZW0gKDExKQ0KICBz
Y3IwX3RhZ3MoIDApXHRpX1RhZz0kODAwMDAwMjMsNjQwICAgICAgICAgIDt3aWR0aA0KICBzY3Iw

X3RhZ3MoIDEpXHRpX1RhZz0kODAwMDAwMjQsNDAwICAgICAgICAgIDtoZWlnaHQNCiAgc2NyMF90
YWdzKCAyKVx0aV9UYWc9JDgwMDAwMDI1LG4gICAgICAgICAgICA7ZGVwdGgNCiAgc2NyMF90YWdz
KCAzKVx0aV9UYWc9JDgwMDAwMDI2LDAgICAgICAgICAgICA7ZGV0IHBlbg0KICBzY3IwX3RhZ3Mo
IDQpXHRpX1RhZz0kODAwMDAwMjcsMSAgICAgICAgICAgIDtibG9jayBwZW4NCiAgc2NyMF90YWdz
KCA1KVx0aV9UYWc9JDgwMDAwMDI4LCZUaXRsZSQgICAgICA7c2NyZWVuIHRpdGxlDQogIHNjcjBf
dGFncyggNilcdGlfVGFnPSQ4MDAwMDAyQixNeUZvbnRBdHRyDQogIHNjcjBfdGFncyggNylcdGlf
VGFnPSQ4MDAwMDAyRiwmU2NyTmFtZSQgICAgO3NjcmVlbiBuYW1lDQogIHNjcjBfdGFncyggOClc
dGlfVGFnPSQ4MDAwMDAzMCxteXNpZyAgICAgICAgO3B1YiBzaWcNCiAgc2NyMF90YWdzKCA5KVx0
aV9UYWc9JDgwMDAwMDMxLDAgICAgICAgICAgICA7cHViIHRhc2sNCiAgc2NyMF90YWdzKDEwKVx0
aV9UYWc9JDgwMDAwMDMyLElEICAgICAgICAgICA7ZGlzcGxheSBJRA0KICBzY3IwX3RhZ3MoMTEp
XHRpX1RhZz0kODAwMDAwM0EsJnNjcjBfcGVucygwKQ0KICAqbXlzY3JlZW4uU2NyZWVuPU9wZW5T
Y3JlZW5UYWdMaXN0XygwLCZzY3IwX3RhZ3MoMClcdGlfVGFnKQ0KICBJZiAqbXlzY3JlZW4uU2Ny
ZWVuPTAgVGhlbiBGQVRBTHsyfQ0KICBGaW5kU2NyZWVuIDAsVGl0bGUkOiBQdWJTY3JlZW5TdGF0
dXNfICpteXNjcmVlbiwwDQpFbmRJZg0K
--TW9uLCAxNiBGZWIgMTk5OCAwOTo0NzowNCArMDEwMA==--

1.12 Where’s the Font I am looking for?

From: Roger Beausoleil <vision_fx@citenet.net>

Date: Mon, 16 Feb 1998 02:47:50 +0500

Subject: Where’s the Font I am looking for?

Hi All...

I am trying to code with Blitz an Open Screen with a Specific FONT in the Title bar... Its very easy with the Basic Command Screen... but it sounds hard with the OS functions. Please ne1 take a look at the code and tell me what’s wrong...

Here’s the code: (I use the Amigalibs.res)

```
------------------------------------------------------------------------
WBStartup
DEFTYPE.Screen *Scr
DEFTYPE.NewScreen MyScreen
DEFTYPE.TextAttr Workbench12
USEPATH Workbench12
\ta_Name = "Workbench.font"
\ta_YStyle = 12
\ta_Style = 0
\ta_Flags = 0
USEPATH MyScreen
\LeftEdge = 0
```

\TopEdge = 0

\Width = 640

\Height = 400

\Depth = 3

\DetailPen = 0

\BlockPen = 1

\ViewModes = -28668

_Type = 15

\DefaultTitle = "Nice Font Title!"

\Gadgets = 0

\CustomBitMap = 0

Scr.l = OpenScreen_(&MyScreen)

If Scr

MouseWait

CloseScreen_(Scr)

endif

end

P.S.

I did the test with the Taglist too... The problem still the same. The Title

bar still be write in Topaz font.

Thx a lot.

Roger Beausoleil

Quebec - Canada

(Please, Excuse me for my english, I did my best... I am french.)

1.13 Web Space

Date: Tue, 17 Feb 1998 15:01:33 +0100

From: Bob Stifter <stifter@mira.cz>

Subject: Web Space

I have got some webspace, that I’m offering.

It is some kind of Geocities deal, with 5mb web space.

So write to me...

StB

1.14 Warning : Val command bug

From: Marc Le Douarain <mavati@club-internet.fr>

Date: Sun, 08 Feb 1998 21:41:35 +0100

Subject: Warning : Val command bug

Hello Blitzers !!!

When I was making the last version of Marryampic (a memory card-game available on Aminet in game/think). I've got a big trouble with the command Val()

I was converting an hexa number in a string, and was using : Val("$"+STR$)

That's work if your number is less long than 8 digits. With the all 8 digits (as a 32 bits can contain),

the val function doesn't work.

Be carefull !

Here is a little example, and the function I've used to avoid that trouble...

(There must be a better one...)

```
Function.l ValHexa8Digits{CHAINE$}
LGT=Len(CHAINE$)
NBR.l=0
I=1
Repeat
CAR.b=Asc(Mid$(CHAINE$,I,1))
If CAR.b>$40
CAR.b=CAR.b-65+10
Else
CAR.b=CAR.b AND $f
End If
NBR.l=NBR.l+CAR.b
If I<LGT
NBR.l=NBR.l*16
End If
I+1
Until I>LGT
Function Return NBR.l
End Function
CH$="4012C003"
NBR.l=Val("$"+CH$)
NPrint NBR.l
NPrint "$"+CH$
NPrint ""
```

NPrint ""

NPrint "Val gives : "+Hex$(NBR.l)

NPrint ""

CALCUL.l=ValHexa8Digits{CH$}

NPrint CALCUL.l

NPrint Hex$(CALCUL.l)

Bye !

--

Marc Le Douarain < mavati@club-internet.fr>

"Billou, on aura ta peau!"

1.15 Re: Various (WOA Show)

23 Feb 98 10:47:13 GMT

From: "MICHAEL ANDREW CARTER" <57229007@mmu.ac.uk>

Date: Mon, 23 Feb 1998 10:47:00 GMT

Subject: Re: Various (WOA Show)

> Hello everybody,

Morning!

> I have no particular problems (yes, it happens) but some things to say:

Hehe - me either!

> 2. What about show in Saint Louis? Any news from Blitzers?

There’s all this talk about the show over the other side of the world

but what about the World Of Amiga being held in London? Has anybody

considered getting a table their? Might even be able to wangle

something with CU seeing as they’re organising it along with EPIC.

Comments?

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.. |

’---’ ’--------’

1.16 Re: Various

From: bohdan_lechnowsky@csgsystems.com

Date: Fri, 20 Feb 98 07:32:56 -0600

Subject: Re: Various

Author: Mathias Parnaudeau <mathias@pegase.univ-angers.fr> at INTERNET

Date: 2/20/98 11:28 AM

>2. What about show in Saint Louis? Any news from Blitzers?

Well, I'm still waiting to see if my company is sending me away on a work assignment during that weekend. That would *really stink* as St. Louis is only 400 miles from where I live but 800 miles from where they want to send me.

Is anybody else still considering getting a table there?

Later,

-Bo

Greeting Card Workshop v1.0 (90% coded, 65% tested)

1.17 Various

Date: Fri, 20 Feb 1998 11:28:43 +0100 (MET)

From: Mathias Parnaudeau <mathias@pegase.univ-angers.fr>

Subject: Various

Hello everybody,

I have no particular problems (yes, it happens) but some things to say:

1. I forgot the name of a member who gave docs in PageStream format, about Blitz libraries. I'm interested. So, guy, could you send me this doc.

Thanks.

2. What about show in Saint Louis? Any news from Blitzers?

3. About IFF compression, I know the method used is RLE, an easy to understand method (if there wasn't so many variants!). So, Xavier, see you next week in Angers...

4. The list is really quiet, isn't it?

The show must go on.

Bye,

Mathias

1.18 Re: Various

X-ROUTED: Fri, 20 Feb 1998 15:41:46 -0500
X-TCP-IDENTITY: Trilobyte
From: Tim Johnson <trilobyte@rockford.com>
Date: Fri, 20 Feb 1998 15:35:18 -0600
Subject: Re: Various
On 20-Feb-98, bohdan_lechnowsky@csgsystems.com wrote:
>Is anybody else still considering getting a table there?
I haven't put much thought into it lately because of other things taking =
up
much of my thinking time, but I still wouldn't mind it. I am still going=
--
as a matter of fact, I already have my reservations. I don't know about =
the
table though. That's going to require quite a commitment from a number o=
f
people and I don't know exactly who's up to that sort of commitment.
Also, I just put a Picasso IV in my A2000 and it is keeping the Zorro II =
bus
from recognizing the 4mb on my GVP Series II SCSI controller. VillageTro=
nic
says I need to disable the autoconfiguration of the 4mb on my accelerator=
, but
GVP, makers of my ancient 68030-50mhz accelerator, won't reply to my emai=
l
about how to do this. So with this nice video card in my Amiga, I can on=
ly
run with 4mb of ram. I can hardly do the nice multitasking I used to be =
able
to do, and I have to turn off image loading when I use my web browser. T=
he
whole reason I bought the card was so that I could web browse in TrueColo=
r. =
Well, forget that. Arrgh. I wish GVP would reply to my mail... if not, =
I'll
have to try my luck on the newsgroups.
Sorry, just had to vent. =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/

1.19 Re: UNSUBSCRIPTION INFO - READ HERE

Fri, 13 Feb 1998 07:46:51 +0100 (MET)
Date: Fri, 13 Feb 1998 07:48:24 +0100
From: "Berhan Karagöz" <pt96bka@student.hk-r.se>
Subject: Re: UNSUBSCRIPTION INFO - READ HERE
Hey Bob!
We aren’t morons nor less smart than you here!
I got that too that is NOT my problem!
MY problem is when I reply to a simmilar e-mail (to confirm that I REALLY wanna
unsubscribe) I get a reply saying that my e-mail(meaning ME) is not a
subscriber/member on that List!
ANd I SURE am getting e-mails from there - meaning that I am a member of that
list!
thanx for your try to help thou!
Bob wrote:
> <<I have succesfully unsubbed and resubbed, so read what I got from the
> server >>
>
> Subject: ezmlm response
> Date: 7 Dec 1997 21:54:37 -0000
> From: blitz-list-help@netsoc.ucd.ie
> To: stifter@pha.pvtnet.cz
>
> Hi! This is the ezmlm program. I’m managing the
> blitz-list@netsoc.ucd.ie mailing list.
>
> To confirm that you would like
>
> stifter@pha.pvtnet.cz

>
> removed from this mailing list, please send an empty reply to this address:
>
> blitz-list-uc.881531677.igkpjnfhdcehpkcmddae-stifter=pha.pvtnet.cz@netsoc.uc
> d.ie
>
> Your mailer should have a Reply feature that uses this address automatically.
>
> I haven't checked whether your address is currently on the mailing list.
> To see what address you used to subscribe, look at the messages you are
> receiving from the mailing list. Each message has your address hidden
> inside its return path; for example, God@heaven.af.mil receives messages
> with return path ...-God=heaven.af.mil.
>
> --- 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.
>
> --- Below this line is a copy of the request I received.
>
> Return-Path: <stifter@pha.pvtnet.cz>

> Received: (qmail 14866 invoked from network); 7 Dec 1997 21:54:35 -0000
> Received: from cbu.pvtnet.cz (194.149.105.18)
> Dec 1997 23:02:58 +0100 (MET)
> Message-ID: <34888E63.4DB0@pha.pvtnet.cz>
> Date: Sat, 06 Dec 1997 00:29:39 +0100
> From: "This Email Will Not Work Soon !!!" <stifter@pha.pvtnet.cz>
> Reply-To: stifter@mira.cz
> X-Mailer: Mozilla 3.01 (Win95; I)
> MIME-Version: 1.0
> To: : <blitz-list-unsubscribe@netsoc.ucd.ie>
> Subject: (no subject)

1.20 UNSUBSCRIPTION INFO - READ HERE

Date: Wed, 11 Feb 1998 13:39:38 +0100
From: Bob <stifter@mira.cz>
Subject: UNSUBSCRIPTION INFO - READ HERE
<<I have succesfully unsubbed and resubbed, so read what I got from the
server >>
Subject: ezmlm response
Date: 7 Dec 1997 21:54:37 -0000
From: blitz-list-help@netsoc.ucd.ie
To: stifter@pha.pvtnet.cz
Hi! This is the ezmlm program. I'm managing the
blitz-list@netsoc.ucd.ie mailing list.
To confirm that you would like
stifter@pha.pvtnet.cz
removed from this mailing list, please send an empty reply to this address:
blitz-list-uc.881531677.igkpjnfhdcehpkcmddae-stifter=pha.pvtnet.cz@netsoc.uc
d.ie
Your mailer should have a Reply feature that uses this address automatically.
I haven't checked whether your address is currently on the mailing list.
To see what address you used to subscribe, look at the messages you are
receiving from the mailing list. Each message has your address hidden
inside its return path; for example, God@heaven.af.mil receives messages
with return path ...-God=heaven.af.mil.
--- 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.
--- Below this line is a copy of the request I received.
Dec 1997 23:02:58 +0100 (MET)
Date: Sat, 06 Dec 1997 00:29:39 +0100
From: "This Email Will Not Work Soon !!!" <stifter@pha.pvtnet.cz>
Subject: (no subject)

1.21 unsubscribe!

Date: Wed, 04 Feb 1998 10:03:17 +0100
From: "Berhan Karagöz" <pt96bka@student.hk-r.se>
Subject: unsubscribe!
Hey guys!
I have trouble unsubscribing!
Can anyone tel me Exactly how to do it?
thanx

1.22 Re: unsubscribe!

Date: Wed, 4 Feb 1998 14:59:54 +0100 (MET)
From: Lars Mogensen <rbclm@insula.bornbib.dk>
Subject: Re: unsubscribe!
On Wed, 4 Feb 1998, Berhan Karagvz wrote:
> Hey guys!
>
> I have trouble unsubscribing!
>
> Can anyone tel me Exactly how to do it?
> thanx
>
>
Please tell me too! thanks

1.23 Re: unsubscribe!

Date: Wed, 04 Feb 1998 21:22:51 +0100

From: Serge Veugelers <sergev@cistron.nl>

Subject: Re: unsubscribe!

At 10:03 4-2-98 +0100, you wrote:

>Hey guys!

>

>I have trouble unsubscribing!

>

>Can anyone tel me Exactly how to do it?

>thanx

>

[From the helpfile]

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.

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

1.24 Unsubscribe problems sorted soon

(envelope-from tucks@pavilion.co.uk)

Date: Wed, 11 Feb 1998 22:49:35 +0000

From: Liz Tucker <tucks@pavilion.co.uk>

Subject: Unsubscribe problems sorted soon

Hi everyone,
~~~~~~~~

I have contacted Daire Byrne, the list administrator, and he has assured
me that he will look into the unsubscribe problems himself within the
next few days.
See you,
Liz.
"""

tucks@pavilion.co.uk
4437135@pager.mirabilis.com http://wwp.mirabilis.com/4437135
"""

Desktop Corruption - Team Leader http://deskcorruption.home.ml.org
Email us at..... deskcorruption@rhodger.demon.co.uk
Current Project..... Dafel:Bloodline
"""

1.25 Re: unsubscribe problem!

Wed, 11 Feb 1998 08:59:23 +0100 (MET)
Date: Wed, 11 Feb 1998 09:00:56 +0100
From: "Berhan Karagöz" <pt96bka@student.hk-r.se>
blitz2 <blitz-list@netsoc.ucd.ie>
Subject: Re: unsubscribe problem!
Paul Morris wrote:
> Hmmmmmm.....Interesting idea BUT how do you remove it Manually ? .
> Reply’s would be appreciated in this Matter .
>
> Cheers , Paul Morris
I think there has to be a list containing all our e-mails(everyone’s
e-mail)
so the admin, go in there and delete the line with my e-mail on it!
simple, but who has that possibility?!
I though Liz Tucker(?!) was admin.. I could be wrong..
Liz, if you see this, please remove me from that file!
c u

1.26 unsubscribe problem!

Date: Mon, 09 Feb 1998 15:42:13 +0100
From: "Berhan Karagöz" <pt96bka@student.hk-r.se>
Subject: unsubscribe problem!
Hello Blitzers!
Can anyone help me unsubscribe?

1.27 Re: unsubscribe problem!

Wed, 11 Feb 1998 13:36:33 +0100
Date: Wed, 11 Feb 1998 02:14:14 +0100
From: Bob <stifter@mira.cz>
Subject: Re: unsubscribe problem!
At 09:00 11.2.1998 +0100, you wrote:
> I think there has to be a list containing all our e-mails(everyone's
>e-mail)
>so the admin, go in there and delete the line with my e-mail on it!
>simple, but who has that possibility?!
>I though Liz Tucker(?!) was admin.. I could be wrong..
>Liz, if you see this, please remove me from that file!
I have thought Daire Byrne was the admin. I have searched for the old
message, here it is.
Subject: The blitz-list is moving!
Resent-From: blitz-list@netsoc.ucd.ie
Date: Thu, 27 Feb 1997 20:38:40 +0000 (GMT)
From: Daire Byrne <daireb@netsoc.ucd.ie>
Okay the blitz-list is on the move! I have set up a blitz-list with
everyone from the helsinki list subscribed to this one.The relevant
addresses are now:
blitz-list@netsoc.ucd.ie ;the main list that msgs are sent to.
blitz-list-request@netsoc.ucd.ie ;the command address, ie subscribe etc
If you want help on the commands you can send, just mail
blitz-list-request@netsoc.ucd.ie and put the word "help" in the "Subject"
field.... note not the body field as with majordomo. There might be a few
small things that need to be configured so if there is anything you want
me to set differently for the list just mail me.
The hope is I think that more people will start to use this new
blitz-list and the cc.helsinki.fi one will become obsolete. Anywayz talk
to yez later.
Daire

1.28 Re: unsubscribe problem!

Mon, 9 Feb 1998 18:21:23 +0000
Mon, 9 Feb 1998 18:21:22 GMT
Date: Mon, 9 Feb 1998 18:21:22 GMT

From: Colin Saunders <colin@ahl.co.uk>

Subject: Re: unsubscribe problem!

> > Can anyone help me unsubscribe?

> >

> Oh NO! Not another one! :-) Do you pay attention to all the other

> postings about how to un-subscribe when Morris was trying to jump off

> the list!

Be kind! I've tried loads of times to get off this list... I can't

because I'm not on it!!!! ;-/

Colin.

1.29 Re: unsubscribe problem!

Tue, 10 Feb 1998 11:38:37 +0000

Tue, 10 Feb 1998 11:38:35 GMT

Date: Tue, 10 Feb 1998 11:38:35 GMT

From: Colin Saunders <colin@ahl.co.uk>

Subject: Re: unsubscribe problem!

> Maybe you guys could try to subscribe and then unsubscribe after it

> (hopefully) recognises you?

That would only unsubscribe the newly subscribed "version" of us.. I

think the problem is that the list has somehow got hold of a weird

email address for us.. that is different to the one it gets with the

unsubscribe message... frustrating...

colin.

1.30 Re: unsubscribe problem!

Date: Tue, 10 Feb 1998 08:30:35 +0100 (MET)

From: Lars Mogensen <rbclm@insula.bornbib.dk>

Subject: Re: unsubscribe problem!

On Mon, 9 Feb 1998, Colin Saunders wrote:

>

> > > Can anyone help me unsubscribe?

> > >

> > Oh NO! Not another one! :-) Do you pay attention to all the other

> > postings about how to un-subscribe when Morris was trying to jump off

> > the list!

>

> Be kind! I've tried loads of times to get off this list... I can't
> because I'm not on it!!!! ;-/
Help me!!
>
> Colin.
>

1.31 Re: unsubscribe problem!

(envelope-from tucks@pavilion.co.uk)
Date: Wed, 11 Feb 1998 18:53:21 +0000
From: Liz Tucker <tucks@pavilion.co.uk>
Subject: Re: unsubscribe problem!
Berhan Karagöz wrote:
> I though Liz Tucker(?!) was admin.. I could be wrong..
> Liz, if you see this, please remove me from that file!
> c u
Sorry it isn`t me otherwise I would have sorted it by now. The person
you want is Daire. I`ll email him myself and see if he can sort this
mess out for you all.
See you,
Liz.
"""""""

> From: "Berhan Karagoez" <pt96bka@student.hk-r.se>
> Organization: DiVE
> To: blitz2 <blitz-list@netsoc.ucd.ie>
> Subject: unsubscribe problem!
> Hello Blitzers!
>
> Can anyone help me unsubscribe?
>
Oh NO! Not another one! :-) Do you pay attention to all the other
postings about how to un-subscribe when Morris was trying to jump off
the list!

1.33 Re: unsubscribe problem!

From: Paul Morris <comunion@plmorris.demon.co.uk>
blitz2 <blitz-list@netsoc.ucd.ie>
Date: Tue, 10 Feb 1998 18:21:06 -0500
Subject: Re: unsubscribe problem!
On 10-Feb-98, pt96bka Typed asking a Question about ..
>>Colin Saunders wrote:
>>> > Maybe you guys could try to subscribe and then unsubscribe after it
>>> > (hopefully) recognises you?
>>>
>>> That would only unsubscribe the newly subscribed "version" of us.. I
>>> think the problem is that the list has somehow got hold of a weird
>>> email address for us.. that is different to the one it gets with the
>>> unsubscribe message... frustrating...
>>that is exactly what it has happend(for me anyway)!
>>but if I subscribe and unsubscribe again - it will affect only my
>>current e-mail..
>>not the one I used to subscribe first - which is same as now but going
>>trough another server (I think)!.. hm..
>>the best solution would be to remove it manually?!
Hmmmmmm.....Interesting idea BUT how do you remove it Manually ? .
Reply’s would be appreciated in this Matter .
Cheers , Paul Morris

1.34 Re: unsubscribe problem!

From: Paul Morris <comunion@plmorris.demon.co.uk>

blitz-list@netsoc.ucd.ie

Date: Tue, 10 Feb 1998 18:16:20 -0500

Subject: Re: unsubscribe problem!

On 10-Feb-98, pt96bka Typed asking a Question about ..

>>Colin Saunders wrote:

>>> > Oh NO! Not another one! :-) Do you pay attention to all the other

>>> > postings about how to un-subscribe when Morris was trying to jump

>>> off

>>> > the list!

>>>

>>> Be kind! I've tried loads of times to get off this list... I can't

>>> because I'm not on it!!!! ;-/

>>>

>>> Colin.

>> EXACTLY!

>>I get the same answer - that I am not on the list!!

>>this SUXX!

>>And I don't need crappy comments about it, I just want some SOLID info

>>how to leave the list!

>>Isn't there a list-admin?

>>it's not really my fault that the list-server doesn't understand

>>unsubscribe commands!

>>hope to get a GOOD answer!

Hmmmm.....I am enraged that someone would see fit to call my Surname :(.

Why can't you be civil to everyone ? , I know you are p*ssed off with the

constant questions regarding how tp Unsubscribe from the Blitz List . I still

can't get off the List even though i have done what i have been told by

blitz-list-help@netsoc.ia.de (is that right ?) .

So Colin can u please be considerate to people who are trying to get off

this Damm List .

Your's P*ssed off'ly , Paul Morris

1.35 Re: unsubscribe problem!

Tue, 10 Feb 1998 13:13:55 +0100 (MET)

Date: Tue, 10 Feb 1998 13:16:25 +0100

From: pt96bka <pt96bka@student.hk-r.se>

Subject: Re: unsubscribe problem!

Colin Saunders wrote:

> > Maybe you guys could try to subscribe and then unsubscribe after it

> > (hopefully) recognises you?

>

> That would only unsubscribe the newly subscribed "version" of us.. I

> think the problem is that the list has somehow got hold of a weird

> email address for us.. that is different to the one it gets with the

> unsubscribe message... frustrating...

that is exactly what it has happend(for me anyway)!

but if I subscribe and unsubscribe again - it will affect only my

current e-mail..

not the one I used to subscribe first - which is same as now but going

trough another server (I think)!.. hm..

the best solution would be to remove it manually?!

1.36 Re: unsubscribe problem!

Tue, 10 Feb 1998 12:15:38 +0100 (MET)

Date: Tue, 10 Feb 1998 12:18:18 +0100

From: pt96bka <pt96bka@student.hk-r.se>

Subject: Re: unsubscribe problem!

Colin Saunders wrote:

> > Oh NO! Not another one! :-) Do you pay attention to all the other

> > postings about how to un-subscribe when Morris was trying to jump

> off

> > the list!

>

> Be kind! I've tried loads of times to get off this list... I can't

> because I'm not on it!!!! ;-/

>

> Colin.

EXACTLY!

I get the same answer - that I am not on the list!!

this SUXX!
And I don’t need crappy comments about it, I just want some SOLID info
how to leave the list!
Isn’t there a list-admin?
it’s not really my fault that the list-server doesn’t understand
unsubscribe commands!
hope to get a GOOD answer!

1.37 Re: unsubscribe problem!

From: Toby Zuijdveld <hotcakes@abacus.net.au>
Date: Wed, 02 Sep 1992 12:59:58 EST10EDT
Subject: Re: unsubscribe problem!
Maybe you guys could try to subscribe and then unsubscribe after it
(hopefully) recognises you?

1.38 Re: Unsubscribe conduit@plmorris.demon.co.uk

From: Michael Smith <mrsmith@hangman.demon.co.uk>
Date: Fri, 30 Jan 1998 20:12:29 +0500
Subject: Re: Unsubscribe conduit@plmorris.demon.co.uk
On 29-Jan-98, Paul Morris wrote:
>I wish to UnSubscribe from this List .
Hey! Are you still working on all those blitz projects or what?
See ya
MICHAEL.
--|----------
& Michael Smith (mrsmith@hangman.demon.co.uk)
{_}

1.39 TransferringBlocksOfCode...

Tue, 03 Feb 1998 14:27:11 -0500
From: "Garfield Benjamin" <gbenjam@sosbbs.com>
Subject: TransferringBlocksOfCode...
Date: Tue, 3 Feb 1998 14:39:31 -0500
>> 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.
> Yep, unfortunatly there isn't a "SelectAll" command either so you
> have no way of selecting the text in order to paste it into the other
> document.
Not quite sure what you're getting at, but it sounds like you want to
transfer a block of code (perhaps a procedure or two) from one
source-file to another...
If this is the case, the current editor already supports this:
Simply highlight the section of code to be transferred, Select Save
Block (not sure of the exact command as I'm on my PC) and save
this section to disk or RAM.
Now, load in your other source (the one where you wish to insert
the block of code). Move the cursor to the point where you wish to
insert the code-block and select Include. Choose the block you just
saved and presto, you have now merged that block of code into
this source.
If you want to transfer one whole source-file into another, simply
load the second source-file, move to the insertion-point, hit the
Include menu-option and select the source to be merged...
Garfield Benjamin e-mail:gbenjam@sosbbs.com
Current projects... "TOH"=TemporarilyOnHold
SuperStarStrike98(AMIGA & PC):15% complete(...5 days) "TOH"
VerticalShooter(PC): 45% complete(...9 days)
(DemoVersion0.45 available on my GAMES-page)
"Studying" POVray-coding(PC): 20% complete "TOH"
Website(http://www.sosbbs.com/~gbenjam): 40% Complete

1.40 Thank You Everyone

From: Paul Morris <comunion@plmorris.demon.co.uk>
Date: Thu, 05 Feb 1998 17:10:37 -0500
Subject: Thank You Everyone
Hi,
I'm writing to tell everyone who sent e-mails to me in helping me
Unsubscribe from the Blitz List . Thank you very much for all your Help.
Hip Hip Hooray I've now unsubsrcibed from the List :)
Thanks to All the People who have Been so Helpfull .
Cheers for Now ,
Paul Morris AKA (Comunion)

1.41 Re: Textfit_

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

Date: Mon, 02 Mar 1998 06:29:34 -0600

Subject: Re: Textfit_

Hi Paul,

On 01-Mar-98, Paul Burkey wrote:

>Hi Curt,

>

>> maxchars.w=TextFit_(RastPort(0),&t$,chars,al.textEX,0,1,txlim,fsize)

>This is the first I've heard of TextFit_() but my first idea

>would be to supply your al.textEX as an address eg:

>maxchars.w=TextFit_(RastPort(0),&t$,chars,&al.textEX,0,1,txlim,fsize)

> ^^^^^^^^^

>The textExtent structure is where the result is to placed so

>it is natural to supply an address.

I tried this, and it still wouldn't work. And then I realized I had used

windowfont on the wrong window! Once I fixed this, it works fine.

Thanks for the advice.

BTW, Textfit_ returns the maximum characters of the window's font that will

fit into the specified rectangle - most useful for word-wrapping.

Bye...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

1.42 Textfit_

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

Date: Sun, 01 Mar 1998 17:44:01 -0600

Subject: Textfit_

Hi All,

I am trying to use the command "Textfit_" which is supposed to return the

number of characters of the given text string that will fit in the current

window, but I can't get it to work. I am using it like this:

NEWTYPE.textEX

txwidth.w

txheight.w

txMinx.w
txMiny.w
txMaxx.w
txMaxy.w
End NEWTYPE
t$="the string I want to print"
chars.w=len(t$)
fsize=(height of the current font)
txlim=(width in pixels of the window area I want to print to)
maxchars.w=TextFit_(RastPort(0),&t$,chars,al.textEX,0,1,txlim,fsize)
But I always get the same result, no matter what font I have loaded...
Can anybody see what I am doing wrong?
And yes, I have tried "Use Intuifont 0" and "windowfont 0" first.
Thanks for any help.
Bye for now...
--
Yours electronically,
Curt Esser
camge@ix.netcom.com

1.43 Re: Textfit_

From: Paul Burkey <burkey@bigfoot.com>
Date: Mon, 02 Mar 1998 01:32:37 +0100
Subject: Re: Textfit_
Hi Curt,
> maxchars.w=TextFit_(RastPort(0),&t$,chars,al.textEX,0,1,txlim,fsize)
This is the first I've heard of TextFit_() but my first idea
would be to supply your al.textEX as an address eg:
maxchars.w=TextFit_(RastPort(0),&t$,chars,&al.textEX,0,1,txlim,fsize)
^^^^^^^^^
The textExtent structure is where the result is to placed so
it is natural to supply an address.
Cheers,
Paul
--
Paul Burkey <burkey@bigfoot.com>
http://www.sneech.demon.co.uk
"On The Hour - Waits for the apple to ripen on the
tree and then harvests it at Tremendous Speed."
-- Brass Eye

1.44 Text Editor code wanted!

From: BootBlock of Carnage <j.cox2@ukonline.co.uk>
Date: Mon, 09 Feb 1998 14:46:12 GMT0
Subject: Text Editor code wanted!
Is there anyone out there that has got any text-editor code that they can give
me? I want to make an AmigaGuide and/or HTML editor, but I just dunno how to
make a Ed/CygnusEd type of program!
The full-screen text-editor in the Blitz manual is no good, because I need to
be able to scroll up and down!
Someone help! You'll of course be credited in the main program and doc file!
--
.-------------------------------------.-------------------------------------.
A1200/28Mhz/2+4Mb/K56Flex/HyperCOM	Amiga Blitz 2 coder type UK bloke!
EMAIL: j.cox2@ukonline.co.uk	www.geocities.com/SiliconValley/
"NiteLife BBS" - online VERY soon!	Lab/4868/index.html - kind'a ready
`-------------------------------------^-------------------------------------'

1.45 Re: Text Editor code wanted!

Date: Tue, 10 Feb 1998 08:51:09 -0800
From: Philippe Socias <psocias@microresearch.be>
Subject: Re: Text Editor code wanted!
BootBlock of Carnage wrote:
> Is there anyone out there that has got any text-editor code that they can give
> me? I want to make an AmigaGuide and/or HTML editor, but I just dunno how to
> make a Ed/CygnusEd type of program!
> The full-screen text-editor in the Blitz manual is no good, because I need to
> be able to scroll up and down!
> Someone help! You'll of course be credited in the main program and doc file!
Have a look at my brother's Home Page (his name is Benoit)
http://mach.ulb.ac.be/~bsocias
and follow the KESACO and KESACO2 links,
or go to Aminet/text/edit/kesaco2.lha
Kesaco2 is a Japanese text editor,
but the source is in the archive
and it uses all the tricks you need
to make an ASCII/Latin-1 editor.
Good Luck.
-- Philippe Socias ----------
At Work: psocias@microresearch.be Tel: + 32 2 734 98 18
Private: philippe_socias@hotmail.com Tel: + 32 81 74 64 39

1.46 subscribe eritm@xs4all.nl

From: Erick Ritmeester <eritm@xs4all.nl>

Date: Mon, 02 Mar 1998 23:46:47 +0500

Subject: subscribe eritm@xs4all.nl

subscribe <eritmxs4all.nl>

subscribe eritm@xs4all.nl

SUBSCRIBE eritm@xs4all.nl

1.47 stencil?

From: "C.J.R.Jarvis" <C.J.R.Jarvis@wkac.ac.uk>

Subject: stencil?

Date: Wed, 25 Feb 1998 13:36:19 -0000

Hello, blitzers

can anyone sen dme a piece of code which demosatrtes the use of

the stencil command? I really need it for some game ideas I have.

Furthermore, (and this is directed quite heavily at Paul Burkley

:]) in games such as Settlers, Theme Park and Foundation, how does one

make the people walk behind the buildings? I realy have no idea, and I

am workng on some ideas for a theme park style game, but I would really

like to make the display isometric, and i just can figure out how to

create levels of depth.

Also, despite help, i cannot get the BitmapWindow command to

work. It is a different command from BitmapToWindow, which is what a few

people thought I meant. BitmapWindow is used to create a blitting area

within a bitmap #(for cropping) but i just can’t get it to do anything.

Chris

(1st WIP of TimeCampaign on aminet soon)

1.48 Re: stencil?

From: Paul Burkey <burkey@bigfoot.com>

Date: Thu, 26 Feb 1998 01:47:36 +0100

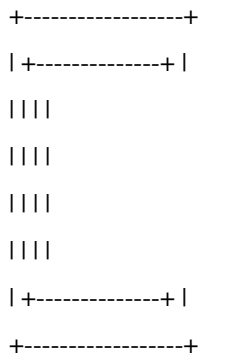
Subject: Re: stencil?

Hi C.J.R.Jarvis,

> Furthermore, (and this is directed quite heavily at Paul Burkley

> :]) in games such as Settlers, Theme Park and Foundation, how does one

> make the people walk behind the buildings?
It's really quite simple but at the same time it's not very
clever stuff. You simply have to draw all your objects in a
strict order from furthest distance to the closest distance
or to put it simpler from top to bottom.
With foundation I have everything setup in 'sectors' with each
sector able to display 1 landscape object (tree, building etc.)
and room for as many people to walk across that sector. I then
render the sectors from top to bottom dealing with each sector
of the landscape at a time.
> I realy have no idea, and I
> am workng on some ideas for a theme park style game, but I would really
> like to make the display isometric, and i just can figure out how to
> create levels of depth.
Just split your scene into sectors (or blocks) and be sure to
render then in a strict order. You'll find it's quite a heavy
system to render but it's not that hard to do. I'm sure people
can think of faster methods but I honestly didn't find anything
better for my particular needs.
> Also, despite help, i cannot get the BitmapWindow command to
> work. It is a different command from BitmapToWindow, which is what a few
> people thought I meant. BitmapWindow is used to create a blitting area
> within a bitmap #(for cropping) but i just can't get it to do anything.
Imagine you've got bitmap 1 that is 320x256 and you use the following
code:
BitmapWindow 1,2,16,16,288,224
Now you have a 'fake' bitmap 2 which is your blitting area inside
bitmap 1 a bit like this dodgy diagram.



You should blit to bitmap 2 using ClipBlit to get the best idea
on how it works.
Cheers,

Paul
--
Paul Burkey <burkey@bigfoot.com> www.sneech.demon.co.uk
Foundation: Strategy Wargame [##################=] 98%
Homepage: http://www.sadeness.demon.co.uk/foundation.html

1.49 Re: stencil?

Wed, 25 Feb 1998 16:16:51 +0000
25 Feb 98 16:16:51 +0000
From: "S.J.CROY" <ap6013@qmw.ac.uk>
Date: Wed, 25 Feb 1998 16:16:23 +0000
Subject: Re: stencil?
> Hello, blitzers
Hello
> can anyone sen dme a piece of code which demosatrtes the use of
> the stencil command? I really need it for some game ideas I have.
This should work, but I havent checked it
bitmap 1,320,256,4 <= The background bitmap
buffer 0,16384
stencil 0,1
sblit shape,x,y
repeat
use bitmap 1
unbuffer 0
bblit 0,anothershape,new,newy
newx+joyx(1)
newy+joyy(1)
forever
You should, hopefully, be able to move the object about and see what
happens when the co-ordinates cross.
This should help you out and hide object behind a shape. Email us
if it doesn`t work, cause Ill write a program when I get home.
> Furthermore, (and this is directed quite heavily at Paul Burkley
> :]) in games such as Settlers, Theme Park and Foundation, how does one
> make the people walk behind the buildings? I realy have no idea, and I
> am workng on some ideas for a theme park style game, but I would really
> like to make the display isometric, and i just can figure out how to
> create levels of depth.
Hope this sorts you out
Regards
Steven

1.50 Re: status of audio channels

From: Anton Reinauer <anton@ww.co.nz>
Date: Tue, 03 Feb 1998 13:04:30 +1200
Subject: Re: status of audio channels
On 02-Feb-98, James Marshall wrote:
>Hi all,
> does anyone have any neat tips on how to tell if a sample is being
>played through one of the audio channels? I`ve tried monitoring the
>various audio hardware registers given in the Blitz 2 manual, but none
>of them seem to change when a sample is played. I also looked at
>attaching code to the audio channel finished interrupts, but that
tended
>to crash my machine. Help?
Check out the file dev/asm/Exceptions.lha . It seems only Setint5
seems to work in blitz, so you'll have to do it in assem :-/
--
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>

1.51 status of audio channels

Date: Mon, 02 Feb 1998 09:58:43 +0000
From: James Marshall <homegrown@eclipse.co.uk>
Subject: status of audio channels
Hi all,
does anyone have any neat tips on how to tell if a sample is being
played through one of the audio channels? I`ve tried monitoring the
various audio hardware registers given in the Blitz 2 manual, but none
of them seem to change when a sample is played. I also looked at
attaching code to the audio channel finished interrupts, but that tended
to crash my machine. Help?
Also no-one responded to my query on problems with 16 colour hi-res
coplists in the Display Library. Has anyone experienced anything similar

(displays come out too narrow)?

James

--

Homegrown Software - Independent Amiga Games Developers

Web - http://www.eclipse.co.uk/homegrown

email - homegrown@eclipse.co.uk

1.52 Re: status of audio channels

via sendmail with P\:smtp/R:inet_hosts/T:smtp

id <m0y0fuY-001CjmC@chavin.rcp.net.pe>

for <blitz-list@netsoc.ucd.ie>; Fri, 6 Feb 1998 00:01:10 -0500 (EST)

(Smail-3.2.0.96 1997-Jun-2 #3 built 1997-Aug-18)

From: Mister Byte <mrbyte@chavin.rcp.net.pe>

Date: Thu, 05 Feb 1998 23:39:13 +0500

Subject: Re: status of audio channels

>On 02-Feb-98, James Marshall wrote:

>> does anyone have any neat tips on how to tell if a sample is being

>>played through one of the audio channels? I`ve tried monitoring the

>>various audio hardware registers given in the Blitz 2 manual, but none

>>of them seem to change when a sample is played. I also looked at

>>attaching code to the audio channel finished interrupts, but that

>tended to crash my machine. Help?

Hi! Months ago I was trying to know when a sample just ended playing

in one of the channels, but there is no way. Even checking the finished

interrupts, flags, etc. after playing a sample the channel continues

as active, and next time the results are weird. Even a friend who codes

emulators for Amiga tried, but without good results.

I don’t know why you wish to get that info, but in my case

I needed it to avoid playing a soundfx in the channel while it was still

playing another, in a game. I solved this problem coding a little piece

of code and using a table of Priorities and Times for each sample, in this

way each time I want to play a soundfx I call that subroutine, check its

priority and # of vbi it will take, and if it’s high than the currently

playing then play it and set as current.

--

gOOdByTEz!

_ _____ _____

__/I/I._____]_)_____/_____ ___ __ X I

|_//lll]sler]_)yle / // //_ //_ /// 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!__|

1.53 Re: status of audio channels

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <samin@megabaud.fi>

Date: Wed, 04 Feb 1998 07:12:46 +0200

Subject: Re: status of audio channels

On 02-Feb-98, James Marshall wrote:

> Hi all,

> does anyone have any neat tips on how to tell if a sample is being

> played through one of the audio channels? I`ve tried monitoring the

> various audio hardware registers given in the Blitz 2 manual, but none

> of them seem to change when a sample is played. I also looked at

> attaching code to the audio channel finished interrupts, but that tende=

d

> to crash my machine. Help?

> Also no-one responded to my query on problems with 16 colour hi-res

> coplists in the Display Library. Has anyone experienced anything simila=

r

> (displays come out too narrow)?

> James

Well if your prog need NOT to do anything while waiting you can try this

one!

repeat

a.w=3Dpeek.w($dff01e)&%11110000000

until a>0

This will go off from the loop immediately when one of the audio channels=

have finished playing! In fact the sample starts at the begining. ;)

There is one thing thou you might have to do, because blitz is using audi=

o

interrupts by itself I think, so the interrupts have to be disabled

manually. (WARNIG this can lead in serious audio problems!!!)

to disable all audio interrupts you writepoke.w $dff09a,$0780

and to enable them you write poke.w $dff09a,$8780
If you got more problems or you don’t get it working hit me with mail wit=
h
more details what you are trying to do.

_____
| |
| Sami N=E4=E4t=E4nen A1260 20MB 2.5GB 2X 56k BJC-4100 |
| EMail: samin@megabaud.fi |
| |
`---’

1.54 Re: Some questions

From: Anton Reinauer <anton@ww.co.nz>
Date: Sat, 14 Feb 1998 12:22:13 +1200
Subject: Re: Some questions
On 12-Feb-97, Frank Otto wrote:
>1) The command "BitmapInput" causes a guru, if I use it more than once.
> Is there another command I can use to use Edit$() from a Bitmap in
>Blitz mode?
Use Inkey$, and make up your own cursor.
>3) I have bobs in my game which are unbuffered and bblitted every
>vertical blank.
> But if there is a bob (which does not get unbuffered) right to the
>other bob,
> not only the unbuffered bob disappears, also the bob next to it.
> This strange event only appears if the bob is right to the other
one.
> What’s the reason for this?
Well, unbuffering replaces the background, so your bob is overwritten.
You either have to make sure they don’t overlap, or unbuffer all your
BBlits each VBL.
--
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 [95%]- an Internet multi-player code, test-bed
for my game Pyro-Mid.
<http://www.ww.co.nz/home/anton>

1.55 Some questions

X-Gateway: ZCONNECT UE dame.dame.de [PolyNet zTOr V4.93 (11.3.1996) Serie: "spy"]

X-ZC-VIA: 19980213000000W+1@dame.de

Subject: Some questions

Date: Tue, 12 Feb 97 11:04:34 GMT

From: Robocop@dame.de (Frank Otto)

Bcc:

Hi,

I'm currently programming a new Amiga game and have some questions.

I hope someone can help me.

1) The command "BitmapInput" causes a guru, if I use it more than once.

Is there another command I can use to use Edit$() from a Bitmap in Blitz mode?

2) How can I turn off the ColSplit-command? I made a rainbow background and want

to turn the rainbow off (to fade the screen) but how can I do this? Just setting

the splitted colors to the RGB value of the non-splitted colour does not work

because this cannot be faded!

3) I have bobs in my game which are unbuffered and bblitted every vertical blank.

But if there is a bob (which does not get unbuffered) right to the other bob,

not only the unbuffered bob disappears, also the bob next to it.

This strange event only appears if the bob is right to the other one.

What's the reason for this?

Ok, thanks!

--

Frank

1.56 Re: Some questions

Date: Thu, 19 Feb 1998 23:51:17 +0100

From: Serge Veugelers <sergev@cistron.nl>

Subject: Re: Some questions

--==========_887925077==_

At 11:27 15-2-98 GMT, you wrote:

>sergev@cistron.nl (Serge Veugelers):

>

>Hi Serge,

Hi :)

>

>thanks for your help so far...

>

>> >I’m currently programming a new Amiga game and have some questions.

>> >I hope someone can help me.

>I tried all this. The problem is, I must call it twice because

>

>I enter Blitz Mode

>Use the BitmapInput command

>open a file and "FileInput"

>back to blitz mode

>BitmapInput again ... GURU.

Have you tried resetting to defaultinput before switching ?

BitMapInput

AMIGA

DefaultInPut

FileInput

DefaultInput

BLITZ

BitMapInput

If this still crashes, which is not unlikely since I discover more and more

bugs lately, you’d probably better handle it yourself with inkey$ or

peeking the hardware address, and a printing routine.

>

>> >2) How can I turn off the ColSplit-command? I made a rainbow background

>> and want

>

>It says "Not enough custom copper space". I have not used a lot of the

>Display-Library, I used the old Slice commands like "ColSplit", "RGB" etc.

>Could you give me an example of the DisplayRGB command?

Here’s some code attached to give you an idea of what to do to handle the

Copper

CopperFade.bb2 Fades copper. Ripped from one of our games we never released

because of some serious bugs. This intro picture has a rainbow

which fades together with the palette. Unfortunately the code

is ECS only, and uses a jerky fader. That’s why I’ve included

the next two files.

CrossFadeDemo.bb2 A better X-fader in AGA, also showing you the advantage of

X-Fade over the default Blitz2 fade commands. It’s programmed

in ASM for speed, but since all it does is change the Palette,

without really altering any copper data, it should also be

possible and fast enough in Blitz commands.
CopListDemo.bb2 Demonstrates manually altering the coplist data. I programmed
it once because someone on the list complained about DisplayRGB
being to slow for the game he wanted.
When you combine those two AGA programs, using the techniques used in
CopperFade,
you should be able to reconstruct an AGA CopperXFade.
BTW. You're free to use the code...
>Damn! So there's nothing I can do? :-(
There should always be a way. It's not an AMIGA limitation. It's BLITZ
only, so
someone should be able to help you with it.
>
>Let me explain the problem a little more:
>
>At first I have a double buffered display (2 bitmaps). Those bobs
>which are unbuffered and bblitted every vertical blank have other bobs
>next to them. It's a 16x16 area (all bobs are 16x16 pixels). The bobs
>are not BBlitted they are Blitted to the BBlitted ones. They are left,
>right, below, or above to them. And they are Blitted to both Bitmaps.
>
I've had exactly the same problem, only those bobs that got unblitted, were
BBlitted to another buffer. As a matter of fact, every BBlit had it's own
buffer. Anyway since they are on a 16x16 position and are 16x16 in size,
why not use BlockScroll instead. Just add a third bitmap, and for every
object, you want to bblit, you BlockScroll that part to a reserved position
on that bitmap, Blit (no BBlit) and when you want to restore, just blockscroll
everything back. This way you omit the buggy UnBuffer.
>Very strange. I hope you can help!
This is what got me thinking about finding out more about the blitter. It's
one
of Blitz most used function together with SetInt, and both are buggy :(
Good Luck,
Serge Veugelers
--==========_887925077==_
x-mac-type="4C484100"; x-mac-creator="4C415243"
Content-Disposition: attachment; filename="CopperAGAStuff.lha"
JDItbGg1LaYHAAAiOAAAFxrOIgAADkJhY2tncm91bmQuaWZmAjQHLXOd9nWm/9/ccUcSIRwV1WgH
j3wY2TWSquk0qp4VZ5gQVNkqYFdxaq8AaZYOK30tS1dU8RuaFGJYo9x27IRMluzcJli2MGaPZUpN

uQSMR+HqThyJ96zg85POff/7bnhbh3JeDcWW5N+W25ft8J6KLtW/V5fr8oArbz7/rcflcflfe5AA
H1lOKp6Zf+F8CjoB6HoFvDJ5XG5hBYU4+TlB7HwBk/n5HM5n4S3e0XI/z/KdAv8/YDpC+wHwFr9P
bz/3+U/5vyfX/ByS04JZ+yF8oryKd+8vtwW/BVn/DBW73eDcAJa74Nw7k8blT8G/C+xA4/L5H4gD
hfb8A+APqzdEIdkQPsiogxaHp9l0Ar7IKLu3QUUPsgFksriIeJA7qBwRuaIicwii4WVUCHyFl1A3
9BAgHAQG6cgL854oAY5fpZfoSqEAHHQGCLu2RtqPXapUdVelRmtUqODW22rVEPPyC6mVGX0qWcWU
lHrkomJR55KMUG2QI+f3i6nYJa1yzqvEo5RKJyUfjJRZa2yCUfdJR5xdSpP2GyTZ1FclHVJRhg2y
N6+PVJR0DWxkn7EUzk06jKL44pKNdqSkjeyhmUKJgq0KK0CvhnUQlC5Qo16SGFh6Vho3Y4UY2qi8
Wr8MrU3BzpZreisODHmtM+326SGCUdO1HzpWgq68reLmrwK+JxdVftko6EMEJ82kidRxqpnefANr
CWej3Z2puA6eZWuSjzWWg086kglFzTkjHwtAbXllauEoocMsi1KA6EXbHs5tJDBhdx+uYJIRjwue
tBWOMynVjlWqmEMqtXUiepIYODnlyox7Rdi78crWsZ1UfdMttSHAfCSi3NSQw0P6d38oqfM8P98D
29GD3LQzO/Pclw/ZaHf5HRQr8S9JDEYD5ZHR9KyDV3sxtfOYFh96otsftjUH+0SiOhLSQw4O83dc
xv0PjpdPlvReOQZf6fzPLN7LiPS+7ZrtfXNSQxAGtq2jx/mbD1NiWzW33YBZxpd5X90Cmppw2oP8
HpIJRq4q65s58YumrDFHlDKeBtubCcQzjVarSpqSCUfouS240Nhw+ihltolH7mjE+trwKfNrW5O3
MekhjIE2Dn9Y260nIu5v5Hu7l6EsvIqWJetkIr7papX4PVGghiYLVyYlFx2t0RJR0I1l9HVJRmUh
1tglEQoIYVJR7tWqXsPF3MdZ7pWDSy+rvzn6ypKPUZZ4Lo0EMTKR3NG3a1mnW+JrTN5mnGut8gvr
+/Mr29ZySHxOBQQwqg3U9qvVxo3HvHvX3urWMebJyz23lZmsTw2WedANBFCj+qSQvuNvieRuW7ES
j2tMxm51HIii8TQUEMRCaVyapjSjEgwrYVdqUS8SbT0SGjjLW51ukhiypGs7DJprutqR40uvDGuD
OAaq3ZVgXUei7BgoIKBTqFCZuFlGwIaM+vaIQOaUJnFLKuwAQT69oP9w7v9ZJCXJLtFD+lc2adkN
CxKSYYogi06rPsr7U/NUQO51igHxlBIu6gjKuUFnMRQRPDMv54j10pJooDc4hQD2i98r/flE+lQF
/0goIniPX88R6/vhRY21HvmpUdd4kXMGgihRniPXfOBR8k3dl1Mcop+BYKHhZQGJ3wpIvRHsDzhQ
2Sb5C6mmUU/YfJRhQOJjjSReiPbDAKPF1OGSjjEo4c6iySbOozkXoj2GwKLLkQ6U6i/KNudRkQ0i
dRnIvRHrdCjZDiUKK7q9CirGp5QpIvRHl2Js1vUzx7lYz+nvTuH6y0mvpTGRuoKSL0R47D2c9HMH
E1TnxpjOl5dM4TS0ams1SReiPLsN5qmgqPcL29gyI3Dl7SHwpTIxIKSL0R47D+eNiYGtW2dzyko7
E1k114oLLVJF6I8uxYsqvrjBi99d3LtCfAyM+Oo24gNKki9EenUUWyhJXMc7hegC+13rJrj8Cg/v
pIvRHl2Lsy3omH+WFqOO/RCP0q8LUj4dgUcX8tJF6I99LHWVm/qUVe5lwOfrrgba8Ng3kfKKv/Ck
i9EeMxLZzfRaH4cLQXf/jEMmSxDJbyxm6H5KSL0R6Rh6HO8EYe9rnlseoyG+mmr1MPTBXR0KSL0R
7fCz9rNwGhfKRY/ASjCpakPjjM3zWWZyL0R6RiSLP2Iw9y7M2dxkKnyjVZMSj8WpSReiPVGMOtZ5
O7F/pcaJfqSNSWsTLh8dbTms/YpIvRHpGNcuwgLF1BKLUFSuPYJROq9qUkXoj1RjEbb5KhKP4118
GMlHFz4e5WXms8Gki9EekYGJ7tIA+ZqSnuaEDNW4hkvEpbP8VBHmiPMsdmVuHOFfu8Iy+LYaht7m
KHSqLy5vAoI80R6Fjnvvl9lHzO9btl9xs1ddmz0ZJ1GgjzRHmWBPYhkF+ZpGHi2XJBXHP6ZjTOWq
SL0R6RhVd9muB1YOdb1XoGQPi2fftHWdq0EeaI8yVNRrFCculD9nhUTxDbpU0+MUJnCKFMo7s0xD
ML/0P5NP6mn9TT+pp/U0/qaf1NP6mn9TT+pp/U0/qaf1NP6mn9TT+pp/U0/qaf1NP6mn9TT+pp/U
0/qaf1NP6mn9TT+pp/U0/qaf1NP6mn9TT+pp/U0/qaf1NP6mn9TT+pp/U0/qaf1NP6mn9TT+pp/U
0/qaf1NP6mn9TT+pp/U0/qaf1NP6mn9//T+/Vk
ACNXLWxoNS0ECQAAhz8AABROUyQAAA1Db3BwZXJBR0EuYXNjUVMG6HO6wjkbX+8+/AFpXvB0K7yb
zMzG2VRCbeY4UXSQXdCwBHh3u1ydqOm7pu7x1gK/G7Me5klhmrXz388AHUsRyVKTCoqKkes+DF+O
87773ZStOW+JXl8n6vzq4vD6a8+jjy6teKKLVl/hbxdK/hz59GjPqb8unPp2fLVo05dduz582jnz
5nfLpx5mjZM+vZlerVrz+hwfNsw6y+tf7zdXo5tF3xXxvRn/avNM+nmt18/R15cl30+bHmb8NXRl
82zL+lkJM+HRbl8/RsD0tzi+Juh1v2Xxv1/NsG3cz0dOXNbs43JxfuZ+pbv0uRlykW4nH58a/2rN
kiak2LFVl1+HHoikjKSSMh0Rkxfo1WxOGxYq+nVFLixfJmy62qizGGuxfBLJJISOeM0fxGxYvji5

bdcXVoiXiNFum5fbM+mLL35IvJniIeRcBpy6lqx6eTwVL4PLHljkZ/8Xit+bWuDeP5PJ+vFi5deP
Xb6Lc2tnENnDP413c74uaOtjc3fPpj5delaYR18dubi6/nXx2L8Vz8LyHroBi78VOTJpib9uHZwn
vMxvgt18lvnixyx+rL/saqvsOJ6+afDws5nFx8vHET2cCySXQLiYFd/lePk4uldEpo8hovp/y045
9ONdE8S+FL5JbpxcefR+P2cGJHkJ7eDfly/FzZderdAhY8hfbnePO/O+Hx/Kpee4cZO98MeSX6c7
U/L80WSX7+a0+JK85F8Ep/bnvjw5n7Un9WV4+Xku5Wb71dZnVq78E/90cuzvgwis33I+unp0Zm+y
afHdNF1RxYv+qqb7kfc5PB5pPqz++Kftcn7GL5P/sX7Kqzf6ivj4uvZFf+3B6/wcHr/44LpfN/6X
yfbL/WzUf4JMfDjl70MqVe2ET/OVpSm6mPglNHjl+uIU1clLJXkjXrp/VK92876tv9e79ptX827m
i949vx9W9sveh8OfqXvY+Nez35ejL02xfmz+nm4ZO932btvy+XHlZ0gXr3R5I/ybPinHrxyR3Zz9
K9803z4vLbmyXQAv8fvZtl8X0Ylm91zrpJ4JJI/o/rKNWdBhx583n1Ra88S9zzTbFr6LYsi8t/TK
+Toy6ol/z0dS9vfzY7tvXfjZYDEgMWAxoDHgMiA00Bp4DUQGpgNUBq4DJgMqA1nuGlkgNLAYkBiw
GNAY8BhVjLNAaeA1EBqYDVQGrgMmAyoDWe4YkkBhViQkBiwGNAY8BkQGmgNPAaiA1MBqoDCrEiYD
KgNZ7hiyQGlgMSAxYDGgMeAyIDCrEs8BqIDCpou2oOUDEaNtqaK0bbUGZo22mw4GQ0bbTZNsGNtp
VnaNto+oaNtonqA1bRttE6WjbaEFNG2vzY0Z7xSyAZqsGe/MrVYM94pWqwZ7lynAzVBM94pXKC9y
5XKC9y5XKC9y5aQM5WHuXK5WHuXK1WDvcuVqgne5ZJAM1QTvcsjVBO9yyNUE73LI2po73LIcDNVg
73LI1WDvcsjVBO9yyUgZqgne5ZGqCd7lkcoL3LI2po73LJZvGK5WHuWVysPcsrlBe5ZWqCh7llOB
mqCh7llaoKHuWVtTSHuWVqsIe5ZaQM1WEPcsrVBQ9yytUFD3LLZvGM1QUPcszVBQ9yzNqaQ9yzNV
hD3LM5Qa+4ZAGcrD3iNOBnKwruGct76EDVAZtZEz6EDJ7Rn0TmUBms7M+j48gGazsxe4ZraTPpVO
UDNsNmfTYc/aM+oM6AM1y5n1BnnAzW0mfU0entGfVieoDOct9ZB0gZzaVdw1m8ZDnLfW+iUDObRP
cM5y31voMBnNo+t9CP7DTvrfRMBmuXO+t9FAGa2k7630Vdoz630VgZrlzvrfQoDNbSc/+BpmuXO+
t+aUDNbSd9b8xe0Z9b8xgM1y531vzIAzm0p7hnOW+siagDUgZzaV9wznLfW/MkDOct9b81m8adza
PrfnIBjAaYDUAasDK3jUSgYoGOBpwNSBkgazeNSEqpCVUhKqQlVNQGCVVBy6glVQSqoJVUEqqCVV
BKqw5dYSqtAGCVVhKqwlSQlSQlSQlSQ5aQlSRXskJUoJUoJUoJUoOWoJUoOXYEqsFe1gSqwJVYEq
sCVWNSqiT+XrN37ntK04qXDdf8/UwdnivZQMW8Y7v7fjUDgk4GpA1YGSBrN40ok7Z4IK8YwGEnSi
TtngVLxqgMJOlVvGIG0IJOIJO2d/xeNMBhJxA2hA2hBJxRJxQ2hSgYScUNoUNoUScUScUNoUVBmE
nGDaGDaGEnGEnGDaGFQZhJxg2hw2hxJxxJxw2hxUGcSccNocNocScgScgNogVBoEnIDaIDaIEnIE
nIDaIFQcwk6YSdMJOmEbzClWYRBOFvnEEziCZxBM4gmcQTQIJoEE0CCaBBNAgmgQTSIJpEE0iCaR
BNIgmkQTUIJqEE1CCahBNQgmoQTWIJrEE1iCaxBNYgmsQSkQSkQSnsvzIBjO6zXd6gTAZeoGnsk6
sDL07E36mrOkOwGK7rqN3pesBl8uTeoLPSa4DJd19u70g/YMzoyU3sMzoycBlqom/XWZ0WWA1Tux
g3ehP7BmdE2q9+WdEJgMd3ZS7vP5qv3GGdDbgMtD1X0qs6FbsGZ0Kyr911nQf4DLSpV9kjOgowGq
d2o27zWPYMzoEVX1Ys6BHAY7u2L3eX5wGYlV9WLN+PAZblqvqxZvmYDFd2/27yZ2Ay4cVfVizyOS
r6mmbz2AzHLvqaZ4//AZjl31NM8cZgNQ7un93jMMBl8usvqxZvPYDFd3cjxjgZaVWX1Yz0gZaTWX
1Yz2bxqCO71d4xgMty7L6saKANU7vnHjMSq+ppm9rgMxKr6mmb2uA0zu/4eNSBmOXfU1TZvGqld4
D14xgMxKr6sWb5mAzEqvqxqU7wTN43ZjbN4zN/rAaUDEAxQMYDHAyANMBpwNQBqQMFYrrAyQMFvr
C3pC3pC3pJAYMMkMMkMMkMMkMMkMMkMMkMMkMMkMMkMMkMMkMMkMMoMMoMMoLeoLeoLeoLepEBgwygw
ygwygwygwygwygwygwygwygw1gYawMNYGGsDDWBhrAw1gW+wLfYFvsC32Bb7KoDBhrAw1gW/+vmjPeN
7xveN7xvrGxAIzAtbGg1LdEIAADsPgAAEU5TJAAADUNvcHBlckFHQS5iYjKJCAarc3rCSxtf7YKi
VYDYBpqV4ROLt5buZmZu6VRC3dzMBhBjaDMY+6d6TvI6d7x3vRcUJBeAGQkfBAYVDUYCjUdnwMzN
9mHQM8dvb78YAdSxHJBLMrC1KodHwWPj1O++92UrTluvtcH2/euz6O7m06pJZdOb8WXg5GfDvZ9G
jPpd8uTPzbPlp0c2bVl2fPh0d7Pyv+XJk5XDcWfVsyvi06s/heHw7MOwvnZ++XxeHh0X/FnG9Gf7

7M036d/Lq73Hz5uK/6fhycrvhp483f2Zf3mwk34ceXN4OPYHzOzjOJvh132Zxvo+boNv5no5M3Ll
2cbn4PwN/VF/6ZIzJSLeTk8GRn71/Ol19qST9/alnmKSeYh0TEk1zStBkk/X8+WiSTy/maaa8zeo
nnnJNVMab2jSSe3L7uXVL4tErFh0Zea9ZNf0Zc3cnl1/TlIednKfL+pmeomzTTt/8mv6Ukmtma1+
u3N7Mv+O69n+Dhmuaxd/z5Jvd1czECmu7uXl4OfyM4TL9a9ymZDodOXuS6/2S+X8vb2cC324bXvy
5KJv44z7zkceUTo5L7PbbySXX45SPzPFPfzGRv2v/2tjxseI03EaX4P8xDu9zZGPJL7mXwM49l5p
O7n0fX83BSTcRPPwX7Wb2uHNq0/0gIs3EXz5zu59uc/IzOdvITf9mbio+DN2/yyvDLxUfNzG1mbl
9ig/nzvt4cw86P9GT8l/KDfMqnkaqnsVf5RW/OfZwic3yox43xeb4pk/S3KX1AFl+RTjfKjOxv97
vz/Dnt0TfG4PoYT3P/MJ0VOm9ET+Pg59kT/G3PP/9uef5G52S2b/stkjLfO3UE3p8nbyUb/xZMrN
nonoyfcvpW3qDTZKP+Q5nbKE8zNbL4ZQv3OfXZuN/nZuT+X9ErdtmT3+1Lr/cwr6Ev8PW7c+/3G7
fuuln46Nuieb7Gz4pyask83v+szdVN5JNf7W8RZ/fqyScHmwDeAfUZQdvTzzeb+tfr7unKytrl8G
mXVnlZtv82WXVx5ZeJmW/tlfucebTKz+eHxM2pO/kv2ot2NoiMSIxYjGiMeIyIjUxGqiNXEayI1o
GuiMmIyojL9I1E8RqIjEiMWIxojHiMKsaKYjVRGriNZEa2I10RkxGVEZfpGJPEYVYkJEYsRjRGPE
ZERqYjVRGriNZEa2IwqxImIyojL9IxZ4jURGJEYsRjRGPEZERhViWqI1cRhU0XbUHQBiOG21NFcN
tqDM4bbTYcDIcNtpsp2DG20q1OG20fVuG20T2ga5w22idLhttCCnDbX5W4aDxUTgZysGg/NDlYNB
4qHKwaDl0HAzlBNB4qHqDBy6HqDBy6HqDBy6LAM9WIOXQ9WIOXQ5WDwcuhygng5ZJwM5QTwcsjlB
PByyOUE8HLI6po8HLIcDOVg8HLI5WDwcsjlBPByyWAZygng5ZHKCeDlkeoMHLI6po8HLIvcMV6sQ
csr1Yg5ZXqDByyuUFEHLKcDOUFEHLK5QUQcsrqmkQcsrlYRByy2AZysIg5ZXKCiDllcoKIOWVe4Y
zlBRByzOUFEHLM6ppEHLM5WEQcsz1Bu7BkAZ6sQeI1QGerCuwZ63woQNaBnVkUwoQMnrGhROZQGc
ztMKPjzgZzO0l7BnNpTClU5QM6w2mFNhz9Y0KgzoAznLphUGeoDObSmFTR7OsaFWJ7QM9y4VkHSB
ntpb2DL3DIe5cK30UAZ7aJ7BnuXCt9BgM9tIVvoR/gaqFb6KQM5y6oVvorAzm0qhW+i3rGhW+i4D
OcuqFb6FAZzaVH/0NS5y6oVv00AZzaVQrfpL1jQrfpMBnOXVCt+lAGe2lnYM9y4VkU1gawDPbS7s
Ge5cK36UgZ7lwrfpXuGqe2kK36iAYwGpA1YGuAytw1dAGKBjgaoDWAZIGXuGsCVWBKrAlVgSqy0D
BKrQ5doSq0JVaEqtCVWhKrQlVwcu4JVcgDBKrglVwSpISpISpISpIctISpIr2SEqUEqUEqUEqUHL
UEqUHLWEqWK9lhKlhKlhKlhKluSquf+frN4bntjE4tZDd39fUwdXivaAMXAY7/7hjUDglQGsA1wG
SBl7hqBJ2zwQWAxgMJOoEnbPAqYDWgYSdQrcMQNoQScQSds7/jAakDCTiBtCBtCCTiiTihtClAwk
4obQobQok4ok4obQoqDMJOMG0MG0MJOMJOMG0MKgzCTjBtDhtDiTjiTjhtDioM4k44bQ4bQ4k5Ak
5AbRAqDQJOQG0QG0QJOQJOQG0QKg6RJ1Ik6kSdSI3pFKtIiCoLfUIJqEE1CCahBNQgmsQTWIJrEE
1iCaxBNYgmwQTYIJsEE2CCbBBNggm0QTaIJtEE2iCbRBNogm4QTcIJuEE3CCbhBNwglIglIglPVf
mQDGf1mvT6gTEZmoGnqk64DM07E4amrekOxGK/rqOn0vWIzOXJwUFvpNcRkv6+3p9IP1DN6MlODD
N6MnEZiqJw11m9FliNa/sYOn0J/UM3om1YPy3ohMRjv7KXp8/mrDcYb0NuIzEPVhSq3oVuoZvQrK
w3XW9B/iMxKlYWSN6CjEa1/ajdPmseoZvQIqwqxb0COIx39sX0+X5xGalWFWLd+PEZjlqwqxbvmY
jFf2/3T5M7EZkOKwqxb5HJWFTTd57EZrl4VNN8f/iM1y8Kmm+OMxGrf3T/T4zDEZnLl4VYt3nsRi
v7uSAxwMxKl4VY1WAZiTLwqxqXuGrI/vV4DGAzHLXhVjXWBrX985AZqVYVNN3tcRmpVhU03e1xGp
f3/EBrAM1y8KmrF7hraH+A9gMYDNSrCrFu+ZiM1KsKsbVP8EzgN1Y1e4Zu/1iNQBiAYoGMBjgZAG
pA1QGrA1gGCsXXAZIGC33Bb0hb0hb0kiMGGSGGSGGSGGSGGSGGSGGSGGSGGSGGSGGSGGSGGUGGUG
GUFvUFvUFvUFvUiIwYZQYZQYZQYZQYZQYZQYZQYZQYZYYZYYZYYZYYZYYZYW9YW9YW9YW9YW9
dsRgwywwywt/9/NGeob1Deob1Df7GkAncC1saDUtBAkAAIc/AAAOTlMkAAARQ29wcGVyQUdBLmJi
Mi5iYWtRUwboc7rCORtf7z78AWle8HQrvJvMzMbZVEJt5jhRdJBd0LAEeHe7XJ2o6bum7vHWAr8b
sx7mSWGatfPfzwAdSxHJUpMKioqR6z4MX47zvvvdlK05b4leXyfq/Ori8Pprz6OPLq14ootWX+Fv

F0r+HPn0aM+pvy6c+nZ8tWjTl127PnzaOfPmd8unHmaNkz69mV6tWvP6HB82zDrL61/vN1ejm0Xf
FfG9Gf9q80z6ea3Xz9HXlyXfT5seZvw1dGXzbMv6WQkz4dFuXz9GwPS3OL4m6HW/ZfG/X82wbdzP
R05c1uzjcnF+5n6lu/S5GXKRbicfnxr/as2SJqTYsVWXX4ceiKSMpJIyHRGTF+jVbE4bFir6dUUu
LF8mbLraqLMYa7F8EskkhI54zR/EbFi+OLlt1xdWiJeI0W6bl9sz6Ysvfki8meIh5FwGnLqWrHp5
PBUvg8seWORn/xeK35ta4N4/k8n68WLl149dvotza2cQ2cM/jXdzvi5o62Nzd8+mPl16VphHXx25
uLr+dfHYvxXPwvIeugGLvxU5MmmJv24dnCe8zG+C3XyW+eLHLH6sv+xqq+w4nr5p8PCzmcXHy8cR
PZwLJJdAuJgV3+V4+Ti6V0SmjyGi+n/LTjn0410TxL4UvklunFx59H4/ZwYkeQnt4N+XL8XNl16t
0CFjyF9ud487874fH8ql57hxk73wx5JfpztT8vzRZJfv5rT4krzkXwSn9ue+PDmftSf1ZXj5eS7l
ZvvV1mdWrvwT/3Ry7O+DCKzfcj66enRmb7Jp8d00XVHFi/6qpvuR9zk8Hmk+rP74p+1yfsYvk/+x
fsqrN/qK+Pi69kV/7cHr/Bwev/jgul83/pfJ9sv9bNR/gkx8OOXvQypV7YRP85WlKbqY+CU0eOX6
4hTVyUsleSNeun9Ur3bzvq2/17v2m1fzbuaL3j2/H1b2y96Hw5+pe9j417Pfl6MvTbF+bP6ebhk7
3fZu2/L5ceVnSBevdHkj/Js+KcevHJHdnP0r3zTfPi8tubJdAC/x+9m2XxfRiWb3XOukngkkj+j+
so1Z0GHHnzefVFrzxL3PNNsWvotiyLy39Mr5OjLqiX/PR1L29/Nju29d+NlgMSAxYDGgMeAyIDTQ
GngNRAamA1QGrgMmAyoDWe4aWSA0sBiQGLAY0BjwGFWMs0Bp4DUQGpgNVAauAyYDKgNZ7hiSQGFW
JCQGLAY0BjwGRAaaA08BqIDUwGqgMKsSJgMqA1nuGLJAaWAxIDFgMaAx4DIgMKsSzwGogMKmi7ag
5QMRo22porRttQZmjbabDgZDRttNk2wY22lWdo22j6ho22ieoDVtG20TpaNtoQU0ba/NjRnvFLIB
mqwZ78ytVgz3ilarBnuXKcDNUEz3ilcoL3LlcoL3LlcoL3LlpAzlYe5crlYe5crVYO9y5WqCd7lk
kAzVBO9yyNUE73LI1QTvcsjamjvcshwM1WDvcsjVYO9yyNUE73LJSBmqCd7lkaoJ3uWRygvcsjam
jvcslm8YrlYe5ZXKw9yyuUF7llaoKHuWU4GaoKHuWVqgoe5ZW1NIe5ZWqwh7llpAzVYQ9yytUFD3
LK1QUPcstm8YzVBQ9yzNUFD3LM2ppD3LM1WEPcszlBr7hkAZysPeI04GcrCu4Zy3voQNUBm1kTPo
QMntGfROZQGazsz6PjyAZrOzF7hmtpM+lU5QM2w2Z9Nhz9oz6gzoAzXLmfUGecDNbSZ9TR6e0Z9W
J6gM5y31kHSBnNpV3DWbxkOct9b6JQM5tE9wznLfW+gwGc2j630I/sNO+t9EwGa5c7630UAZraTv
rfRV2jPrfRWBmuXO+t9CgM1tJz/4Gma5c7635pQM1tJ31vzF7Rn1vzGAzXLnfW/MgDObSnuGc5b6
yJqANSBnNpX3DOct9b8yQM5y31vzWbxp3No+t+cgGMBpgNQBqwMreNRKBigY4GnA1IGSBrN41ISq
kJVSEqpCVU1AYJVUHLqCVVBKqglVQSqoJVUEqrDl1hKq0AYJVWEqrCVJCVJCVJCVJDlpCVJFeyQl
SglSglSglSg5aglSg5dgSqwV7WBKrAlVgSqwJVY1KqJP5es3fue0rTipcN1/z9TB2eK9lAxbxju/
t+NQOCTgakDVgZIGs3jSiTtnggrxjAYSdKJO2eBUvGqAwk6VW8YgbQgk4gk7Z3/F40wGEnEDaEDa
EEnFEnFDaFKBhJxQ2hQ2hRJxRJxQ2hRUGYScYNoYNoYScYScYNoYVBmEnGDaHDaHEnHEnHDaHFQZ
xJxw2hw2hxJyBJyA2iBUGgScgNogNogScgScgNogVBzCTphJ0wk6YRvMKVZhEE4W+cQTOIJnEEzi
CZxBNAgmgQTQIJoEE0CCaBBNIgmkQTSIJpEE0iCaRBNQgmoQTUIJqEE1CCahBNYgmsQTWIJrEE1i
CaxBKRBKRBKey/MgGM7rNd3qBMBl6gaeyTqwMvTsTfqas6Q7AYruuo3el6wGXy5N6gs9JrgMl3X2
7vSD9gzOjJTewzOjJwGWqib9dZnRZYDVO7GDd6E/sGZ0Tar35Z0QmAx3dlLu8/mq/cYZ0NuAy0PV
fSqzoVuwZnQrKv3XWdB/gMtKlX2SM6CjAap3ajbvNY9gzOgRVfVizoEcBju7Yvd5fnAZiVX1Ys34
8BluWq+rFm+ZgMV3b/bvJnYDLhxV9WLPI5KvqaZvPYDMcu+ppnj/8BmOXfU0zxxmA1Du6f3eMwwG
Xy6y+rFm89gMV3dyPGOBlpVZfVjPSBlpNZfVjPZvGoI7vV3jGAy3LsvqxooA1Tu+ceMxKr6mmb2u
AzEqvqaZva4DTO7/h41IGY5d9TVNm8aqV3gPXjGAzEqvqxZvmYDMSq+rGpTvBM3jdmNs3jM3+sBp
QMQDFAxgMcDIA0wGnA1AGpAwViusDJAwW+sLekLekLekkBgwyQwyQwyQwyQwyQwyQwyQwyQwy
QwyQwygwygwygt6gt6gt6gt6kQGDDKDDKDDKDDKDDKDDKDDKDDKDDWBhrAw1gYawMNYGGsDDW
Bb7At9gW+wLfYFvsqgMGGsDDWBb/6+aM943vG943vG+sbEAozS1saDUthAAAANYEAAARTlMkAAAS

Q29wcGVyQUdBLmJiMi54dHJhzxIAZ1J1w7of99/p1LsTA0MKmkxJhYWBiaEwNDAYUwMCXSBJiSTY
8E3gn9Tu8BHmV+hVRSWW0q9+Ko06f0JfG16l2l3CCCCD+ZTOaScxkxyX2Z+19V6isbnT6M9jnzb8
XPevIVzy3oZ93f9Ofh+XoLJrZ5l8F3V4V4CTxbD0Zy23xPHvkwAoQC1saDUt8g8AAOdLAAAGTlMk
AAASQ29wcGVyRmFkZURlbW8uYXNjPswLS3ub1jbbn+x9+APrUr1Ji1KkklJJpRRg6SVsQDTaZKjS
kroY0nfEnWtO+N3d1lpwL43f/+97d3STqJSabSTbkicFkF53r2BaKB3DuwIB3d3TAottgEFFwbZZ
cGi4dwp8Abj0XGtFwreAuBfhm+73ro24251zVG2lN1aw+w6/BfU1u58X7WU1q3fYvX2ykNbJUNfv
ldtsMtOXCTK1Sxnmcb4JugprbDprxFnWGnNwrDxXSPGgdtFtGZKSZamz+p1NIm5dKTswMNtP8BAB
bwCpnSWDXikpr0yXWHGWwLCpNn6veKRpy03AyVkj4C1szbZsAnW202V4mqoprEqOmee2GGS1S3ja
FmzQIH6xdNgeJaHKSk+Bp+6cwbbDZX3yiMnUcMOEVkGT5WfChkQ6Jw9k0H1W2wSgEefMAVestOFJ
ZMAEH3uFfOljpXoG3ycBoCYGHHwGFzGZI3Ba3w0pD7WCu3CgUM/4v2sKL+T9UM48+CCveUFORlmn
7zF94kDx9dXTQXLpoEKmVx9p0pLjAbWeQjf9s55i16/3Ntthwp021zlzRAvkpgpTDZLLT98+cgKq
GbM7GFUaEgVvtlgdK5IEd+MIn5QgmfPJM7xgaZtmd+s4XvvzUDe6Z3fQsyEPOZN0ru/cLZaDTEHA
GG2yutlaI+13WSttd3fBh0uAAMGSgLT5SXmN+FDNlx900hQoiUFygx8V3vFK6yQ6DA6CgJRs+SYf
66DVu3NHbVLav++23/u2qmYCFxqqhVCT/vqrtNPWijvCaDzNc/M0WECw8VGTamkdos+LfM80+0VM
FLrNd159Ak14CSMW0KR93esVy4DAneYciEBD9oIm/cRgRabzhD0YbYAhGWHwiJkW62zue1n3hirg
zu7A1vvkwGdZfUUq1tjc9nbraGBTQsPuwWnwbOe9yA9GEfPqXrE+L9rHjfg+NsuWxZn1Sbor9Hoa
Dw8TiZr4u5vNsBrgdnYZF3t8Pxqj1626fXOJEVCEr6FnkTclcHn6hr18zgPLADr+IHXdKVzEEreI
JWbgLIEVnGSJRBT9+2O9/ttlvI2z/FtjvY9ssHLtkLs+PbPB4tszFcLLtpg8W2jEGDGFV9tuB7IH
DE2GUxgB/krtlrukvGKh+0GHzXwobytsiinKPCgfiyf4MUhDxGIn2LPdLafBinbM04+ERZxhh0iH
FzgBHkQuYHRY9ZL4Cixs2Htz8j7ciJBqp3HmvAXQbH4jUWmeh+Y0QiPm9fdaBsxH0s37QUwkPzPR
bI+jJn0jUDz5r0WLZR8HIL1m+Ec1Bbvm3wFz/W2V+1dwNMo+vfCqqT8XrrVt9Hz4BRc/xulauXU4
rsJCAtwpHD9wMcn0SiKD7fCsKKkxztD7J/c9HsFQBXaKMxi4wHwxMuaG3BZbatPKWLQw1oZcgS5c
MvVQHFHN9Zh3QbTMz6u7dBHU5qmzbJM2yl39DBMzWbdudp2ppKfXqkoaOjNAMoUtQD8BhCwmCl3Y
4BmiUAwqpbYwPUlOeOF69gcHZcRhUNGLC7ED6MKdhwqB8KgpWbeLlMc/IYyaWQxyHaExz8pjDCDT
jZthplVaeBibg6xrhg+uy40+uFOB7rsIg5F/NXQfHPJUCm32gpt8NWSrRoTlaGnQVlrv+RBusZhn
IQlfpouPdWKoM+mrjqVI7K6K0C+uhmElN11jge+xy2ktVq8ef3uGTJojnYzJLEKamLx49PSVTFbh
uR4SmN33CVd7xlboKe5DYWQzBI5jB7Edx6OxETRgHPa0Fu2V331POHH1D84b5EqhSBMZ4IvMNpqN
WlJtUeeL/pdw491LD5gsuITf2mAo6T7t6yg8BpaBzCcTcMSW3Vkl9JGj0OXIyGcEw6JhwU3br64f
QKacPnzgi4gh6aRINyAiwgg0z8JKSidddaRDlbSs4f6PWH3ZkJPaCgCM61cCMi3HpAeY97WALJD6
WT96oabKdcLsjpm+/67SjBzaDh0fAWSzP5Xg4h8ROGeJhkBq0qStDR0sMDxXUVkaeVC+ZRv9wa6N
/MVrP9qhgCNeiK6fYjCfp6vBj2M5B7z6jeQe9RBrx0KQNl02WXYaNmZhRWb0MEyPLJpJA4oSHVmK
3Y/54mYN7u1usBJYo6JNY/wDhFSU7zVxiqZ4ThVC781pvnXwkQ8y09vkYtPtd4eQKAhhQ131D3bI
S71g5CDwbEDlr3JeBwcghD7QUr/6JeH/loQHAaPlvBX7DaDI3jRQVtPjdL/CReAOKyRDxyEWoO/6
o8VarUDgb+HnIuL9+Bh6UiicRozT8HRdj5jM7SYb02xpKZk7X64WfU3mQs6hARcba41HEMO/31RR
x2Guf3TdKwdnuPSzl1u+PRcaCpJD1SSRKA4cjjQoOO2fHmTPka7jZz5GKtBs7Fgeh28VsPlvvcKl
j16detVImFgeCIohFQulK5bhGJ6qcztw2X+dpSgVBU5hlxaJzfjxGaBz7LiaaENUPIz1SVuxXGwf
ZnKszsMFio2UJfocr4HO9XAN5Q5gth4jZnLiShCMz1WZ+EZBli+6XvDo1ZguPI5+2rs9qxKL0VWa
OOSLhzaSrNLnzdFVnR583SVZ0sVWwj4bXY7QceQSYxPmyLZDyCAcgQi7+CHxxCFCbnRrInjKh5EC
UsjqJhVIlgLeR/DyOAcjZXDYoItGUZpckofD+AtgCMzkjXWsdYeCFzB0plwtRWIFC3RPhZuxOkR0

OYMYe3/CBUogIOmCBqXkA50QGHQaPcWgs/Hs4nQWqV4HjGB1e59Bp+PbnlizAXQBWZ+XQfSy6Dz/
CoGj06D6Xn0Hn+XQeiqQGO6MVgCit+7w1uxK8oXSVzaGELw/l8jFebS8YXLqhmAF6XMgY8WQL6k7
KKanMhgimUPY5kQOHqVLu/X1SWPYWhf6xMQ4rkXt1yZ8Wj61bsnleXd9fFR7+AoWO7IUdgS+uqkL
GDGOj+nKXe2REPHHqLoy6M66NDzpUvGlVKVpHGlS4JUvkSpb0JVpdKVaUux+unYUUqWjSqdLGIxp
UsCVLZEq3vQlU/pSqfKwVrgwB1kpVvapKdWr2RYx1FWInmKqXUbSrFGE5rV6Yv0UFRlSImUDxgMU
3RQn0fv5VffwVe8RF5avv4Kvf8NPHi/emr78dX2flHUqHMrVLBDON8E3p3p/NV98lXv/9V48dW3R
RVtqCe9WGD8Q9NXFRP6wRExjr44UYzaBBJ8QJPGKjKCUkAlCIEojDLUxwtBkg4jfXJnJkjYwfUlO
S4A6/GDsSnVYAdM0HioA0LXjnruFwZKFmeqhcMoTxUK9BVC65QkF3rshO/JU2tsO02Gj9w2Fwrv6
xAxIZLwNHh1wDK+JXczNn5BXOIGIJcXSXMCS5PkBl/CXFuMuYxWIuLSlyhIDLeEub3GXMYrEXAlq
hU314am+hhmRra4ckjMrzYqpavDVU4ppS5wZeapxVMk7DW2oqqw00+pOD93w/Tk/sgtOk1CSLLoF
sI1lFp2xIz2cWWjFoRqFJewjt4Brs5xJd1V5QOhxAY7OrZW1Btm4wVDQDTkkfNTjoNaEeHFQuYTY
ePqMfNweRoCFs7wSlTHQ60VRgqKclDt/Gf5vfd4vPln+RkUJjSOAqRwYeOO/w/PP8BASDNwhnSBu
FZKSB4rJ5vUXYQ+ZCzqGBF64dv0Ey0KEJ4+DDQetOe/O29NER6OOE3ujjf/loiPha2hogk0TGK0i
mTVZex6DBR3sW0ZkquHvbY+jzh24w5qo7nKS9ZgOEQh+tp1+LrZzwgcPWUBwYJNTVx9YqjDxdYIf
COOcScj1vEVH3x5i8VHnx5ix6OsczZty6RnK/q+tFQzch3PwK+uSZxjJ0wG/fmk+tJcgVm3i9JQR
KxR36PjRxcUcX5yWvzI4vEji/oRxf/NHFhRxbnJa3Mji0SOLehHFvCjg9bgodITw1fWTnebo84eb
EhI395jvomM88x08GL3pif85jvplr+W9gtg6aF6yXDrGw4fmD/HvT8ktfmZw45ZuOV6m9b6JYvRK
P8MlLO5o0HPJpzuaJvzygM7mhnKJmWciD6oQ065P8gt0dhFuuTcug2/XzhtrBFl+QWXEWXyiy8Qs
tyCywiy2UWWOLKJejrrrD6VtKjL9rk1FV0+1ke44yHvUKPkjZ5OOr/xGp+9GoyxqfvRqPTGp/pGp
24Hb5niyRqXjuVo7mvuhyI542to168wDe/641PojUVS2z8DESWy3TjyEI5A4Uxp2kRp0guejpQe1
usNI4MHkkVxD54MX9YBNRsrDqGVftwEMvRnSEU8t1UMFzh6SL+WASc/jbLFeK+j6o7YuZmhInm/A
hflgE/MqOJ33swNWt9vgI6dUbR0HbTCRQ8GK4/pd9ybyaGBG83/XRBBycYkyXEoKnNIdm2a/Oj6I
MMfHyYwZ3AnfkIuZsvI8DyXA+8nJci9pDGe2XHn3YLT7RnMfJXnR0EB//fdOq6zDv/HJXxkVEO9F
1Vtme4f3Pupmt02WQcOeQ8wG+2e30PMfK+6OgQkUNcnXweuaFjiMmBph+yBHUusOXC4VGGdOHIOQ
1eI1kf6oEeNipPZSIYs/BAmzpgjvqak3J2WVSR9+SCKfssxgIRwLx63LOjgZYYF7yLoE/zPpv+eB
/wf2gfjU77DTbf3LCvJA/iIuJhMKTVnh+iB+d7OSCIKPnrZfuQP4+jvFTXvu0d4iYkXtHonhsXgQ
Q+lqK2T9tDHsYz0wS0V19gOm3PSd/jgT9DCXLAX6H6+KgxEiqKCXdWTvdxf8zpeyFnqiC+F5TQ2g
XxSoCTPlTFBJmDh9xML1cz0FkH8X3TKU9rZXpiQQF0YKVDSMrNP7TF/EPqo4go4b8Lq5AI94COG1
0Y4pHZPewG5kJqjz4bNgeai8fFBR84O0jo0zjWLD6EWBUWinh/RihHGGHcZbVJgYfJcLZdga33+U
9r8Z7X8h7wBvY+RkwLCF1FL1igR1wQmyW+BMcOfQSW8FaHdL4j+txn9byH+7A0y1cj5L28Yp1jLA
6dpo9wmog0+3mACo2VVzA00sNeBXqoYOqh166vVh4wBGHwiL7Rg4MM+7/39x5+iqf/R8YBE7z1UC
CWjoUPzbdu3w+VMMQtlTI7fNcr8DoTha3eDQTCIaqNNkzLx4U4/cSP3WniX0J0pVtWQeyoamormz
pCFGZRImt7A8O0A0FBK6PcwWSv4B4J7HwtKSZP06EhNrXr7/AnhnNVIDSjzo9kdVQM0MzN1J05Xp
8ZQyfH4ny+IQzJkB4oB46mHwkM6lCgry+KMniEMo8WQPiji8UqMIZSR9lc2n0eEhlPRDS33vGUM0
o/GinwsnwkMWw4cPjT4vEIZp6SvL41JPEIZqYsiojxp4vHU00hgfFXp8QhlMGWvN4q09RIZVT9g8
LR+OpL4hDMmQHipxeIQypTV4vFY/irJ4SGYsOLwti8VloQysj7ebwopu3Wnypehhd3pBvbsbGwoH
4CitLWxoNS25DwAAbkkAAABOUyQAABJDb3BwZXJGYWRlRGVtby5iYjJWHAsTe532kbTv+0F5eoi4
3qXE+Bsp3D1s7u7m242Mg9bj0aUgQbniPx6eUW92/d3bHvbvG7uzp0B1cAK4FSufMO5txKlcCYNQ
jGv4I///3327u729z58ORtyQklF4iiClwAVVtRcAwLapUJW21ISqqVqEYVVw7hH4A3BuJca0Erfw

+nd710bcbcufbSufaSzuT7/7OSzuFzFrFlkpG6pNFuzZK5VWXYarEmcLR1sdtpm3NyEs7TcbsEUc
WYa4xVnSuEdbfcqFqNrlJMqTZ/A4GUTjVyk8l9Zlh62QAWwAq24TWbsFJoK6BK6zS7IFhMmp4HLK
Rhqoy+uVcjwC1Vtllu0J1qsMldJmpJZxNFxt13TWXLpFsN5FOnQIH7Wrt2nSVBykJPaYermMHFWZ
K88URkyjhhwCsYybKx4EMhHROH/jb/gMsglAI882AVYpsNFJTbACD71ivGSxwrr7LxLbb5LSzTwD
Crba5GX6mwGlIfbWK5WKBQx/f/Zwov0v2i2068CCu9MFMRlGHrC1l0j7ptdXG361dt86plaeYcKS
ssG1nSI35Wc8RSxZ5PFZWaKZNs8xcyQL5NAFKWZJTYesmzjhWi2y25EFUaEYVsMlfcK1GEcyIIn4
AgmPPJM5bYNM1W3PCaLzHppxvjtubB1mOh5jJxyubFYtNgNMQcAWZZK4yVgjzHKXKyxytgGHS2gA
wZKAtPFJYW2IEM1GnnG4yhREoKlBj4rnLKVxchkGB0E4SfZ8kw31yGKtWaO2qG1fx7bfn21SxAQu
JVTqoSf7qq8Rh2oUd4W3+o1z8TRYQLNZ5Zx6PamkZos2LZbdYeYKiClw2OU68cSY5pI2LaFI27vD
K1WBgTlrNQiAh/ECJvyT4EOm84Q8+GyAIRdZ4IiZFOHqcby8ewMVcGd3H2Nh4lptxd5JK5RyLSWR
rPOP1HgbJd9aAzEEfHqNnE9/9nGjdA+DqNVRZizSccV5i0IB4KFw5uyLtzrKwa1mZxGRT5uz2lRu
dxkQoYkQmrkU8KZE1QeV0W7FltoHjAB1egDquFK1dCVOgEqMvljCLnckudwl/XabX/FtPrn2o/Rt
Nry7T2tzacXUpdqLXQ2obK0W9tTa6G1Kz9qUK1eKy+7tBwxIRlB2gfkK5TY5RLDZTvsAwo3ZChaK
yuKKbg8KB9DJ/sw8ENYYfHkU+UWo8DD3FbYaeCH20ss4Q7gxgAjp4Ub7gsZLl5pRYrZD218D4saG
hqTyXWOaXIZH4jUGtuwfMaGQ/zdsuMA14f6U7NQKWSD5molj/Rdt5A0+683YhxaZ/g0/Yp2QjZHL
dlvYAXN9apXqle0wuf68wKopHxdrsVXj/O2KLm+NcrFaujFcgIQFuBI4PuBjj+iEROfbIVdRUGOd
keYb3PP7BUAV2ifMWrLB8EMo5HFfpssVHUtaoMLqCV8Er+SWekDgbWwos5kMomG8Hj1wRdGalc+e
SZ9zuci1MxV6tWdl1JpLihKGTkzQCaFLMA6gXgr/QpTlrYzG6AYWkWqMCRBQnjheNrDg6jR8Khkw
4XkPvHwp0mFQNhUErnfYDDP2jCTK2jDGdIDDPwGEMK59kNKtJh0GGLfDbrNh9dRph5UKZLqunCDk
V6lbl2p0CXqdwSSqXTo0JydDLoJ3q43CgXqdzGNJ98e4DzYadLvk5ahqKx0hsyP/Tsmk0HHFrbv/
25Z13P+DTxeM2iR7FOAmR2A81EVLo6YE0myswXBiCkN1/AVNfolXfKXGgr8IJbEUuw1gW07FYEIo
iRPSj9WqVz11NENNp/90M6SUQI8iL2EVaCz3GqUj2mNOX+9dRy7oazzYWPUBv8pYKLU264KV9AlQ
HHJxLn0SXrZaOWhzvSJhY1NlyaEhwL3I1c/neeHveAFc/neggAw5ymfzvRgHxz/T7uM9p1E5w/0W
onVlwk8sJ3jbjFYIqzMWgZpb3l2gsNe92v3hhoylc7zrzO/v7DDBEYDhdOaWOxy3HYIR/n+hdjhp
0qSdDJypIBCeYnGzsmF5mbda3nn3Uu2gH/9AoQnP+tKdZ6duXXjCLdbTLpDngnNMtACDTNz7BOf5
8yRDJu/vZG64ijHDiDIKMGG1l/Jw9wbp3MslHJJncdYJCgcE0TQsMVltJt0TbpBdA5037q5EhHl2
Hdgi1R5jljxx4EMKBCylcpBKfUDjoubpvtVPWlQGByCEPMBSA/xlQfmsmgvtni2ArjRsmD7unnsM
PDcPdgi2w4jQ8LLaIuiO/KY8Renohf47O8Rbv78DDF4iicRoejcDVXi5bUzRobzVRo1pk7P8cLJG
buoWZQgIsraI08EEMz11RPxmWeb3oOFWMzxFpZua3drRcZ86CHmkjiDhwpW2hQcZw8PLnfta7ud1
6rEeQyZiUPQ7ap6zxbLoUC//REQmDQM0joVcmkWnpoyORBYpY2VHnUEzFWPBomL8WAvQMaY8DLOd
UkhRXNJcdGunXnJrzpIGuiyUJXQcm8HNuVgMRQ5W1Z0jLbVaAlnGJ6a8+QYBjey4Xli7bTfrOn50
7S1PK1pRaimvRlkGR5lJNelu5mSmvk7uZlJr5V2pvRm/TC8nmLT5saywcbWHGxnudAhoyh1CbjRK
4jiiB45m6VR05kUkmsFq29Jx44ceHqhfjhE9vi9LDJUk/AWQBF50Ax5w392IOj0uDmJxAZuCaxMX
TnRowHKvLO7GEBpQgIdGmDP+2BToQIOeEdlXyfLsYhfNIroOsLDqj0V9ny7UbkTAC2AKvP2l+ytp
fp+FOcnrL9lddfp++v1FMgMT0Ya4Q9YDyxq+Sat0JpJ4tCQJk/K3mF8Wl0Qm7qHiAE5W6fR4hwXs
Z18SzN1BhEr4atuoUYNS0a+xqhBE+vA+pdYNu23XI1SY8WinjGk519hW7RV80oV/C4UUASseDAFe
YOiuXeLXIIeGLJpzk3tD88+gpkkVhSSleZ5lSRUEkVvpIp2UkyuqkmVe2Bz0a7ikikKSTr0VWVJF
ASRS+kmv2Ukn9VJJ97fjPDe7hoSTXBJPFFh3MTWhd1zzuYVE1qMGENuCEn0ZMp5ao8SL3SRPk/f4
qlfYqkYSLuVSvsVSMBFu/u3VK/q0Xu1SpuRkQoczhaOsRtpm3N6+9P66pXDVI+9VF3qnmiep5SE1

5p4LBDUqsNClnBDoGNLJB7GZMIFPhAp4xI7oFSOBUIQKiMKFK7CMGQVdNWqTGRIPug2ZeNyoAyuA
GWvHJQAZEwKWd4dYpZyTRbV6gOnpnWfADy0BlBM62YAcFu1Vwm9EucgOw1GirkrwRW7xCBiQE0Zs
+qurIqmJiz9oTxiBiCWVTlm0gsz4wVXCWVMBZlE4SypKWaEYKphLOvgLMonCWdcSzswVCNCSXIpn
hx7EzVmwEvZgqSbswpUwKrNh3TRUDzpKwc9SYGlffzg/cwP05H6+Kzo9OUCqpxWQZ2hWdpxszmFV
IhWAZhSL6pnVhrT5xL25St4DoXwMdlVL7YA2k0QGdnBhqON6lgn6UIMKGgYkM5o3gxumi8wOztDl
Ybd4oyUGVFMYGCUlBn/edzr+3xJW5O5iIoS1z30B+AhljR7PxzuQQEgzLYJsIbcUykfdKuaZvD1k
vUQsyhgRfHDs8wl1BP/dNgwT+mGvXm59uhF9ni29ff4tb9NCL2Gr4KEMKFW7ZhTJqd7rhAwT9ytx
G1ypydzCA9z/qEkwUx23GEMHUYj8QL4dTBn3+peNBWg6ii55xMzNg6hQ30g6gIfoYKvoiPUzQ0T2
3mKw0TG3mKGokjQ1vn3l7MV/D8SGgSwnc199nkmbYyKXjelTSeFHbdG7tf1iaeTWHdP9FFlRRZXe
JCu6iysCLK9lFlewiygospvEhTdRZSBFlOyiymBFrneJGRk0I7xEZPU6AODl2zEH/Usv2ZY+9LLN
AX60sH/Msvtyhendl1Qc9C7ELJrGs0blTujvT8EoXdZpvSe5ZNaLsrfk570lL1ZE+NuxeN6R9jbs
RXekq427CySRLvwoPmhC81SfSC1d0z2sZLnek1cYbTgRRXCKKiKK3xRWEUUwiigiil8UUMKGFfT7
sWKE6iYSyNkmYmqf0ob1BFq9Wff0owO1xd/+4u/uRdsEXf3Iu3bi7/NF34r7llt0scXd0zkB+1f5
QcceaMHUbsWFml/4Rd+xF20i1TX5ZL1hejHjHjDmyeLqweLqgEx556YbLN6wx8YhvvPlfwN3rp2P
Oy/vg5+6MimlPJhgtbPXIv7H8DH8bSwrpXj/U/ZETMXVVUm+whfTfw+JUbrsnkvsVNhm2Rwyo1Iu
/PCB+d2oVx/c7Jtbu5Fo+7/4eeiDkJBIEeBQTMWQ69duzOg56MMWXkAwzLaN4Aigt7fHceKPna4/
fxx4+5EWrUadecfqPMNwn8ePtMiYHv5nuDKaos573H2xEU8MA9xfxW3dn+j3CJjuguuDdLp3cw3q
x2d93P4XuB0CEihrk48DxLAsXREwNMP5P/aNdZqsWRRhm0hxrRNJh2yytbCGt++bHeYjR1z52Jfb
gA40wRXwcybGD0DzO5YDhuuuF+2CAUPU9Y0UA2SAU6e34N8zaPfDAat/LAaGoU02GWfaryNqA1CR
bu+oUcK+z8kBozx0cB8UfNWBe1Aai6AgVNd9uilETEi+UahUGv7BBDaWnrAf50DOnKeliVCuPLB0
aBqPHtQAt9gvA/t0HzpJ9YjId8cBRzYe5eF9vGkd2AYEBuu65HEBXUuf6JMQfhyUQebn/IPdPONp
XMkAgAU/1QjPP9K6Gpn4UUwF2HGyKMPWFrI65RDiSLAu4mT1O4kx0j2Hg8tx0eG0i5hpg/PtGGbu
HvoaCkMFNCviFCNLLOSltMlpZ4lYtNx9jYe3D2rtntXpHu0G3TxF2wpggt+r3T0BGGBCaZbIExox
9BJbAVWlcvQP6m2f1Okf677C7FaLj47DZTLGV9wzMgWvSRzP5uIAGfZJPEDTLWY5qfBOwHpB1VKf
Bg4jQ+Hsm237v3dvZ+Smb/JI4jWFy/gnDkM8wILi1atXZ6aTXRbAlB3EvnJJXPASkCs0+kiJZw8E
obs5nq7DpLJ0ySuTAdvoZmYnizoR+IuCQc7/seEdAXdR3uVMr1ob+GXgrDkmfl0ISVwrFl62jg3M
0+dSgy4teM0Pv34ZWLmTpyfX8YAyfF4n3vEAZtZAeKAeOBJ4QGcChQT3PFGPxAGUb+QPijd8UqMA
ZSP9k8XQ3/CAzQyQ0r63jAGZUXjJR4UR4QGKSYcHjLv+IAzLyk9zxmR+IAzMu5Gifxl3fHAy0Bgf
FPr+IAzQBlXqeNLQzEBmkj7B4Ui8cC94gDNrIDxo3/EAZo6Cd/xwjeNKPwgMu4cPhS744SkAZwj/
bqeEkuPXYeKh5tDuNIN7NPT00g/ALGwtbGg1LT8PAACXSAAAWEZTJAAAFkNvcHBlckZhZGVEZW1v
LmJiMi5iYWt/VAqve5vrI213+2Vf0FVMYKYnrW6HdXsd7e7m243XZXrce2JSWy85/sapBRb3b7u7
Y97d67u9OnS1i621GAJGfMMzTEEjAmCKq4x8Ef373vbu7vb3Pp1cjbklklqLFFaUwLUIBUwLgAKC
qQAhVIQkCquEIwzCvwBMExDGC1IPh9O73ro2425d+8ld+6ln8j3v2eln8Dlr2LLRSOVSaTlmyV2q
uwy3WJM4Glq71xtq5kk1SlJo1l9V+1Vq5NOnPJVcdJoraJKhhAlddthoBNLP1HXLBFXV2W+KVd4M
p5y07ULUcYKSZUmqb7fZZOLXKTx7S7TL9wgAthLP3vvfs9JLPJ0v2k428+u2+90wUxGVZfsL2XiW
nisEfruuWq1dy0+HyKQrb7LpSVl7BemRv0bOYytizyOI0u2UybaBi5lAXyaIKUu0Smy/ZNnHCtJx
px2IKoT4wrXaLadK3GEcuIIUwhBN6oSZynA3pDe3wGy8t+acb4zjuudZjoeYycYruvWLTZDTEGAV
2miutFZI+zyWCtM8nXKSmW2AGDEoFp8pLC+vAhnBbfdcjKFASgsV0oMgcopXWCGQYGQjhJ9nyTDf
XJZq1Zo7a8Rdor75fzbbfq21SxgQuJVTqoRT3FV4bL1Qo7wuWuo1z8LRYQHdV9d1+PamiZos2LZc

eZfZKiCHwmeS8+cSZ5hI2LZ9E27vCK3WBgTlLtwiAh/DCBxyD4EOm84Q8+G0AIRhd8jLZFeFweL5
O9sDBYBnd20zrvktuOsPpJXaGTbSydV921UfBsl71IDMQR8Wo2eT3vwkUz4PBbqizFnE4wrzFoQD
wULhzlkXbnmlw1rMzjqLsF8vY7So3d5kwoYkQlLJp4kyJSB5XScsWXGweMAHW6AOs6Urd4JV6ASq
1aLGEXe4Jd3iX+Nptb8u0+sfaj9e02tLtPb2tpxdSl2ot9DahwrZb+1NvobUr2rcoVS4jVp7ZDhi
QjKDtg/IV2mzySWHCnfYBhRyzWK+VpgUU2h4UD6GT/lh4Iaww+PGp8ktR8GHuI4y2+EPttdd0h3B
jABHjwo7TosZMF5hRYraD23774saGhqTyHmeYXJaH4jT0OPQfMaGQ/zesusg14f6U7NQKWSD5mol
j/Rhx9A1aefcsQ4tM/wbtWKdkI2Ry3Zc1wFzfWqV+pXtssH+vLCplR8Xq7NV8/zuCi5vjXKzWrox
XYCEBbgSOD7gY4/ohETn2yFWKVBjnZPlG9qH9gqAK7QPmL1lw+CGUcniWqbTNR5LVqDC6glfBK/k
lnpA4G3rqru5LSJhu/41cEXRmpXfnEmff7jJtzMdirVnZlSaS6qSflZU0AmfRzQOoF5xpoKU5e4M
xueGFplqjAkQUFBwvE1RweC2fCn5UOF41p8+FOkwp5sKeld73CYVNkwky9kwxnSAwqYTCGFd+4Gl
Wmy8DDFzhOVnA+vBbZfWCmS6rpwg5FupW5dqdAl6W8JJVLp0J85OfmT079cbiQL0u4jGk+9PaCZ0
NOl3qctQ1FY6Q2ZH1Dsmk0XXV7j31dqzru//Gni8VxEj2KcBMjsB5qIqXR0wJpuFaQQYCkNuBAVN
bolXdKXFgr8IJbEUuw1gW29FYEIoiRPSoXLJXfWU0Q02n/qhnSSiBHkRewirQWe41Ske0xpy/4bq
OXdDVfcCx6gN/kLhRam3XBSvoEqA45OJd+iS/bLRy0Ob6BMTGpsuTQkL1/j0tDm+aHvcAFtDm+cg
AxZyuhzfPgHxz/R7qM9p1E5w/0WonVlwk8kJ3jjrNYIqzUWgZpb3k2wsNe82f3ghoyld7vrzO/xb
DDBEZDgdeYWOxy2nYIR/nedejhp0aKc/Ky5IBCeanGzsmF5mbda5oH3UvWgH4KBQhOd9mU6qJ3Jd
eMQt1tMukOd+c0y0AINM3ftk53mzJEMm7u9kbriKMd9yGjBhtZfz8PcG6d3MJQyiZ/GXCQobiiLD
NZfTceE26YXQOfN9VciQjzDL2uReo+zyh4pACGFAhZSu0QlPqhxUfM1LTdT1JUBgcghD7IUgP9JU
H6bJoL7Z8tgK40bJg+7p57DL43D3YItwOI0PCy2SLpDvymPEXp6QX+OxuEW9+/GwxfIonEaHo3A1
V4uTeM0aG81UaNaZO0PFCyRm7aFmUICLK2iNPBBDM9ZUT8ZloG96LpVzM8RaWbWt3a0XGfOgh5xI
4g4cKVz0KDjOHwjX/wa7u9z6bEeS0ZiUPQ7ap6r5bLwUC/zyIhMGgZpHQq7NIuomjI48FilkZced
PTMVY8GgYvxYDE8xpjwMw51SSFFc4l14a6dicmxOkga6TRQldBybxHS1gMRQ5W1d4jTgc34glnGF
E2FJBgGN7LpeULttO1WeJbZBpPT4PkasotQTYoSyDI8yimxR28zKTYytvMy02Mu9U3ozfrBeTzF1
JsaywcbWHGxnudAhoyh0+bkRK4jiiB45m8VR05kUkmqFq2/Jx44ceHSC/HCJ7gF6OKSpJ+AsgCMT
oBjzBv7sYdHpcHNTiAzcE1jY+pOjRgOVeXe18QDRhAXA5j53EBToQIOeEelXxSXYxC+aZXgdYXHV
Hor6pLtRtRMALYArCmyv2Xsr8piTnK6y/ZfXX5TdX6gmQGJ6ENcIesB5Q1fJKV4Jop48+QJk/LX2
F8ej0Qm9qHjAE5e2fR4hwXsZ2AszdtBhEsAavtoUYNS0q+vSCCJ9qB9S8wbetuuPSJvYtFPENJzr
6616ir5hQr+GAooAlY7+AK8odFcy+WuOQ8MWTTnKv6H6B9BTJItCklG+zzKkiwJItgSRXspJl9VJ
Mu/sDoI13FJFYUknX4qsqSKgkiuBJNbspIp1UkUv78aAb3cJCSawJJ4YsO5qa8LuugdzComvQgwh
twQk+jJlPLVHiRe5SJ8f7/dUr69UjCRdqqV9eqRgIt7926pX9ui96qVNyMiFDmcDS1SONtXJvX3p
/dVK4qpH3aou/U80D1PKQmvOPBYIalVhoUs8IdAxpZIPYzJhAlIQJQYkd4ConAp8IFQGFClehGDI
KvGqkTIRIPvA2bfNywAy2EGXvnJUAZEwKWd4dYpZyTZbd+gOUTOs+EHloDJ6Z1swg4LdSYCb0S7x
w7DUaKuSvBFbvCIGJATRmz0mFpFUxsdTZE8ggYgllY5ZtoLKkYKtiLKuEsyicJZVlLM+MFVxFnWw
lmUThLOsJZ2IKhGfJLkV0A49iZSmwEvYgqSb0wpYwKtNh3TRUDzpKwc9SYGlffTg/csP05H7AKzo
9OUCqxxWQZ2RWdqRszmFVYhWAZhSL7BnVhrT5xL+5S18Dn4AMdlVcDYA2k0QGdnBluON6lhn6T4M
KGgYkM5o3gxumy8sOztDlYbl8oyUGVBMYGCUlBn/qdzre1xJW1O5iIoS1z30B+AhljR7HxTuQQEg
zLYJsIbcUyktPFYNM3h6yXqIWZQwIvih2eYS6gn/vGwYJ/TLfrTc+3Qi+xxbetu8Wt+yhF7DV8FC
GFCreswpk1O/1wgYJ+5W4bjBU5O5hAe531ySYKY7bjCGDqMR+IF8Opg0MHUvGgrQdRRd8wmbnQdQ
ob6QdQEP0MFYERHqZoaJ7n5i0NExz8xU1EkaGt86+vZiv4PhQ0CWI7mvvtAkznjIpeN6VNJ4Edt0

bu1/UJp5NYd0/0UWWFFltwkLbaLLQIst2UWW7CLKiiyu4SFdtFlYEWV7KLK4UWu92kZGTQjvCRk9
ToA4OXbMQf+yy/Ylj7kss0BfrSwf+Sy+3KF6d2XVBz0LsQsmsa7ZuVO6O9Pvyhdtmm/J7lk1ouyt
2TnuSUvTkT5G3F43JH2RtxFdySrkbcLJJEu/Eg+cELykT6QWruoe1jJd7wlLIG04EUWxCiwii2AU
WhFFcQoqIorgFFTChhX0e6FihOomEsjYJmprH9Km9QRavTn39KMDs8Xf/6Lv7cXbDF39uLt24u/y
xd+JadsuPFji7vGcgP2r/JDjjzRg6jliwu2x/OLv2Iu2mWqa/LJfsL0Y8Y8Yc2DxdWTxdUAm9UPT
DZhvWKPjEN938j+Bu9dOx52X98PP3RkU0p5MMFvY65F/e/gY/jaWFeK+f6n7IiZj0llZvroX038P
hVG87J49pmprtXCOmVGpF354QPzu1CuP8XZNnd3Jtn3f/Jz0QchIJAjwJ6ZiyHXruWZ0HPRhiy8g
GGZcRvAEUFzn8dx4Y+dnj9/FHj7kRauC28+7aqPsuQn8ePtMiYHv5XuDKaqu77vH2xEU8MA9xfxH
Htj+73CJjuiwwDdLx3cw3q3rW67n8D3A6BCRQ1ydfB4lkWLoiYGmH9X/tKuu3WLIowzaQ41ommy9
ZaXuBDW/lNjvsRo6587EvtQAciYIr3+bNjB555ncsBw3XXC/bBAKHqesiKAbJAKePb8G+ZtHvggN
XPkgNDUKajLTXs15GzAahIt7fUKOFjY+OA0Z46OA+KPmrAvZgNRdAQKmve1RSiJiRfINQqDX9ggh
tLT1gP9qBnUlPS5KhXX1w6NA1Hj2oAW6wXhf26D50k+sRkO+OAo50PcvC+3kSO7AMCA3ndcnhgrq
XO88mMPw5CIPN35gPdPuuJXcoAgAU/1QjPO9C8Gpn4UUwF2HGyKsv2F7I65RDiSLAu6mT0t5JjpH
sPB5bjo8NpFzDTJ+faMM3sPdQ0FIZKaFfEKEbXXdlLaZLa75KxabtpnXf2j2tzz2t0j3bDbp8jDg
UwQW/V/p6AjDAhNMtkCY2Y+gktgKrSuXoH9Xnn9XpH+vaZYZrRcfHYcKZYy2nTMyBa9JHM/l4wAZ
9kk8YNMtVnmJ787AemHVUp7+DiND4ewbbfuvc29Uykzf5JHEawuX784chnmBBcerVq7HTSa8LYUo
O4l81JK79NKQKzj6SIlnDwShuzmfrsvEsnTJK7MB2+fm5qePOhH4i4JBz//x4R0Bd5He5Uyv2xv4
ZeCsOSVMyfCSuBYsv3EcG5nHzqMGXFrxnB9++DKx82dOT6/jCGKReFL/iAM2cgPE8PG+k8IDN9Pn
p7XihH4gDKGDIHxQveKNCAMon+yePo7vhAZo5QaV9bxhDMuLxlI8Ko8IDFZMODxmYPEAZmZae14z
Y/EAZm3sjSP4zL3jfZiAwPin1/EAZogyr1PGno5qAzTR9g8KxeN9f8QBmzkB40sHiAM0tFPB44Bv
GnH4QGXsOHwre8cBWAM4B/t1PCSXGrsvlQ82h3GiG9mpqaiQfi2gLWxoNS24AAAA1gQAAABOUyQA
ABdDb3BwZXJGYWRlRGVtby5iYjIueHRyYSc5AI5aefeHUz/f35d6vXsHRTQwoxcxKSTAMDAxJmO9
T2D1AgwEwMCSQJMSS7d2TvgK+Aa3/89PgH3wB74x98PfU6m27awS0eeQL1DBTZ3+yJ8fgN+AjTgk
K1LIVCv1WHncT2GeXH8eWZSwuv3oKP/5/aqPXb8P8r+VktmMcKw0bkeRKPpT8Uch7GlU+Cjzp+9T
7U/UjXGzqn60eav9k/oz3MBHMyj+UdiM1GmjRGLFiroLhJU9VY9AaCfnLWxoNS3xCQAA1CUAACVO
UyQAABFDcm9zc0ZhZGVEZW1vLmFzYzX9B0hzlu7NuRf7HfgD8bdOVm1yKNuWF60vCsktpRW7s2y7
u9wGqJxv6Ws1x/RNubLdFvjd+//fNtyx2y2W23b26uQlwI5CAwDAOwxakGMYBjCRgnggeARlGAeA
h4PHb3usbjbc1jWYURRbTbpzOnwIqLaxrHIa4eHhObznxcJ3zwxLm4OI5vLibfej5DcB28Cyy1rZ
2uD6LezUxrLVLKIIo24I4ltCxgw3dpEJza5qq2hbbfyepZdhtz1D1YVlz+pZdziRjHqyrLo9fnGo
x6tK9fQiEhetIRX4C9dNbQsow3d5t6BRvucWG7uo4UJ9S9nbvAjCYexq1VXvYRGXuwXvu8KLv0GM
nPYk9/nV7sfLWBAGgrtzCc5aIYqgpVLkcOJyPFCeIelvFefecimQy4jC+9FGbxDSuE8Ky2tTp0zb
qBsi8iPiNeejwN4YjDFWsPR7zeE0yPl2maq7OnXXr5cokXpymmBnLES8wz4L4/PDCjFA7Uev3/Av
MoXMHpJ3gvD85g8sqTWNlGC89AejWj0EaDIGLJr22+3AeLNoyZa6/3WJPlvEMPaqKJASTsOuwmUM
aMwxSSC2O8FLUCgW53gpHqQF/Lddbjb/JX9IB0lyTAq+nLn/e589j0yIH8YaPCWzRhwwIiPHGdSv
NyAb/VgGma6JXvRkk1x15JNwdeSTbyclaTG3IL6DTql2NvYHnv7dgNVTn41esvJknd0WKUnptwnP
BP7WH8Rx69hDYZ1MhDZoIbOUhs9xD+VnIQ2qCG1lIbVLp3ElrjrLVXIWKtBYq5SxVpLAjGcJ7c3A
g1dpYxpynOUXCfuyFVygquZSq5S7SLpUJ8/iRaE/faRcqgPqIvjPxx9rNEqQ6pJDZ09PoOSW3nAp
gf3RmpbInzdy+Cb8ylGGM8Cw4bdub5q6ffmG0uPOZNkPUbIey7IeJB2y/EfvJUuhtmB3cvyb3J3s
Rrd0o200kxetWTGK8Ij51dRfUT6U2GVrT0WF9vkkh6ZBCaD1KBTPnzgUqoexNaxJKYqPhCv4C8ti

E7bBtY2296zphzHiiMi+aXLTCZkJXE3A6+9BwpIbNBDZTiNUYjScStRiCXjvNuQoN5ojxXZZbhjX
Pw7G/s2jSafXkMa8hWXkJKwSsZI+st5/Q29GZmrq2N3c4PxiKamhvEnGMSVoqhvQcUEOGFHDC3gw
Ca6iA2xc3k7RiKbcua9ijMCFFxIxPumbfiQtrXgJii7evPnNjeEpqwKJ72LmiegcOAN8hF1AjRvR
GcCExRpZI3RvJe/MdwLz1rvx+1hSb/H4iLcjbjPgPAKJbVMTVJyaT/P7f3EXkgjb40+3KRbccIVD
chcCA17URSZl7llD64/6BTz3Iz4YvbMRcv1P+H2Yip0CVKjbQKEE4mmInbC+naOX5WwQRbiMULk6
0tGPiC68MnqPJt8GM7tLqIqkAAi2jxBoluN4M8Skr7NFhHaaiPaehEDVKSSeYlJG+lnj6iKpQAIv
jxYLx0kCTCCIEuXfXoslfmykWJOECI4jBhGkTqYO+ki/aum3ihDyJ1M6kzg8LDH2HohRqP0sKLo2
j/N42d0X97fiaepZTMSIkxEU1KkiztFQ/SVq02zxxwtiCIpkzOHqNEoeJQdO0KlSgwWzn9VR/RVg
0tKtOg421CjBQXZAxWDQGSHOnNZKrAato9R6mMneBRsyNWZmSAxyVtKImmUR0mZEOdIjAIzB3aA6
svI0D0B3rbE5eKgOrr1ex2RVi8I1sog+kQ1F1Ij6RAlzUb42zx75+EzbC6d99ho4DiRQUhaSUcbH
xFKNB9vvCWCWTFMVZyo0upQHWVM8FCAXNIumIuXURfb3k8+yNvami2K5RtnpJoxNeWHk20UK9LKf
KP4zJHnWM+jRi64O7cMbhLMlF/Nu3AL6DDPULAXwYn43sL/Iqa6wya9yRpWEmlTtWijkOsZ9Zq1s
66SRla46BVr3iufcTKtx6efcWmNxKaq5tvNZxBInxmaTCQ319s3yGsSC9zzWPKlC3cL02KNLVlaW
rZ9LViVyTiVG/9Dw2V2+tOgxsJTGhK7jMlV5o2xRxLC+8Rh1UnTygh6FXtVs4+dtV1JM7nLq2UYZ
6hgkGNM07xUmz3reiJr19sp0iIOdmxr3s2OxSa7oFgvZKLOkWiTB/Dj6d2U/mdDoPOcxc4Z9cg5s
mpmihc6jmyv1HLpOYY/nYES1N2ONFXDHjSmJ0cJiIF5VON48eMWRKdEfISApCZY2fKkp+p7D2Qg7
cJ/WUqts3sPCimSfHTyDtrc89wfp2t3aKtJDg84qfWsRo1cicmf1Jytv4udqav1tSqam0g5/jRC7
zilb3QEWQKMGfQLJrMJ9sA9rnE7Vjf2CQjprk4iqdeVjZNPz/3XpfsrzpiLmr0pKNERJ/b+si/0p
6Mv3vr0tF4UvQt0g07NTE0s+iyluGSRZJl4It48teB/jaOWq6TVQ3xS8p5OCaxOkokjDlBjw59F/
2qusi5JaprLRsZPdleSoby1QBVPoqJlv+0F3/p/BSBQXa/ZGOHBahzANBODniQ3pQa66jW1nNZVC
TmKGEmMykBfGhrUAbPk3weQXxuOWWX49knHR0ZY/LklEabuojAY7KaI0k3FHCBlw8iqFTqSWxnoz
yEslAsTEuadjPLu7J9sqFPHaLaeh4draq59aA3NvuYi1CqADfK3fempALno2LZSfGKK71J3ZpaXd
r7rrB++bBAOSPMFow8maXsSevduFQMSpePsobhMsSr+GdX7H8lfyK+ybeCZWfctQrofSNkocqFgf
5Vb0qMzpshJFnHq/8oae3iNf20NKZQY5rX9PIa/3oabJdt4ZMfBXPRB1bEImJNO83O0d+i//8h53
aL/1yHlpAtDL5GrR5ecDHIaS1oHVHj/rTAzt+OQ/XyGv3ObpK59eJ6S79HI+iNwGAXpetkTiyUO6
elFT4qQEoopqGEtIUOATvZDNT1bmeF8tZFDnGeQbn6p5Zbn1zP170/Wh1R1hOmvoDyu3C6af28wq
zkC+XttfgKtZAv7DXW5zWnVfQKlHLu2SpYibqnyVluRKdNU3kv34jxp5Wuqt4ghHCHDJOXVkg8aM
yKKS1lEAf/xHAFwQ4jrfiRyW08pgH1Gy7IEdgHgNjFctWpLYx3RWulKA8mFeTI8mVeTQ8mleQrsE
9rdrpYHalYY1091/NsPqYYxl26syA+ph3m7IcgeViZXbL/faNwcQ4MzeQIsCS+rtINodrYabs8C7
OZPfPpxpi5N323QGq7kfMG9mMntH+jGTq7oxi37nLY7nVZZNHpN2pAgwuXql41au0zz80JrGZraW
ip5bxMalKYVZ+ArKdExIcMJ5aJoqI6btaPgQhFpwN+pXZTWYR2blNJMHQxwRPJkw8KDRYEC6BmKV
agpLLCfaLWxoNS2WCQAAnyIAADlNUyQAABFDcm9zc0ZhZGVEZW1vLmJiMibABv9zm7pG2v9siMC0
FaYRYYnrHCruj3uXbu8+jrY6EfOuAJ212dAtEETW9u/tvSb2/8bu9OfQUFtLSmCLPmGJCMgSDAMN
4cUxr8Efe9/u7vd3NvnzjktsFQSoIqECEjBMESKkYBgGaJVHwqMIxDBMk+FJ3e9rG225NMLMKYot
dt1AOouJqraYauALSIdxAfURe3EPohiXDrbqA9O82+9HgDrIbuLLLSNVb6y1WymCKNuCOJbO1bl3
a10woDUCstnbLb+H1LL1W3OwPqwrLo9Sy7W6m+PqyrLyevqijw+rSvX1EwkL15SK/AXroLZ1lN3a
9Bt6BRvtbt3a2E7iT9S9ndrrJugPsFesr31Uxl7sF77G4na+qAHnsS+/qq92PNriQBQLatXUIJCG
KwlKrajhvOR3oURD6bN62+85ETFHE3X3oow6IohdRCstp1KlQNhIqHbTHuhbejuN3YgHFW73MCdm
q7TNZdnQsL2J8YmRHjNMDlLd7m4Q3n7Y/O5Cm9A7Ve29vnrztwnBzHufbH54gcsqVGbKblt6BGRH

HoI0gkcUkl/J9/Cd53Wr/MYl/LdEcPXqqGxY/J+MO9zKU4lTPP1eTPJB1Z9rkzyNEuf9fadbjb+t
Y64gJlCXArdfHn9Lhz2OvKtHojCmLNAjGMsWBojjQpwvd5wTw6k4GfAKGrHgFETjwCh+PAW7nsBQ
1nu+SMHVBTCxXX7n3aTFNfueyfz94fnhBGGdEgRkwRkwRnKCeayQI0YI0YI1ToPhv+4BKsQhWMQr
GIVqa0nlA4UZASfLCw0sACJ0CLhR8EKuGKuGKuU+IGz5VX94GlVn9AMpW+AGk53A1uVO6xJ2zoaG
Ejm65wVwH+w4xujoxpPkCP+cpdgB4SU4EnbCwftMJm+hwkOeNDnjQ54k1k5+YJnLv5jTHf+4E9JB
evXOdfoDQ3raK+ifpUYZW3/YDCCzx3rb/s4saZkORgqxLYxVfFPvnF5dOFDbAaYdR7soDpuujSWi
BO2E2WcfMseu63A6+9BuGQ2chDZPEayYjR4lfJiDUVk8gPpxIi2pqfor98oJUYXlLi8pPXlIS0nN
CTyBG+kDNbSkEi6Z2fRpQxjSGiqh6iBsaXYU7kLdy4NXBMAdO16BqBEVYFcLd6MHowi3U3n3Qbfi
Stp2xExtkvW30BfeGmVqjas7S4RPQOIEDfIRdSM+T0QOCwIbcGGgSHpW/sIcjFDdr4f2mN0X4fxE
W1G3Gi4iAbVOkBQ1I+jA9H9rt/vIuCCNveP2xEXZjhFy9qFwWBr60UZfVqyl9cf+kb+tqNF2Ltzk
XH+qfx/cRFNASuybKRs4oGs2miLH3VRx/lKCJFtJvQuUPSpR7ovruy+o+Tb4mNDtPkIqmACRdZEQ
xEtxvDDxMSvgQsWdnoNtd6EdAIbSSmHmJHVOHj3iKpwAkX0b1y2gyBLhCyA5LvfQsnfhjIsR4QkR
xNy6KIoVAd7pF/k+nZvQjMihUOpQ4PDqP+0jJSSUfpqSOVUf6zGyeN/CPU9BksqFtMR0+R0S3d8e
koYpqR8PP3o4WxobKg+xhCi1MEdXqatTWHRHZCl7XNqv0le9PPr0LuGvCm5kKhhSvfIFSws1J9Ue
sIx7XMq3yldG+PLEjxQWjA8WudGozhD89mVg3GHwDV7Q7iDK68sMWUM7Lb95EWIMsL1uWUNWptGs
YoOfMO0V1MX4w4nlZFukpg2wua38pi6yBsAlXvlszhf3SszCd9t6B08mKcoqKDS6m3d8oZqEsA7F
EdkBFiRov0n2xVTRpNjp+m2eMljiak1MVtoqQRwd0Dt8DHHWMyEji6gnNuGNwndTCvriK5zDPIKC
K3Lz8b11/Aq5YwyFvBGbsDHNQqyzrGZLlJi66TO1JnxCjXiFMquMqV3QzK5oCrioksasNZg4xHeB
o6LPVX6geYGrMK/hNh3hFajGJEK6kQr5kQrk6so9sa7Z3Qsrt99tI410rbw2f4wN0QRtjopllthK
bukEnrCQM6t4HUOPobVstJ5UzO0wqzyCpMBaZqWy0ej3ZeiKKZ9srsSYMkK7XihXdilTPEKC+M2Q
8YpEdFQZBDWKp5zoyTZDeOzazJmJvZCoEULnGb2V+Q3cZvGCqYZ/AcR3LIAWsqRGbVnR3iw0Cy1E
1tEd9CIDQXzCXuYl/QO6f2HrvLRe2YUdktNK2HaRCmoTcnUTDn2R+Ha/hQfWMMGX9V51YjNpTtoZ
/W2jZfvcESNjvxIKiRzxklvphd4BOv7c+LIibAPpHYb8Il4J72uISSTCtBco+FXYS2Bvjf61uv7d
bjOReLW6y6Hsafvb/YRcf7/Ot1pPDpJB2uoxHT6TOnmQsrVgGRZbfokW2ibWx/EqOPUunqRNsdJm
fFZz6/GXQrAPFsohzIX/fUu4Xuzaj2fRLy+bK56cZWogLUOjpylv+X5v/Xsfnj8CWbHLVaHgMRkJ
GFtweU1GM3EZ7CjO1mM5ably9DCVDgq5X9NBBKPxCdxLoq7Ng7JR4jzLQ/LhaEAPDoPxL1k9CATY
CrEiYLuBWgK42fsZtEAQhhvnFAjlu2y2ruW9PMC6pKVndDX162ZLxNbb7l4kcVObtltXHqNFj+Ir
H2F+76jkzTz/Cm/JqpPcuNwI3owF4MODgtZk2v3FZPoLRA97l0EPnwOm6+GV17H83XyuuoVUWrs+
28MtwHnhi0EeF1/xOcyt7ytbhJjm9pf70Cvg4YT92gVOxsPL1fq44T/GgVsl1jwHW7u7Dyp5rw1B
CiI1norr7eDLxhv/+OL/7xxeskdlPtkaqWLmUh44ObV2clcL+2ktoj1ch9/jhPL4OhloTU+hs/Tx
5g0afKPp6j6jU8SXQfSdI/pS7qJp6cAsQemHombIh87HSdW3/Xo6adZbhRSjqkqOonLt4NBejuTO
3wCrOELxdeD+cVawhfwGuvwms0ryipVl9qyWkJKL6jJWWwG1DSD0tvbiRGfJS1lpe72Vyg2/61Kd
kNNaymAZzLyBy/y+St9JODZPkZx9fkj1B/xgvjrGq9Na+PZQ6htDHyYV5Mj5Mq8mh8mleRdUEPYG
6hvValfLqH2as6aZXy3y7FydcZ31cHW5FlqfmrsMvmtBJ5YSfHPr3pM8e6hCjvFSwO74+Htg8QAr
staADh9z69zD7mecPuSa4x8ezPFAuarsAz6/gdCnSq2wr2GmeHlZdMGa+fSVId0WNGnOKM+IUmqR
nSRuwomv9lfvn7BbxEEabFxvsK62SzCPXNVDJY85fBE8ddDcSEVxI7Zyco18ZRWWLF8tbGg1LcYA
AADWBAAAOU1TJAAAFkNyb3NzRmFkZURlbW8uYmIyLnh0cmE++wCZWnKitP/eoNolgYYDGRgoMJgY
NBojBRBgLBZCL91gXFo/L/7AtGBYCIiVaiMJER4BvAjcFvGu3AncAHjU8DHghceTUltGYkAEn59P
P5f7eaUDv7F+yfOrk2Qh95cb7yFOIR750fS4kuqtQuqH/KzX3hFE9S9AlcTnnr+CFScuaj2L4mMN

hZOAMjcTxK+xPAnQKQ1HDmK9JvvL5TfWTiFMdA0fxtZHI5/U35j5CRVEZXkJ2k/BN0m4GDpah4C2
LBffOnthkCRGLWxoNS3sIAAAdjkAABpLUyQAAA5mb3JlZ3JvdW5kLmlmZjtlHTGF7fbRl23/f/fv
vszMySJmSIiCJMIAUSqAUmRZSCrZVUWq2wq0tqpKBSIz6QtSFVC1aq0SiqtrYLaATIUtCqilGESS
0AJMkSSZmTMz73/779i63rfNd13v4O65zvd65vnN23V1fAR3wI98CXfA73X7+eBHfd3dW225Jf/G
wuEALzk8D4l+wl+wknJAARBGhAN8WgRMA77vje/hYSRlBBUA/tNTU248sNXgg9eQDEWwJW6B5Pk+
SIcUP5QbfCB7zQE/PDjiBL8fjl9iLLnQ63qB1gDcAGgAJYAoqKi3m83mo1Go0Gg0DjfF3/rl2mSL
o4surAPuH884PP8/z8zmcyW73cvvXb5Pk+QuFwuVDq+5dy5sCpgXX4UpYuLLk8mUVFNzZdtki67X
Fb+vx+Px+N8JS8ieLPz5f/PySlJTyBZnJggH9PhMiP6LbCF8sjEQF2gfv/z5JYXxcAP+TCyhaACM
GI5W5PiLrUNEXQI5QvppYYuFWD+rbyW7rowsWvAoMCdgIInKCDJvQhCfEFeJpAhQzQMQ80GQxshs
JJhD4nChX5b0AiNBMhYNX7oRO42YWH7uGEV1vyCxFKFjK+i7IWt9OLK71tlK9n/CkcIZh0gQZBfv
GkvKALvlnAf5+///tMCDEqdR/XxVDjQQ7qP6+JvtOCK50/LUHLtiJcYA/+FUAsnkzf8kF/Jyf/Yt
yI5KQ0ihaWpMPrvFa1BwOc8VsqBXmAj/6rbHOUHW11BiEpUNnVO6kycWvdjSnNHfobHpuzmnoKgU
V3uYiLgeCSNQDkFhPxqqrT74xulGFnYJpUnCKP9vpd8Y5JUzp2RjYXCZNpUq+Pm6VM5Kuz2ireft
DrLONkMEdHLn2Yx3E2hjkqASZ2FbP9Vd5SpV8atOeMdLYWOKp0EU+6dWUmxwuR744ZjRIUeCMG7g
Ewsmqz5X9m+l8YakQpdkgYItvNlo+btPApTny4rugCgOfX3p62a+EBDU4IETTcnHKTEx/JRVr1M7
h/hIcpy2XU9rsaqoMgEmPark5E6Wl9DJTVKEt3TQxaJtDr9iXezEa6VZ0s/Dzy87aLaXOtiz7L1T
+ca/mfiJolQ5ZzeyoBeDsEvJaXJx7rhTpVFR8a6U4wA07oVALiaTGc51X7z8BxEw6q/r1/1tVRFR
rsxiACEOhUcNfzoVs++TYl4KqFbPtdtgvLI5YjoemV/qY1aqvlIfZWho7VEZeL3r5eC0znEh9kZC
FKlJIuqhn3T+aNNKL2NSYqXL5cuM+jpYhVeuqP1IcLPuj+i11w7Xh48ETsU0s0O5OQln+f8nJv8B
xSt6PxI/3kjei+E7/UKb/u+ZHJ1R2BUbbKbWI0ZxTH7shaptqOXTVGY+0TZkStRKVxmdJ2TsIPn0
GUtECzj8LAhya541BC37+VLEBFWHkF1fgcm9UFUIqIWXhy8bNtP6dZKlUBc7ytk1CTLtHNFkfhBN
O0V/KvogI3sXPi6hkCwTR6CEm8avQBB+BGGociVrFl4+Namm+BggC4pbtkHL6gMg0BD1wQSPYMFr
QZIsjpldIFddpOHuPGKpGBFZ6xFf5bP++KZfBX+VKunPT7GH4JTMapT5xKZt+T7oiIjgZD7O17+8
zvGLV2MI3OU+MvjIco4xkkQRIroGag0SeYk5MDoV94ZJCxzMVw6nuDx8u1MhEKFfHvQgoPhGC67d
3RPSnY5KkbT8oGCuRS9mbCP8ptWy8VipilNB1cizKWji9f76hWCgMa3k3aG+H4tAY0hkWfsKSlv6
LcpfxmwkNgnmO/UAGp4Owk/KDB2IGDt2hjwdRZ1TSzUAsdEAxKWc+4taeSyJg70IOMxxg1AzBfiU
6o8H+qXqtAZchyK8BrHPXNXeLl7EscUS9l6sltL9ZXJoQRqnt57bhQyx4DxFk53Vv0TvX4idQDai
WfZtWYIx5hKJOd1RU4MxZHPbU7IkvVsse7aHhBGlUvHjc6raHleId4DC/iELkgtkH7CsrsfICchK
/gUvWBp9bft/fnOpvGR1nvSv8XP3jK+SZjZDf4nW+tnrJkmZxPvuukBOO2/AtdjwbXnDdOaZASoN
B4l36VcALxlYy1qZ5Wb3iWfWixa9eEgXtxcx2tRUmlXveIzGVazTCEc4FCIx+mVqUc8h3wkkcE3U
rkw4CMgW9+vP33Eng0hYW72kzYfW3Oxj52gGR8Oqaqiobcu+Es49Gc1Ufdh1cx1EOoVg36zvhPgI
lj1AJbEKc0HEIm9JM034QSWPFec5fyG15Vg6Ih6BSMLGYM/uac1CKsncHXKugcOxOiytATPX3kl6
HvfB832qrjol50xPwj10Zk2341OASa+Ri55UV0G3Kunk1gisJQEfcDM6yaFk4s7Jr8zyroMr4sWS
kVxmSSQ5c3bJp6DCLBsXdNZjIdaAyHLm64IPb2cQs+7mtQv1rQ6aWqUnAZkuvSKWpoyaG5tnr6h0
M75h60CeAXh3it+pwoWCfA2pqAJomX8OhVpa797wGeBddIqlQ0JWcjZcaoALdsjshH9HgDIwLONs
qZqP0iI2i9fY9BeZc8u6safCVJ6PUbQNZxGPwCFLXSzKanVaPyth1nsJqxsq0yJLkX393vIRx7Jk
wtyBZgv2p+WdjVKn34JMlVcuwej9KtjySD6jKXGgipQyOpmRg7hzCUEswN4hEriNIJII9IKHmznB
GDiVxHGGn/Ozvp1NSqEGvSC1NCIRTSk00JQqsZiH/Dj1jGDzLh/f0a/rNp3eHMYDLRhkwV/D/Y2/
L5sHmTSrfZD79vvEN1u6E7Gb7R8OPjXODzLiSBHuNS7fgACNxPBmIESNHyE6LGzW3OxqPZyl4HCP

gkJ0VzKYS+0+oTNg+E7MsMHLVu8mIWYaSMNgJI7HrSvs20aV5td3PHwSAfzb0T3JqVMErJDnPpep
vfyYy7lLVkLL4kjMmjkM4YVDEoaLNyPU0ZjUES4XGc+lHB92B2RESa+zZiyEUDNWVq6Oz8K9Bdsx
z86W1xtZUHlYuGaUGyukoITr0VBBZSgM0pc7DwjOxanVFqmsItJNFuVJH6quzp6OlxVLh6VqRfjK
yuIo29dfPMct4XYVwsOjvoS7dHevy91oONq21K/jjKb3Dsd5fgwjN8C6w1o5F80vVo9XfF9X3myL
LDWjoj/OdXT8KA9Hy74hmLB17YrxCzAYNmw3SssX7z7QZ3LMl6BbUkx90vU9OQT08pAZJ5yPWjNu
6FkugiXtdVIKCX0F9Vh5ZKn7Wdc3dF6GwBdUel6evkwSyNOYUiSxVP21wLBrMQ85I9ry3rQtz8sa
znyJX2mxW563QOx63rLxY+0+UgiOgSpZOxArleraQs2Fv9wrfGUsotXt66qzX1Sss/OtBzdNnzuF
mCjhBbNEsvqZ7g+D7UzTqipBtOXLe1pW/lNQWOvIZ1I2JMa+dj0I1tNjJ2JzoBXwnmjk7R0qY5Ij
CJzqJe5SQukzrRW2ClTFkdhOJiFrvHj5nvpYzIxK11BfFPAu2hWzSbhLl7tPeNDaZSbuSdWe/Bto
XTfoyVyGEWYRrC45gywTmmPluMiXvQ/FT/TgBNhYqhyTWKGjKvxomwy28AUiNz9hGlZJqvpzsl4l
YMD2FhURK91nXfu9GqyXiCyUEn2BqGe+yyQWMqk7I1na9QPdwbYv4XjYr/Dri9q/83G6bz4DIl7c
xPtaJsLIqLi6rv1+7tr/p1JmRiSdH5fUwbekbF5jMGO8WXnYtAQyWsOyKHK+X1Bv2W38cRTv4DIX
HDGxE1t/HQufXiG9zTVZC4mzU7e43QhfupWnCVlrErnRSILeuUv4ex7cJgecWfg/G+ZOl7zIll6a
WusqLI5sdYB+Cdoj3enp1WRoykhfdHG+5ScFB7j1cZtxgfk405siTmlI9Bb6nUAJTyU6c0NraGfZ
DWx6nUXF2k9hFPolDYRIW0dIHcYWxiD+W5kwaJ4Qob3dLwj9F7JVOLEr962pMTbvil9fbTpgcTDe
Ps3w+z7I4RDtc+mc8GG8ujrLUeWa6j3TDASHb9kruTBjJTrGUGWeCpFWPQ1O6GUBLrTjLRGmNWus
87w0BtoX3WnXFc1G0pHxr+SLPOFj100yGEFFKMyWZWWJctNEmZCqL3cDFWPCUjr8dRmXy3vqCAx+
WpH2HLVCx/WXOuzW+L4c3d+O0Vg/SZaajnQivyALL89x5rQbVM4WgPLERQ38sLuMsV/NaHlkuZ6I
cA1gINcpU21u69g7ILmYshEcQcDp0OkEyvEVZBStlAtsrzn/qp5xkybcOXg7J2B1P55YLlK2XLpr
XzhlhrWJetn49nr/5Pz5q0SipW4aYeibSwIRrn5vDvI8JFGloFYQCkhZEkhRDllpR52RWEYGxrBB
sS8zefWOs0MvQWDmroezQWdiXpcDAgSeOyRG+/4TLRy9I4rYbxYbVOqL7rZb6nHse9CNvT4D0oOk
GEdQx6d8oEuXzYp2yOyS7M7/8PBKJt1ATjMdbef69sBbpIDJEu+/4RmS8a+gFmoIGEbxB4dN+PCk
+NfWJaO15rne8eEq3iGyP7HtaAQkXwbYz/E7Jri1qYWjaFrKiaQhs6Ov0f2/3KDSnTi0RdZieB67
8c11j9LfQwyHMc7CEVpGrq2Z2FYJrPBFxkzttYyGka8wGSEWMEV0JlxmlttCyNWugsYDnQQQgmJf
FauaP8mZ611j0ISC8jQxYhMunZmDI+iUiVhZ0EPg1ZeprrPwYj3C7+sx+StshXd5kdy59skKoWDf
5xiXjMoKG9rm7FYdkkcrOxBdUJsmDOyehL+9QCyWIVZJAmVnRtoZc4eNpwTKmPjN+xJjf0IFiXP+
fIUkErCH2BhDZJW2NWJfp/nQM8fbVYQ12xBbBZtvV/bgvYhx3lMu6DlLtXAlq9+Tl8/j9oca+syj
F9R36SXltW1mVZa3rYwtr49c3q5IktZaLjc2TAIKkbKseIscbCzav2QDjX5oeEPCw5q2BBMS3W27
ipoag0IKAWPg9TjZYQe+YLQ5R2PRf0oEhHO0dejGBEWuk1TH48XC6PVtKs60f93pvu5K7QdNyoxe
bKdZSeu7WBA970Ss6VLGaJ852lZkSXGyc+66dgAQ2Y70IOlSjCCwU9COE9Oqwgs9eGEAgWJe16Nb
MNVYQMzSxmoa4sSva8wmotJNXI/fY4A041dX+7MmWXU+e1fJYaiGQgSxfZT78/pdYMsez2mPJ8VO
xYfsaneODwhWPsdbPVrKQr2SDtRuiW61mALnMBkEn2OHNi1kQKzTMx5USaMaLl+siGKjzF9LDUpm
PBEbZUt617TFR3Z7P8lhaqyvrJpD2da3LSbzzGVhjd/o59F3/PPYBoqxtY3mGuzbqFhOnTwr6lz5
KJjyXOxVg+lWTWepKduX77YhjoruSmftgAy8zvMdWDkUrVl8+AIQM+eD6MEORMwECxqnMvzi8H82
PuH38HHMap+FsCPZwMRnXhn9tyWxXfghYfNKpSePpbzXrl3r9abMynmiLLSO2L+/6ZqtldN5dCrR
+XYMOdVcls9ng3UV0snvBxGcBuYDHCkho/WdO/hI3/TK4jJAZG0iQg2M/pfD3v8152QIaEHlxe6Y
z+7yKUpO2xWEFO0CTTbqNt9aQirkWtzHXbPuv8cCVznOb+6xJpXKVbGupfowNi09J04pW/PJ+FHd
L3G6nopwXMsPQ4la0G2CLgMguyYwNXIcq3BBUH0K1oTqZtw+IJjWXdhv9i1PWgLRQhNPMXHmMayQ
vyF/glYQrvbTD6c+UuYmU04pyV/2vk7NBbG50zELtPW2+T8yVHEWbZxjSYm5kibtyeSrTr7c35O/

oilygLM5YfLg5jsAF8/OEHtjoVVsvXTQYJfH0x4P+iQ2WSIJj9NXNWGXcwIPQWjz6zOMfpdcjsJ8
WoOxjtNBnd8YWuhmQWBsXDYPK1VRkJiBK526rNU6xgsY55sLTZJoEJ4N5lJpWVzua5NMIroBJYex
z1yww87Qub96DrszGyt72IM++aUxteWuNpCRAMaSh+Z/PjKusHUUTvCw7Gk5cQhI/UfVnxKzds0O
/b/O+rPh+4Cb57UedttDY8C5PVYtWN6ur4rf5xywNt1GOZqI+xse7SIK4n27s17lzGqYY+FwGhjx
1F1mKU5qgKRHGZQiW2pBJM8F0EGhsZkwJi9y/J1OcGU9aEGiv9BPHsXubDzkz0kRJKsEMv9RX22z
0k0Xleuen32Xh193OlR5BTj5rQeENqam9ty7NSIRX1PtzaeIrnvVcR7pRNp5O9W5ih09gPEiScBj
CEqxgohMcPmAEj3Dy0A2IEYCufxflfB6jk7E4tC9W4dGhsPNhCKyfxwL4/5yuvuy8G1r2ZrIhL6P
Ij5m+KsSuLzLvN1QsTXVerQp+AyqoPfV2o4JmJYrMcw4u6qiuqANrq4LZ/jEKAixbQGJWY56bj//
GahauArkPIG3VbAwJc4jO2XBnotQHGNX32W2urXOLokH0eEqx2ztkPicWUu6m5sINu5rbBqCcZGq
gMdT7zIoYtQpXUEzWPp5nkch+ERloRWi7Z99zehiyv90njrPXvH2dnHeVSHelKKSGUt+bWWiIynm
Z6L4aRGUggaNbT+P0i+s0NKSEQWB+VnWufFvwRQHoxsCI8NJd3JazGMJK5ouS12mhPfoI3xqo/Eh
4qV/ldfsPKRNdMJY9nLl7c9tVeBJBltty5LU4dCvzazGfT6M6A8E+WqO+VcC5n+HczBMIk1PBhZr
zaO0QWdW7XBaf09uzVwZh14ULOW6vza3bvYLTJOT8Gr8ARTVyXq5TDIM1lIWrtPlYrxLM5Oxaxvi
Nhq9GLFt38Uhr5PsIbPi7iEPo6xNbe/Ucl/GzkzUWttPGq2YWj3lWLIs+AZS17Hev+QJSdLAq7Nh
5CC6yNddYOk15qMISModVmotF7uYhn48OfZ62Ad6QzsuLUyu6vE6PHcc6sj9Jd9LHSp2JQrMBi+R
0hYnkyvto2CgT9mW/K6xc6rBWdvT/pdJTzdQiwoksB4+nHic8nAYlAdCauXfRW2cFjRNWC0EaCwg
vRR3Wz9Ht+eMoHQ9V18DXBsKJGu09gZTlgTgShaZ73ivW/g+qC9GkdcrX7rF6zZT52LXfY69CzDs
1YT3XdcSfkYVhgM8oRXhkEQwLrdle76PB2oR56w50rOzFUqj5Q4DizLfqlVwE1BO4bFjvAyMH3hE
LVm7kWmTMxMIl4UJOu61DIVtCOWnUHSSZKG/0hXkf7CbNGXd9vsdTzLN4FarRVTb7vsxjBYh622J
PaYAusm8xWPXqsQmxfVomoIzFch7Xq61MEdnSHYgiJtPohXstNJBX157z0odoPGCGBZgnc0GLxCJ
70Eu7opjoE7FRrdj1JI7ErqAEdYVTffCyTZItspdJ78mcdX/ZVgk9wl0vjd+WDl3ZKNrbrFZdZnc
eryY66gyfOblU9tOFvb5HZZQdB1fuGrBEi4dJqujPx4SBIRqrZ6lOjRMIGJDl6OkKPAhjBEnpY2M
vfcCqhwDHHrEsCzYwiLds+5E80hgI3vv44lro7L2HytWD+/ehmmw6wfra0ODE6u1at1nEFeO6+Vt
2ytn2jTWWrZkob6OmYDplfK1XG08WK3jiUBOJTgYKhqrhBeYErwI3XQR2HRylo8O1bMG1sa4lqvV
gemEco9L9fmoSQ5UGu/Krq/ytvY3yr6ze89ruPSlfP93Og7QsCMHqeguPRFCrtBiKpR6/z4afeuy
a3WjhvLMhAYlcaTMNoPRkloTyB6IpYarBAX/Jhi8W/g78diEPR9UToPLnkKv6D6e2wJL0O/5fpPs
zX7dNgD/NfdqrFocgxdn5/VdxmviVPpCxHMaNQaEj0B4hioV5wy8tr5Vek+tYSXh1wdLvx43VZrC
nNCJLxYdfct7vEhMu4eTBuUlEC31YWf7pjq60zEQSNDQmO75LTUVTn4YlNmlnW5XfnNLn1gzbr1O
bomXiZWoV6Hyu9z3HxuWvLQDzLLKFtvqc23q8zmTP+huFG5ahntGlaGJ8BqCVvdFOaENoB1yz32T
deJl3D3nkGB5gKgWv7dX80saqeCgpJy0ZBeunjcNoT4Z5Ga/m2QrzE2pqSzhlS1OWjJRLCHSKSPx
UqEcNl7+kxGOBlHwWi6mm9azqsNlJCjvZXi8kbYccGFurMCXJ73mGNnFR33z3Y+ATLud6D8EIHsz
4XDjUmfankst5lwxkS0CO9ZnLWNobShxDRfE3BtrKjQs7VNBfX/FvfEz0tGn4ZCIQdeT99eHUlv6
TgcYIKlWyW660G0P0fuBeqXBtqqENJgacIfqjomvKGWBuNfNgerl13ltwyBCl7h91yOB8ICf3AXC
xqO2RmEg8dbOJpMDkg8FYRFo5Owd06I8Gn1dSPMyBe+VwblJhlHp+oPSJV56GzIwL6peP5gQ6d1T
3LZJI7B4PMiZ1fUWWsRFz4A0MTQ9Fp+bBoZvn3TWiYHYNaLBmAT4V6+zHSPdhBwdi9a18doDCRmr
PJuVcra2FyfSdc5lFBegjfo33I0vq0fTV6pRHPcyIydINC3Xlx1gCd+ufao6WLV6sm1PzGi1D42y
gV+dZglnpAtBVQM95dZvTxIswimrI/EjI8QOfvoQkrSYte5B2FeQX8/TfG24QQjJmnDK4HCSaGcy
pZipoeDNXMK9uaPl6wlwdH6YlJd7vUisqMDdpfI65gSdZwnUobGvVsnf6wTTwaFdcI7eBXtwK1uT
oqatk5qoF/q/fRDf/O9w1RY+lGOttwMrs2h4F/Va9BcLNNglap3x7IaBcQkSG9J6Xo+FJMgtQLqT

iMfaouo37p2B9ni8kzAvXNTsBwnbPVU7f4T72eIS8jeuRMwg8hVbgF2lFgY7GFMJAer5XJbr6NRC
SYE7ZpQD0/MGYBCjyMWTu/t5E9TLPAYPIVU6C3S8RfDDUy9CH8LB8ttRxQegGpBHLTFNnNP7+c7p
9RA62rTljlswemxupAkGnX9VlJSaOwa2xmM+YyssPMT49kMMerk5U7ovkt6+OpppoZfVoMB89WL/
dHm36nMuLev1UPMCV2i27JqmdcJcfFFqVntXiC2IEq37O06baHXEQTGbXt4ocB7ufXBjsHdChSUL
xkfnTK/r6sRDUA0GKHi7B0eEEuK+7opxJbmm3q68QcCoh8EGIHNKCzsreIigPH33vXT0Hj4cCMuG
ztJrDa+mFtu5e509RN9/dgDEb596cT3zsy/g1nL8WzWEcSXry17uygJeEjroglSe6nfqCZcRMcB8
VXEDuae2V33T7SE1ocbndHQdg2IWPjpKwSHt10kZ+oO7NZnKQvEExS3XiOTPzatyV1WTUpO26fHL
HuequaVtoVewabLZBQtef7SOvQicfXm311qvblxCUvk25XUsncI56IkYBV7RFqDP0vQkPvokh3Mz
XuQGIgjAXIr6y0w9Wy7BYv0bS4R3KHJbQh0486/uXOkC8/R6EK+NDN7l9hldxKNTqVDLpxI6kR1l
/pMJSz8v19ZrlY872VEyxKZNy3EQPGuwmNLSmXyxbm1JNon2T4QY28D7YIelIBbPc8z9JfCsJudk
K6sWKSZHjqS+1uMe91JmhxDc8TX8H08nmj8EdX1ndi/XHbRvel0zCWGSq8Y89c0dYNDRqCZTQMHN
IoPaz6AqZ55ELWsmasbi1sYZZseqzM961LOAwprCgNPcPBzxlpDxjFy26NihLnNEoxxRcjKtLdrj
ppFr5GkHF5e8jL8AbqUtBzI2rhDiEi4wTFeSvTD+jHeK/PpC1Jnsv+47s0gz7JloPloTUCrPcnTx
ktG2wNemHxoyZG3nxbYeCAca7Z4mOCMHj5SdDg7a3cypPyPclfMSoVLr0WtjL6K0tMhOOj7+GDIp
fPKKokhRfKWfFaX+yvjrQm/jvJBoeMKBuSz38dizPaRrFHe0ldfqL5fxTF7dTQR5lxBItuS2UyMS
gPZ6Cn9FfcX5/POn1nUs5uCz7b+0yZhF0pekmzVjDrBMXzMIq05MwhMlnbOzLpKwP+v0NKaMaw3j
uRGBiKYz2o8ZASwcPVfGU4U4JR2yZ4oeUtpwRjJf29fUGBMwwZaWpBwPmSLTMSoESHqmRI1uhyNW
YjRJmLjXVAUwidOxqBKqYb1TlK1eMQxD3LJShx73GYmoDuATS7ExMYoOixA6BNVAfYf/khbw5OQf
9fR4EZCTaSIEdm7Qp2OushSOwaA0HF3Xjs7mggf0I/3RcAlASU3ffEXiDrwjf6Er79CJx+yJMSRw
spUuyEevHZAkXrB5UEXu5F3UCDXvHjtpIvHYfuTOP4SPeKJFeR5B8VeRPGwbBgMG1+NXmBu2E5FN
ZGcXh+5M4/hIwChrjZsLFocC7EoeQzxMky7xrtrjXZJx4JRjZybD9yZx/CRMUWJCWEoIJQmSbxqf
wzIlA/9rjUyKTi0xQeOH6kzj+Eido0aUxQ8rhaMWb4H+jRj/5tWOH6Ezj+Ei4CiBAWCV/rj8/f/3
buQ1ky4bIF45txHgBA2CX/cL/sXqhxr+RImC9RUOrqQP/AVx/qXmDlIFSo8WpvHY1fEUeQj0ayiU
ryoRePKl3Xf4IXH6ocxHFkmSMCEqGEUNV5Jxgwg+KNZFKwBHisCL67/BC4/VDwCOZnHjwjyKGqAZ
ZzOhwI3PTLxNDAzky7rv8ELj9UOqRzkzNxViJOCRjQ/Mzg1YRQTM4cjTrv8ELj9UO4P017yZGM5H
jsagjRnrvzY94q6/9yFx+qHcB3QB32YH9cfn7/7VtjobRxhBoJHoHUZEdu09HjIz1cDTiP7/cf+i
DcBXAYeb9gD0mhq1H5x39hjj+56ZfRsi7qXlS8d1Bscypdu6gjx5VO3Ykp62AaqfsSOP3RqpNNyL
AjAGhscaRXr2g1po8Re1gVw95af8Ejj90acmxs3jXky8dnxwBpvaknJyawI/5WuqAtP+SRx+6NMT
WUSaZmU1cboQ6pMP+VrzffoROP2RP+jKjjXKsq8gMqavb/s8f+pI4/dGq2SuR/X39PFx/UP/+1Bo
5MDRoQERZ5YOlGdq2JG/a7/cb/yfqjxyvhH8RUfAtyrP/Qlx/Y3MLspBrieLxwr2B7XRtUHJxeDy
pLx2OmWe/oROP2RKpIm1kYOPQwLAcmMbVxtOsS8jAWfYL18jNvf0InH7InvEmNz08OPzOCyY6Ioj
yxDkJjXAOh+xv5q7+xE4/ZEqkk21xuiZCSTdiTOSTliTOSTjyb7yu/3InH7ImBRe1xr0Y4qPIcWT
HWqHjiNpbthAd3/gicfsiXAdMbdncD+uPz93H+fv+fv+fv/36B9cLWxoNS24XAAAQJYAACZxIhkA
AAlpbnRyby5JRkbTMiiQjQL3esaTl0Y/dzO5MySSTIQkAECZiaSwMKoXluqFRMxNGsI20jGdg6FG
Fu77nLsLCG7UARQzq6tonn1IniW7d9bSIjWTuMA5u2SFIhmNtvltW1NaYBZEMiqoMGEgkkzJmZ3v
7+/+9zICt3nPvuc3ee7w72sabcn1NXW/WIvw6TVfV1H1tR9aq1JEVKlASJH84JJUk/n/PR9/7Prd
1WDxbAfvK4tHxSK2IlWfuroy2b0rase8XYaMtliF/Z+wnn+uJiYloRbMiibOBythyolZEGdgDN8r
lWkCjiRIltbW2JbYmArgWkC02ez2dZWVmjZWeprKzvx/2yJsXY/kvtj9QFWxa0kByb+/9fx8Ef5p
Juc/p7P/776mt+v3g+OYJyWeH/uibJN21E3TTduHE5lXNL/Z3X1ke9Mm1GWo1ep/tIrVw2K110Y2

1jwiR8WDbXVcqwSae+WWv5Rt7JRTVLk2TWvGGsIdjwmCbVcKD0zbSlKofO11x43zZDFKUyh+mzmJ
RpWFnzzSv8GcsLMzlVQyic7rpVnBjmmxjndPWCnN3TQTMYG2Db07y86Jzm2wQ5jPU0f+mLjkuFxV
VXRJsMmPn2e0hgfr7V9RD4nFseDaElXcK1vb+OdFecSuWtXpT1RFhGMC56G8gE+tdfZ/CbnGvn1c
TbyosgnE3HOGsdIChboQ/wk3RmVzS8GH0DbR7+4d+DDNjkLVRFPZ2FsuocHIM16GVd3FUqT3fPuf
BGDnPNgElqFLzpG5jWUXOqus9XyCnOxj02cfIJg26EX0iTZzTBpd/FDJsKuoe/inK5lb5IhqtVLy
HjnRR9fYxc9oCKdU2OGeFXTnoviT0FzuAyXHW39GVJCkEnMxbhrFsp5CE6JN0ZUO97SDBDKGORd0
Q+LF1b1j0qZTW32FeBlEaPz1FIBNq1TwYwwLn2VVUqvWcSMGUL3K3mvUtRqgyibjnDWOQo02UR8J
JtZo0q/m9U290opX9U0seLQ1/NPpxaglUtU+4lnDXa9S50K+2uq18GUVChnjxXNxnypX18cHpHOM
XywND7IDl/mybhrJ5CFqyk+kI36hQOe2O56wy8XDELlz8ZpRrGg2O5Nha34RJ57z7G9YyfYwdDZ3
19cd06Lf2ux1xxrGc3/jkkprNcGk7Gx3/CJ7a5AjK/5yjhrKZDLsglg1NGfBt18brG56Z7hZbhnr
usaW0WqdfGOLdd2RZSrha7qRzOb7TNg7JbfvQM68z2izjgvSfVfH6IbCxfXBFvFMgsv/3lELpsEs
FyjPg518frG63ULic+NHhHBxTSYvqmvjnyYufeknUKXYkUPJ9xng8xatVKj1WurzYvpy4dF3T7mx
gdcO74VwHChdf95Rk6oSwXaM+DrZQ8U52VzV9psbFZdTDC8j2VTZQz2imp8gu+rbmzBB6/uOVDlW
PCzwg+fSjj2U5voBbxa98QLyTgxUydb4Lz/vKMrxCWC8Rn2DINmnehJhXKim5hHyAu+fFqQye/rh
UsTtdZx+gZ9f3CW5S5rfKItRC1kHnxXHCFFKFr/fNxyK63Vzr5B2/6yTLcQlPfJwjNmaVntsY59i
PX8y6vbK116kcMELcVNntl7JSjo2yyliILfk9xx2ItdbQEqVbn4Z7ictN223y2Hhg7MdNTO0ZeTJ
LM//srJIzTZTPRKcaQQPWKbePx7+xYWT5nwdDkx8Y0l+ZlAfLq3BiSq+RyTNr30jPvM7zarUpUeo
q7yGvzEHyr1m1+AP05F1VQG2gyCnfkyc92MmyfQlfgKcZzoP22g4xp8/m2V3csKN9dsdj0AfpVJt
oMm+88Q4rQtYBDM92UR7jYlLXArGUwnXOU43ario1sYN5wRN0Sckp/5snPdjJoPjdCX98mwzwfpy
MYMlS491KUbQceUg7qUfIOPc127gZSluePemwwj2UY9geWuK0KRLcSMupOagnVbC20NDdjUrHrZa
SU78mSdZOSyENyZSXVJJ/iZAbuhBhu9njBu8KLFXUcPoWA8sIeMZMUdma+NquzJOrW5oaEz7qR9C
xH9hDOVCUUrSrt5deIbDi0JtPXfQxDSxH8g3ELaVfkEkAJ8mXn30L2PYm5dk+oTXVJs35WiFXdlE
GV6GCLz9lXrXGe3y3Jee3giAAlqm9PmWov3d8oJmjXXme+Gq3wQ8zHvhIsKksM1k9SWgsb/DNJVu
AOKs0AlJJZj+mX9KDLmZdDD2wTWITfNk2wEVkEIcSEQcc6HoLLXFdv99qs9iQWH/JxxR/Ops4J2N
xVJJ+fsQ9jJwDBFB5J4WvW/HXEnW8PCFU+0VK1r7wWKEevINxKue+pEilF2X/Ob9sz4EzNyURJBP
dUm4013gAHIRgYsHG0N5f2K2+1Gqz0P08Hib2/DFsGphndAwlnVNeC9k+/EInl+G7WVckXZzvf2B
4KcAqtSHiG3R6gC+hj+jbFTCZz+mZ3uDxOjMzKHQtgneqSb9WmrMsAWyizLxMc3bEmyWW1Wgz0M3
ZU367MB6p8Q8JR89bap9ea4+v7ho33dnDNeL39dAKuubszceQVItFjfGad4j2SDThVuqIMYzX9M3
96CVN1ZublIgwQoOsTh//EjwaEaA5lHlhjQeSubdKaqu4X4sTTae2nvbxwxzj02Gxe1yqpVCl+ir
o17xIgVE5xzONubfxhfQWlHx3FGlqYUGCLbMYe0nKHVrqJl3YY/8uciaVi2npEzOSScGyoMUnLnA
0iVhjTio8bKSMhB67wxbervHpN049s+U429+HYjT/4VjXFPb9a7wzme6CcgBJvf357ZbmLUaVda6
yGaapUlrC6w1AiPaTcBJiFY28BDJflzu3ceoE54uumZ1DJWwUXWJz3Pk+qWik+OKsjhpJkNJw75F
ypqs7oIGAU+eC2xdkGdFg00Ni6GpAKrGiIOZgDPAAVS4eGa4oojSaV/QRCKlV2MbqmQ9ZJB3C9x2
aIRey+TMxCeBNMdrMzMokzQngEfXd4BUy6QvzpoRx4xu8eKtwvMgZVUsueMluNpycY6U5V8K9FRU
KchGk0Z93AXllQ4wrhqWNXuy0CmxjGmL/+s2odkj1gE8waD8McOozPYy+wbBSJQf65mZQCkJzFJ0
3pFxq3mFbYAtlHkLzNGvrrFZ9VUztUtEcsvS7a/DHWKWzYwq0MdtdaCi1gKJ+sAhzBAyvdVrZJN9
dmwnaJUlzGxRqe0exDr5UXVIqB9l2MxQxBqCZZQ8tMzTLHAnQEaCoGoRbnAtEOvQkQx6jwrmt8xw
Q2YVgcktb3GyjRxaODIVBJe+Us9yZtYHwINYAh4myjH1IuqrCynd668lNxavuxCDIR60UgE+px+F
VJiED5Mz3yvEMJuw/+TM3KADCe6xOstsRuBnB21YGRISAjTkimWKDjBz69ZVfSIhM0XaZzFNODHu

q4bTFulGPEYJw3rKrRsW4CP3BO8V7XB1lrZCzuq6q4XgIwxojVcNzGNRht0jDC32U/Y74ikE2sDx
FyylZVVKWsDKC0XlowHcVyaGXoVQZfn+ZbjcxHyqpGrLQnZBtoxxlzd+aN3SlBOSrT5wNDMDUmG5
r2PBlk27c+cuSf2S/uXQzDxScSCiqVhJPoVgwNxja6+WNwO/OQMJBP3WcJkhyiGiySAccoQeUSL6
rZDOlXnloQqijLOgpQzqtuUM6g4H2wG0JoBso8o0/iKITYV4C7R4GaHf3NLqQrnbKuzZexJtkK5/
hyC3K28J13evxxHNnq3p+lk4R4fYwkEBNzx+DOkIykxgm7OCTK0cWDBzpaL8CMJ3K28QzRCqlDeW
SibXGttg3s+VYv8B0N0m2aVCIIGy52AZ/JSiCg6a8Cnd4m6M4aGfpwV7H0wpJ9ufgCpCf3koa8BA
INiQVjcfOJtlFA0FVta6eWzhZCML985uFNoXUPUWtkkC6WJ8GUQqlAbQ0Kx5+CJTyCfXHzkC5Csl
FSOmsDnuQLcTaHgWPsf6NDFCsPrG7lkbciqA5xXtHaruGN58fMuM/SyynkADTpdVvBkqgADVs8Yu
3sRoJVoQwhaCv5vxdfCHk4SQT8CV2pXOimCWCMFpWNm2VcQUKbRb0nPGLL2PBQJUKpoS6Qtm27rc
C2alB5Wxg47QlZVcc56SIJujivPvEXesG5gU9E//WLIImPO9W8jyJZUG4EZMfF033j+EOhYmAjuV
q8nSdzrwLdSp4nijDIBQwzHy4ZAvcyq3gzRf9MIv1j9dwWWE1BwHnlvPGkFnFq9AvQrpROgL/14t
Am2+FcnEPAso3I3bUAyFYGqQzc+uQc9HNXtKDEkYchD/hvj6wJ6gfyCb8knerPFyQH0iy0WrJKtU
sxKDSQuJL6+Gg9jDSBYWEodytaTYAHgwgWLpENgVmi3ew2f2ynItWgVIVzLWhplW89O+Ejh5w1qz
21UyK0K1DWv4WA3HR9X1SS0Qa1E1tEVPBPDDWhp+PICjne08AqIadr2D6TCOIPGldnpBZqyrUb3y
/gpjT1+IBfOgXjDCxb8mGQLxagzyrQvnaHwCobM5fqllx7sOJYTxUGkKfsq0C9lXMtaoBR79dt0g
1p/beseFbtQEoVkc8rK4hyjUkcYiFNbDttMOK7foiz6nL75CgzVuT+ISUM8UAWlZAvGKhuqsad+F
ZiAfKaHhoFgZujDH8uGdoFnPrrSZAPOz9uX0IajGIU+Pd07Z+FV4BOLplriFcyLPoKrFxZ3wgI6O
wiesZ/6NC1CtjnTdSMfuyVvSkBri59aJuBBu8OOhrl1WqhRt6fnF91gnUcQBIo7oBHOJ3YrEk6U1
sZNKruYIF7cC/vxho3zYZEBkdbz3syAyi5xfXkrQ9mIeF5UqJBCsz5ObFZDXEK5mAz7ThSBWZ0cI
ijVJAX+q1AYhW5B00o5VmfqRYHg/cItcxuOdgeEEJq450J31xRpgdyyn/to0XTrxERLppMgr4icc
8QHZ3eYZ0JVFfhy2cQK+QqSutF8uIcstj2lGGx5xCPxEI/gRYFhxhGExuOhgIGtcSXPECWcmrTER
F1EfQ7b7YjFS8ns3iBx70xtAWgbQvYHvVi7XtkRi3tvAkZgDY5WQdDJwqvUplTX/JKh8BIGxtBMQ
spKjZDT2OTnY14o4PrqDQuKS6vZbUV8hJHJW6z5cOjzsRatVkbU1/6ROPASfrFovyBtjEPiQGANp
4m+xRQkZWTBU1ABslu1D5X0g29KBWQ0v4Gf+zQ2QsxGbj8Q3kAnnbBtp/R/J5vhAbN0NtF09MssN
BfRW7ccrLlu5aaIqkjiaFW+PzBzWy3Ev6Ebnc0DUwNWwxDrt5uIA2GIQNumpWZ5kbZa8C7t20ELD
2kUMO4/N9ndAbDGY/MRGmhaME8AddNxol8ClRQz/Z9mn8beCy4qjmjGVpIPKQZVgx9NUu1zSG3dv
qbbpZhgSmL5B0ErBWtAyDZGq38ByuVG/RFjQJREhuKpeA3va8NZ1SkGgTplLNkcKuZDhcnWhm4cD
cYdA3O7WDbssyjSb+AnJGpS/iht30fqWzFGNIFsEr1DbmVkwWZEMTqcFmLldkht3q/pjJeYKmY3A
TZpZjVOSY0vaEWvzQbcv2/l9bE0Y1wcOQdAxc6kNvpo0ZVtzqIA3ToaKAa3XOd0aXPEEdRUWeHQJ
Vt6c0aTww3cM1m5uGQM76+tKNoZxoxNudO4w1O38Q2tf6P4P95aBnyi56BmysA2tAzoJ4ztnwbW2
9f/Hy2++F8mjZbWhZIGfEkBjXHoUNqy+pj9IDNJ+wG1R7G4gB6l7BVbW+bXFNOY0JuOVdb4iXTu0
c7kG1OrWvhzRrSga003Dga4jI1OxmNpaRmVHvh9FDacv9TbMjWjLp3YGrKxXLMKk6zGXM4FChtHx
fpqm+UG7StGm0WrLaF7Dq8om0uhQ2jbeXZxNmjffhtEmLRhtGaALceBpAM37LaCiZcczvO4BMCNd
tSXcagcPsPJbTnwM+5m4ddGGQM18LVPWRm0jKkK4/UQ2nbb2z6Q6Chu9LdIjVZWK5U4Gej0Q1g/9
aG0eXs+U5ejQpPWW0IWKBnq/dtiqJIGfEDaIPFAzNnXYUGGp3YpD0OsCoqtmBrYMtBANhgaxChDQ
yutUpHoKNbj4c0a1gGuvm4ddGGQNY92s6ZGrSM1YWB+gy2nvIKBq4gFoQjRqg2Vm0N9hYHfEo2Q2
vjRJx7rDYgMjdCzFENfRepAJ3igb0obXBrBUtEttBJvrcNqn0Mdz+wabUkgGPxA9OqluuoMNTV8O
gcVGsyW1bBptTOHFrAYaCinvg3EBkaNIywCtQ2pgNqgxIAbUqWn6iG1IWLQygQxW0qGm1RKeBoTl
tUP0LGOeWX1f8VSsLcDLvdx+JNjiyEbbZGsloMKuJWlLLQ0MdiAajZBpKiKx+Oj2MkvERGpqFObQ

Ug5neaNRF262g2wDOHXGGcoGp8hYQc5yajOSFgf3ycMbj8U5B5UBnrBu4RGohYga0oGvpwTtism0
lJx/fkQM3AcQchhqNQLEXHFzX0X5RI1WPBsmeRuvLX+gIlHIbVHW5YbVnI64Y6BoFhjMjTdRkbPM
u1RGrTV/IoHSmhyW1DDuv0jDomJBbnhh36I1sG41DNaxpG8hG4g1Y3su52v4IdtEZaHRIjWZWTQ1
8cTEl5SW0Lx/J/xVz8Rst7jVmJCyDa5PA/1HAvqgZ8GHh5jk+7xyL2BrOw2v2h0JlKU/GNVt+MWO
8ulujlRImbSibmGjewk/44KsBbDn/6q85o3yA5NLYzMOgby2hucNQU+Hk1HbgqY2PwDQxQ+nTw/N
wCLyBo+OOgYpoWrQ5nfJPBJLWlekq69uJ2dsSnkTG3haMtvkav6RcTGJ+Re2cnQWvRXgOeBHPMx6
64HZb06LSmqRCuNToxgRM23iSWdToWaEbatNoddUuoVfkjhnEfyNi2RiDho1ppPEDnB5fCXJ7NR/
hFxF16cknkHB+fD1GATcXIZ9CPHZFoW8wdT51jZt/s28GBAofZiai2GGmDoLbIPMShBVpHFhgDt2
C6u2v++uPYYt9OLRuHJOfR1W1AJS5SrjQsFPUDgck3iRNM39PGaHtPdjR2+OG7VCmS3aSwWYoHF4
OJRifSb918g93LLd5iPfSHFh1pOmItFB/lr9P5GAWbHcKUV2zRQQtmh5PuZNs6cf3lxNHAzfnRPI
thhZg8C1kHSwZP4Ng+OqL2iLb4Mjzv8wresKkE/hVvCLfk8gh8H/kDjN6EcMDIiaZz6lmzqjid9A
RPZ9TXz9Jc66aOJQHGb0NnMxEwcO0DjmrcEDhlHk23mA+P3eXtyLt4Ps/p0tBiP8AI9yEeBwhbI0
pwmwnnkUqXQ+qWs4sCm7vu6Div8D1Zg5C2DdsKDI+vWayTxUhsHtv6fh+p99gTAivPHDdsflwA3b
LnhKl9dgqTSWAabLieK7YR1ZY2+M/tQhm1reT87oYc0eyxdrz/gsHlcWB9yiOP2B6vY1QmmZR5F9
blaw/UthV3+jB87422mGuvCPb7UTTIWjI7VKi0VuWYsOKWh9KJ9Kf/y7n8nXgyC0EdrB41B7kPF2
aOZe3MSRveBLjmu8DdluDuy4Q1hhk4ohjdvDFcCkwJbyWNXuuNRg56hTpVVXz59TX7aZqDHI5YNL
b8gDjDtvizh+pwGRw5QOLy6zobshHjcp0PuQz9DuhRW0nA/u96glnEziNUAEeG7IWyB1OCK3OQCz
97EJxx8Dwst9w/xRM3NHQWwbtkHi/V/advgTls3xNz+uW8PSRzxdWNVSG7Sbd6KMiNlVQfVGQ6u6
FzOk/WwODJx3/vDvH3IpHjpbOJPuNZGOZrgA3bMdXxIJ2C36vw+LzaL8yOGEaHq6gurvUI8c1zq/
2mf1/88AoGk9Lq+W80rDKPboR4mrQt0D76Y0sH0x0em1el7p+NJs38n8LPDaNN5W4guge3Q8TG7y
JQw1WIPA9J/iZi9Pq6IblKKoLXssnKQ147n3F+oueUFoNjjiBIKYXqyo30VN8sIRpZZwbO0nHuR3
53nqbae+PAougjZ/owzs8OK+DjkIvM5Sf4h5H5Q7HR7lz+mn2eZYZRiQRgbiFgSNtJQVhN+DhdqX
h7nesRoMn/Vnf/si8LAV0fe0EOefq5nuIkGMuOYCnZR4rw8NeSad9aWhVwBlL88aW6LkIluYf9VV
iSSeYLRt+GKLDirhp1FnZsjN4K3myi4f0D/h3chz7arQz0bIzk3Qv5IReZTEh34HzuUrQa+Xm/8V
Z1hCLepcNqioFgjc9UbobFRT+b9XTjYVC9nfI22L1kZhYBsfpzuI3ll3HFwIP8XNngF+7GPEDek+
nVk2oACezdDaxDfsCYqRwIx6caze3LRjl+WytHUKJ0t002QcDHORz572D8f3icCVKMyMEmWyXyyG
yBGdkkIHcQnmJEp/4l/6jHOx0Ix6SEYB4Fkzv3Xrokshj9L+IJSHUmL1xgFgGybvNeMcQl9Bs3+9
k6Lesfb9Y8V2OW2DZPR816XojlB6rMDWgltRGcvG2aX5v3km6LSAFpvW2+4iff+DGZGUHEbwYJ/p
tn/Vc4glKokbl9nDCMyyEZiEV2TrLy4Iuj/BsHm9yPYgn5UlCL0ZIRY/ULBAxgZgj4HL8N/gMjH9
6BjRtRjb5EY3mUj8Wrsji8XTHiU8M7e9DYh2iMEcppg78k9SBllMwL2WXjYdmb93hQCsOOhjOkK7
HYyFV3SdNsWWzT0GQOiKY/nbP8SnXKid9RkZEgZHdVYbKhF9llMvvRdSjYb3NhFjgR2UXoy7YIsD
MLFEZbqjeewxcfzh4FggZLTBkN6vV3Uc8vbUYiAd5HK2/cniaIz/nCPEdiARAxHBXtt/LJLYUa55
d5GhsaZ3yhbWZQOmQxiBOvrlMcI60MMTbCD3M8V5gaRAwZbHpmRhjxa1ECwRU89ebMTIPD4um7lc
5/pcdCK0hboIoI4K9psdHkHjOczwMSDkjCgLxw2MK4DH1cqNGXBlcXwNLhinNB5+XFCo784YGMV6
ToSXpZ/KsHmJbyHeMWHWwCl6LLInizYU6VGWpvE30aZGV1RM57WZ5TzA7wJLSTRnukNkvRwP6SEZ
2TrOBsebeHaaQcMIxufhp0IzMFpwjANAsmoysr0FrfTTBpKyyBo6ZbLqbwDP2+3HISHkHxtKcuwl
vNzoUNlwmRmtv4CGNZzKdsNE3gZwS/eK8tm/U3r5CC7UtqU9AbUkJNTYw2qF/uWY0tGa5rv27AU2
5xyzQv07IzXwq6a2dJ8N7ngPD52lENlB1MKeQjPniBieQ2gLJAzdUfbbNTusDMxpEk3LOBnC1CIy
qQcvhl/eeGq/OV/D0e4FL+QXoT54jwdEPGQ2bUFR/VALTzbPB6+xGPq9GIKHYQeYCj06NevcKJvu

Qy2afdy6c8Mp+RvfbfiyrRehjtDLTobNXooYoRk7S5unJ2VEfq9xLOeumyEV9Ig2tFZTUMxkOc28
J4U97EiUbpdG17GsaQ2G4UyDb9YNRFAboyuN7XcY/NsJG2w/7jxNWfUQMKn9FoO+XFteQNxIORwD
e+mfufytnO9j/aIqotEAWnv2zjXVPe2bWnukI4oEYift977iNh829DkoGj9kaLyR1EdGykGeB7HK
3UR9LuFxshMbOoR/agbp79gqULck+wt54adpheaPW5Z1DbXGukn2WPz0BX9tJex/e9ruMKFD6psM
wR8w8MD+K+gZ0K7H6CMs4pPSy/oYZ/t8qBRP/gZgly4V7girbmpfRYcy+A5kF9PC+xmvS7wd8qNV
N3nMaH9OhulyJj3TKQ9oBgCfMU5/F3A6mI4eOyGcsVE1cNfM6TpvRM2/pzN0nRlmuNH06YZwzYh2
PyVbcgf4dich2fuVdrK5fvaX1sY/jM/7ED/DgoH6w11vzyeYexRlc7V/hzV4bHrftVoT9TUI8OiC
ubViTr89SpBObpPhz911ssv+TvMCyFaCD96Y3+iRoxo/9oH7KQsWQxTJ08PF0gu0yzaH+iVpwkER
0ibpBAbtECcpI8s8j2MkgJM1uguAQZNzBBB5ug7+P0/i0sbkn1ounyrMFMEdXlU8vvi1Pok8k3LL
b9BW5y/j8mw8tV30//tIjw6FWiFXNWo0NToeH2CC+5nDy/4PQtszDVSVbs1wn6qCCd9y2CzzSQVZ
aQ2zZ4u3s8aHK/dtWQzoRMWEgB6FyyQkmiE2pZUuH8hCVHGCpVGhBBvISCD+rUwj6Po6WVeHj8Dr
d6gg4MNBBhOipAsLyEysNStTxo/J0XkKz+wd1aEO+VnCTti8pSpro+Ts8h0317X5f1Km20po23V2
0QZxBB2om4dNJBpwbang4u3GvJkwZLIYfRKIJAODC4aICrRAy0EED+GSQCVROH5SiHBctEInLW72
P7um0t6Lwh/H/UzUohypR03LAdD85PLQQKVarpAQNX64ooUWdQh+0iThT2qLO19TobDsEDQqXea/
VMIDdmpY/iMkDn3AIGSkBp/W3ZWGLtx2HE+0P+0VbBHgfhbs9kvMH1IB98Mvrj6JOAfZ2vA+uVDk
PD9kcOX8em0o3+wqWtN/jAfVNxOlngy65UVFNmkqK+ds4/Js8Unclu03+I2Jw9LytDTV+Pkj7pF2
l8tO/qy9tpEdDMk038YhDfxCC6mpBkfTob+8Fe3rSmm/4E4EgB+Fx8g/nQP+lirm5aH0Blvog+zO
Pbob7+5QD7N+HfxzyN1BZb707CSJwYBbwKzHt0N8nVK9Kzj6fVYqs4f+bLfNCLNziqEt9SpD7DfO
2WWS9zLvXjtHYpNN8F2gD2UoB7kpBEHqWixZA7V9jdND3QwEJBE4MD5R6k/lv/hTXOcaHuwF+xNa
UfZMXqiB772+hHK/J4fN0JnP6/vT+MN8G/uqf+KMs76JU96hlRZ7fLFeR9P9TpqlH84avtDKgo/J
LOqU3a4fYHuasq8vby72C8ab3Q5I956I+8lIIHpQ8WRuRxe3W0sxvaEgB6Fx8g9KHLf9R3kj3Rge
50R8ZmLXDhZj9mrhGv7Xh4OVNeH/hUob1Fs0N61LbfhlMWuVFlqkq1ivY+n+1lRw0H4vnIQtMG9T
1Y9EHCl7kjzjF2l1Xliffe2clA8vuw3ra8synclIswclwMWRBXOi/KyFqbZspADhbU9ge5QYaW/x
xZbjG0PnsuZBzuVkN798Qcy/X0uN8A4WLI/9sj68A+4SpT36CeblZDe6hSvKwj6fadEio3O+ZVvF
Q+hVO1ptdB7De+yWWLb9497fFXHe2Mj3Eag4sQ3rJR7I81eLxvEA8X8fsI4DfhK9geJjDSwYh18j
OGLMIg4tZRu1+Z5rM2oHjFBpcjnjtf8j0EDz94HlMs9Lg+iWc5nmszaAeaKPp9L4Iak5/OhDTyFb
niyilMpG+SbQDzTOXuc5wHl92B51EQbzUe1AhU4vG079g59oejtAAj0R6vfmHlTLGuQnGh0Ndgll
EQa2O/PIE2Ag1Py9Lh40eNByPWR4cG/Q3bdtqb7BPLHfqpCbAQa5fbad5Jd4Crn95ToihHDtuO+J
s+qddtpo5nBNgINady9c4A5k8bJIeF/IZHS8VEGsxIzI88r4XGd9YU5mh20kQLeFu/mHeVZbxDmN
4G4cSbPhNjKuhHpojwVhxAfr6V+Ow8PI85mDUaQ+pHAc3FcWauhFFnyfLXZT8fTjr5MAnPBZfN4A
ij3cDPWtTrOu3jnFTKVZO/vhndAKGrVG9ofX6INpqQabzO4vGGqOyYN/sMpADm3/o3qdX67enQHm
etUUbr7gs0bh1/UeXpJL/0rM8jiI1kHv2QHnnk2nhQdvuCzRuW4ZUMF+urBxCc8NGrWqB27DgcDP
55a1g3nXo3KVpOeiF7Rj99knfSJ+jbNDcfa1De8lIst7T8XjZBy4MxvbSRGqn89j5qN6e5GnTXmj
6clDAiDiyrjkijcG8x/S7jzvg2eiMTX/HZnF16G8ql5/3CeWVcq2FG4N5nIz/2soOhKE17b7bTKL
ajnqap1mTNe4FG4N5n0dOWPxLZFQ8ZoeC4HghvMxIICmYRo673gHiPzRrBc+VN4LKQQ3lX5h42zk
E4+TUsGywSnh3jnZY0WqQ3vBW5pyve0npy3g2PzO61/eshveeTU+wVNFqkN7fLcwp+C/0zfAek7Z
3JE8P9cPlSWyutv+xRuplHxODeo2nNezBsw03lQN566PZHqSfGfngND3ro8k/Pz3YHopLJOIK8ua
PG4bysibLzoIjziqa42Jel3qvsQzj96zU72QHVoOsFFNmx85liymtKi4Gn2dho4BT9WNdMVQObHo
bR7Sd6Q5et3M1MfOBj/OO33A6RajczB0Z4X6EQaNI+aOi8jjQTxIJtXYqizZR5EVox82piIvJgnG

yW8tg3mk72Ueala21g9UNnhWZypfh72ewBbwqWYSoUFnXyulvaLNa21G84KehbIp/o7rZxx0ejv5
xTwhLGoonFBKBlevr5RRg/rrt8ScEXyKJtfMwbmyP2L8D+aj5oW/v0kHrMM6aAMPaR/Y18iSrpqb
Iv/EOXk6Z9IdU0klngPsKL9RG4SiqCphL6whc6Z9RmDj92vQPuE9SqK4qGL9RG3CplFhAB4vuSxy
nGWZg5ndeiKe0TpsrrplHIbWTjBvw7pmngAfN2oOWh9KwQPmkf3jO1jQ37OYjG5HMYNbKOd16qEe
i1S9aH84UyjkWbHAiOZo/RapEe+aYW0p9XgH7Nz901/S+6808O9P39YjRxe/XjgR6nzCTtfFKnW0
hJf6FSXO1Kh5Pi4BwPsFnK9GjjqK9UqEUdFi2TB5Rrdx0QtVVu8Jt9SAWYHQmTizOjjGspyY+mUi
OjL3bNHQnGIfJg354rUH7KREHXmTIPvp5I/TA/TltmuU0iCgQsOdD6WrPBha4VL/uvEbkL+GsQ4z
2YSOEDt3VGoOODzjqqJ9C1o5mbxRLANj5XocVSDZYuLfUztInrI7XDbhu1NXfnJ1OQGeaEA3d8Zo
bmePhDoygjZWSDHGIwdHKNkHBGREIxFG2ZRTo//8ZogznaRHDcCjRcjovfi+68Ryjf8O/RyQX7lE
cIL5MBw+/QAaI7H1zwyd4fi4DkQL9zWo5DidUiFQ1dGVWnuIbI0zNEKMtbWkWXgDlZsQp7hjhEQN
IjLbLoDRlGsg5EdSeIOTpOi6TUFcxGjUqQGeEKyS2gaSJg0EoZVYGcRFGHbCjD4jwcYuf5e9MTac
vhoGfFKjtfsSizaKL+1HC2S8Bz+PELc1aJsaXhxCnPPgNqgtWAizxNaKLu8JJzEJv8AGV2VFMGQv
6XyGzoRk2i4ntxVLjmyDQjMBCMFFzisNNnejDN0DIaWH8ZnNGg5uJJtUAa/s3pxdlGFFjc8A7Ycn
JsUQPfqWHAfJ7wW3PiRxN+7Km2XQFmdjYN/nYhbSxRA82WwCnh09e+LaNDbM5rbk+8zOkm5HLFfz
2Bdl+FqB7AZbTZIbShGshBEaifiwZRCou1waTKNAX3jGS2iaNSNrCMM67kt8BoqNGB/ujlsWN6f+
0M9prEQPcu14gGltaPatptT7/exQzHZt+5tixq9EDtLa2wk6rE6tOws5nJFDRefV/COjk5RJRNgG
7NQO4DNEtEDoRgGcCa2vwYJttEeA02u14qEaPKzROaGlEgaDSpgaYEwaPQ2pNEEGqEanPES3xHqz
5w6gSEfxhtVeOAlT34rcIjU1QjU544XPDPipfm2CWOsOdrJtX4hT9d5CVIWxmQQ9sI1M6OHDy+7J
L7MQv8K9quDiM1wUTEso0VmJg23r9cNqaG0xGiCLfsfMNt6ISIOSNswit/SSDFKIVvK/phmB+gfv
nkYMJFzr4VNYBvwYHZvvaDbRW5r8FC95yX7IjnBWRYo0AY3Q1r0TF6+ZMWYrb3A5aN394ivVUOUR
c4QNpkxYRgvlJTY2nX3+Aapr2zI30CngMo4gtPlG8798ziGdtMG6OdYqwNpFJoj5kIOKkH7Yr+9G
75qOaw/ZCHAKJjpubXwg0ekz5ZaF4LLNS91V5j8xHMxpwhTbikJkLNDblyp0sLnFoK4awF34ypWB
N/hfFRc4kVKpsyIRwHDaZqJSdeNhn+s471rlLWUexMv3jDJzRzP+MZ+6Z7CYOaBmZMDrAVEym5FX
XIOSL2fA7jWIbj7K0IDrzy1Vf6QHSomU3OOyAFd0OeXr2bza1uU/W1xeUjVxIHXZOYImV8ccxC7V
2A52N37yzTc5DLc9qB0Ecui1TNbmr4ZsH0Gh1SLeiyj+vq4aOZpZinlRzcThibBaNdEXlAdKutEf
Trw+/IjsWBsQbERyb0/VtdyB1uybKcsdiq6z5aGv5KABSWw0oY22rbdk6FvNwNVXUFtmh1PvI/OK
luBHK7LNsFP/RG0joduB1LZHSG6hHAJPZo6nSp3/6z/yZacEfumUezdEZHUCaOp8hw17j45sGAqS
khuqud3pqQuacbI6F5/I18PcQjFdLO1/NRRVV0D4a9CnycGOB0+Im+Hx5uDNhasbUiVhByDyvPgm
tXaE8ChJG3O/ldawwkzSXRMxMQwduNU6cSfJv7B5H6qwfJ3NQyKKAy7kcYlk4edHanG7/VaM4ces
WDBqtRonb7hQGxVD653MG8PIlMSX/Exu5uFBrGXCl6NE7vBD7Zn8mEA4XiWGN+WbhDUuE1fKLaZB
0q530Wt8dWqKhItmTmf31etFgyGYJZyYhpA8xF4Z+wlsx0ZE3PCtsNlOOLvEViVoOec8odCWx1Ft
2WqpLVSFci6h4PNjQYMP813bqpwLSrFxMP64NzG7GEAXGkhVOH0JuENgcgHUFYSDpbvCsVq4XxQG
aItJ3X89VrIMqHkMwCzkxDNBp2W3Sz4DU3PEVs0GhosUqoBqoDNLquFEbd+fX3Y53pfpjbV9TB/j
F7t9WDYpCWKk3462C9P5cIudH1MFibgxfnpEqRLYw5B0m21txqiGmRVEZP/FMu+48XiB9aKwk5MQ
oDDpHtiF5CGZtZ4amDfwOqTmea9P6MZFWyUebv63x0qSofXXtWRny+RzcM+Ae2U+l5gprQt1GlnS
eMWehQYM3C88YUdGxRwzg5OE3Q5VfVFusgOBwr6LV50cPdODt/HEAmFvW2UcyuwGpiEkC0yqI/vt
I6pWZmyLxsQaHtHmsQy/VSzza+0Qwu0uK+8McdR07LxDXhQ7Hz6pNVpmFuOa/5vy4RAUXhcibgz6
alcVMQ1JDqzr7iqHaETkQa8ZtXeDa628lCTMhrt5yYhAFHA17BZuYy1GbHawAKJs+YBQa5fN9Dgq
p1dXa62+uTYvNzd9A+sxhLb6orCe2sYaZ4cn3SCkP18KjuDxqkY/Ywq9cqlqCC+npV1dWPn1Ahgb

7Aagd0lSKWV8y8fkALzEOAu2tscnUzMgJqgJtnuGHdagQq/5W43RWe89SzHSI8/jwh2HG22ilcNA
1PVexlHR1xd2phH2MJJN318AdytWhkI7AF1f61a0KASWIOoJ3e8WhWcdpj0zPADJUYA03KEVcAMl
WdQMWQ6vnjY277eKWd1Zmvd41lyTlr8O+W3m+ektyRxvHjFlK+H2MJJEu9Fk4AcfRuy7ot1INxZb
Ra0q0WssBgjbOO+qFNpZCmMXJMnDSCxx68YnMzKiDfDHgAG7oMMweFaNy75StE9LGDdrRcPrcTGs
eEKbdI+FU93XFvFI59fCSQ5jr4A+pcPfGpShZBzi58Na5epyScOqyetddxJAcn0xvgJmeS+IdIa1
kA5Cu9oMIpZZ5xi7uBoBN5V3NjDgyr1RTXQ2NxDWW3nCHe+8cSjUapdnrrD5cKdGxJ6+CvRSWcEK
fk5dbS6rbWArKKcESqim01wqISQwJrP4I7IeZjhAdfjSiNVkxtpn13GEg8WtWHVM9Hl3Q0hirpk9
1qVNXsH18JkG7w8n3mvY1pXBXIPUcVjtU9o8gpyj0NWOLxRJNXjqeZmd6Yv4TMeOyDC6uAGfTHQw
Y3IEwC74R2FhrmUQf+OERF33UwvRHXpjt2ZxxyBpdG5j6/FkE4S5o35Sc27uWnGiGntQOPAox9Ec
GskELKFrsZ/GFzLqzMiKjuEDoPEOjLJML2IhztqMbeD9wB+jkgU4CtJc7caQEaKkLNCg/QuzrFE9
zY1sCtTho4JVCpjs3piqh+vEdj2AdchajO/GPT1mseNcWqIZpzrBcgNVrRzSxhpqkpfetfUhdiTt
0s9C9qabrMa9FvIH1lteFPtkdo0WsmHEax2cnrRHGhul2gI/ZPRljplNQ8km+j6+AmoQUmGJnhGA
es6cSbgCHf6FOgJ/ulhwQEC+iAc4hM+RfC8NW2256Ofe8fFIkttsoxK2SW3oUuSCaL3br3AcO/Bh
3UthIBI0YcmafitUqoruAv4MVlFQOzaAirZLYU4NsYYJnI6gbh/j/cQS2Z+NKUGFJI5KpmX8G78G
A4a9sykAjkjLdtdalCipIySmvL3vv77x8Smm5JJdrLJe7gO7VttxtaskgoQhclOJP3AENwgA0T7K
SMulU+h9+ALV5ZlJP+PEii8ZSOAykfpM2rVYjMoFyJGghkRtbuRI/IAEGqqJFZaKr/2Q0X7oRwY/
8n9PAGik9eD4WWi8rKHVQ0HEqQaB1jdT82dbiSXkaKIZXtaDhDB/2mUhEl6bJHCAfZrAFdIUETzN
FesWPlb7eMGlCOhoNBDQfqBGBsLCfjWYjdFD24kfgZSDnUK6QfYH7bgt8ot6TpsQksJBxI19TKP6
DMMyKkvSYtMfwcZ+5EfQQ60Nin+YARyPV0wkf9Ix3PCdFnV6VZHCfhDQX6Vyw5tqiGM82JWSD22S
5zBz1KEkspB+0iKsj2JWL9qy+NCQqoiHsPj9nzJCgiCQryJDE8gB460zfoBoKq57Li//xYrriSEi
SOCAU1A7KJFJGOP9AgqclTxF2m/ZgD/AKnJuki7IsvDgE/jIjB5gFpEGzs9lRDEXIBlr1oHDIBUJ
P++ccx9Ymt2AclcH4lPKTmPPZWaAhLyBHOZCFEBCGUfx8J/ocMRI8Axt0X2cji+pw7x6VJYrzASP
GyBkcLt+TuSRgR3ERIlYFIFABIpe2kgFJGyPY52OLCQkniPzUegkgpbXNSG/+DuuU5tUzTpaL7Df
QoNVHS4yT1SKJdhOu0pvYJQbZxEaDELsAJE+Nti9ZvDbiO3Xm+IV07g2wIfud/Ov6SuMfVRQb+1b
nfTBXNRBTkzF/YUJZkQCCs5rJtq/cSQCEfTN9wbOJfIbuhNlSUy88VFrKbXuYnIh41Cum2oE2ZJ7
TkRQZF96lXJYbH/+Te+HZ2rQ8bZI+eXDeTTryOLGp9U59hZ+ZRI91ihC7Z+k6kw1fxN2yRACmmrs
JwK+PwpIBSXWL9vm+H1yOuNt+KbRKLIFg3uP2E5JVbDbqLclgnBFGifI25kk+VtyfxpsKzj6UPfe
pHti5B6iE19LhoD4LFue92DlxziYwNvfSKB/tkDDmAZdpWbfU4kkAxC4+/yhRjetXbeKXQ0UZ8tl
t7dRM0/Gh1039UNvrk/zIqE3ZJXlbd76bnRwa+sG3LUKZLQ+hGkQTrePC4vSp4/goaZ4EUODusat
G9cyctb8TUloRgF4mjEz69D7zRAKS6xvY/1GwXtuht30mJn8SFAjjhVBvBqdwCSMiqw29HMVtogn
rE9CKqeVN2SVyNva2QTly2X8zcLdU7SH4nooGEtWax0ZgtbQ+vDaVutlvESdIY6o9AlZgEFdw031
yJfS4h/E7RHFrOviOENsYcKL5+9eqLscpqSY+CTWkz0e00QRMkxViNLzcfoI/I2lgAGK0Sd8nXE4
HF4I2WMigvSGTdPxB4yVUdXiXB+7wHbvyYBURDI5qD0lBR/NOAESzR20/ugzf8xyyRUNjQlyqNHs
5YYsjtL+8gIms0GQ7jrNklJKs4RxlLrdkj8jYCctdgESbV+a2Khrnuu0Ncy+sEeX+qjoAH14kq7X
CNf2Qw9N2w1zL61dLGiGuKMd+0K/RVf8bXMzs2EIQEH4+5mzrkv30srkbytbYxUwi95GtNQ1pahw
RAjtkNsuGsxkQJaaGspIayleF1VvxNojCWjbXErVA1ejm+kbujukk8aV4LHakhJ0oCGs10s0g1Gu
Sla3bup5EsQR/K1kQCEsmITmWs9NiLZt5waX6ooTU1/9aKBoZ+9Lx29buyDWrWWMxmo285CWerQQ
lh0IT4kfxihThXolcZa1RCXes7QhLRZhjKVlQr92Qa0yS66WtOShWhXvma0iPhpYoZmaFdStFs9Y
a3VpUDrWqIEcYfz81fu/fk7MjGENz1HaQ106vtekONo4yg32Ghz/mY7ceaIdPrV+CBHAXwYLZ36Q

L6NajoAGY4IGO8H7xyXVgngID46wQNHyAj2rBPYbV9FCeVgb6f1KxPSsAyO7/6wtD4fiRj5dHDqb
Z5/1uLR9PYBvXj3w8ltkqn87tDTj0QyYEhgE9r6jCfrk8SaAQltk7/KlW6LKDiPy2E/Lh6Le3dos
duWmTlpQdQ9jpPQ3WuTlUZBsAibRnjfZJIsuLDdmQFPy8byiOZc/u5rU98WDqnoa09Z5o+A58ZfR
57/onNqh/vnPUlDTVt9PNakYBfZCbLH5xPsJoBCG1ft2Xh7Q4MptZNVSaho96Kn1CapE0EsPYkza
6a5AjZZJqETYBBnBqyaskkWJ3Gmv2XtgBsJqODf6GNwDOyui4+3QG1j4ourlikGWgf/wbU6Fz150
cj/TpHwWxPQIwCezDrJn7aSAMjrY3+YW9etyQayZ0iUTZ1u7rpnapyIXG2moG0sk1vXTNyERRlfL
BKF0rxpp5FWsJo3RQ4npju7wHknHVm5eOuaSMTJNXN3hTwvtYM+OS0bv9VXfaiJFgFiMpt+BNAIR
9rexyvvuyP1WYHpc5/nCwYrJpepFxuOndFyhZ1yWERieVtDJHIrYTH2YnxJi/Q2bfcjueLB8AxDF
BYuELufJX0HxG5zMNmFdWGMIYcwCRDsRorE/fTQCENsb/NnZw5oINeNHZNH6L2smTQmcliSj1a6Z
cLclgnfCmTJJ8rZonxtmHNH9Fc/DEanivp+xS66u7xGVG9PoHLb4P+47zUCa5iMZguKvdqRgEIes
2X+5ogDI81N9rA6IwTeXXjQyJVzz7QjLZ7khtvTsVR0ENnZJo3pDRInkTW0rkoiMogwmqALsfGm0
cY+eb4hU84BSjI6rzFoIrmhGkHwfhPG0xA552CMj5vH9hQVPLAKkevGmgEJG0/Y5wq+lCaddtcsx
ovrEsRpiE+HycHtcm/Am3RrkohMHyJsT402URjh6HjwRBG8kzNtalQXn5Q182UubAdiNSWG29gb8
iat+JvgpEYBEq0EapP4E0AhH0vfcSno4P+vYgjnP7+4rJu1J/CkWXQsRrIoc65O4mNpx5Y16xKGO
g403AH/pwgw/dEYrqNBGjEVyj5GmLs/TWwHfZSO8GPL86ATtSMoUFwjFQCddoy237ySAMjyhv8yB
z4l0SRWTWqSjCj3HZrttgJy6HWsJqM95Zsk3401ZJQwdfGmqf6G2jPo86h4u8ke/fyseiqegvL4R
c1ZS0DOc2538oY+/zohLiNQP+JTvJEQC+3XTb+BJAIR/K/Fzf7ekTso71qzbJkl9nWtdNv4U5GPS
sRthQLOuTQianmTZklcfe0P9ZKfGm3ZrdMg5mrp9IHCQvVWnaYx3OmsNMGI3EZsQc2DfEyx0LDlR
QC/gs60Eu8G3oBSRqH22v13IzHHHwkyoHRvaycOg28afOxG7uI4/GSdxpw0rxu1iVx8JXGBebsdG
d8aY3iiiSOqpVVoMYEwYjBp+E8EZugUoUUumfBUisYjTgQmTOI0DHoOPv84yI1uOqbUG+ZImqxi
Mmv1OSNKuRwhLIEpyETytj5bauAccZ3CdP3WKTqpphK0XAqMb6EnvBnCW5iN4Kx99N6hJ7Lv85lJ
/vMGK88G+1LeDU+l40nb/uVkEgciTojErkf4EnZIhCG40n4wDjjAFPIvNpuRr8bJarSCTw0U8kNh
Kv5NhDUnt7Iwl/YagCJZczfrpV9xgy/yDtq78RJulDDiGLJ0Ag21DNu1mAErJaKcNHdoySmgxhtg
EU8hJCMRHq1dMGvnua14CklYTNH0bhrnivQ1xOrjIyUQslyfzsJi/1mGuOig5qXqGuWeD9JCYoFt
CtJJrb9ka/I/8jXbJt7Fe8i+xyNfR3Y1yV8SYskjkbD5QLk7tWk33XIS9qOY46NeiktWbDBpMRad
F5JP7CblCX8z2vSrpfWbFBpb7idbpN/JFrZCo5+RsNclMZG/ypfWJHli5a/TdstgT8zYEQKn4e8x
F/NpDmHRAqrWjALLYbHamoDti7zEYHe/2zayZtK0YJZe/ze/mDEf+Rsbf7Ll7WQ7yxhoxHlclfEm
bJI8rY6wFXuCK+I9ECXCoiBJWhrcJ0qmwwlaOjdvmxE5HVGNUUY4FPZ/5MtfsvDX562psFK2SyYa
1hLFHqdeHn9jkbCjjGrkziRs1/KltYlBFM2Jxxh/Zesklt5WxI4yZv58FECmufKHBEiBTJCApcUj
KCaaBIA4gawCmAHhre5uj3H29EbRwmJ4j2X54faGDcF1Cl7v3fExtX7PjF7L2YZGfbvongZGwgWg
Gnel7JPiA2oTInpDaQEwFT8qlCTJ28C1NPyqA6yXC2xKK+wb0ickSzWndIk8Vm+YCc+QCP1IF+nd
E9TgPZ9WXulue07d8Qi65740rT1Rs31kb0BkhDUoMiIfX3RrSkx2s8rqG74a1owZMlcMe5WtM9Wf
C0R0Lxii27tMx3axoJ/MB2nIBnnv+wSKll0BrSlcOO/fo4RbLpX/rXMbDVqsc81kyQgf64gRLMd/
3MUR7jagdglx03RtfgkLH5a1VbXNnYPruyW/Q1Rrs+/ETKNrbXA+EAbrygYU52m4SwhrPLLa0qJb
xqI+WybZO8Lj6fp0EMCphAmSKECZEwgXfibQYG4FInVMNKIpAjYmEfwCyb94+Tlwv7XDYnYcSQwS
7ioqeD++CVeQEPtR2w47Rjh/OVkQtDvk6LlFpNm5kb9inVY17A45rJki+2Ixq4mGBz2OLzla0KI9
b290KuHEpDOX/161OTJgR73MiYBVw4jvEI8OfzAjqhyAi+5od5TuExhAVU29kVgegJA2zvpOH7+R
B1csMJV6gzyTJFokb1xQIJ3hAap3AwmoFke2sUuJMXVFFktS8GvKLeu/PGbLxAwmM9tnxpv6wQ8u
KQhUoU3xn86bu5BtC/G/VDZnPRvHxtWhSGipMGFMkaiSzbMiomvjPRAmMx36Kxu2iJ14bUkTVfUq

1VcfUnYF43In3JPCe77zYhph/mAzrbPhzWrhLGq+M7pdbZnFvoD1TutmymdfPJevUGzF4aa5GtYi
hx1cTECnebCBRqiBTYhYJFMHN0S4XXo0D/10MnaxxvzAy24l6aGFO3TzaP5gSh5QQ+QNty/ShCIR
0rp5OGbv9h07I7d5txnDf6Y1WtAoyRd0jWsJIYOiRt+hg8q+d+eo+jYmp0BuwV1lsqUV/fZj1K2K
GD98iV9k5PGByPgAznlYF636BMLgP51JWVC0AwaIokmn2nxpOoqHRJVPCNOhXIzbfJyhogGRhGu0
ECzfoIkgLzyJWlyY2x16tShlVZm1imjc/18xSPiZYYXovWzwXaPzAnDs6DkXe+GiBZfenlLz+w2b
u+02v7jPLC2PTVEC2OGGMkaiRxEsCpEtFEC+cEG29zPiWSjrALh+H/rQ4l6G1j7hn+Y288jjSHUH
d5pGovquMEnQqC3mBD0X71T6pMngHQXaUZZtF5GdppO7jOtiycurSRJH98MQrkZOkQTwMi4Yfmok
m+qHMKyoDkndvdEuPkzVcnJ4aus8N3+m7+y1fyg5g2a5cbVD5gM/DK58RPRSKEIdepq4Zs7NeqZu
a1bdKcXC0qCHMLYY6Za5G3iOHdcWDDzZqOLjRVGTg2e6uS2uHkgsoY2pXGxYU8t9cjsKfTwxBtoE
SfyDsAn0GAQvwAhzZ5G1sTEqHc7U6AZ8bNUU72fGuTak9YSTVdxHR9WIftksmRFHW2GEtrbhP6GR
fvWz7t4DzS2j/+vBt9SrMhGvObmkTeaQYRHeqPJeqfyAev4Nun5AM+5s5ztMyUELk6qyurLndO4J
edG3cNr+MXXphjySxQwiuRt8nLRZZMjAYVHeoYUYQN05xRBXc5xpWOX7m7VxsMYXJHG23LhTRA2I
SO5JpcgJ1vfBDwvXI5jJYlKqfnT8cr7ON2bVt3tEYeDEE1aVKEOTxkhURS01hETW6DkIE5jBhfq9
/spJur4pZOrr+DVp0RzNv7XtRHfc4UML6SdzMhn+UDOqMD21eJQdZEka1HUMZ/e3nRvXDoc4Endy
h0ipcM5FI2yRwgrIsEFj9JHFu84T+jr6LsnP7F48NL/+Q6W94Je5K+s3euwWfu0kMHbEimoH4wSd
8AJvbPRdk0UsSrwHtNjr684uA8iObTo4Fs++9Um0Bxa4YYQyQx0i2BIMJbCafRRI9looY+fnaMGf
lmlYk6fB/qjv3QplDLBhM4QKyT/MBnVhd8jyCk8mhxWxj4ce5zCvtB5cx/+EGTRDip0diBKsQwwV
kSDBZyIDnkEMFnPxxkqdKMG0ZVCpq5EKU+v/+4rLa0BsdyTswZh/mBN4bBtLoJQR1YWi6utCDjO0
7b3sWM+lTMvLES6/hDBmSJvo2I1cWQ4xECSXQRzg6xromZ0vzvzGkSepi68uS+Lc4PnkddAVoF3o
PSXmJS+YDOrKdxLURKTQg2XrQZJSwH/cz7zAfyjT9MI2luoiWZIgmXe+8TlNrAyhyaGI2qIndyOO
MJzavi4nVqaW7ljsVv4oTXtlyUcWXbTcG1j/KBnl+HOJ0ipF6ocnS3ZRtDtt+na5g7f5mQsHJ6xk
RMskMOTZEgww3bCA9Id63OXoFtSWjj+iOWFIxJ+LJXLZ3VvfvSXJp/Ce2juyZ8Gl8QHza4GNvc9E
1KUEVNbjep4sE0aBoXOe/XM02duYGQpVDBhjJERYB+4SyZF0OUdhB247OPRpmFR27tbZ9IxS5Eud
jwo7/+AYb11JHaAe7GeKthUW/MCSIF0S4gpdDKqnc0N3clQM80XAeZ0aDJkHRya7UcaluuQ/dHN2
QlcXCD+HtBB7gRR+h6iM/r2f4s8pftS5c7IklgdtK45ZMCDRQ5HpEiGnH+UDFF2hKUi6wQbrdTFM
b+XAwHkV+aR1V9oTeJbiGGskNGpq94jZSuMIcujgxRQkegrCfxFG1vbFLhyDTIIsXIEBt9NO66EN
E1vPJbdCHN+UDPBDuYkhJ5sCKNWrt7hjaMAt/HFkFIkVQ6tKHAQw9kib5GzmuLImx54QWJICCy5Q
4D7e10IpjbM/DlFLedLsfTFY/O00cnvRJ0jST/KBn4QzB5GSg+ARP7e7iZBS3VzovjG19br0EcGa
JJ2SEJrnNgURAz0UcGqJI1pz/QITpOnxYJpJpwUnn89Ijh96a1ZhLYohN/UBryYGaTuZIYTUPzda
jKNHK/K8DMdjYXCBdTNDBq5BpEs64lXYL3BMR6FCF2iJt3OhHKWDKyIJo7++TvyO48igiBPsvb55
Mh/KBnqf2Cp6MmXrDtQcrVKWJBMaO+ixywZOotMCCbRQwdkibw6QKwoMgGC3tiJcwQOnK+0I+lHV
1dClDL9cNl56Lf+2yEQH7g0U8bFP8oGthx8AnckJW2nVPzaCtHZ2RSzG/mDidjCqBgqIDK5BDBa4
kGC7mChgsjxns9mLekS6eBgcRTmbxcwZngjr+qZS4T840Yib4YSzkAXPGAn3NB2NKakWFVO0X0pc
viMcrTIG9nqiktnitds648D3XEUSGxtsTu3IsX29STA7QyWlxcxVTNsD/fg9p2MR3shp8569uTSq
vJ73Nj3imcHSa6mJvJs1FS8ntT8hUqkv/3p5SIf6N+D1XHaSMSFWEVyJgrBvLqZ4wev7HZHqTaLA
jLFcPzYDh2mS1jYU3hPabJhNbBmn5AK08gEeffkUMZK6LVO1mr1ciRCWM1kll06A4k01SlRu8GSD
SRfKMCaxEtkwXoDXCdxwi3HiEzc/AfP1jN411cjDRE7JRRI2g3vjm+xD+UBtOMBPThaOCk400i+p
UOpk4suVJWKpC2Z81ZDeaeCLouwP75LOuJIb13UN6caYX/bHcw0Ubibhcp37fN/ivBz9XkHYD+bS
nf37W8yMY/mA3PGBnG60Ufyk3EyZwDICq1BwQrmPJUyepro6Hk1ZL5cUWFciJVGMSnZMjYkDBioB

hT+UH2dQww/9u7dWl5gPDRr9901xonvWL1/Gfz5xSEffdqn+MC5SAIVTj6Ik800nhqh+Vt0KO9ry
5xYUyVpUwwqdgg5sjw5DLAgjgGKhhLwceHnrbxnL0kRx/5faLzRfvyv1Hw6RnhRI7d7Oe7UuoXg/
UBHPC7xG3cnp3WKIeuZDpwZWHOw5Mk0lWUPAnV6lyHG2CEjsp8QwDFYYDBgXwwYEDxn+fTlPnKik
RS5gaGd3I9036Y0VLju4gqjLujAiJOv/GSf5AI5jRnKZSpupENEiPLhqz5GJj9SDs1NI6Jj1jDqh
bWCH7hG1gWEiwLwQUD/jOn4Jwa26uum/7kZ/A7mboNunZBwUmgOJBxKv7kYZ/aOwB+h8YGsNCU2N
NTfTJ9Q/L2dKT1IUmR1MnEq6SqGGFGcLsmSB7rFOQyKBhILaGEmHKa03cPQ0FyOVG2DgXj/pvun0
iOyPHksYGPlUSvW9rJyj1gLz/hAjy5zx66dbCbo02mflK1dOXrydKVpaxw449EnPDBrBA9wh3lky
JoYMV6NUy6JsBxnX3BhXLmL075xoetdPLpTn9oZF59OCO3c9+5FM9NP8gEcNOIkXLTG5qECc/I0t
SniersztlXYyoaJoTZiMdvWIIYM9sCoYMC4GDAdDBqoxOCIPXee6gd29zemMsJnG1aIYLTgZhLaD
Om/EA8pACvLGI2fF003EjLpnbK0MWjI9TVydLxHTlGEidnXG/cJZ1w9EycDMB7AuF/W6iL4ZvaW1
rHuH37L7MfjXD3D/SQv+2MwnEjwz/IBHVE2lo+np25dMTKVN7c3YO1KnSsuTrVDp70q5CAVx/gHA
uqSyZFuIiYLgQMDvjP86hPLbCjveveipnd3oktycsifb6GPwHu93ppkefVKf9ICKXb8Ucl7IyU7X
SWCBQ5s3wK4/qeA+2eqEC1YA4gW1gfpkcKcYsGDguhAwPBwauRA7yOMm2tX/SfWpWwnOTuTeDgPy
uGdgvUnmlN+MB5QATnyHg7KC6rRq805tQ7fh3N2TrSt01WeOJqia9DBa48xWeMCIzY6Cv7REwM8B
/nbM592iOhDff5zvskvYkRy4iyMcYua72ityZxp9I/6QKnOjjfnQaCdwaoJi6NI+tMxxuMdWHDES
qfVjuwwOwQBVYWBUMBBcDAQOhwq0wrscdn2Ytonb9S8F+paORNsOeS7qws8dpks/6QE5/V0EW1WU
m2jYtM7ibkby22bXNSPvBwmobtCK3yDwQ8gzqLawNiA0GEIOCFwHtloRuyR6oTMwe4RQHdJE99EI
NRGq1cmAn/oAnomi9pJ1p0A1KZUCDKny9PqDZhr0agouKOChhFgfEBnkFgwoF32iNED/Afm45s4V
iru/t3Ds3e7ofSp2MAs0SKfPXNnvVHEzHP8IFy2AJUt+7JgQFWiRcUQGtqEzbp0C43qTxMnLkDsb
bWB0OLsCQnyQWRAeBvgPzF9mPbuyfh7LZ33BFqD+nam0hdOfOpzrUYoEw06fvgPMYAT7e5okTusT
GTcPN2mez661Wh1D01fEdots6HeRvmuMcexOAdllcWDhgXAwNA9wHaT8iALNNR32UyP1npyNOkXq
a3AflryumS5uZGkf4ADloABbQCS4uEdNJ8OIdSh1ljyVpqHAjR4rEPc2TI0F+sCAb+Cshv4GRAHD
lP3/aGftd5r8lpadpQje8fadVHAhs6GCLfjLP/oAn9M3rEUcakxpa3WIOJRvVPQyZJ97eqqhAVad
9fo1eFgf4EZZzjGRMogv/jFIWCEFqpzxngxsrFFCRQkajvuSNkQPWy4wZKOXc/vgHMYAD7gs1kn8
kMCLkeI7XLVVPkTfeDAZL8gj4sDFMaEuuIBvoKqGAgYFbRkGjjW58uI9RWLjl+a3X+zJHTIrRgdp
O0gqwz1gD53lADrZUCJ2mxtiG0UdSMoa2eHNyjqqjshaDMBjp3b8Y5THGXYExD+gtBekDoP9Q0UW
KvMcppNomckLMV/K1YaImJQ6DMyPhCziYAfneYBPJfwCNbbFoNEhO6EApLL1YeSuEA4dzPRPtYG/
GxkeOMWDfUFwIEgf4D2quLKwCDIkpOXLtykHUWvcMO9y7q7Me0I8fah/8wA9SmOpZ3o452ja6g7w
b+vSpUKS4kBoYecG/t+Ma8YzinGKqkaILQQBA7VFh1OgItgBx48QhU7JcbqDVGL0R3J9joYUw/J7
uax7jnw9CORwXwDaHOkdyTRU55vuHaUzdFD+bAtxMcgTfjFEL4CwD2gdqnUh5BXQw9TRLsppiWR6
UqF75p5Y7lLWNkQz+YA5rAAenRfsYzSg0FN/p+8ci66wh41Dd9Bu4xdZjemtrAoF6QWQfkDlU7rd
lm0CRCNrLlkeivWdXJh2oXa09/0RHxM2j/H7zn2zd/vEc/yKw2gpEvAG81RUGzaQbzS/eUiKk5nk
GSI33LjyDAYCgvBAkEEMBHFHcDJAJvSO0bzRpFkIkB5oi7zietdFyj++AcxAANHVfKJPjaZ2hIpc
f3jpzT0PeBMlFwUP74xjgAk2sCQPqCx+QlYcII6mu1RkwOlmoyAI3/DsYi6gK2HnQ6kp29c5wxPf
J7+dW959Tc77kl0McypEbvqAn0Ih/2yZQHxx5BUQ8+QRELx0Fb8hGiBuodr1Zz7OUicJGre2faUo
ZbRyfLgC+nuBiez1/Zzq3sXomdPUnUFC55kiF+QLbRjoW3leYOceQOQt4KCFvQMC7fWoQo9vg8I8
FxfmlUz84+0YSt9yQKcDy+pc7aWb2SKYGIN/qS4LjA4Ky9BMipG/6A1MBqIXwTgbmBYge+1pyzZy
kVUjVtfxTT4I0l0OpOtc1Qau0RJs+xzW9h1p5Xj0bxzCQ1h5u5P5DtIQ6TwsfmD+VyB7DVgUg1ZA
zUPZdfZM/z2Hnt+km+jC9XIvaH62RgDFdlmCuor++0re8bpPIgDKQ3XpnXaE7MWWFrqbPrkSBp8w

hyuQQQtwKgW5Ayg8T5c59gx2/ERraFeSZlCoe0PSlP78aB7Zqnse1zW9p1pT/tiuhkTTqDUpyZn9
51FpQQgHbzCDjyCCoW5BT/vFBagaQ2W0Xowo7hN2OBZN/3Lg0uf1hobl7uHw7PfIngxhzF/EAn25
2ANGXG6tJdpEa3WEF02IXbcpcRPo//RJC7ArhdkDZyDhItKurJL+9AcEjusFTowIxYaOEehSNovy
KPtTVP8XvPT1BJcm/krnUduS4clC+SX6QXz6H6xJhfgV0L8gcYX6hvTjZ3de5xHrXpvHRqEgeQnD
dw11Rbd2l1+3vH+IBP6c7B7xLx5Ph8KkRJSRDCAa865iNQgH6xJCAIK4QBA4H7c5dXrFfvnnRuXG
apFGCv8R/ROqjsi6T+Xqzfg9q52+6W6GH7jZNIP4UfyZAPXWhZrkL3a/pEkwJCWxgrA8sDZMkHub
IhG0O7a9vBvn+A8ma20I66l2MAsbsDQ+vtsdTHvgAtqIGbaEtYOrDqKZo6xuuD7ux72I34Sej8wi
qQ50wVgfUDY48gfaKw3meh3uk1dDMYbOxDB9Wu5q2GaA9bXIsgD/AAHq6U589SuJAKrV6nolkTf8
R3d7UC4ImG8frFBwhnYLP+JGrBAOTLQ3yRiFeP7a8f4F48kQaQh4JPu8s9IrsicUuLVP8AAdbZGD
XI+NknnqZgsa6AYBKLmkuVSej8wlwoYACsGAIGxHwD6qtRGF1f52cbRKXI1UMAXu6A57ozkaXHHx
j/AAH0pXTeC50k6p12rsl9bQqQYAOxMZZXhJ6HyiaD80QVwvzA8cmUM5bS25Y2xQyKmAUvqatKmc
k67ylxhhIhM99JqH9/3ji5hD1t3UulDnNe0kmWbDB/qUcBzEBi9H5hNDf2CwEAYHzk9OmfmVRt8i
wM+O8jFkbYqggv/pn3S4btRu8l6c0/m9519SdgNiEMOLldr65LU2jQ/wOoUceo5bfR+YTYX9BX/w
GWtA6clWmc/WPKOWzw4xoRtTdFT+Qt2KGnU0Mwc9Uj1R7+tKGjsr+84awNh08fCwaK1CDX2JlhfZ
0p/mEN4yef+oS4SCYIFUL0wOHJi+I/L3tueUac6QWZkwwhg4ccU8qEMpBdXJtiec/l956ss3dtBp
Lhzj8LXPI+jQUP5XnC5Jah/PyibC8oK6I+EDx0skS+cylqysgbV7XNJw58ugD/hXeTNPr6GeI3JG
LDP5veKQ8z56R8/2TnwmuajagYoP8qSOIrvhe/1CTC9gq/4jqqf7I5ccMN3XbnlaWyY0/q0tbxHS
W4fPwz1NQzaI3tHkzYOuvx+5c/KnSBMaS0/byZq3DZaJG98WrD/Kdrvf0Zr1ML3afoFGiBTxhelG
Cv+UdqYH0R6+I/KqztufkS5WRI6lKH4kP0yhkDX/eI7vTTusIP/J7jn69F/nNkr0aEIP0GwUdScb
8p7JfVK+bEMG8/KKML0Cv+UllWHzpYos7nHX3ciDPgysrwKiXBJbeu8WarB8MZ2m6fYmEgc4/eNV
nKgDfyOijKNb1kMCtH6EKgF8omdxEw9v0PlFEP4UYLAX1BAB/xwcXC1XWq6paM/axwhqVX693j0h
jbxxqX10VYDvH7jnpZb6K5I1fSMg9X67XOciT2aF+4ZUCKRt/N4yfP+QT8aF8BV/KLaoDq4XsNrb
r0sOjvTPUmHXQ/fcu8WGvtQhtUCRoMgcSnH7jny5MLAvSEvC6p1tyyz4iVxGLlBetc16RO24CfO/
SJMP1YKv5SJgdB6wpgPSqx5erqT1tYWNiW9Ju8KYrumzXqVrgFxd4Zyex7jn2tcWP5La+9MYp6TZ
d+/UtS5M3/I9luanrjFoP+Enz/kFeBhuiCv/kRoggA+l6wPtKhOPvUl9OkhuasK7L1j+DZGk5SFU
1Nmn4/cfh3tSPaCPCN9qbQVhWQxY3Rui5IXiF/K9dqRg3P5BNDc2iCqH4IHQ/DEFvBZLnLl6uEt7
p0tI3zsQV5MLQakbOn08Y347PsWPy5RtDQUIYuJ1T6RrLQwSNo2JwhdSm0O2Tpl8ZOb8ImowJsHd
BUC5oHkLnl+8dqLtgcAvuBb/v2xctFT/3iW/ReSYY6lK3rWPzNnenFcxCJorF1fv2RswcFEnGB2W
hd0XnP1fGTmfAJtawmwdkFT/IaK+N6ix04NCGDtROrkK1QtuQXmDwz55bWIS1imnBxjPsXGmewzZ
uYRLnmlUD5BbOO7iXNybdh/nPZr7BRp0YpuAUVfviqjArwA8HnpgrfnFmCgghcehj+4dqKdGbQoD
HjDvy5ozIg3M/edk6T4uHrADtq3uOrujfjJzXww8gCLPw5wxBUjGofmPZagvuk7ovARrXFOZ5hR
C6KMFb8yMoZprBtfp7R0pmDzSosRhtqEm10WTsZYvB9uVkR7duMLW8VyjzMGyN64xZJYX5j2fDuT
lO0S/0/GOJuuHNawdwEDSQR/zEUYGBOO83dOgFT3JPOHxqTy34TC/jQdSkNUfzl6u3KgZz0jnQkY
wmpk2c61wW9yaZjhpVLEgd4TWP+AGauIWTIghoqjBM/OL88DiFKxd8cSOV7g1D+K/5xcUcy865di
KspdjWRKXVCHc6rqSv6oowMiKvyGAizMOrR08n0AcUVcURtnyQcfMKtawrVCutEFQO6YHwr1tjww
ry+53+cPiurCj9EiV9cm1NjUCva2xCLgWrYnS7ksR8bnfs9zOFfhGg+AGzW6guFErbCQr1cQsmRB
hXmCZ+ciYHOI6b7S2AZ902g5HxFMsW1GwCimkerSmKnc0d7UnCqfdpWpcTIOAWzldPnk6b427uHb
Lj7xSD01SWVgSs64kh2TRBP3BEegeDwRzLoVTZiuR8Tq7OhEiNlBTJafWX4j2iuX1NjDjp2g00pt
dGXrittkyZFLrEhw9w9ntFvArF1kcBLPjFLOuKIaGowUdxGBt1wrTqWiCGRC79oPidfXNAdpW9rG

gzpGFMWE23O0tQ2h38wjjt9DImHAO2o4GCRK8LIobp21Pq+GLfkgRg0ht5RZrWFmDgwVN0Y2RBCC
3vpCsP2hEqVS7R8pmWW4GTm6WAXDoLUcRbaV6u5TnFeIyvYiNOcBDaVAUiX+YbaygsYh5F02ZWqT
zv0CrBzYKm4jTyzELIXC9oZaGRA9izHyOeTCGNc+jaXRcKFIh1NPLxtrwaRkU0ww7pdWGwEURggS
P42OHhiicvYiUCR/0qDNG/CKVCAwgoh4TA6FhuoOtQCw1J17do+StQ2fHGqLil+videdNFB7lY4s
6r8VVsTuSRbpAIbbMfpCs7LiwQ1aH1H4uFm7zVqkdfGLVGHjIKgaqwQQc0Zdr8YyxEkrm7R819WV
+4mRs2wLqDJkded6fDN2pRYUcTKJ2zyZqzUBDZGY3SvX3863tnbrbk6/vXrV+alVIds5+EXYOrBV
9sWRTBDEVtw+1RB/s9/Mux8RPqW+wXpLd0OX4siHu4U6Fszo1z2YkQl7olHRQAhvtShQOujamnN9
s7bVwzDotusLLqEdfGLVQ1xRgqe2RoghcR2jd5rzAtO5K0Xd2j5nm0UU6ZL3Aui5GQbW1NXEgmgR
ee2Gf8eBE0BAy915fkeuhTm0Rl+9ecECtn2HQpkc/CLIegowU6JGiCEqdooaTSD0dk1/do+S9PDM
NLGpaXOcaQXIg686TCNo34yfLvMMEROAhuqV+5ScaJdugDlQyyhABC/MqDeJ/AL0w1trWKlEaIlB
DC0XF91db8aMjB3SXaPmGvGzuyINHz+MXIlTsf1BZYv7i5iCyekZKDp3SN9rU7fSRsssfrA68M6B
moOnqHC0fCLVCBWUFILOggj6toxaoOQyKtxzUfM9SWbv88gxRV0uW2gy5UcDTbtBaM2LJ1KCMj9c
NxcThteAXC2AcsnIf3zsnbeStqmRNgWb8YtTQ1pgpBZmCCFmTudLSBz2oWgTnI+Y7ooWiKzskSLc
rGspME0e8+0MwK3cPjbAprQDuFp/T6Y4Ho2H4KG8dvTlFCR3EbEP4iJ+UV8QWJRgnbwzvoHx9hQQ
qzUYnfqm6d+5Y+q1SU/uSJu7W9i6KpXL7MzR2yDD/zIcNgFbihpUept30mfvHccOlOv4kRPtl0g8
xrXFVGBVhYWCdvEa1iCFiGoW9MLFPK2JaI+Z6uLrxsAQH9G0vLWMsW0f9N+MAsQc+WGLg1AO4qyh
36ts+8hS5lI7ilsm0blHIhVCxqMiyjAt4gcmtYoUiKMEILKnaDmiCyjdNZ4sbUfU54Xh0HQzzil7
niPQuBeXNyN3q4vrUcF52AhwtvDmsFWH0MQbmxxqbo4ICKRZGKIQOZ5hj3icIy04KAOjBBQ1q9jd
WqDpvTn+bEu2Pqfd1i3HeeoWq2uc6LgXPrPu02Fhu5z5GXPOwEco+rC7bYYwQ21jTd8LXiwMy5Ja
PJOTD94nL8ouh57WsUd8LWghg7JNy4nWQtfUNcEu2PqjrKjtwZnN69M/wIEaA5E2BE+4UohgYCHC
9Q2h2UdZcGpvn5S3UMYQpqdwu0GxHcuPIMe8iEZgog6sEPhOQAA=
--=====================_887925077==_
######## - THE QUALITY TEAM - (sergev@cistron.nl)
| ~ ~ | oO| Serge Veugelers (Coding) |
C| 0 0 |D | Raymond Zachariasse (Graphics) |
| { } | |=-=-=-

First of all i would like to thank everybody for their reply on my problems
with the Free bitmap command...
I've found the solution, but it's not the free bitmap command :)
I had opened a window and attached 2 GTlists to it. When i used only one
Gtlist, the problem was solved...
I did this, because i wanted to open the main screen, but i had to load
some things first, and then i wanted to open a listviewgadget, wich was
in GTlist no.2 :)
Maybe others will have the same problem, so hopes this helps a bit :)
--
cYA!

1.58 Re: Shapes and memory problems

From: Curt Esser <camge@ix.netcom.com>
Date: Sun, 01 Feb 1998 04:35:31 -0600
Subject: Re: Shapes and memory problems
Hi,
On 04-Jan-78, Jake Frederick wrote:
>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?
Yes, they are now 256 colour shapes and take much more memory than 16 colour
shapes. A 256 colour shape takes width * length * 9/8 bytes of chip ram. 16
colour takes width * length * 4/8 bytes chip ram. So, depending on the size
of the shapes, this can be quite a difference.
Best to make them in 16 colours if that is all you are using, and blit with
the excess 0ff/on parameter if your screen is 256 colour.
Bye...
--
Yours electronically,
Curt Esser
camge@ix.netcom.com

1.59 Shape Limit?

From: Jake Frederick <gonzo@acadia.net>

Date: Fri, 20 Jan 1978 13:25:39 +0500

Subject: Shape Limit?

Is there a limit to the amount of shapes you can have in memory? For some
reason when I try to access a shape past #99 my computer locks. It loads them
fine but I can't blit past 99.

--

-iF-

-tHE dOORS oF pERCEPTION wERE cLEANSED eVERYTHING wOULD aPPEAR aS iT iS-

-iNFINITE-

1.60 Re: Shape Limit?

From: Jochen Kirn <kijo@AST-Horb.BA-Stuttgart.De>

Date: Wed, 04 Feb 1998 13:12:15 MEST

Subject: Re: Shape Limit?

Jake Frederick hat folgendes vom Stapel gelassen,

>Is there a limit to the amount of shapes you can have in memory? For some
>reason when I try to access a shape past #99 my computer locks. It loads them

well, i guess you have to increase the number of shapes given in the
compiler options [RAMIGA]+[o] (menu Comiler/tag compiler options)
browse the object maximum list and edit the amount of max. shapes
then it should work quit fine :-)

--

__ Bye

/_/\ Jochen

_\/ ___ __ _

__

Fido: 2:246/2050.5 / /\

Usenet: kijo@ast-horb.ba-stuttgart.de

__ ____ ____\/

1.61 Re: Shape Limit?

From: Paul Burkey <paul@sneech.demon.co.uk>

Date: Wed, 04 Feb 1998 12:49:49 +0500

Subject: Re: Shape Limit?

Hi Jake,

> Is there a limit to the amount of shapes you can have in memory? For some
> reason when I try to access a shape past #99 my computer locks. It loads
them
> fine but I can't blit past 99.

I have no problems using 1024 shapes in my current project but you should be
sure
to set the maximul amount of shapes in the compiler options which as a pure
coincidence is set to a maximum of 100 shapes!
If you keep the Runtime Error checking on it'll warn you about that type of
thing.
Cheers,
Paul
--
Paul Burkey <burkey@bigfoot.com> www.sneech.demon.co.uk
Foundation: Strategy Wargame [##################=] 97%
Homepage: http://www.sadeness.demon.co.uk/foundation.html
Demopage: http://www.sneech.demon.co.uk/FoundDemo.html

1.62 Setting Tags for Text Functions

From: Andre Beer <j.beer@abo.freiepresse.de>
Date: Fri, 13 Feb 1998 22:33:46 +0100
Subject: Setting Tags for Text Functions

Hi Blitzers!

Can someone explain how I can set GTText gadgets or the Print function to=
BOLD
or UNDERLINE? With tags or constants?

Thx!

Andre

-- =

// B E E R P R O D U C T I O N S
\// Andr=E9 + Ronny Beer, Siedlung 6, 09548 Deutscheinsiedel
Tel. 037362/76934 - EMail j.beer@abo.freiepresse.de :-)
Homepage: http://www.freiepresse.de/home/jubee

1.63 Re: Setting Tags for Text Functions

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

Date: Fri, 13 Feb 1998 17:45:49 -0600

Subject: Re: Setting Tags for Text Functions

On 13-Feb-98, Andre Beer wrote:

>Hi Blitzers!

>Can someone explain how I can set GTText gadgets or the Print function to BOLD

>or UNDERLINE? With tags or constants?

Use the command "Windowfont fontnumber,style"

The stlyes are 0 = normal

1 = underline

2 = bold

4 = italic

You can also add them, so "Windowfont 0,3" would make text printed in that window appear in font 0 in bold underlined. I am not sure how to make the GTgadgets do this.

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

1.64 Setperiod again

From: "C.J.R.Jarvis" <C.J.R.Jarvis@wkac.ac.uk>

Subject: Setperiod again

Date: Sun, 22 Feb 1998 14:52:53 -0000

hello,

I tried the help I got for setperiod, but it still doesn't work.

The syntax (according to the manual) is SetPeriod Sound,Channelmask (?).

It won't accept any other parameters, and the Channelmask option will only accept 1-15 (obviously) I cannot put in figures of 200-300 as I was recommend.

Arg!

please help

1.65 Re: Setperiod again

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

Date: Sun, 22 Feb 1998 20:30:10 -0600

Subject: Re: Setperiod again

Hi,

On 22-Feb-98, C.J.R.Jarvis wrote:

>hello,

>I tried the help I got for setperiod, but it still doesn't work.

>The syntax (according to the manual) is SetPeriod Sound,Channelmask (?).

>It won't accept any other parameters, and the Channelmask option will

>only accept 1-15 (obviously) I cannot put in figures of 200-300 as I was

>recommend.

>Arg!

>please help

The problem is in the de-bugger, the command works. Try the code below:

```
;this is just a little demo of how to overcome the pitch command problem
;in Blitz - try it first with Runtime Errors on - it will give you an
;error "Illegal Chanel Mask" <-(yes, that's spelled wrong - but that is
;what it says) if you enter anything over 15 - it seems to think you are
;trying to set a channelmask! Now turn Runtime Errors off - it works
;perfectly! A value of about 425 gives the normal pitch - higher numbers
;gives a lower pitch - try 700 - and lower numbers speeds it up - like 300.
;of course, the usable range will vary depending on the speed the sample was
;originally recorded at.
;To use this while developing the program, include the two compiler commands
;shown below - but don't forget to comment them out again when you make your
;executable program
;
;
;
LoadSound 0,"ayecarumber" ;load an iff sound for testing
Repeat ;start here
Sound 0,15 ;play the sound
Print "Enter pitch : " ;just a slight prompt
a=Edit(8) ;get user's input in a crude way
If a <1 Then End ;if it is 0, we're outta here!
;-----------------------------------------------------------------
;Runerrsoff ;tell the compiler to not check this
```

;---
SetPeriod 0,a ;set the new pitch
;---
;Runerrson ;ok, we can use the debugger again
;---
Forever ;and go play it again
There is also another command, Freq, which works similar. But it only alters
the pitch temporarily, so must be used each time you play the sound. It is
used AFTER the sound is played:
Sound 0,15
Freq channelmask, period
This command does work with the debugger on.
--
Yours electronically,
Curt Esser
camge@ix.netcom.com

1.66 Re: Setperiod again

From: Paul Burkey <burkey@bigfoot.com>
Date: Sun, 22 Feb 1998 17:15:21 +0100
Subject: Re: Setperiod again
Hi C.J.R.Jarvis,
> I tried the help I got for setperiod, but it still doesn't work.
> The syntax (according to the manual) is SetPeriod Sound,Channelmask (?).
I thought it was 'SetPeriod Sound#,Period'
> It won't accept any other parameters, and the Channelmask option will
> only accept 1-15 (obviously) I cannot put in figures of 200-300 as I was
> recommend.
It's not a channel mask. It's a period setting and it works fine with 200,
300 and I tried it with 2000 too. I'm not sure about the valid range but
it seems to accept ANY figure I feed it. Well to be honest I stopped trying
when I reached the billion mark ;)
God knows what it sounds like becaue I didn't actually play any sounds
with the periods I tried but it gave no errors. You said you couldn't
put in figures of 200-300 so I expect it's not compiling?
Cheers,
Paul
--
Paul Burkey <burkey@bigfoot.com> www.sneech.demon.co.uk
Foundation: Strategy Wargame [##################=] 98%
Homepage: http://www.sadeness.demon.co.uk/foundation.html

1.67 Setperiod

From: "C.J.R.Jarvis" <C.J.R.Jarvis@wkac.ac.uk>

Subject: Setperiod

Date: Thu, 12 Feb 1998 17:15:14 -0000

Hello,

can someone explain the use of the setperiod command. I have had no luck with it in my last game, and the manual was totally unhelpful. It just doesn't seem to do anything except turn the sample into a high-pitched whine

thanx

chris

1.68 Re: SetPeriod

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

Date: Mon, 09 Feb 1998 17:59:34 -0600

Subject: Re: SetPeriod

Hi,

On 09-Feb-98, Vittorio Ferrari wrote:

>Hello !

>Does anyone know how to make the setperiod command do its work ? Here (on my >comp), both XBSetPeriod AND SetPeriod are stopped by run-errs-debugger with >"Illegal channel mask" error :-??

>Thanx in advance for any help !

This is really a de-bugger bug. The command works fine if you turn the debugger off. Otherwise, it seems to think you are asking for a channel mask and will give an error for any value >15.

While developing the program, you can put "Runerrsoff" just before this command and "Runerrson" just after to temporarily disable the debugger.

>--

> Vittorio Ferrari

> CineTech - Graphic adventures development

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

1.69 Re: Setperiod

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

Date: Thu, 12 Feb 1998 17:05:22 -0600

Subject: Re: Setperiod

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.7347.1139.4332304.1

Hi,

On 12-Feb-98, C.J.R.Jarvis wrote:

>Hello,

>can someone explain the use of the setperiod command. I have had no luck

>with it in my last game, and the manual was totally unhelpful. It just

>doesn't seem to do anything except turn the sample into a high-pitched

>whine

>thanx

>chris

Here is a small example. Just substitute the name of a standard iff sound

sample for testing. For most samples, a value of about 300 - 600 will give a

normal pitch. Higher numbers will lower the pitch, smaller numbers will raise

the pitch.

You will normally get that whine you mentioned with values less than about

200, but this can vary depending on the sample.

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

--BOUNDARY.7347.1139.4332304.1

;this is just a little demo of how to overcome the pitch command problem

;in Blitz - try it first with Runtime Errors on - it will give you an

;error "Illegal Chanel Mask" <-(yes, that's spelled wrong - but that is

;what it says) if you enter anything over 15 - it seems to think you are

;trying to set a channelmask! Now turn Runtime Errors off - it works

;perfectly! A value of about 425 gives the normal pitch - higher numbers

;gives a lower pitch - try 700 - and lower numbers speeds it up - like 300.

;of course, the usable range will vary depending on the speed the sample was

```
;originally recorded at.
;To use this while developing the program, include the two compiler commands
;shown below - but don't forget to comment them out again when you make your
;executable program
;
;
;
LoadSound 0,"ayecarumber" ;load an iff sound for testing
Repeat ;start here
Sound 0,15 ;play the sound
Print "Enter pitch : " ;just a slight prompt
a=Edit(8) ;get user's input in a crude way
If a <1 Then End ;if it is 0, we're outta here!
;-----------------------------------------------------------------
;Runerrsoff ;tell the compiler to not check this
;-----------------------------------------------------------------
SetPeriod 0,a ;set the new pitch
;-----------------------------------------------------------------
;Runerrson ;ok, we can use the debugger again
;-----------------------------------------------------------------
Forever ;and go play it again
--BOUNDARY.7347.1139.4332304.1--
```

1.70 SetPeriod

From: Vittorio Ferrari <Vittorio.Ferrari@com.mcnet.ch>

Date: Mon, 09 Feb 1998 13:53:51 +0100

Subject: SetPeriod

Hello !

Does anyone know how to make the setperiod command do its work ? Here (on my comp), both XBSetPeriod AND SetPeriod are stopped by run-errs-debugger with "Illegal channel mask" error :-??

Thanx in advance for any help !

--

Vittorio Ferrari

CineTech - Graphic adventures development

1.71 SetInt 5 scroller thang

From: BootBlock of Carnage <j.cox2@ukonline.co.uk>
Date: Wed, 04 Feb 1998 20:15:51 GMT0
Subject: SetInt 5 scroller thang
I'm currently coding a diskmag, and there's a scroller at the bottom of the
screen. When the user isn't moving the menu selection bar up/down the screen,
the scroller scrolls (urm) perfectly smoothly. But when the user moves the bar
(which needs to be blitted and things), the scroller starts stuttering and
looks poo.
It says in the Blitz manual not to access strings$ in an interrupt, so there
goes the idea of placing the whole thing in a SetInt 5...End SetInt (Vertical
Blank) interrupt.
Hmm.... does anyone know how I can keep the scrolling smooth without the
stalling?

Budda: My God you're alive! I think it was Dave D. that said you had left or
something, email me!
--
.-------------------------------------.-------------------------------------.
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
`-------------------------------------^-------------------------------------'

1.72 Re: SetInt 5 scroller thang

From: Curt Esser <camge@ix.netcom.com>
Date: Fri, 06 Feb 1998 02:25:11 -0600
Subject: Re: SetInt 5 scroller thang
Hi again,
On 05-Feb-98, BootBlock of Carnage wrote:
>This is basically what I'm doing now, but you can easily notice the sharp
>stopping when something is blitted to the screen.
>The thing I really want is, is there anyway I can put this in a SetInt 5
>(VBlank) interrupt and keeping it going at full speed - even if I'm fading
the
>screen? Coz that's what I deperately need to do!! (keep the scrolling going
at

>all times) :)
>If I put the scrolling command (Scroll) in a SetInt 5 and put the code to
>print the actual characters in the main loop, the scrolling will carry on
>regardless if there's any characters to scroll. Which means I end up getting
a
>great big gaps in between letters and things.
>There's already a VWait in the main loop, so I can't use another just before
>the Scroll command in the VBlank interrupt, because I'll end up taking a
>little visit to SlowdownsVille.
>I've seen it work perfectly in a diskmag called DeadLock (by
>Anathem/DimentionX) and it scrolls perfectly AT ALL TIMES, but that's coded
in
>Assembler.
>Anyone got any ideas?
Well, the processor can only do so much. The only other way to keep the
scroller moving is to make all the other things go fast enough that they leave
enough time each Vblank to update the scroller too.
But I think the problem is probably the use of the "Scroll" command - this is
quite slow. Simple blits and such take hardly any time.
Have you tried pre-printing your text on another bitmap, then using GetAShape
to grab & blit the required parts to your main screen?
--
Yours electronically,
Curt Esser
camge@ix.netcom.com

1.73 Re: SetInt 5 scroller thang

From: Curt Esser <camge@ix.netcom.com>
Date: Thu, 05 Feb 1998 05:46:05 -0600
Subject: Re: SetInt 5 scroller thang
Hi,
On 04-Feb-98, BootBlock of Carnage wrote:
>I'm currently coding a diskmag, and there's a scroller at the bottom of the
>screen. When the user isn't moving the menu selection bar up/down the screen,
>the scroller scrolls (urm) perfectly smoothly. But when the user moves the
bar
>(which needs to be blitted and things), the scroller starts stuttering and
>looks poo.

>Hmm.... does anyone know how I can keep the scrolling smooth without the
>stalling?
Here is one way:
count=(set by experimentation)
(other set-up code here)
ReserTimer
Repeat ; main loop
(handle user inputs here)
If Ticks => count
(do scrolling here)
ResetTimer
EndIf
Forever
This will slow down the scrolling enough to handle other events without
stalling the scroll routine. Of course, count can be less on a faster
machine, so you might also want to check the processor when setting it. You
just need to make count large enough to cover the slowest event you need to
handle.
--
Yours electronically,
Curt Esser
camge@ix.netcom.com

1.74 Re: SetInt

From: Anton Reinauer <anton@ww.co.nz>
Date: Wed, 04 Feb 1998 14:13:21 +1200
Subject: Re: SetInt
On 03-Feb-98, Serge Veugelers wrote:
>
>> Tell us how you get on, as I was intending to do the interupt Blit
>>thing later on. Also, if you get any CIA interupts working I'd be
>>interested as well.
>>
[Icky problems snipped :)]
>The RKM's and Amiga Intern both spend no more than one page to the
>subject :(
>In other words... I'm stuck again :(
Another (but not as good) way, would be to set a CIA interupt to

execute it many times during your main loop, then you just check each
time if the Blitter has finished and do the next Blit- there's a good
section in the Dev docs on CIA interupts.
Another (even worse way), would be to manually call your blitter check
routine at various (appropriate) points through your main loop- not very
flexible I know :-/
The other thing to check out is some of the Amiga assem web sites, as
they have a lot of assem examples not found elsewhere.
<http://home.sol.no/~tj1040/assem/> this site has some good stuff on
it.
--
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>

1.75 Re: SetInt

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <samin@megabaud.fi>
Date: Wed, 04 Feb 1998 06:56:37 +0200
Subject: Re: SetInt
On 02-Feb-98, Serge Veugelers wrote:
> Well... I now managed to get the screen blinking with an increase
> of the COLOR0 ($DFF180) register. However it only keeps on Blitting
> when I turn on the source-code debugger, but it freezes as soon as I
> turn it off. When I end the exception like it's described, it doesn't
> seem to work. So now I link my code with a jump to the vector that
> was originally at zeropage $68. This works when the debugger is active,=
> but when it's deactivated the blitter freezes.
Firstly the $68 is level 2 autovector and blitter interrupt is level 3
interrupt so it uses the $6c autovector!!!
What kind of blitting you maked? and how many bitplanes there were?
What I mean is that maked you the blitting by hitting the hardware direct=
ly
or used an blitz command?
> Another funny thing is that the IRQ keeps occurring even when I blit on=

ly
> once, I see a rainbow of colors. I _do_ flag the IRQ with MOVE.W
> #INTB_BLIT,INTREQ
> but it makes no difference...
There is one big problem in this blitting thing!!... and it is, that blit=
z
needs the "blitter finished interrupt" by itself do be able to do normal
blitting!!! The tough part is that you cannot disable this feature withou=
t
losing the ability to use VBI as well!!
But I think there is a way to do the blitting handler if you do the VBI
as well... this means that you can do only blit mode things
!!!Start of example!!!
This is NO way complete or working example, but as only to give an idea h=
ow to
make own interrupt handler!!!
BLITZ; we enter to BLITZ mode
OwnBlitter_; lets get the blitter to us
WaitBlit_; wait until it is really free
move.l$4,a6
move.b$129(a6),d0
and.l#%1111,d0; Check prosessor
beqGotVBR; if 0 then we run on 68000 system and the
; vector table start address is 0
leaGetVBR,a5; else we get the VectorBaseRegister
jsr_LVOSupervisor(a6); it have to be done in supervisor mode
bra.sGotVBR
GetVBR:movecvbr,d0
rte
GotVBR:move.ld0,VBRBase; now we store it to use in the cleanup
move.ld0,a0
move.wintenar+custom,d0; get old intena bits
or.w#$8000,d0; and set the "set bit"
move.wd0,oldintena; and save for later use
move.l$6c(a0),OldVbi; save the old vector content
move.w#$70,intena+custom; disable vbi, copper and blitter
; interrupts
move.l#Level3_Interrupt,$6c(a0); set the new autovector
move.w#$8060,intena+custom; and enable VBI and

```
; blitter interrupts.
=2E..
=2E.
your code will come here!!!
=2E.
=2E..
cleanup:
move.lVBRBase,a0; get VBR
move.w#$70,intena+custom; reset VBI BLITTER and copper ints
WaitTOF_; wait top of frame
WaitTOF_; just to make sure ;)
move.lOldVbi,$6c(a0); restore the old autovector
move.woldintena,intena+custom; and enamble previous interrupts
DisownBlitter_; and we need no more exclusive use of blitter...
AMIGA; Now we can come back to amiga mode
end; and the execution ends HERE!!!
OldVbi:
dc.l0
VBRBase:
dc.l0
oldintena:
dc.w0
cnop0,4
Level3_Interrupt:; Interrupt handler
movem.ld0-d7/a0-a6,-(a7)
Level3_Interrupt_Again:
move.wintreqr+custom,d0
btst#6,d0
bneLevel3_Blitter_Interrupt
btst#5,d0
bneLevel3_VBI_Interrupt
Level3_Interrupt_Exit:
movem.l(a7)+,d0-d7/a0-a6
rte
Level3_VBI_Interrupt:
move.w#2^5,intreq+custom
braLevel3_Interrupt_Again
Level3_Blitter_Interrupt:
move.w#2^6,intreq+custom
```

braLevel3_Interrupt_Again

!!!end of example!!!

The "example" cannot be runned and all the offsets have to be placed!! an=

d

the handler do nothing more than handles the exeptions.

But hopefully gives you an idea how to make interrupt handler!

If you don’t understand something, you are free to ask about. ;)

_____

| |

| Sami N=E4=E4t=E4nen A1260 20MB 2.5GB 2X 56k BJC-4100 |

| EMail: samin@megabaud.fi |

| |

`---’

1.76 Re: SetInt

Date: Mon, 02 Feb 1998 22:44:45 +0100

From: Serge Veugelers <sergev@cistron.nl>

Subject: Re: SetInt

At 14:10 2-2-98 +1200, you wrote:

>On 02-Feb-98, Serge Veugelers wrote:

>

> Tell us how you get on, as I was intending to do the interupt Blit

>thing later on. Also, if you get any CIA interupts working I’d be

>interested as well.

>

Well... I now managed to get the screen blinking with an increase

of the COLOR0 ($DFF180) register. However it only keeps on Blitting

when I turn on the source-code debugger, but it freezes as soon as I

turn it off. When I end the exception like it’s described, it doesn’t

seem to work. So now I link my code with a jump to the vector that

was originally at zeropage $68. This works when the debugger is active,

but when it’s deactivated the blitter freezes.

Another funny thing is that the IRQ keeps occurring even when I blit only

once, I see a rainbow of colors. I _do_ flag the IRQ with MOVE.W

#INTB_BLIT,INTREQ

but it makes no difference...

The RKM’s and Amiga Intern both spend no more than one page to the subject :(

In other words... I’m stuck again :(

Bye now,

Serge Veugelers

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

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

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

| { } | |=-=-=-

>
> Vittorio Ferrari
> (home email : Vittorio.Ferrari@com.mcnet.ch
> uni email : Vittorio.Ferrari@unifr.ch)
>
> CineTech : Graphic adventures development
>
> Watch out for next release of "Sixth sense investigations" !
--
Homegrown Software - Independent Amiga Games Developers
Web - http://www.eclipse.co.uk/homegrown
email - homegrown@eclipse.co.uk

1.78 Re: Sample period in Blitz-mode

Date: Thu, 12 Feb 1998 10:08:44 +0000
From: James Marshall <homegrown@eclipse.co.uk>
Subject: Re: Sample period in Blitz-mode
Hi Vittorio,
Vittorio Ferrari wrote:
> Hello !
> First of all thanx a lot to Curt Esser for the help given with samples up to
> now.
> Now I’ve experimented a bit and foudn that the period of samples goes
> dramatically up (ie : freqeuecne goes down) when played in Blitz mode :-(
> How to play a sample in its normal period ? I’ve tried the setperiod command,
> and also tried poking directly in the Blitz sound data, but no fx :-(
>
> Anyone has any better experience with samples in Blitz-mode ?
I`ve been playing with samples in Blitz mode over the past week, and haven`t
encountered any of the problems you describe. My samples are all samples at
different rates, and seem to play back OK. Maybe my hearing isn`t too good
though!? All I`ve used are the Sound and LoopSound commands. I`m using the Blitz
Support Suite... maybe some library code has been updated if you`re using an
older version.
James
--
Homegrown Software - Independent Amiga Games Developers
Web - http://www.eclipse.co.uk/homegrown
email - homegrown@eclipse.co.uk

1.79 Sample period in Blitz-mode

From: Vittorio Ferrari <Vittorio.Ferrari@com.mcnet.ch>

Date: Thu, 12 Feb 1998 01:28:17 +0100

Subject: Sample period in Blitz-mode

Hello !

First of all thanx a lot to Curt Esser for the help given with samples up to now.

Now I've experimented a bit and foudn that the period of samples goes dramatically up (ie : freqeuecne goes down) when played in Blitz mode :-(

How to play a sample in its normal period ? I've tried the setperiod command, and also tried poking directly in the Blitz sound data, but no fx :-(

Anyone has any better experience with samples in Blitz-mode ?

--

Vittorio Ferrari

CineTech - Graphic adventures development

1.80 Re: RWE Home Page

From: Eoghann Irving <eoghann@thenet.co.uk>

Date: Tue, 03 Feb 1998 01:07:18 -0000

Subject: Re: RWE Home Page

Hi :)

On 02-Feb-98, Mike Carter wrote:

>I wouldn't mind doing the manual for beginners in a similar style to

>the AMOSPro manula which was pretty smart looking and helpful too!

If you want to see how to write a manual for beginners look at the Easy AMOS manual. Pure perfection. Writing a manual for a language like Blitz is no small task (thats why it has such a crap one). The manual has to serve two separate functions. It must both introduce the concept of the language and its structure, but also serve as a reference book.

Interested in sharing the work?

Have fun,

Eoghann Irving

(Computer Training Consultant when he's working)

1.81 Re: RWE Home Page

From: James L Boyd <jamesboyd@velvety.demon.co.uk>
Date: Mon, 02 Feb 1998 12:49:07 -0000
Subject: Re: RWE Home Page
On 02-Feb-98, Mike Carter churned out *this* drivel:
> I wouldn't mind doing the manual for beginners in a similar style to
> the AMOSPro manula which was pretty smart looking and helpful too!
Hey,check out the best computer manuals ever - the ZX Spectrum (any
version) manuals! They were EXCELLENT! And they're the reason I'm
using Blitz Basic now.I dread to think how I'd ever have got anywhere
if all I had to go by were the Blitz manuals 8(
In fact,I'm pretty sure that a properly written manual with all the
hints and tips,bug reports,examples /which explain things/ ;),
etc would sell OK on its own...
--
James L Boyd
jamesboyd@velvety.demon.co.uk

1.82 Re: RWE Home Page

2 Feb 98 11:29:24 GMT
From: "Mike Carter" <57229007@mmu.ac.uk>
blitz-list@netsoc.ucd.ie
Date: Mon, 2 Feb 1998 11:28:59 GMT
Subject: Re: RWE Home Page
Dave grunted about Re: RWE Home Page:
> 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.

>

I wouldn’t mind doing the manual for beginners in a similar style to

the AMOSPro manula which was pretty smart looking and helpful too!

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.. |

’---’ ’--------’

1.83 Re: RWE Home Page

Date: Mon, 02 Feb 1998 23:28:36 +0100

From: Serge Veugelers <sergev@cistron.nl>

Subject: Re: RWE Home Page

At 12:49 2-2-98 -0000, you wrote:

>I dread to think how I’d ever have got anywhere

>if all I had to go by were the Blitz manuals 8(

>

>In fact,I’m pretty sure that a properly written manual with all the

>hints and tips,bug reports,examples /which explain things/ ;),

>etc would sell OK on its own...

Same goes for every other development language :(

I’ve bought DevPac a while ago, hoping it would learn me to use the

include-files. Just a simple book explaining the editor/debugger :(

RKM’s and Amiga Intern only use one page to explain IRQ’s while it’s

a real complicated subject... Some better Docs would be nice...

>

Bye now,

Serge Veugelers

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

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

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

| { } | |=-=-=-

and has seen the Blitz source, and it's a mess.
Nested loops inside nested loops. Multiple lines of assembler code on the one line, including some of these loops... It supposed to be almost impossible to understand, and just as hard to read...
Good luck Steve...
RodderZ

+---+
Rodney Norton, Sydney AUS.	A1200/060/50.
Email : rodneyn@aic.net.au	4 Speed CD. Zip
slade@suburbia.com.au	Team AMIGA
+---------------------------+---------------------+
| AMIGA : IBM, MAC, ATARI, C64, MSX, |
| : VIC20, SPECTRUM, GAMEBOY. // |
| All Rolled : // |
| Into One : \ // |
| 1-Feb-98 12:47:34 \X/ |
+---+

Gravity's a downer, & Black Holes suck.

1.85 Re: Running blitz with a 040

From: Anton Reinauer <anton@ww.co.nz>
Date: Mon, 02 Mar 1998 15:32:19 +1200
Subject: Re: Running blitz with a 040
On 02-Mar-98, Peter Thor wrote:
>I'm experiencing problems running Blitz with my new machine, an a4000 >with a
>040 and a cv64-gfxboard.
>I get randomly crashes (pretty seldom though).
>And for example, the tcp-functions (from paul) will load into the >editor,
>though with a delay and then i get a guru-hit :(
Paul forgot to close the bsdsocket lib in his TCP_Funcs (Miami won't exit if you don't). Also, you have to remember to free the read buffer allocated in TCP_Funcs.
Hope these help :-) -Anton
--

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 [95%]- an Internet multi-player code, test-bed

for my game Pyro-Mid.

<http://www.ww.co.nz/home/anton>

1.86 Re: Running blitz with a 040

Date: 02 Mar 98 19:39:43 +0100

From: FreeJack <klein21@ibm.net>

Subject: Re: Running blitz with a 040

>I'm experiencing problems running Blitz with my new machine, an a4000 with a

>040 and a cv64-gfxboard.

>I get randomly crashes (pretty seldom though).

>And for example, the tcp-functions (from paul) will load into the editor,

>though with a delay and then i get a guru-hit :(

>I've currently got v2.1 of blitz and tcp-functions 1.6. No BSS atm.

>Anyone experienced this before? I ran flawlessly on a A1200/030/50Mhz before.

Standard problem with cybergraphics - I can recommend SuperTed from AmiNet

--

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 | __| ' __/ _ \/ _ \ _ | |/ _` |/ __| |/ / AMIGA

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

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

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

The flush toilet is the basis of Western civilization. - ALAN COULT

1.87 Re: Running blitz with a 040

From: Paul Burkey <burkey@bigfoot.com>

Date: Mon, 02 Mar 1998 02:44:54 +0100

Subject: Re: Running blitz with a 040

Hi Peter,

> I'm experiencing problems running Blitz with my new machine, an a4000 with a

> 040 and a cv64-gfxboard.

> I get randomly crashes (pretty seldom though).

I'm also using an 040 w/ cv64 but no crashes. I am using the BSS

version of Ted which may be more compatable with the 040. What

task is causing the guru's?

Are you using MCP? If so, maybe you could experiment with turning

off some of the functions that may cause a clash between blitz

and the 040. Some pople claim that MCP and indeed many other

commodities/hacks work perfectly with the 040 but it really

depends on which features you are using.

Cheers,

Paul

--

Paul Burkey <burkey@bigfoot.com>

http://www.sneech.demon.co.uk

"Being old they would have died soon anyway, but

the dog was shot to ribbons in its prime."

-- The Day Today

1.88 Running blitz with a 040

Mon, 2 Mar 1998 00:30:02 +0100 (MET)

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

Date: Mon, 02 Mar 1998 00:29:21 +0100

Subject: Running blitz with a 040

I'm experiencing problems running Blitz with my new machine, an a4000 with a

040 and a cv64-gfxboard.

I get randomly crashes (pretty seldom though).

And for example, the tcp-functions (from paul) will load into the editor,

though with a delay and then i get a guru-hit :(

I've currently got v2.1 of blitz and tcp-functions 1.6. No BSS atm.

Anyone experienced this before? I ran flawlessly on a A1200/030/50Mhz before.

--

Peter Thor, Coder Asm/Blitz/C/C++

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

E-Mail: thor@mailbox.swipnet.se

Creative Amigans at: www.ping.be/sillycat

.- Amiga is it! -.

1.89 Re: RTGHack

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

Subject: Re: RTGHack

Date: Mon, 2 Mar 1998 21:27:48 +0000 (GMT)

X-Authentication: IMSP

Haven't seen Paul's code, but if you are using a chunky buffer for your graphics then you can open a NewScreen using the information given by BestModeID, then call WritePixelArray8() with the size and address of your chunky buffer and your screen's rastport.

This will always work in CGFX/AGA/whatever.

Alternatively, you can call up an ASL requester instead of calling BestModeID (useful if your proggy can run in different resolutions)

You should keep in mind, however, that WPA8 acts as a very slow c2p routine when you are using it with planar screen modes. You might want to get the WPA8 patch called NewWPA from aminet, or even better use a custom c2p for AGA modes.-.

Christos Dimitrakakis (aka Olethros)

Electronic Engineer,

Software Developer for the Amiga computer

University of Essex

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

Have loads of fun with whatever you like having loads of fun with.

1.90 RTGHack

From: Paul Burkey <burkey@bigfoot.com>

Date: Mon, 02 Mar 1998 19:08:49 +0100

Subject: RTGHack

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.

--BOUNDARY.1744715584.1

Hi,

I just wrote a small bit of code that will allow anyone to
add a "quick and dirty" CyberGraphX/Picasso96 mode to any
AMIGA MODE game. It only contains two functions and I've
provided a small demo program to show you how it works.
Basicly theres an OpenScreen type function and a ShowBitmap
type function. You'll see from the demo source that it only
takes two lines of code to change from AGA/RTG so it really
is very simple to use.
I am providing this code so that anyone who wants to support
CyberGraphX but hasn't a clue how to do it can do so in just
a few minutes work but it really is a terrible way to go
about it. This system uses the "dump everything to the gfx
card each frame" method so you will not get much more than
12fps out of it unless you've got a fast cpu, good gfx card
and a Zorro3 bus.
Anyway, this is better than no RTG support at all isn't it! :)

Cheers,

Paul

--

Paul Burkey <burkey@bigfoot.com>
http://www.sneech.demon.co.uk
"Cake is a bisturbile cranabolic amphetamoid"
-- The Day Today

--BOUNDARY.1744715584.1

Content-Disposition: attachment; filename="RTGHack.lha"

IAUtbGg1LdADAACRBwAA5JViJAAAClJUR0hhY2suYmKURAOLa5eyNtSXoISLEJFwjH+WRFci
68OSFpJWPAlksdiRLINtFgKJRb3bvPtLvbvLd3Z1ZVUn4RmAYBg3GDwan93n0gN0RUGGYxmG
0abb16K8H2uPN6Q8xB+MOPAGJ1VSltCXKHMRyA8jl+k2UNuTck3t2J5DmcupTDeMMagIUocG
WUy8CyVUc4ESUOY8xGMVveIGZ2W0RCKVMaJ0icoZCUm+ipasiyUhWdtAUnSel1ITuYySDl86
mmYLjoOwB9fi5jQIFAxNGCkghVazMBkyzGSwMqnBSQWyZ7joIicCmmMloMqMYoSuGBaDQmGl
RTAqeHd8EjAKEBKYTDBaxlipImC7fwb4dRlsOLxclBmWOkizAVR05BhH7OXGLME2sySmXBIN
BJiImcgjRMskDjneXXY7nMcRCMoLcMcEaHhuz1MFgC8Ewb0wv03qqNM0NrbFWChj2EYDQh9A
fc0Hsh9WbR1rI74ytWoaBpU08xgpdNQBTzzmGKx7nTZR2yuGJ/JllDLAg0TbWNXgwcXOMKLK
yOEt/gpa1BuApYblhslJ8hEHlZI+yiRZBi/NBTxOTNCgnjh25ajJGweKFtvXWcraI6DHyUNj
5Bstxljxnag2v7A+vwBhM1yxpHjW4z3ZxEQx9pcVCqxYnkO2klXrH65CVa3sD3+CxIZsW3DG
ojzlhmEIffbW8p22VgY1088MMBQsoU5BU98dDzDK8w4AkXlEvOMHvzRCqzQ1j2bf/ryK94LP
A+4izklQ8P/YWLW7KJ37tkc3s+bQJdTK/JJQ4bmgI4TsqQTL6DwGXgHgVVb8tGv0pG6vUc1c

BWGGSbxO0HvFUHKUyYos2oEgjTpnVEAQsrJWPGyzI8s3wBm1Ios4O0X0QE37sd2L/p77MA/8
nvNqhJX/WDElcYwFGcsiI22YIjB+b5Q7YmqH8ZL/6d0eN4feyuTCbILkv9eG5sQQdEqnJKzo
5Dp53xJGLTiFTpj2v+ENk334Bc3wg0mT8pMZMnG01Nzde1Hobl3Y6Gn6RT39bFv9PohmHXas
2tCzzWZtUbO3av29C/Pcrj4Rmm0DuaQJqhb27as+nQsfmXDS+OFB4AfDpPcCD1R7K7Vvi0Lf
L6pkOYfqE/8loH6u0Dj38HTw8vn8r7vjRD4w/bu3O3KnPZeP589FH0fAPbqBpyjjz15j19re
u3Y+93noP5FdmUYqKLBO7pEWXpfEOb9X/GqGb4oJIZL6o4hdz3fgnLS/C7TheHWQM35h++pc
lp2IQr7d65ogCxLowej04NR6/BCEuvnD/TmdL2z9/7TfJHciiiAkHC1saDUtIQIAAL8DAAD9
lWIkAAAOUlRHSGFja1Rlc3QuYmKiFgIFY5ruraUZ85jwK8j0/jcWAusuDbAGcSCxQOBjI7SE
eS3e9dbG23N9q2+hCS8z8El5V6dIqPwb//7dCZOFXjKttkSbRiRiGSGPREoZVL0h+WYaYFD3
ZeYc7ub4D0ypUQVFX4L3zC2Wweu289bAxELhWHYlyiRSklijhzuxQvLbmUsRSupUlBMeUw5i
hA7MnMSokewvvQmtydG/vOU72DCF5plKkIjLINyNm4FsXpVGWaJm0PfLOI5yifRNL8oUqDsg
dXEQ6ZXxnKQCSy8nWoMlnLHRIIbGIs4zv0jMT/rZW0Ioboxk9IgL+T8iFLcWO85w8GBy/v8V
9BR30Pj26FSFPGSsr1UNQNQpatnTC314/WU/FT2BUg9UiQdFTp6cB10dihkUjs8AcaPpnOEv
9h09If3mIcvNymgr2ISEfs0StAHGPr4g4YnLRKU+Z54nZg9Dpjd0LMRe7hCEajN4XC4dtSJy
SzRuxB6d99Uyz371m+hH5MXb6YVwFW/pVMrnL1uF98ovKBkvY3EVNAmVLx4P14zYaSpuTdSv
HgQyzGw8aKvsgCndpWejusWWWryinkou4b4q+Yp87gq2jMXawZirAbOSDWDZYDJQus2I+q0U
BFUSlpmzLcou07ZGO7UpauQXWHrf8Ts28WSCWgrg+iupnUl7rHfztvZ/LVAdnkJgKJ6uDvM/
68gItjvXazerw60PtrV9x9LVzDxbZWEqtF8AKfstbGg1LdkAAADWBAAA/ZViJAAAE1JUR0hh
Y2tUZXN0LmJiLnh0cmGNSgC6WnHYVtf77VqCIgwWAiJhgoMGsBBg6AhRR2gaFpCNo5Twe3vI
24QowLATGMKtEYSKjHYzw2/drwM3Gd4RPBDU4m47ZYpApy5mWaGmvNb42SD8qC9Xv7iO8StZ
PQ1ks1qTAzqk/Yd/svzGdbWvLEaF/rlfhd0STse61KxxXHyX8Dx7jK9D++/jtxxNf2jWjHdL
9HbGdcxATnAXTTPFH0IT6IyosGFHvRuKj80e5b/kn+COJG8qvGn+6f6p/yaR7Qh1mwUKr50c
htnEvB6hZOFT7qPGj9owmqAp7C1saDUt4RMAAEQVAABBlGIkAAATV2lzaFlvdVdlcmVIZXJl
LmlmZqvRFKxwAuHVozQL/7bW/ZUrUlRStUKEIpIRaqFOlTlwXStSEIopCS2qqSXKdxI6KQDu
CF8Qi0RZwklxHRoSO5FVRVWvf/fd3Dpzcjauef/x0JCYd1fH140LxoXt6IQjERKd9O+IiGHf
kwz/+d50LvAEIfIzsCKgktBLOqPxdWah3tIqknWYhshANSKnhF2zrqCqntVI6lx6/766W1r3
3ev/Gle824trLyk77XcvXaJxR7LS5DmbvVciHYrSmlXPDrUVlV1Vzd1yNm9aFyxm1e8VV8GD
sar+JqLzM3GvnU3v5qu/S+zma15cWb41c71k7424ld5mgYtfANm/hnLnUE7BOzKqlnvdxsLT
6ty2H5Zuxqv18FDr3NpXLb+6Ppb/Wzb/i/860r5O1ynduYYluRQmWw3C2mdmdblOjQSWz1Oi
5260fh6Ej8O1N6N2breedMYwoZlREwDfhJH88ly4vL3Hs53k2TVX0ev4MA05zHNEK95L0dKX
j4Bss+hrbCnnvDy9rd1k/qX/Kd/faexkmdNpHvg7PNeGr7Wy/NL0OBtP3kNB+OZxEdCOD0yr
tfPwX/VnC6sx+GNZmJzamO29XMmILL+LuU/BinrmScDy9U4qujMPLnkfDxo7d6116fHkoR4x
sU+NEjqnaCf0sXpXKzUyzniVux7e7oFERtdFkrCJZ6pT1H7LM/W/SIpv4m1Me6fLkaRX+mYk
djA87SLqvbtPp89RT63HRWbaq2PdJZ7ZeTt3z0/q+dbSsFBIQdr7KqBxrLU63Eezw8/2y7lI
uq7Scqd5e1daqQZ9jCP1LEM8jEP9Lq3K1mm+n48dyN7Iz8S5zGnxe/gm/hzOvp+nRVG3z9fL
OUHi0F32JGn3351/hqLujfbP1VVLIZ21rORwlGm8HW4cumy1jzY7Q5Fl9lJuPRxtP1d3pVXS
nuRBJK/ewdLpklLrnpnY0fg4eumdjn5uQfXrM4vwTT5u5CI8fc6cRkmJNmWO07k5jGPC3dpS
xEJA83XOVeq6EQ7s70kQU/AiKfiSNf0ZCl2blFaBvr+ZHxWiyUjCZx6aGKn5EjEfil3+gZ/F
q2e1lG+RyqCn5U3Sx7rXyGLsf6oJGPiJHXQeJYWJ9xq72KCO7vYpXLH4vm72J50Ji3JjYn/M

t0joG+ajoF6csXaeCgpZSBb2tdqpiBlo+KitI+2vn53ppptLkmKDc2efj4HmzMG/O7lNyUdX
0cclySR5d9DnzpFECWuIY8P71pyEYCjuYki6lgM5bBB8nYpd414cIJMpVn88c+L5adrqoq3k
BB93a6p7y5AdrQ5D8cMwmO2+NKepJz6BDulK6lMoiCa0UygSwfgKMtPqym7eKsgX5mlL4IJa
BD21wO2YwrQ7NV98Dt9ZVxB5PpClNPyUuNl1U5Sq/NtgZuplA7viplEg8EXTNRjsAY5syZVl
TEe8Tjflym0TDwg317TdLGO5lRmnH43Sze/JmG6/d2LgsfVYh4/5yZSzOV+ZTFoi6f2aidEE
9oiaz87W4CTKe8pvTJYCQ2FsUtX+tSPbKMxeIp2e7ExIrheKyvmUFR9sAt/3bppGK45S4Ek5
2QTNbOSHbeNeiWIiMiczsAL3R3xbfDUW+OwFLcYM6kG4p8IbxPLSfkINKYbxdR/0ONxgXBVm
vufUKG8vC2+W/9qxevSEzWT8O4ClcDxF6rkeWM07botzm6JpG8acEt345Mge7fCluHjjaUFR
7QpcbfphmPQUpu8972OjbS5fv7eTZDbkcCIvA8JB9k0YTHJWi1DpJNpfbAkfQkaKEvpq5PbA
/cbUtXbu66FiOcL4uHIRgysx1i/NdhmwTBdKX0xsvPilMZSMuHsnQfwkjDIBoaPuEvDbIVZ0
0rSJDhv5eRz/bDDO7T3m/zCQy+DVHZN5mJfbgRddo4W4nmrZDfFhS8v4+0gvf/QJi4+KYwWZ
HshFvNRIcJrsl7lieyYe95qoU30VnBB+IjS95BjZcLN9UwtUR42A1N02F8Spv7QnPqC3n99B
SLXf8gmbabJMJD9eQRdaYWKFJlesX7RuU2o/rs78uAn6O8C1pdqU2WheIDaOgLcsCfVCLvM0
U1NsfaN9r/CW6v99NiJcZ8i9wlCUSy24EQBo7wU+BxKVVzdcEq8nqY301a2Nw4sxVmP6LKNx
obqp2eFU7YPMid2X3cv+gsqbJlwMCsgBpiTZEGSzH6A2ZyhEC56JYRDfny4KHspw2iSLfrW2
wwR1Z0bFVk5cfV1rC3+P93CGjTZcqz8unwBu5GsLgS6lMJ9FbkWuI/247XUk1+jxPM0Auoac
KWapkwrPxzNvqKFZbh3gX63hYKeoxJZO/t9ROKUQkf9OQ1fg/ISto/W+o93Amgs8UYQ9AbuJ
C/+/tJDwD/mg+VWlNNz5vSF5ZtBaC89ikO6SPN4ibEVIT0+kNoG5qnxWMusNNyinSC3qjS0H
L8q2JFA3GGUmSvRklpGQk6uf0OZVKk9h20kIPN4Tp1Gj9ucDHGsT3+yZ0ITrzgnvkmyoBNP1
gnsEc/jBHfZpKaWUINRlF9QKnpKQsJr7BqPcCVEfBQJEnu12HD9puQ2mvHftQZx22wauFKgY
I9Fg2y0szjcQX+WBnut9UONevrbYbhMti+omJt9mYoUQdUV6SXSrn9jSZec6O3xFZ0Rz3TmE
lMxfOgIqXYMlpiuSNQvxUHMJcdFDsuywhLPlfuKK85d0VP4oEMvkXYAzGtGgHiI9pHQmOTh9
evFm5GGKthG9eXtSUNVOATdeCeJPi4w8M0eYniTUHtmNA9BX3zDuQ6/B9/u7Kf5PYzPXYkmY
aHPKDEkRHpEjgsFaewlXJVy/0QtnsPVw/44TbDk4NI6KOfcIB2yQjpJqHRYPGebMGVncd5h0
i0eZ3KeylhhMGiPQ2R8fmF+SC4ydQ00w2bXrPinVaTAHya3k7BrcwHf1rrLJ5c93jmOhdFCh
t/ILx6LhJOZcI0egux4UkWCRB89brJp8u2+wcwi+q2ZMh5R62sxUnqXC0GMa2FVCu7I6Cu9d
vl1GchbIdAjNl5NRk/IOcRfy/6KHHzCTL7i3RYvLCi9dkq0eceumEhEPyxSh2PC1RNEy7T66
pGrRNMzm59iux6bz4cGp+Hx2Q+5An7qh7lx30QZPdYNeaHlKW6g83RbcO95ZKGfGfpcDbEQO
d1RL7GHVDheqsRs0yJtDhY+1pDmOuX1n4D0X8d2Iwg6KhJWaETyFBzV2kavzH0LbdeMhUHJG
KvvhSQ0W6y5zHMntmj+9MJ5arUkit3u5H1WrdDpmaFUBav13dyscgdxekMqJdg8m5EQtXEXO
YaM9ooSm1sbsWvlCGv2/q6OOYZQHUff1b2CV+gY+tbYakTuv+jz9a2xmWjZkgyz2jk/6n6Uw
51k9CVdnfkJbrfL9tQxXjmPIUt3kDVxyGOe0eFyEsQgTEP5evvRuBnc4Yk80hIpxDZwy/ZFz
bkF/UliOcoMAdCHraOuEG2HNzhC2PZmKU7q8us6l+bSB4qTXrFu5zHOQ94pRIf6EHRYnH3LF
T/gJuixH88Gl7c6BC2Xnx3ZepQ5DMk/a3IX0eeiPPnJ5mc4w5JcCo4tCXFjKQvuYl3Ru5gki
GNZ9Ef2wNmmtnoq3ML4oJqjkDGBmuQZtNRK2CbO3ZyGe1dHRNkyLNRKTFGY5/ALRTcHb8LcI
xqtpYtu3fEzAKQkpCy+ElX4fKe0a5wuZkcQNJPV3vn+fz7MbXW9FkTeXfaQLZJWKPu8miHnU
StjaYqj0Q7RU/b/znOyEutWugjeZedWhJIFBKoh48M/wOPHPShU7jYcHps3w3//UgvdXX2iL
jsTuK5ATk+tKesg6zyOnYmKzfx87wuRirzAfh+OrgUDR1nFKNMY9fU1K7xo00y1oEfdl9SJ7
d+paYPD3PmM3tJFGYlkIEZUmRKaozrKO/LOSNGqq3Ybm/ZPmauVHUDNGYh3nkUkQXZ98dloh

7sBnXH6UPpmj3CmXG1sQtzR0Qft9O2DS+/Vi3MdXkKT2rGPPTNSaqaf+FTgb1CYnL1A1W6BM
RX70Ypia/Yd5QfnQtsONlMS3NFQGjDeBQRuaHYZ36RyMmf90KL0xp3PwUmJzrDq/OpETSkH8
mv8WW2NfxiLV6Mqav3wAu0auFLZGbge49PHppGk/0TDB/vKwEbYwjCXb/ysCLsb4UGGpEOBR
H78LuGk8XskzZPDa2iqHmk+D/wM+50ZD/YqAxojU5zHUjudSu+Gf3taoGM699o6boehQIZ9W
9qXfNygL63GawtEDrnuZWSlMj+pRjby7zuetvKlGgfiIyNRigN6KMKsrdk0j/IzRkR473mD9
r00iPMXi8MTONREbG/mCQma+Jw1JlGgbJlkyH2rrGjJ7WAIxQprQHecOKYoQQ6vPjvqap9EQ
PK+txEKZhIEb7la2rU6hKPL1KOtq+9ziCfUQdT363mxASrrR5amk9JRAl/hlGd7sQD3UljCY
eHIO2pbMFXcx5BSY+IIuEiZkOnQiodcPbGZHXS08OuMk9Mi+U4pNkHiwmQifnCHSMMMUOP1+
55cyx0qyVBSESMjp//R7Lgl2TjrwPj5CEZdpqQgbbc8Rmb0QP6bOHiYfEa8RCUibB3zDrwhz
/GPElaOgE/UWXFJse48hCypCE4O2IIpRm3bAskXsGfx+1IYxPqsV8PslBiCM9g0eHolBh+yV
iWVZtLbERFDJoKhSgZRjBe1G27ZkX8v8FXxDEqA+jxh2j4dWbE4dQdbRY2Zj2kSgGuTNjTe4
V/wAZC3jSbGWKALxHioN226/cES4OL/2fOBP/cryzMe5fFA1cKgSER5RQF1S3EIuxFGDehsV
H4OFE3jzY/RJ6VVLfsLlgmVH4O0lvQrenFPyPERIPZnsWW2u9pag+7e5PyPJ84cebDnUxD6M
8HdRhn2GddcpBaLSZVjxmVnQvWSaTme8kix2/z5fi9tzSIw/qHL9uKphbYP6lD1VHjgp0HsB
X4rz0ctSF7/KDKkPHBR4xS/SjJPouiJyyYTCIvJnwX21Uuyb+hTArTPmEDLOCcJyylt4XWCc
efDt/lEeTyBOXnlLeKTv9UM+dB4loR/cr1SEjmSEGPleNXKpixMBe75q5VKWLCDXZgrlUmkI
MgpOY6wGjH91qKWbg6JB6O3edramlGPp8VXKr7Jvpw9e7IRnX2IUGi901ulaBGOLorma3Vsx
HhQN52CqsiAqj4nMZpKcJvuilsWe+Bdz8dyn+fxthxedNTW6tfihCNI6kIjPtw70Dr43Pc9N
WCzjnaNz149WgqshgRue5E33wbRawpbnNFFZljmPykysYHsyc3UYPvvBd49cjc9ZcfvgwkCQ
jcg3o7hujwO/XTj2O7JSu47/n4XfHckz+B3/NEndAqFacqxkTg3t/NOWu323BU+xXU5bXrDu
GDcd/A2CUSp6xIRfQIRtOo823q+y55x9uzIbD1XC1Wj7PHmtvVcG1oToKzclwMIUSMhXbkt0
vnNDs+JHqr63zA2qJDsPVgXUAGE85HQfZ2YGtpAr7TmZ5Rg9XZq+1cZ7SiJ0P7K+04X+iBUO
xOJuvJRt8vWFK4v98Pqa6JHm/6qcLH45MvftogfJmSILEyqFvebz67aIsURbhavrVP0vVIi4
Q6f67ZrSIgahbcEuADuZ4zS4Kz2+f8AbcWrB/mcwagW6HW2qf/sZtgvnkZM6rWuAONby+5+6
/w4YUV32tz1FqhchRYTQ7nppNU4Ap5kOg+QWwuI87A1M+QBb770PD9d/xRzsLndzeVURRDjo
WAhH082jT0SNvb6J6vBg8xgb4v/XqtF7+Vk3t9H2J09CLzSaUw8rGnySEtP0s+nFRcFVqzSt
whNF8m+L5VNABbRLZCYU/WA2tRlLfatOHOxW/WX7as4aO1XJwOXhMBwNHFespp1ebN6bD+st
7rKgIbr4kI2lUhzxll6y3PCygPIjyFAD+eF5cvpS4Od9AP3MJaHvS9XAuTOUXAvuxvgtr2Hs
kKs+rCK11HtQ+PPVAX7y2QkPmojpEqf4nlVMwBlXkaYh4zkjAr/MdFXSQow1f5YanWuP2Bbt
WQKX7aG/C8u4UynybC0hv8X94inQONCGT7LExGtYkGVxmO29Ogg8SFtdPym9PEhxf+c7YqyI
KIevuZTet2q4guGoidWs4frGxXl5QTHnbX3tZaXsZhNUnA+2Ce3p82pEm2nr/2IjkM7xl/3f
jvANhZY/VCZ20JQh9n1Ih5aGzHSyLEv9LBvl84YQetqazIlGxrDhFIQ5o4Dd9ECF5LZhtxyD
CdIX0WcfrJkbdoIzhZA/RSv+kmGE7B/LKzqs/AC847Gwyd6suhPHkJia0OpjTr98blpPH3gY
S8vc4jdjqAW+6LCSTZS3IWICKk8cdRmrCWfkk+B+TsDy7aRJ9a0uwHgTstERj3dCKpeMsDGd
r0J2D3llZ5k+QvE6yiks2rSCpTs1gYSabjtroXayac5Wic+imkaaztqx3fp3pwK81WiOYcz5
LQnYaQ+kPODQ0ztkHoyqXmjKMcUOoW/qbJp1FuFDDmZNlM37OP3SvkfN9vexQ3FNhsbr2vjO
Qme+3QChHHwQjevXPniytCjFDJbLGtmaoShmLgzqdXJ/+H7KdD6ZbH23hDOoW4DjyeEYQL7L
ce+sZtzCyNkMpTGYRzHN6jyyLxjwjOAy9w4giEY6PanPf19Sy2w5znoI/PNlHbA+bV/3nJaS
9I/hxmJ9K1okYIoMtjGToUAoLNfNKq2Rom2a62Cixdzx1pE/ImqneHFsU2VkyzlCAoJ+u8tX
ehGpZrjYEzSswIGa4kZqsXDxAAA=
--BOUNDARY.1744715584.1--

1.91 Rotating a bit map (ans)

From: "C.J.R.Jarvis" <C.J.R.Jarvis@wkac.ac.uk>
Subject: Rotating a bit map (ans)
Date: Thu, 12 Feb 1998 10:54:27 -0000
> What i'm trying to do is a pic of stars in the background that i would
>
> like to rotate left or right depending where the player turning the
> ship. I saw it done very fast in a game called "Transplant".
> What do you mean with vector drawing? And how can i do "memory
> checking"?
>
[C.J.R.Jarvis] Int he game you are talking about (Transplant)
the starts in the background are not a bitmap. The stars in the
background are individual shapes which are blitted to the bitmap, thus
when the player rotates, the individual starts move in a circle. There
is no rotation of the background. It would be impossible for you to
rotate a bitmap background at reasonable speed. I've only ever seen
bitmap rotation done on one of Fairlight's Demos!
Chris Jarvis

1.92 Re: Rotate a BitMap

From: bohdan_lechnowsky@csgsystems.com
Date: Tue, 10 Feb 98 16:50:32 -0600
Subject: Re: Rotate a BitMap
Well, rotating large bitmaps can be a problem. This idea is actually one of
Curt Esser's, but since we're working on the same project I'll let you know what
his theory is.
Break the bitmap into smaller bitmaps, say 16 slices of 59x638. Rotate each of
these individually and then copy them back into one larger bitmap which will fit
all the rotated slices.
You may have to break it down more if there are still problems with memory, but
this method should work for any size bitmap.
Later,
-Bo
_____ Reply Separator _____
Subject: Rotate a BitMap
Author: "T. N." <tn_x@hotmail.com> at INTERNET

Date: 2/10/98 6:55 PM

Hi!

Does anybody know how i can rotate a bitmap with size of 944x638?

>> Tommi Nieminen <<

>> tn_x@hotmail.com <<

_____

Get Your Private, Free Email at http://www.hotmail.com

1.93 Re: Rotate a BitMap

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

Date: Tue, 10 Feb 1998 19:48:09 -0600

Subject: Re: Rotate a BitMap

Hi,

On 10-Feb-98, bohdan_lechnowsky@csgsystems.com wrote:

>Well, rotating large bitmaps can be a problem. This idea is actually one of
>Curt Esser's, but since we're working on the same project I'll let you know
>what
>his theory is.
>Break the bitmap into smaller bitmaps, say 16 slices of 59x638. Rotate each
>of
>these individually and then copy them back into one larger bitmap which will
>fit
>all the rotated slices.
>You may have to break it down more if there are still problems with memory,
>but
>this method should work for any size bitmap.

Yes, I have found that rotating a bitmap (well, in Blitz, you have to rotate it as a shape) will cause a crash if it is larger than 350*350. (I am using 256 colour shapes, you may be able to rotate larger ones if they have less colours).

I do have some code that will determine the size of the new bitmap needed (depending on the degree of rotation). And the above method should work, although I have not yet tried it. You will also need to do some memory checking, especially with a bitmap this large, to avoid a crash.

But first, this all depends on what you are rotating it for. If you are trying to create an effect in a game or something, forget it! Rotating a shape takes quite a bit of time - way too long for real-time animation, even with small shapes. If that is what you are doing, you are better off to use

some sort of vector drawing routines.

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

1.94 Re: Rotate a BitMap

From: Steven Wojciechowski <stevie-woj@boy-woj.demon.co.uk>

Date: 11 Feb 98 23:55:46 +0000

Subject: Re: Rotate a BitMap

Tommi Nieminen walked into a wall and muttered something about "Re: Rotate a BitMap"

> What i'm trying to do is a pic of stars in the background that i would

> like to rotate left or right depending where the player turning the

> ship. I saw it done very fast in a game called "Transplant".

> What do you mean with vector drawing? And how can i do "memory

> checking"?

>

I think I remember the game Transplant, a damn good game :)

Anyway, I don't think Transplant rotated a bitmap to get the effect.

You'll notice that all the stars are just dots or very small shapes

and are not actually rotated them selves. AFAIK, the effect was

achived by storing the stars as co-ordinates rather than a bitmap and

then rotating the co-ordinates around the ship before ploting each

star individually.

I hope thats clear, if not then let me know and I'll try again =)

BTW Tommi, hopefully you should get this twice but I'm not sure if my

mails have been getting to the list or not (maybe no one wants to talk

to me ;)

--

Stevie W.

http://www.boy-woj.demon.co.uk/

stevie-woj@boy-woj.demon.co.uk

1.95 Rotate a BitMap

Tue, 10 Feb 1998 08:55:41 PST

X-Originating-IP: [192.26.119.10]

From: "T. N." <tn_x@hotmail.com>

Subject: Rotate a BitMap

Date: Tue, 10 Feb 1998 18:55:41 EET

Hi!

Does anybody know how i can rotate a bitmap with size of 944x638?

>> Tommi Nieminen <<

>> tn_x@hotmail.com <<

Get Your Private, Free Email at http://www.hotmail.com

1.96 Re: Rotate a BitMap

Wed, 11 Feb 1998 11:13:22 PST

X-Originating-IP: [193.66.1.150]

From: "Tommi Nieminen" <tn_x@hotmail.com>

Subject: Re: Rotate a BitMap

Date: Wed, 11 Feb 1998 21:13:22 EET

>And the above method should work, although I have not yet tried it.

>You will also need to do some memory checking, especially with a

>bitmap this large, to avoid a crash.

>

>But first, this all depends on what you are rotating it for.

>If you are trying to create an effect in a game or something,

>forget it! Rotating a shape takes quite a bit of time - way too long

>for real-time animation, even with small shapes.

>If that is what you are doing, you are better off to use

>some sort of vector drawing routines.

What i'm trying to do is a pic of stars in the background that i would like to rotate left or right depending where the player turning the ship. I saw it done very fast in a game called "Transplant".

What do you mean with vector drawing? And how can i do "memory checking"?

<<< Tommi Nieminen >>>

<<< tn_x@hotmail.com >>>

Get Your Private, Free Email at http://www.hotmail.com

1.97 Re: Rotate a BitMap

Wed, 11 Feb 1998 11:00:55 PST

X-Originating-IP: [193.66.1.150]

From: "Tommi Nieminen" <tn_x@hotmail.com>

Subject: Re: Rotate a BitMap

Date: Wed, 11 Feb 1998 21:00:55 EET

>And the above method should work, although I have not yet tried it.

>You will also need to do some memory checking, especially with a

>bitmap this large, to avoid a crash.

>

>But first, this all depends on what you are rotating it for.

>If you are trying to create an effect in a game or something,

>forget it! Rotating a shape takes quite a bit of time - way too long

>for real-time animation, even with small shapes.

>If that is what you are doing, you are better off to use

>some sort of vector drawing routines.

What i’m trying to do is a pic of stars in the background that i would like to rotate left or right depending where the player turning the ship. I saw it done very fast in a game called "Transplant".

What do you mean with vector drawing? And how can i do "memory checking"?

<<< Tommi Nieminen >>>

<<< tn_x@hotmail.com >>>

Get Your Private, Free Email at http://www.hotmail.com

1.98 Re[3]: clock in a win - timer.device

From: Le Douarain <mavati@club-internet.fr>

Date: Wed, 04 Feb 1998 21:42:23 +0100

Subject: Re[3]: clock in a win - timer.device

>04-Feb-98, Nelson Sandalwood said:

>NS>> 2. Get the timer.device to send you a message every second.

>NS>> Then update the clock

>NS>

>NS> I couldn’t get the timer.device to work with the blitz lib I have for

>NS> it. Any ideas about it?

>NS>

Some time ago I translated a source in C, using the timer.device .
The only purpose of this program is to sleep during an exactly time (in secs
and milisecs). You can use it in the loop section to make sleeping your
program a little...
It is based on SimpleTimer.C
You can also found this prog on Aminet, in dev/basic/MaVaTi_BlitzWork.lha
Here is the little code :

```
#TR_ADDREQUEST=9
DEFTYPE .timerequest *tr ; IO block for timer commands
DEFTYPE .timeval curval
Function DELETE_TIMER{*tr.timerequest}
DEFTYPE .MsgPort *tp;
If *tr<>0
*tp = *tr\tr_node\io_Message\mn_ReplyPort
If *tp<>0
DeleteMsgPort_(*tp)
End If
CloseDevice_(*tr\tr_node)
DeleteIORequest_(*tr\tr_node)
End If
End Function
Function.l CREATE_TIMER{unit}
; return a pointer to a timer request. If any problem, return null
DEFTYPE .l error
DEFTYPE .MsgPort *timerport
DEFTYPE .timerequest *TimerIO
timerport.l=CreateMsgPort_
If timerport.l=0
Function Return(0)
End If
*TimerIO.timerequest=CreateIORequest_(timerport.l,SizeOf .timerequest)
If *TimerIO=0
DeleteMsgPort(timerport) ; Delete message port
Function Return(0)
End If
error = OpenDevice_("timer.device",unit,*TimerIO,0)
If error<>0
R=DELETE_TIMER{*TimerIO.timerequest}
Function Return (0)
```

```
Else
Function Return(*TimerIO.timerequest) ; TimerIO (Type timerequest)
End If
End Function
; more precise timer than AmigaDOS Delay()
Function.l TIME_DELAY{*tr.timerequest,*tv.timeval}
*tr\tr_node\io_Command = #TR_ADDREQUEST ; add a new timer request
*tr\tr_time\tv_secs=*tv\tv_secs
*tr\tr_time\tv_micro=*tv\tv_micro
; post request to the timer -- will go to sleep till done
DoIO_(*tr\tr_node);
End Function
; main
; get a pointer to an initialized timer request block
*tr.timerequest=CREATE_TIMER{unit}
; some examples :
; sleep for two seconds
NPrint "----------"
curval\tv_secs = 2
curval\tv_micro = 0
R=TIME_DELAY{*tr,&curval}
NPrint "After 2 seconds delay"
; sleep for 200,000 micro-seconds = 1/5 second
NPrint "----------"
curval\tv_secs = 0
curval\tv_micro = 200000
R=TIME_DELAY{*tr,&curval}
NPrint "After 1/5 second delay"
; sleep for 1/2 second
NPrint "----------"
curval\tv_secs=0
curval\tv_micro=500000
R=TIME_DELAY{*tr,&curval}
NPrint "After 1/2 second delay"
; deallocate temporary structures
R=DELETE_TIMER{*tr}
End
--
Marc Le Douarain < mavati@club-internet.fr>
```

1.99 Re: Re[2]: Setperiod again

From: MinuteMan <atomic-interactive@nwn.de>

Date: Tue, 24 Feb 1998 13:53:46 +0100

Subject: Re: Re[2]: Setperiod again

oN 23-Feb-98 yOU, Paul Burkey, wROTE:

>It works fine with the debuger I'm using (from the BSS). Maybe another

>reason for anyone who hasn't not yet upgraded to order BSS now! :)

I would have bought it months ago bu I wonder where to get it in

Germany... :(

>Foundation: Strategy Wargame [##################=] 98%

Yeah! My face is in that one! :)

Yours,

Lukas Hartmann (MinuteMan2606)

1.100 Re[2]: Setperiod again

From: Paul Burkey <burkey@bigfoot.com>

Date: Mon, 23 Feb 1998 12:20:39 +0100

Subject: Re[2]: Setperiod again

Hi Curt,

> The problem is in the de-bugger, the command works. Try the code below:

> ;Runerrsoff ;tell the compiler to not check this

> SetPeriod 0,a ;set the new pitch

> ;Runerrson ;ok, we can use the debugger again

It works fine with the debuger I'm using (from the BSS). Maybe another

reason for anyone who hasn't not yet upgraded to order BSS now! :)

Cheers,

Paul

--

Paul Burkey <burkey@bigfoot.com> www.sneech.demon.co.uk

Foundation: Strategy Wargame [##################=] 98%

Homepage: http://www.sadeness.demon.co.uk/foundation.html

1.101 Re[2]: RWE Home Page

From: bohdan_lechnowsky@csgsystems.com

Date: Wed, 04 Feb 98 08:48:56 -0600

Subject: Re[2]: RWE Home Page

Neather Realm Software has a Blitz book out for $49.95 US which is supposed to
be a pretty good book. Check out their web site at http://www.neather.com for
more info.
Later,
-Bo
_____ Reply Separator _____
Subject: Re: RWE Home Page
Author: Serge Veugelers <sergev@cistron.nl> at INTERNET
Date: 2/2/98 11:28 PM
At 12:49 2-2-98 -0000, you wrote:
>I dread to think how I'd ever have got anywhere
>if all I had to go by were the Blitz manuals 8(
>
>In fact,I'm pretty sure that a properly written manual with all the
>hints and tips,bug reports,examples /which explain things/ ;),
>etc would sell OK on its own...
Same goes for every other development language :(
I've bought DevPac a while ago, hoping it would learn me to use the
include-files. Just a simple book explaining the editor/debugger :(
RKM's and Amiga Intern only use one page to explain IRQ's while it's
a real complicated subject... Some better Docs would be nice...
>
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

1.102 Re[2]: Running blitz with a 040

From: Paul Burkey <burkey@bigfoot.com>
Date: Mon, 02 Mar 1998 03:24:51 +0100
Subject: Re[2]: Running blitz with a 040
~~~~~~~~

Hi Anton,

> > get randomly crashes (pretty seldom though).

> > for example, the tcp-functions (from paul) will load into the

>

> Paul forgot to close the bsdsocket lib in his TCP_Funcs (Miami won't

> exit if you don't). Also, you have to remember to free the read buffer

> allocated in TCP_Funcs.

I remember taking a look at the code after you told me about that
bug and I realised that the bsdsocket.library is not even opened
by me because it's actually a blitz lib.
I do open and close it as part of a "check for existance of the library"
but once thats over I leave it to blitz to open and close the library
for me just as I would for dos, exec, graphics libraries. The
functions have been tidied up a bit since that 1.6 version so I'll
upload a new one soon.
By the way, does anyone know of an RFC that I should make available
on my web site? There are over 2000 RFC's each with very technical
titles so it's not easy to work out which are the important ones.
I'm wondering if theres an RFC for SMTP (post servers).
Cheers,
Paul

--

Paul Burkey <burkey@bigfoot.com>
http://www.sneech.demon.co.uk
"Sadly, crime experts predict that one day, conversation between mother
and daughter will be conducted at gunpoint".
-- The Day Today

1.103 Re: Re[2]: MPEG Header?!?

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <samin@megabaud.fi>
Date: Wed, 18 Feb 1998 22:21:30 +0200
Subject: Re: Re[2]: MPEG Header?!?

On 17-Feb-98, deus72 wrote:

> well, my Dopus5 settings:

> MPEG anims -> match $000001B3 OR matchname #?.MPG

> MP2 audio -> match $FFFD AND matchname #?.mp2 OR matchname #?.mpa

> MP3 audio -> match $FFFB AND matchname #?.mp3

> even if MPaudio haven't any header,

> these seem to work on most of 'em... hope it helps
Yes most of the mpeg audio files got this word but not in all of them
because it depends from the settings used when the file was created.

_____
| |
| Sami N=E4=E4t=E4nen A1260 20MB 2.5GB 2X 56k BJC-4100 |
| EMail: samin@megabaud.fi |
| |
`---'

1.104 Re[2]: Fast AGA Screen Fader

From: Paul Burkey <burkey@bigfoot.com>
Date: Tue, 24 Feb 1998 15:09:18 +0100
Subject: Re[2]: Fast AGA Screen Fader
Hi Julian,
> > anyone know the most system friendly way to set the palette of a
> > colour Intuition screen is?
> LoadRGB32() for lots of colours and SetRGB32() for a single colour. All
> you need is a pointer to your palette and the screens colourmap I think.
thanks!. If anyone wants to know how I got it to work, I used
the following code:
; Supply a blitz screen# and a blitz palette#
Statement UsePalette{scr.w,pal.w}
LoadRGB32_ ViewPort(scr),Peek.l(Addr Palette(pal))
End Statement
I've not fully tested it yet but I think it's working better
than 'Use Palette' and I'd suggest anyone should use this method
instead of Use Palette. For anyone who missed the last message
I had problems with 'Use Palette' not setting the palette of
screens if the screen is 'behind'. Now it works.
> Did that AHI stuff work?
For the last month I've been without sound on my system but
I'll make sure I sort it out soon so I can test that stuff
you sent. You sent a rather interesting function and I'll
try it out ASAP but could you send me the necessary setup
code? I've got things a bit mixed up over here :)
Cheers,
Paul
--
Paul Burkey <burkey@bigfoot.com> www.sneech.demon.co.uk
Foundation: Strategy Wargame [##################=] 98%
Homepage: http://www.sadeness.demon.co.uk/foundation.html

1.105 Re[2]: clock in a win

SMTP (Eudora Internet Mail Server 1.1.2); Wed, 4 Feb 1998 19:36:30 +0100

From: deus72 <deus72@usa.net>

Date: Tue, 03 Feb 1998 10:31:24 +0200

Subject: Re[2]: clock in a win

ÿ

Il 03-Feb-98, Julian Kinraid scrisse:

JK>> , with the above listing the clock ONLY updates when I click anywhere in

JK>> window. Instead, I want it to be constantly updated. Where's (are) my

JK>> (s)?

JK>

[...]

JK> 1. When you open the window, you could add #IDCMP_INTUITICKS to your

JK> current IDCMP (ie. DefaultIDCMP #IDCMP_GADGETUP|#IDCMP_INTUITICKS|etc..)

JK> Then about ten times a second, intuition will send you an

#IDCMP_INTUITICKS

JK> event

Cool, it works fine when the window is activated. What could I do to keep it

updated when I de-activate the win?

JK> 2. Get the timer.device to send you a message every second. Then update

JK> the clock

Yeah, this seems to be the best way. I've just tried the way Hans Olsen

handles timer.device (thanx Serge! ;) and it seems to work very good here. (He

made an include

with all the functions and it's easy to create any kind of timer).

Unfortunately I don't have any documentation about devices, so it isn't easy

for

me to understand how those functions work...

JK> Ciao,

JK> Julian Kinraid

Thanks

Sergio

1.106 Re[2]: clock in a win

SMTP (Eudora Internet Mail Server 1.1.2); Wed, 4 Feb 1998 19:36:51 +0100

From: deus72 <deus72@usa.net>

Date: Wed, 04 Feb 1998 19:31:45 +0200

Subject: Re[2]: clock in a win

ÿ

04-Feb-98, Nelson Sandalwood said:

NS>> 2. Get the timer.device to send you a message every second.

NS>> Then update the clock

NS>

NS> I couldn’t get the timer.device to work with the blitz lib I have for

NS> it. Any ideas about it?

NS>

Well, the functions by Hans Olsen (attached on the list by Serge Veugelers few days ago) work fine. I didn’t find any other specific "lib" for timer.device (yet).

SL

1.107 Re[2]: AppIcons....

From: Alvaro Thompson <alvaro@enterprise.net>

Date: Mon, 02 Feb 1998 06:58:51 +0000

Subject: Re[2]: AppIcons....

On 02-Feb-98, James L Boyd wrote:

> Oh,BTW - I can’t get appicons to register double-clicking,can you?

>

Ermm..... try and AppEvent=$80000

cya!

--

=-=-=-

Hi,
I am trying to do proportional re-scaling of images. Since the screen is not really square (we are using 640x400), increasing or decreasing x and y by the same number of pixels won't work.
So, I tried using the formula x = y *1.6, which should give correct results.
Also tried y = x*.625
And both work, if I am increasing the size. But when I decrease the size, after a certain point the x dimension starts to shrink too rapidly.
This is due (I think) because of the error involved (I can't really move .6 pixels)
This is a continous action thing - as the user moves the mouse, a "rubber band" box is expanded or shrunk accordingly, and when the button is released the actual re-sizing is done.
Any ideas?
Thanks, and bye...
--
Yours electronically,
Curt Esser
camge@ix.netcom.com

1.109 Re: Rescaling images

From: mike.child@sbu.ac.uk
Date: Wed, 04 Feb 1998 10:07:52 GMT
Subject: Re: Rescaling images
>So, I tried using the formula x = y *1.6, which should give correct results.
>Also tried y = x*.625
>And both work, if I am increasing the size. But when I decrease the size,
>after a certain point the x dimension starts to shrink too rapidly.
Can't you just use floats or quicks for the x and y variables, so they remain correctly proportioned, and then round them to draw your box and actually set the size?
Regards
Mike Child

1.110 Re: Remake lib

From: MinuteMan <atomic-interactive@nwn.de>

Date: Wed, 04 Jan 1978 17:00:50 +0100

Subject: Re: Remake lib

oN 28-Feb-98 yOU, Oliver Marks, wROTE:

>I have been trying to install the Methodbblib in blitz i have got as

>far as making the Methodbblib.obj then it tells you to remake the

>deflib Can any one tell me how to remake the deflib.

Just load the program MakeDefLibs.bb2 (I think it=B4s in the blitzlibs

drawer) into your Compiler and run it. It will then read all your

libs and create a new DefLibs file.

Yours,

Lukas Hartmann(MinuteMan2606)=

1.111 Remake lib

From: "Oliver Marks" <oly@enterprise.net>

Date: 28 Feb 98 17:54:03 -0500

Subject: Remake lib

Hi,

I have been trying to install the Methodbblib in blitz i have got as

far as making the Methodbblib.obj then it tells you to remake the

deflib Can any one tell me how to remake the deflib.

Thanks in Advance

1.112 Re: Read dirs and ingore....

20 Feb 98 08:59:48 0

From: "David Mcminn" <MD.BE4.Student.eee.rgu.ac.uk@eee-student.eee.rgu.ac.uk>

Date: Fri, 20 Feb 1998 08:59:40 GMT0BST

Subject: Re: Read dirs and ingore....

On 18 Feb 98 at 21:15, Rodney Norton spewed forth:

> Hiya folks,

>

> I read the dir into an array easily, but I need to ignore certain directories.

> I know the name of the directories I need to ignore, and I wanted to do it

> all in one big go, ie, when reading the dirs in...

Try having another array of all the directories you want to ignore.

Now when you find a dir, you check all the names in the array of the
ones you want to ignore, or use a binary search method if the array
is sorted. For example:
dim ignore$(size_of_ignore)
; Fill up ignore array
chdir <dir>
while MoreEntries
file_name$= Entryname$
If EntryDir
found=false
for i=0 to size_of_ignore_array
if ignore$(size_of_ignore_array)=file_name$ then found=true
next
if found=false
name$(x) = file_name$
x = x + 1
end if
next
wend
Farewell, for now,
.oO David McMinn Oo.
-=-=-=-=-==-=-=-=-=-
A1200T 1.3Gb 16xCD
-=-=-=-=-==-=-=-=-=-

1.113 Re: Read dirs and ingore....

Date: Fri, 20 Feb 1998 10:19:54 +0000
From: James Marshall <homegrown@eclipse.co.uk>
Subject: Re: Read dirs and ingore....
Hi Rodney,
Rodney Norton wrote:
> I tried:
>
> chdir <dir>
>
> while MoreEntries
>
> file_name$ = EntryName$

>
> If EntryDir AND NOT "goobah"
> name$(x) = file_name$
> x = x + 1
> wend
>
> Now, say one of the dir names is "goobah" and I need to ignore it and not
> include it in the name$() array, how could I do that ?

Seems to me your problem here is your understanding of string comparison techniques. You`re not actually comparing "goobah" to anything, hence your problem... try this instead:

chdir <dir>
while MoreEntries
file_name$ = EntryName$
If EntryDir AND file_name$<>"goobah"
name$(x) = file_name$
x = x + 1
wend

what does EntryDir do? Don`t have my Blitz to hand.

James

--

Homegrown Software - Independent Amiga Games Developers
Web - http://www.eclipse.co.uk/homegrown
email - homegrown@eclipse.co.uk

1.114 Read dirs and ingore....

(Debian Smail-3.2.0.100 1997-Dec-8 #2); Fri, 20 Feb 1998 19:30:08 +1100 (EST)
From: Rodney Norton <rodneyn@aic.net.au>
Date: Wed, 18 Feb 1998 21:15:12 +1000
Subject: Read dirs and ingore....

Hiya folks,

Thanks to those who helped me with the Read Dirs problem I had, and now I have another. (Whats new ?!)

I read the dir into an array easily, but I need to ignore certain directories.

I know the name of the directories I need to ignore, and I wanted to do it all in one big go, ie, when reading the dirs in...

I tried:

chdir <dir>

while MoreEntries

file_name$ = EntryName$

If EntryDir AND NOT "goobah"

name$(x) = file_name$

x = x + 1

wend

Now, say one of the dir names is "goobah" and I need to ignore it and not

include it in the name$() array, how could I do that ?

Help.... Please.... :)

RodderZ

+---+

| Rodney Norton, Sydney AUS. | A1200/060/50. |

| Email : rodneyn@aic.net.au | 4 Speed CD. Zip |

| slade@suburbia.com.au | Team AMIGA |

+----------------------------+--------------------+

| AMIGA : IBM, MAC, ATARI, C64, MSX, |

| : VIC20, SPECTRUM, GAMEBOY. // |

| All Rolled : // |

| Into One : \ // |

| \X/ |

+---+

--

I can’t Believe I drank the whole thing !

1.115 Re: Read dirs and ingore....

Date: Fri, 20 Feb 1998 13:07:45 +0100

From: Serge Veugelers <sergev@cistron.nl>

Subject: Re: Read dirs and ingore....

At 21:15 18-2-98 +1000, you wrote:

>

>I read the dir into an array easily, but I need to ignore certain

directories.

> I know the name of the directories I need to ignore, and I wanted to do it

>all in one big go, ie, when reading the dirs in...

>

>I tried:

>

>chdir <dir>

>

>while MoreEntries

>

>file_name$ = EntryName$

>

> If EntryDir AND NOT "goobah"

> name$(x) = file_name$

> x = x + 1

>wend

>

>Now, say one of the dir names is "goobah" and I need to ignore it and not

>include it in the name$() array, how could I do that ?

#NumBads = 10

Dim Bad$(#NumBads)

Bad$(1)="Goobah"

Bad$(2)="Foo"

Bad$(3)="Whatever"

...

Bad$(10)="Ehhhrm"

#NumGoods = 100

Dim Good$(#NumGoods)

GoodPtr = 1

While MoreEntries

file_name$ = EntryName$

OkToInclude = True

For i = 1 to #NumBads

if UCase$(Bad$(i) = UCase$(file_name$) then OkToInclude = False ;

Case unsensitive

Next

If OkToInclude = True

Good$(GoodPtr) = filename$

GoodPtr + 1

Endif

NextEnrty ; I’m not sure of this command.

Wend

>

>Help.... Please.... :)

Is this what you wanted ?

Serge Veugelers

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

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

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

| { } | |=-=-=-

On 11-Feb-98, Rodney Norton wrote:
>I need HELP,
>I want to be able to read a directory of a disk into say an array, then
remove
>all the filenames from the entries, and just keep the names of the
>directories.
>>From there I will need to CD into the dir and perform some actions. This is
>the EASY bit, but, how do I go about recognising directories from files in
>Blitz ? And how do I read a directory in the first place ???
>HELP!!!
As luck would have it, I have just gotten this example ready to upload to
Aminet!
I guess you get to be the "beta-tester".
The example actually creates an array of the directory names and a separate
array of the filenames, but it should be easy enough to yank the file name
stuff out of it.
==========
If anybody else needs this, you will find it on Aminet in dev/basic in a day
or two.
I also sent examples there for re-mapping a picture to a screen's colours
(including WorkBench screen) and making a fontrequester with a taglist (this
gives MUCH better control of the options - check it out if you are letting
users pick their own fonts).
Bye...
Yours electronically,
Curt Esser
camge@ix.netcom.com

1.118 Re: Read dirs

From: Paul Burkey <burkey@bigfoot.com>
Date: Wed, 11 Feb 1998 12:05:56 +0500
Subject: Re: Read dirs
Hi Rodney,
> I want to be able to read a directory of a disk into say an array, then
remove
> all the filenames from the entries, and just keep the names of the
> directories.
instead of removing the files from the list you should simply ignore them

as you’re reading the directories.
> From there I will need to CD into the dir and perform some actions. This is
> the EASY bit, but, how do I go about recognising directories from files in
> Blitz ? And how do I read a directory in the first place ???
Use the ElmoreDosLib which you may already have. Use the "Examine" command
to examine the contents of the directory and then use the "MoreEntries"
command
to examine the individual file/dir entries. Here’s a basic example.
Examine MyPath$
While MoreEntries
If EntryDir
; Deal with the directory here.....
EndIf
Wend
Cheers,
Paul
--
Paul Burkey <burkey@bigfoot.com> www.sneech.demon.co.uk
Foundation: Strategy Wargame [##################=] 98%
Homepage: http://www.sadeness.demon.co.uk/foundation.html

1.119 Read dirs

(Debian Smail-3.2.0.100 1997-Dec-8 #2); Wed, 11 Feb 1998 17:49:59 +1100 (EST)
Date: 11 Feb 98 17:57:27 +1000
From: "Rodney Norton" <rodneyn@aic.net.au>
Subject: Read dirs
I need HELP,
I want to be able to read a directory of a disk into say an array, then remove
all the filenames from the entries, and just keep the names of the
directories.
>From there I will need to CD into the dir and perform some actions. This is
the EASY bit, but, how do I go about recognising directories from files in
Blitz ? And how do I read a directory in the first place ???
HELP!!!
RodderZ

+---+
| Rodney Norton, Sydney AUS. | A1200/060/50. |

| Email : rodneyn@aic.net.au | 4 Speed CD. Zip |

| slade@suburbia.com.au | Team AMIGA |

+----------------------------+--------------------+

| AMIGA : IBM, MAC, ATARI, C64, MSX, |

| : VIC20, SPECTRUM, GAMEBOY. // |

| All Rolled : // |

| Into One : \ // |

| \X/ |

+---+

If you’re going to talk garbage, expect pain.

1.120 Re: Read dirs

Date: Wed, 11 Feb 1998 21:41:44 +0100

From: Serge Veugelers <sergev@cistron.nl>

Subject: Re: Read dirs

At 17:57 11-2-98 +1000, you wrote:

>I need HELP,

>

>I want to be able to read a directory of a disk into say an array, then

remove

>all the filenames from the entries, and just keep the names of the

>directories.

>

>>From there I will need to CD into the dir and perform some actions. This is

>the EASY bit, but, how do I go about recognising directories from files in

>Blitz ? And how do I read a directory in the first place ???

>

I posted this to the list before, but this was a long while ago. It’s the

original source of MyDir.bb2 made recursive by me. Alternatively there’s

als Elmores DOS-lib. It’s a little simpler than using structures, but it

works about the same. It’s fully functional so enjoy...

;-----[Start of SourceCode]-----

;

; how to get file names of a DOS dirctory

;

; good example of using system structure in Blitz2

; also now using lset$ to format text output

```
;
; Made recursive by Serge Veugelers (sergev@cistron.nl)
NEWTYPE.MyFileInfo
_DiskKey.l
_DirEntryType.l
_FileName.b[108]
_Protection.l
_EntryType.l
_Size.l
_NumBlocks.l
ds_Days.l
ds_Minute.l
ds_Tick.l
_Comment.b[80]
_Reserved.b[36]
End NEWTYPE
NEWTYPE.DirInfo
fib.MyFileInfo
lock.l
End NEWTYPE
Dim MyDir.DirInfo(50) ; Maximum depth of 50
startdir$="hd1:"
Deep = 0
Gosub Scan
End
Scan:
path$ = startdir$
For i=0 To Deep-1
If i>0 Then path$+"/"
path$+Peek$(&MyDir(i)\fib\_FileName)
Next
MyDir(Deep)\lock=Lock_(&path$,-2) ;lock is dos
system to access files
If Examine_(MyDir(Deep)\lock,MyDir(Deep)\fib)<>0 ;if we get lock
on p$
Status.l=ExNext_(MyDir(Deep)\lock,MyDir(Deep)\fib) ;skip through files
While ExNext_(MyDir(Deep)\lock,MyDir(Deep)\fib) <> 0
For i=0 To Deep-1
Print "--"
```

Next

If MyDir(Deep)\fib_DirEntryType<0 ;if its not a

directory

NPrint LSet$(Peek$(&MyDir(Deep)\fib_FileName),20)

;Print LSet$(Str$(MyDir(Deep)\fib_Size),10)

;NPrint Date$(MyDir(Deep)\fib\ds_Days)

Else

fi$=Peek$(&MyDir(Deep)\fib_FileName):NPrint

Right$(String$("-",30)+"["+fi$,32),"]--->"

Deep+1

Gosub Scan

Deep-1

EndIf

Wend

EndIf

UnLock_ MyDir(Deep)\lock

Return

;-----[End of SourceCode]-----

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

1.121 Re: Read dirs

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Date: Wed, 02 Sep 1992 12:58:40 EST10EDT

Subject: Re: Read dirs

On 11-Feb-98, rodneyn@aic.net.au wrote:

>Blitz ? And how do I read a directory in the first place ???

>HELP!!!

I seem to recall an example back in BUM5 aroundabouts, I'll see if I can
~~~~~~~~

scratch it up...

Using the ElmoreDOSLib

```
ChDir "RAM:"
While MoreEntries
Print LSet$(EntryName$,30)
If EntryDIR then Print "Dir " Else Print LSet$(Str$(EntrySize),6)
Print EntryBits$," ",Date$(EntryDate)," "
Print EntryHour,":",Right$("0"+Str$(EntryMins),2),":"
NPrint Right$("0"+Str$(EntrySecs),2)
Wend
MouseWait
End
```

As you can see from the EntryDIR bit it is EASY to tell what entries are directories. Just log em to a Dimmed array and sort thru em then.

Hope this helps!

-- =

- Toby Zuijdveld

- toby@oznumberone.net

- http://www.abacus.net.au/hotcakes [Last updated : 02=B702=B798]

1.122 random number

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

for <blitz-list@netsoc.ucd.ie>; Mon, 16 Feb 1998 19:18:37 +0000

From: "Christophe Auger" <christophe.auger@virgin.net>

Subject: random number

Date: Mon, 16 Feb 1998 19:21:34 -0000

Hi

Does anyone know a way to get 10 number generated randomly within 1-60 range

without get the same number twice

any help would be appreciated

thanks in advance

christophe

1.123 Re: random number

From: Paul Burkey <burkey@bigfoot.com>

Date: Mon, 16 Feb 1998 21:07:25 +0500

Subject: Re: random number

Hi Christophe,

> Does anyone know a way to get 10 number generated randomly within 1-60

> range without get the same number twice

I'd guess you'd have to use an array to remember the numbers because

you'll need to use them durring the calculation. So using an array

here's a simple example. It's not the simplest way but it's quite small

and fairly random too.

```
;-------------
Dim num.b(10)
For n.b=0 To 9
Repeat
num(n)=Rnd(60)+1
check.b=0
While check<n
If num(check)=num(n) Then check=10 Else check+1
Wend
Until check=n
Next n
For n=0 To 9 : NPrint num(n) : Next n ; display numbers
;-------------
```

anyone make a better one? :)

Cheers,

Paul

--

Paul Burkey <burkey@bigfoot.com> www.sneech.demon.co.uk

Foundation: Strategy Wargame [##################=] 98%

Homepage: http://www.sadeness.demon.co.uk/foundation.html

1.124 Re: Propgadgets

Date: 22 Feb 98 15:08:45 +1200

From: "Nelson Sandalwood" <bayliss@ihug.co.nz>

Subject: Re: Propgadgets

OM> Hi,

OM> Can any one tell me how to display a propgadget on a
OM> gimmezerozero border as when i try to put it on the border the
OM> computer is putting the gadget next to the border.
I don’t think you can on a gimme00 window... Because you have told
the computer to treat the inner boarder as if it was the edge of the
window
---
nelson sandalwood
--===<>===--
http://homepages.ihug.co.nz/~bayliss
member team *AMIGA*
The viable alternative Home of *Primitive* *Software*

1.125 Propgadgets

From: "Oliver Marks" <oly@enterprise.net>
Date: 21 Feb 98 12:04:03 -0500
Subject: Propgadgets
Hi,
Can any one tell me how to display a propgadget on a gimmezerozero
border as when i try to put it on the border the computer is putting
the gadget next to the border.

1.126 Propgadget 3d gadgets

From: "Oliver Marks" <oly@enterprise.net>
Date: 15 Feb 98 18:04:58 -0500
Subject: Propgadget 3d gadgets
I have been writind a text viewer program and have been having
problems getting the prop gadget to work can any one show me how
to make the dragbar appear on the bottom and right hand border when
using the gimmezerozero border.
Also does any one know how to make the gadgets and menus look 3d

1.127 Re: Point command

From: Jarmo Laakkonen <jami@dlc.fi>
Date: Thu, 19 Feb 1998 14:28:21 +0200
Subject: Re: Point command

NUEL Xavier wrote something like this:

> The Point command point to a pixel in a Bitmap and return the colour used.

>

> The syntax is colour=Point(x,y) . All you need is a BitMap to point

in

> ;-)

>

> You can find a good exemple of the use of this command on Aminet.

> Download the file : /pub/dev/basic/OptmRemap.lha

Thanks, I got it working fine now.

--

Bye..

Jarmo Laakkonen

jami@dlc.fi

1.128 Point command

From: Jarmo Laakkonen <jami@dlc.fi>

Date: Thu, 19 Feb 1998 07:01:36 +0200

Subject: Point command

How do you use the #Point #command?

All i get is syntax error.

And does anyone have any examples of collision detection?

Thanks in advance.

--

Bye..

Jarmo Laakkonen

jami@dlc.fi

1.129 Re: Point command

From: NUEL Xavier <xn.baddolls@a2points.com>

Date: Thu, 19 Feb 1998 08:47:55 -0000

Subject: Re: Point command

X-Info: A2POINTS -> La poste de demain...

TGUgMTktRul2LTk4LCBKYXJtbyBMYWFra29uZW4gYSDpY3JpdDoNCg0KPkhvdyBkbyB5b3Ug

dXNlIHRoZSAjUG9pbnQgI2NvbW1hbmQ/DQo+QWxsIGkgZ2V0IGlzIHN5bnRheCBlcnJvci4N

Cg0KVGhlIFBvaW50IGNvbW1hbmQgcG9pbnQgdG8gYSBwaXhlbCBpbiBhIEJpdG1hcCBhbmQg

cmV0dXJuIHRoZSBjb2xvdXIgdXNlZC4NCg0KVGhlIHN5bnRheCBpcyAgY29sb3VyPVBvaW50

KHgseSkgLiAgICAgICBBbGwgeW91IG5lZWQgaXMgYSBCaXRNYXAgdG8gcG9pbnQgaW4NCjst
KQ0KDQpZb3UgY2FuIGZpbmQgYSBnb29kIGV4ZW1wbGUgb2YgdGhlIHVzZSBvZiB0aGlzIGNv
bW1hbmQgb24gQW1pbmV0Lg0KRG93bmxvYWQgdGhlIGZpbGUgOiAvcHViL2Rldi9iYXNpYy9P
cHRtUmVtYXAubGhhDQoNCj5BbmQgZG9lcyBhbnlvbmUgaGF2ZSBhbnkgZXhhbXBsZXMgb2Yg
Y29sbGlzaW9uIGRldGVjdGlvbj8NCg0KTm9wIGZvciBtZS4NCg0KPlRoYW5rcyBpbiBhZHZh
bmNlLg0KDQpCeWUsIFhhdmllcg0KLS0gDQpjaXRpemVuIG9mIG5vd2hlcmUgaGF2ZSBhbnkg
ICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICA

,_____/ Y_ Y_ =A1 =B7 | #Roswell Gfx Adv# - [###=3D-------]33% =

|

| =A1 _(_) _(_) | -=F7- | #Conquest# - [=3D----------]03% =

|

: : : : : =B7 `--------------------------------------’

1.131 Pic In A Window

From: S Beardwood <scott@online.u-net.com>

Date: Sun, 08 Feb 1998 13:44:11 -0500

Subject: Pic In A Window

Hi all

Any one have a example of how to display a picture in a

window on workbench, i can open the window and put a pic

in it but all the col’s are messed up .. so it’s realy =

just the pallet i nead help with.....

Thx =

scott

=

-- =

/

.-----------------------------------//----------------------------.

=A1 .---. .---. .---. .---. .---. // FidoNet(256/303.25)FidoNet =A1=

=A1 `---. =A1 =A1 =A1 =A1 | // http://www.online.u-ne=

t.com =A1

| `---’ `---’ `---’ =B7 =B7 // Email scott@online.u-net.com =

|

`-------------------------------//--------------------------------’

/ =

1.132 Re: PC programming

X-ROUTED: Sat, 14 Feb 1998 23:49:54 -0500

X-TCP-IDENTITY: Trilobyte

From: Tim Johnson <trilobyte@rockford.com>

Date: Sat, 14 Feb 1998 23:47:57 -0600

Subject: Re: PC programming

On 14-Feb-98, anton@ww.co.nz wrote:

>On 15-Feb-98, Claus Herrmann wrote:

> =
>>the best and only is C =
> Also, you might want to check out Java, as it will run (or compile)
>directly on any supporting machine- I’m not sure if Java for the Amiga
>is out yet.
The Geek Gadgets project (http://www.ninemoons.com) has ported freeware U=
NIX
implementations of JAVA to AmigaDOS. From what I can tell, they’re fully=
compatible, except for their inability to do any sort of graphics routine=
s
(yet).
Oh, and Pascal (Turbo Pascal) also has a very strong base of programmers =
as
far as MS-DOS goes. Pascal is an Oberon or C-like language that is a bit=
easier to understand. I’m rather fluent in Pascal. For DOS there’s also=
the
quite outdated QuickBASIC from Microsoft that produces kinda big and slow=
code
but it’s a pretty powerful and extremely easy language to understand (eve=
n
though it has its quirks, just like BlitzBASIC). =
Oh, and there’s also Borland’s Delphi for Windows, which is a fully 32-bi=
t OOP
combination of Pascal and C for Windows 95, NT, and 3.1. It is supposed =
to be
really, really good and has a lot of extensions for database programming.=
And unlike the Amiga, don’t even think of doing Assembly code if you’re
programming Windows... =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/

1.133 Parallel port help

2 Mar 98 11:29:13 +0200 (EET)
From: "Ott Aaloe" <ott@mail.lbi.ee>
Date: Mon, 2 Mar 1998 11:29:09 +0200 (EETDST)
Subject: Parallel port help
Hi all!
A question for hardware gurus out there ;)
I'm about to make use of 4 player adapter (connects to parallel
port) for a game...I even found a library that supports it (Leading
Edge released it, if I'm not mistaken)....fine, it'll probably work
(I haven't made the adapter yet)...BUT...I need to receive some
more external data at the same time 2-3 bits...so i thought of using
the other bits in parallel port...like paper out (pin 12), and Select
(pin 13)..the question is HOW...Is there a register for these bits
(like for data bits). Any help, like always, very welcome ;)!
*** Ott (ott@lbi.ee)

1.134 Re: Parallel Port

2 Mar 98 16:05:40 GMT
From: "Andrew Ballard" <57228701@mmu.ac.uk>
Date: Mon, 2 Mar 1998 16:04:16 GMT
Subject: Re: Parallel Port
if you are not bothered about being system friendly or not, you can
be naughty and access CIA-A and CIA-B directly by memory. One of
these controls the parallel port, they also control other stuff like
a few disk drive control codes, joy port fire buttons and timers.
You can set up each of these "bit lines" (i just made that up) to
either input or output and then read or write to them in byte blocks
as you wish.
The addresses for all mentioned above are in the blitz manual at the
back.
I hope this is useful, it probably isnt as it is system unfriendly...
_ /
o o
/--mm--|-mm----------\
| Andrew Ballard |
| A1200 / 040@40 / 10Mb / 340Mb |
| Current Projects: Talker, |
| ProNETgui, VisualBlitz |
\---------/

1.135 P.s.

From: "C.J.R.Jarvis" <C.J.R.Jarvis@wkac.ac.uk>
Subject: P.s.
Date: Fri, 13 Feb 1998 10:11:06 -0000
can anyone tell me where i can find a tutorial which will explain to me
how to use poke, peek et al, as this is one aspect of basic I have never
been able to grasp.
chris

1.136 Re: P.s.

Date: Sat, 14 Feb 1998 15:40:08 +0100
From: Serge Veugelers <sergev@cistron.nl>
Subject: Re: P.s.
>
At 10:11 13-2-98 -0000, you wrote:
>can anyone tell me where i can find a tutorial which will explain to me
>how to use poke, peek et al, as this is one aspect of basic I have never
>been able to grasp.
There is not really much to say about Peek and Poke...
The Poke command is to put a certain value at a certain address
Syntax: Poke.type #Address,Value
The Peek function works the other way around. It retrieves a value
from a certain address.
Syntax: Value = Peek.type(#Address)
For instance to change the rgb-value of color 0 ($DFF180) to white , you
would do
Poke.w $DFF180,$FFF
To read the values from the COLOR0 register, you would do
RGB.w = Peek.w($DFF180)
That’s all that is to say about it really...
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
~~~~~~~~

1.137 O`Basic

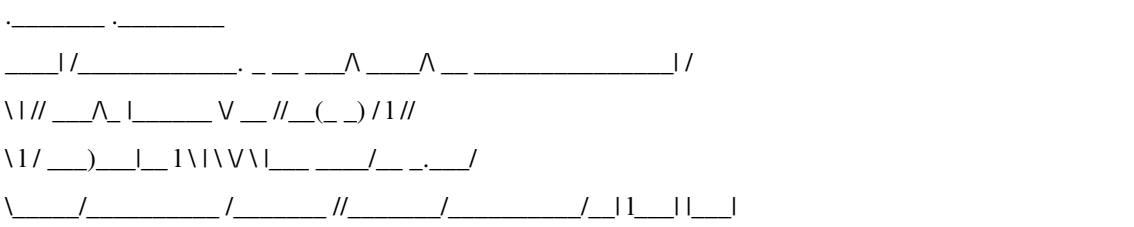
Date: Sun, 01 Mar 1998 19:09:25 +0000
From: Paul Lathwell <paul@blitzer.demon.co.uk>
Subject: O`Basic
Sorry for this slightly off-topic post, but some of you may remember I
posted a msg a while back enquiring about a PC version of Blitz, or
something similar. Recently a friend gave me the URL for a rather good
basic language for the PC, any PC users reading this mail who may be
interested are advised to take a look...
O`Basic - http://www.celsoft.com/
It`s a shareware product costing only $40 to register. IMO, just as
powerful if not more powerful than Blitz although it doe not seem to offer
any kind of direct support for writing games. For Utils and serious
software it`s certainly worth a look. ;)
--
Bye now...
__
/_/ / / <mailto: paul@blitzer.demon.co.uk> /
/ AUL /_ATHWELL / <http://www.blitzer.demon.co.uk> /
_____/ <IRC: Blitzer > /
--

1.138 Output handler

From: Dennis de Haan <dennis.haan@tip.nl>
Date: Mon, 16 Feb 1998 13:03:39 +0500
Subject: Output handler
Hi everyone,
Yep, another little problem i'm having here... I want to view the output
of an program (like LHA or LZX or something like that) and i want the output
in my own window REAL TIME!
Does anyone know how to fix this? When i use the CON: like,
Lha -2 x BLABLA.LHA >CON:
Con opens a window on my workbench screen, and that's not quite what i had
in mind :)
Is it posible to give some sort of adress to the window where all the output
goes to, so i can replace then '>CON:' for something else that will appear
on my own program's window?

Thanks in advance for all replies :)

cYA!



1.139 Re: Output handler

Date: Wed, 18 Feb 1998 12:49:59 -0800

From: Philippe Socias <psocias@microresearch.be>

Subject: Re: Output handler

Dennis de Haan wrote:

> ... Does anyone know how to (send the output of a command to an application) ...

>

> Is it posible to give some sort of adress to the window where all the output

> goes to, so i can replace then '>CON:' for something else that will appear

> on my own program's window?

> ...

In the past I did this,

o Create a named pipe,

- Create a MountList for your very own named pipe

- Somewhere in your application, mount the named pipe before using it

o Send the output of the command to the named pipe,

- As usual : Lha -2 x BLABLA.LHA > My_Very_Own_Named_Pipe:

o Read the named pipe from within your application,

- As you would read the content of a serial file

(A pipe is a FIFO memory file)

I hope it helps, good coding

-- Philippe Socias ----------

At Work: psocias@microresearch.be Tel: + 32 2 734 98 18

Private: philippe_socias@hotmail.com Tel: + 32 81 74 64 39

1.140 Re: OS gfx commands and CGFX compatibility.

Date: 11 Feb 98 19:17:25 +0100

From: FreeJack <klein21@ibm.net>

Subject: Re: OS gfx commands and CGFX compatibility.

>I read the BlitzFAQ1.1 today and it mentions not to use ShowBitmap if you

>plan to write a program compatible with gfx cards.

>My program uses BitmapToWindow, my shape simply gets blitted to a bitmap

>before pasting it to the window because WBlitting causes horrendous

>flickering.

>Is this OK???

YES Wblit & BitMapToWindow are the only 2 command working with cgx

--

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 | __| ' __/ _ \/ _ \ _ | |/ _` |/ __| |/ / AMIGA

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

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

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

Just because your doctor has a name for it doesn't mean he knows what it is.

1.141 Re: OS gfx commands and CGFX compatibility.

From: Paul Burkey <burkey@bigfoot.com>

Date: Thu, 12 Feb 1998 19:02:58 +0500

Subject: Re: OS gfx commands and CGFX compatibility.

Hi FreeJack,

> >My program uses BitmapToWindow, my shape simply gets blitted to a bitmap

> >before pasting it to the window because WBlitting causes horrendous

> >flickering.

> >Is this OK???

> YES Wblit &BitMapToWindow are the only 2 command working with cgx

As well as all the Graphics.library calls like WritePixelArray8_() and

ScrollRaster_()

as well as many other blitz commands such as:
WPlot, WCls, WCircle, WLine, WScroll... eg, all the window commands.
Pluss the usual Window and screen commands like ScreenTags, RastPort()
and and the mouse pointer commands. So everything that works in
a system friendly way will work with CyberGraphX and Picasso96.
Cheers,
Paul
--
Paul Burkey <burkey@bigfoot.com> www.sneech.demon.co.uk
Foundation: Strategy Wargame [##################=] 98%
Homepage: http://www.sadeness.demon.co.uk/foundation.html

1.142 Re: OS gfx commands and CGFX compatibility.

From: Paul Burkey <burkey@bigfoot.com>
Date: Wed, 11 Feb 1998 12:36:31 +0500
Subject: Re: OS gfx commands and CGFX compatibility.
Hi Toby,
> I read the BlitzFAQ1.1 today and it mentions not to use ShowBitmap if you
plan
> to write a program compatible with gfx cards.
> My program uses BitmapToWindow, my shape simply gets blitted to a bitmap
> before pasting it to the window because WBlitting causes horrendous
> flickering.
> Is this OK???
WBlit and BitMapToWindow are basicly the same thing. I'd expect the WBlit
command actually calls BitMapToWindow command.
Blitz Bitmaps are in chipmem and are in planar mode and gfx card displays
are in gfx card memory and in chunky mode which explains why blitting
from one to another is slow and flickery.
Cheers,
Paul
--
Paul Burkey <burkey@bigfoot.com> www.sneech.demon.co.uk
Foundation: Strategy Wargame [##################=] 98%
Homepage: http://www.sadeness.demon.co.uk/foundation.html

1.143 OS gfx commands and CGFX compatibility.

From: Toby Zuijdveld <hotcakes@abacus.net.au>

Date: Wed, 02 Sep 1992 12:46:52 EST10EDT

Subject: OS gfx commands and CGFX compatibility.

I read the BlitzFAQ1.1 today and it mentions not to use ShowBitmap if you=

plan

to write a program compatible with gfx cards.

My program uses BitmapToWindow, my shape simply gets blitted to a bitmap

before pasting it to the window because WBlitting causes horrendous

flickering.

Is this OK???

-- =

- Toby Zuijdveld

- toby@oznumberone.net

- http://www.abacus.net.au/hotcakes [Last updated : 02=B702=B798]

1.144 Number of gadgets ?

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

Date: Sat, 07 Feb 1998 01:38:22 -0000

Subject: Number of gadgets ?

Hi everyone,

Does anybody know if there's a maximum number of gadgets

you can have in one gadget list...?

I'm trying to use 141 (!),numbered 0-140,but when my program runs,

the gadgets from 128 onwards are numbered negatively : -127,-126,etc,

(according to GadgetHit)...

Is it OK to use negative numbered gadgets,or is it possible to

have gadgets numbered above 127 ?

Thanks for any help...

--

James L Boyd

jamesboyd@velvety.demon.co.uk

1.145 Re: Number of gadgets ?

Date: 07 Feb 98 18:43:03 +1200

From: "Nelson Sandalwood" <bayliss@ihug.co.nz>

Subject: Re: Number of gadgets ?

JLB> I'm trying to use 141 (!),numbered 0-140,but when my program

JLB> runs, the gadgets from 128 onwards are numbered negatively :

JLB> -127,-126,etc,

JLB> (according to GadgetHit)...

Acording to GadgetHit or acording to b=gadgethit?

If it's the second try b.w=gadgethit...

---

nelson sandalwood

--===<>===--

http://crash.ihug.co.nz/~bayliss

member team *AMIGA*

The viable alternative Home of *Primitive* *Software*

1.146 new game

From: "C.J.R.Jarvis" <C.J.R.Jarvis@wkac.ac.uk>

Subject: new game

Date: Thu, 26 Feb 1998 13:48:51 -0000

hey there all,

the really really rough WIP of my new game was uploaded to

AMINET today, and I would appreciate it if you could all take a look to

give me comments and also to bring up any compatibility problems. The

last game I did, a few people had problems with screen promotion, so I'd

like it if you could take a look and let me know.

You can also get it off my space at the college server by

linking to:

http://www.wkac.ac.uk/s96/cjarv/timecamp.lha

but that will only be there until the upload to aminet has been

processed.

many thanx

Chris

1.147 Re: MUI / newbie conflict!

From: Andreas =?iso-8859-1?Q?H=E5kansson?= <andy@bjuv.mail.telia.com>
Date: Mon, 09 Feb 1998 19:38:11 +0100
Subject: Re: MUI / newbie conflict!
Hello,
Well you have a real classic on your hands there m8.
The MUIBBLib is as old as the radio. It was hard to
you, and the code really tended to get HUGE. But
dont fear m8.
Thats why we released a new MUI lib for blitz, which
is really easy to use. It' s been rewritten from
scraths and the usage has changed drasticly. This is
the MUIlib you should get your hands on and use from
now on.
When I say 'we' I mean the members in Vivid
Imagination. Erwan Fouret and myself has rewritten
the lib. So dont even bother to try and use the old
lib.
You can find the new lib on aminet in dev/mui. The
archives name is mui38dev-bb2.lha, you should also
get the mui developer files (it includes all the
mui autodocs), you can also find this on aminet in
dev/mui, and the archives name is mui38dev.lha.
Btw to the rest of you out there. Version 1.4 of the
MUI lib is on aminet now. It has some new commands,
such as MUIBitmapObject, MUIShapeObject, MUIRedraw
etc, and it has brand new list routines, since the
old ones where full of bugs, that has been removed
now. Happy MUI'ing..
Please send all MUI related questions directly to me
or Erwan Fouret, and we will glady help you with you
MUI problems (note how ever that we WONT write whole
GUI's for you, not will be trace down a bug in a
500line long code, so please narrow dowm the bug
code.)
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-=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-=3D-=3D-=3D-=3D-'

1.148 MUI / newbie conflict!

From: et@enterprise.net

Date: 08 Feb 98 23:12:23 +0500

Subject: MUI / newbie conflict!

Hello, I installed MUIBBLib by Erwan Fouret, with libnum=10. I only have the one example code, which is ShowHide, and it won't compile..

All of the MUI_ commands are tokenised (erm, blue!) except for the one in this line below, and it stops with either syntax error or "array not yet dimmed."

*cm1 = CheckMark(MUI_TRUE)

Is this the best MUI / BB package to use? Have I done something wrong? Also I really need a simple example if someone has such a thing..

While I'm posting my first message, I will also mention out that I couldn't get TCP-Extension to work reliably, has anyone had any problems with that? Crashes horrifically on get_host_name.

Hopefully,

et/

1.149 MPEG Header?!?

From: Allan Pedersen <cfist@post8.tele.dk>

Date: Thu, 12 Feb 1998 19:55:25 +0100

Subject: MPEG Header?!?

Hi all

Im making a program that reads file headers!

But i cant seem to find any info on the header on a MPEG file!

Does anyone know the header? (both MPEG mov and MPx. if not the same)

Also a friend of me told me that on PC he can find out if a file

is a ascii file. Does anyone know if i can do this on Amy?

Thx.

--

_____ __ _____ __ __

/ __ / / / / ____//_/ _/ /_

/ / -’__ __ / /___ _____ _____ / /_ __ _____ / __/

/ / \ \/ // __ // ____// .__// __/ / / / ____/ / /

/ /___ \ // /_/ // __/_ / / / / / /_ ___ / / /_

____/ / //_____//_____//_/ /_/ /___//_____/ /___/

/_/

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/

EMail: cfist@post8.tele.dk

"FREEWARE RULES!!!"

1.150 Re: MPEG Header?!?

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

Date: Thu, 12 Feb 1998 17:27:36 -0600

Subject: Re: MPEG Header?!?

Hi,

On 12-Feb-98, Allan Pedersen wrote:

>Hi all

>Im making a program that reads file headers!

>But i cant seem to find any info on the header on a MPEG file!

>Does anyone know the header? (both MPEG mov and MPx. if not the same)

I don’t know offhand as I don’t have any MPEG’s here to look at. I do have a

small program I made that will read a selected number of bytes of a file

header and show them to you in a window for examination. This makes it easy
to find such information. Let me know if you want this.
>Also a friend of me told me that on PC he can find out if a file
>is a ascii file. Does anyone know if i can do this on Amy?
Well, an ascii text file has no header, but it can be recognized fairly
accurately by what it DOESN'T have. There will be no non-printable
("control") characters other than "control J" (linefeed character). So if you
read the first 1000 bytes or so and find nothing but CHR$(10) or characters
=>CHR$(32) it is safe to assume it is a standard text file. An AmigaGuide
file will be the same, but will always start with "@DATABASE". And any other
type of file will be loaded with "control" characters.
Note that this DOES NOT apply to Word Processor text files!
--
Yours electronically,
Curt Esser
camge@ix.netcom.com

1.151 Re: MPEG Header?!?

From: et@enterprise.net
Date: 13 Feb 98 00:18:08 +0500
Subject: Re: MPEG Header?!?
>Hi,
>On 12-Feb-98, Allan Pedersen wrote:
>>Hi all
>>Im making a program that reads file headers!
>>But i cant seem to find any info on the header on a MPEG file!
>>Does anyone know the header? (both MPEG mov and MPx. if not the
>>same)
>I don't know offhand as I don't have any MPEG's here to look at.
> I do have a small program I made that will read a selected
>number of bytes of a file header and show them to you in a
>window for examination. This makes it easy to find such
>information. Let me know if you want this.
Dopus automatically recognises them with:
"Match bytes $000001b3????????ffffe0??000001b8"
Hope that helps :)

1.152 more problems - Bitmapwindow?

From: "C.J.R.Jarvis" <C.J.R.Jarvis@wkac.ac.uk>
Subject: more problems - Bitmapwindow?
Date: Fri, 13 Feb 1998 10:09:49 -0000
Hmm.. I think you'll be getting a lot of e-mail from me, as I find the
blitzmanual totally unhelpful.
1. How do you use the command BitMapWindow to create a cropping
area. Basically I'm doing the display for my 3d hiredguns game, but
there is no way I can keep the blits inside the desired area, so I want
to use Bitmapwindow. However. This command doesn't seem to do anything.
Can anyone give me an example code with this command in? Also explain
how double-buffering will affect its output.
2. How does one BBlit in a double buffered game? Whenever I
'unbuffer' the shapes, the bits of background are often rerendered to
the wrong bitmap.
3. How do you create directories within blitz. I found a list of
OS system commands at the back of the manual, but again there was very
little help in the manual on usage.
thanx again
Chris

1.153 Re: more problems - Bitmapwindow?

From: Curt Esser <camge@ix.netcom.com>
blitz-list <blitz-list@netsoc.ucd.ie>
Date: Fri, 13 Feb 1998 07:41:26 -0600
Subject: Re: more problems - Bitmapwindow?
Hi,
On 13-Feb-98, C.J.R.Jarvis wrote:
>Hmm.. I think you'll be getting a lot of e-mail from me, as I find the
>blitzmanual totally unhelpful.
Yes, if not for the Blitz list I would never have accomplished anything!
>1. How do you use the command BitMapWindow to create a cropping
>area. Basically I'm doing the display for my 3d hiredguns game, but
>there is no way I can keep the blits inside the desired area, so I want
>to use Bitmapwindow. However. This command doesn't seem to do anything.
>Can anyone give me an example code with this command in? Also explain
>how double-buffering will affect its output.

You must use "BitmapToWindow" every time you change the bitmap. This command
does not send any further drawing you do on the bitmap to the window.
>2. How does one BBlit in a double buffered game? Whenever I
>'unbuffer' the shapes, the bits of background are often rerendered to
>the wrong bitmap.
You need to use two buffers. And BBlit to the correct one, depending on which
bitmap you are drawing on.
>3. How do you create directories within blitz. I found a list of
>OS system commands at the back of the manual, but again there was very
>little help in the manual on usage.
Use the command MakeDir "NewDirectoryName" to create a new drawer.
If you have not yet done it, unpack your LibsDev.lha file. In this you will
find the docs for the "3rd party" librarys which are included in Blitz, but
are not mentioned in the manual. There are many useful commands in there.
Also, check on Aminet/dev/basic and on the web sites included in people's
signatures for many good Blitz examples and tips.
--
Yours electronically,
Curt Esser
camge@ix.netcom.com

1.154 More Internet Documentation

From: Paul Burkey <burkey@bigfoot.com>
Date: Fri, 27 Feb 1998 00:29:09 +0100
Subject: More Internet Documentation
Hi,
I've not had time to update my Internet programming page for
a while but today I added some more RFC's and also added some
hyper text versions. So if anyone wants to read about HTTP/1.0,
NNTP, IRC, POP3 and Telnet or you would like to read up on the
Internet Official Protocol Standards then you'll find it all at
my net link page.
http://www.sneech.demon.co.uk/netlink.html
Cheers,
Paul
--
Paul Burkey <burkey@bigfoot.com>
http://www.sneech.demon.co.uk
"Portillo's Face Felt Like Guts", Says Woman
-- On the Hour

1.155 MOD`s and MED`s....

From: "Wright J.A" <J.A.Wright@rhbnc.ac.uk>
Subject: MOD`s and MED`s....
Date: Fri, 13 Feb 1998 20:17:53 -0000
Hello ppl,
i just got a small problem with playing modules.... a friend
of mine wrote a MED module with OctaMED SS, i tried to use it in one of
my programs, but the tempo was completely wrong.... i then discovered
that the tempo needs to be set to 125 bpm in OctaMED SS, and then there
is some other number that is usually about 4, and that seems to be how
many times you need to call PlayMED per 50th of a second (done with a
SetInt 5). I then tried Loading the module inot PROTracker, because we
couldn`t get the module to be ok at 125 BPM... i set the tempo up so it
sounded alright in PROtracker, and resaved it. But when i loaded in the
MOD into Blitz, the tempo got completely messed up again!!!! also when i
save MED`s from OctaMED SS, blitz seems to set some of the instruments
as being Looped when they aren`t.... so what`s going on???? I
noticed that modules from demos and games don`t always have to be at 125
BPM... so someone just tell me what the specification for a module to
be used in Blitz exactly is.....
thanks,
James

1.156 Re: Modular programming

From: "Julian Kinraid" <jkinraid@clear.net.nz>
Subject: Re: Modular programming
Date: Fri, 20 Feb 1998 10:27:18 +1300
charset="iso-8859-1"
Hi,
[snip]
>Actually i write aech method in a subroutine, which may need to call
several
>routines and stuffs in the main program.
>
>the problems are:
>
>1. The final executable file is getting bigger and bigger

>2. Each time I write a new method I need to recompile the whole thing
>3. The users would not be able to write any custom method without the
whole
>source
>
>What i would need is a way to "detach" methods from main program.
>For example, I would like to have a dir called "methods" with all the
single
>modules in it, which would be loaded only when needed.
>So I would be able to release new methods time to time, etc.
>The fact is that I've actually no idea on how to share informations
between
>the main prog and the modules in a "good" way. I think I could create a
lot of
>temporary files but it looks "unprofessional" and it would be a real
pain to
>handle all the stuffs...
Obviously, you would need some way for the single modules to talk to the main program. This could be done with message ports, or with arexx. I think arexx might be the best. When your main program recieves a 'do_this' arexx message, your program will call a subroutine and return the result to the module. You would also need a set of guidelines for people wanting to write modules.
[snip]
Ciao,
Julian Kinraid

1.157 Re: Modular programming

20 Feb 98 09:50:07 GMT
From: "Mike Carter" <57229007@mmu.ac.uk>
Date: Fri, 20 Feb 1998 09:49:49 GMT
Subject: Re: Modular programming
> >What i would need is a way to "detach" methods from main program.
<snip!>
>
> Obviously, you would need some way for the single modules to talk to the
> main program. This could be done with message ports, or with arexx. I
> think arexx might be the best.

Arexx is all very nice but it relys on the user having Arexx already
running. How is it possible to do this with Message ports as I wish
to do something similar for my encyclopedia engine when my Amiga
returns to home....
Cheerio,
Mike.
.----------------------------------/\----------.
: Amiga 1200T/060/18MB/3 HDD! /\/\/\ BLiTZ :
: 2 FDD/4xCD/EZ135/Zorro & SCSI / ` \ coder :
`--------------------------------_____/---------'
http://www.geocities.com/SiliconValley/Pines/4814/
.---.

1.158 Re: Mike Carter! Libs page...

From: BootBlock of Carnage <j.cox2@ukonline.co.uk>
Date: Tue, 10 Feb 1998 00:24:35 GMT0
Subject: Re: Mike Carter! Libs page...
On 10-Feb-98, James L Boyd wibbled:
>If Mike's reading...
>Your lib page is still screwing up!
>Contact me and I'll send a screengrab of what it's doing!
Ditto! It doesn't appear to work with Voyager!
Also, your diary thing is DEAD SLOW! Sort `em out yer dodgy geezer! :)
>--
>James L Boyd
>jamesboyd@velvety.demon.co.uk
--
.-------------------------------------.-------------------------------------.
A1200/28Mhz/2+4Mb/K56Flex/HyperCOM	Amiga Blitz 2 coder type UK bloke!
EMAIL: j.cox2@ukonline.co.uk	www.geocities.com/SiliconValley/
"NiteLife BBS" - online VERY soon!	Lab/4868/index.html - kind'a ready
`-------------------------------------^-------------------------------------'

1.159 Mike Carter! Libs page...

From: James L Boyd <jamesboyd@velvety.demon.co.uk>
Date: Tue, 10 Feb 1998 00:45:10 -0000
Subject: Mike Carter! Libs page...

If Mike’s reading...

Your lib page is still screwing up!

Contact me and I’ll send a screengrab of what it’s doing!

--

James L Boyd

jamesboyd@velvety.demon.co.uk

1.160 Re: Mike Carter! Libs page...

11 Feb 98 16:30:00 GMT

From: "Mike Carter" <57229007@mmu.ac.uk>

Date: Wed, 11 Feb 1998 16:29:42 GMT

Subject: Re: Mike Carter! Libs page...

It was 10 Feb 98 when BootBlock of Carnage belched. It smelt like

onions.

> On 10-Feb-98, James L Boyd wibbled:

>

> >If Mike’s reading...

> >Your lib page is still screwing up!

> >Contact me and I’ll send a screengrab of what it’s doing!

>

> Ditto! It doesn’t appear to work with Voyager!

> Also, your diary thing is DEAD SLOW! Sort `em out yer dodgy geezer! :)

>

Oh.

It appears to be fine on Netscape. I haven’t been able to try it at

home because my A1200 is away being repaired. SO a nice GIF screen

shot of Voyager making a shit out of the page would be nice :-)

Please make sure it’s a GIF so I can see it on the PeeCee, and don’t

compress it as that’s hassle - just send it attached to an e-mail

direct to me please.

SOrry for the hassle...

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.. |
'--' '--------'

1.161 Re: Menus

(Post.Office MTA v3.1.2 release (PO203-101c)
for <blitz-list@netsoc.ucd.ie>; Sun, 8 Feb 1998 16:22:50 +0000
Date: Sun, 08 Feb 1998 16:22:57 +0000
From: Dave <d.boaz@virgin.net>
Subject: Re: Menus
Tri wrote:
>
> Hi everyone!
>
> I am making a game (very near completion) that involves managing a TV
> station. A demo will appear on "http://www.bomb.demon.co.uk/skillo"
> shortly. I am just tidying up the graphics now, but one thing that annoys
> me is that my menus, when selected (I am using screens) go BROWN! I use a
> 32 colour, low-res screen. How do I change the menus to use white/black
> when selected? (ie. tell the menu what colours in the palette to use).
You need to use the newlookmenus flag when opening a window
I think it`s $20000 or $200000
Also there was one type of window that screwed up the menu colours
but I don`t have the problem anymore . I think this is because I use
Screentags to open my screen instead of the normal blitz screen
command.
hope this helps
Dave

1.162 Re: Menus

Date: Mon, 09 Feb 1998 08:38:25 +0100
From: Joakim Hårsman <harsman@hem2.passagen.se>
Subject: Re: Menus
Tri wrote:
>How do I change the menus to use white/black
Use the command Screenpens. It changes what palette registers the
current screen uses for menus,windows,reuesters and the like.
Bye
Joakim Hårsman

1.163 Re: Menus

From: Marc Le Douarain <mavati@club-internet.fr>

Date: Sun, 08 Feb 1998 21:33:02 +0100

Subject: Re: Menus

Le 08-F=E9v-98, Dave a =E9crit:

> You need to use the newlookmenus flag when opening a window

> I think it`s $20000 or $200000

> Also there was one type of window that screwed up the menu colours

> but I don`t have the problem anymore . I think this is because I use

> Screentags to open my screen instead of the normal blitz screen

>command.

The "newlookmenus" flag is $20000.

Example : Window 0,50,50,400,150,$20100E,"Test",1,2

I use always ScreenTags to open my screens now, and haven’t any troubles =

with

the menus...

-- =

Marc Le Douarain < mavati@club-internet.fr>

"Billou, on aura ta peau!"

1.164 Re: Menus

Date: Sun, 08 Feb 1998 13:57:09 +0100

From: Serge Veugelers <sergev@cistron.nl>

Subject: Re: Menus

At 11:28 8-2-98 -0000, you wrote:

>Hi everyone!

>

>I am making a game (very near completion) that involves managing a TV

>station. A demo will appear on "http://www.bomb.demon.co.uk/skillo"

>shortly. I am just tidying up the graphics now, but one thing that annoys

>me is that my menus, when selected (I am using screens) go BROWN! I use a

>32 colour, low-res screen. How do I change the menus to use white/black

>when selected? (ie. tell the menu what colours in the palette to use).

>

Wasn’t there some kind of NewMenu flag in the window commands ?

There’s also a MenuColour command.

Bye now,

Serge Veugelers

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

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

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

| { } | |=-=-=-

aWIgZnJvbSBFcndhbiBGb3VyZXQuDQoNCkNpYW8sIEErDQotDQorra2tra2tra2tra2tra2t
ra2tra2tra2tra2tra2tra2tra2tra2tra2tra2tra2tra2tra2tKw0KfCBOYW1lICAgIDog
WGF2aWVyIE51ZWwuICAgICAgICAgIEFsaWFzICAgOiBCYWREb2xscyAgIHwNCnwgSVJDICAg
ICA6IERhbE5ldCAgICAgICAgICAgICAgICAjYW1pZ2FmciAgI2FtaWdhICAgICB8DQp8ICAg
ICAgICAgICBFZk5ldCAgICAgICAgICAgICAgICAgI2FtaWdhY2ggICNibGl0eiAgICAgfA0K
K62tra2tra2tra2tra2tra2tra2tra2tra2tra2tra2tra2tra2tra2tra2tra2tra2tra2t
rSsNCnwgUHJvamVjdCA6IC0gR3VpNERvb20gVjAuNSAtPiBPbiBteSBob21lcGFnZSAmIEFt
aW5ldCB8DQp8ICAgICAgICAgICAtIEd1aTREb29tX01VSSAgLT4gT24gbXkgaG9tZXBhZ2Ug
JiBBbWluZXQgfA0KfCAgICAgICAgICAgLSBCREdmeExpYiBWMS4zIC0+IE9uIG15IGhvbWVw
YWdlICYgQW1pbmV0IHwNCnwgICAgICAgICAgIC0gWERhdDJDYXQgVjIuMCAtPiBPbiBteSBo
b21lcGFnZSAmIEFtaW5ldCB8DQp8ICAgICAgICAgICAtIFhMYWJQcm9jZXNzIFYxLjI1ICBb
KioqLi4uLi4uLl0gMzAlICAgICAgfA0KfCAgICAgICAgICAgICAuLi4uLi4uLiBWMS4yNGEg
IE9uIG15IGhvbWVwYWdlICYgQW1pbmV0IHwNCiutra2tra2tra2tra2tra2tra2tra2tra2t
ra2tra2tra2tra2tra2tra2tra2tra2tra2tra0rDQp8IEhvbWUgICAgOiBodHRwOi8vd3d3
LmEycG9pbnRzLmNvbS9ob21lcGFnZS8zNjk4MTM4LyAgfA0KfCBNaXJyb3IgIDogaHR0cDov
L3d3dy5hbHRlcm4ub3JnL2JhZGRvbGxzLyAgICAgICAgICAgIHwNCnwgIENvbWUgb24gbXkg
V2ViUGFnZSAmICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICB8DQorrSBEb3dubG9h
ZCBzb21lIGZpbGVzIK0oIGJsaXR6IHNyYywgY29vbCBwcm9nLi4uICmtra2tKw0K

1.167 Loading Pictures Formats

From: "Oliver Marks" <oly@enterprise.net>

Date: 27 Feb 98 19:54:44 -0500

Subject: Loading Pictures Formats

Hi,

Has anyone got some source code they can send or any useful

information they can give me on loading in Pictures by using

datatypes so that i can get my program to load in iff jpeg and

gif file formats I would be thankful for any help that you could give

Oliver

Oly@enterprise.net

1.168 Libs Page

Date: Sun, 22 Feb 1998 07:18:25

From: Mike Carter <mike.carter@usa.net>

Subject: Libs Page

As you may know the Blitz libs page has had a few 'problems' working on Amiga browsers. I've uploaded a slightly tweaked version for you lot to have a go with. Sorry about this but I can't test the page at home whilst my Amiga is away.

Anyway if it still don’t work then I’ll give it another go.

Sorry about the delay in uploading a newer version but GeoCities had a bug in the newer version of their Windows3.1 upload server something-or-other. Still it worked this morning so have a go. The page seems fine on Netscape Gold 3.

Cheerio,

Mike

http://www.geocities.com/SilivonValley/Pines/4814/BBLIBS.HTM

Get free e-mail and a permanent address at http://www.netaddress.com

1.169 Re: Library Page

7 Feb 98 14:15:03 GMT

From: "MICHAEL ANDREW CARTER" <57229007@mmu.ac.uk>

blitz-list@netsoc.ucd.ie

Date: Sat, 7 Feb 1998 14:13:26 GMT

Subject: Re: Library Page

> Sorry to be the bearer of bad news,but your page seems

> to be screwed up.I’ve tried VoyagerNG (it load,then only the top

> section of the page is displayed,can’t use the scrollbar to go

> down,and the links don’t register),and also on IBrowse,which

> loads 11k worth of page,then shows nothing... :(

>

> It used to work fine on VNG (my usual browser),so something

> seems to have gone wrong :(

>

oh dear. I didn’t check it on Friday AFTER uploading but I was

having problems uploading it to start with. Geocities can get right

bitchy about letting me upload files. I don’t use FTP but instead

Netscapes upload facility. I don’t have FTP software access at Uni :-

(

Anyway I’ll try and get the page fixed tomorrow or Monday depending

on wether I can get out of bed.....

Cheerio,

Mike..----------/\----------.

: Amiga 1200T/060/18MB/3 HDD! /\/\/\ BLiTZ :

: 2 FDD/4xCD/EZ135/Zorro & SCSI / ` \ coder :

`----------_____/---------’

http://www.geocities.com/SiliconValley/Pines/4814/

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

1.170 Library Page

4 Feb 98 15:46:58 GMT
From: "Mike Carter" <57229007@mmu.ac.uk>
Date: Wed, 4 Feb 1998 15:46:44 GMT
Subject: Library Page
Just to let you all know that the Library Reference page has been updated!
www.geocities.com/SiliconValley/Pines/4814/BBLIBS.HTM
If there's any libraries not listed PLEASE let me know along with e-mail address to author, web link etc...
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..
'---' '--------'

1.171 Library Page

9 Feb 98 18:22:31 GMT
From: "Mike Carter" <57229007@mmu.ac.uk>
Date: Mon, 9 Feb 1998 18:22:10 GMT
Subject: Library Page
Last week is was reported that my library page was frigged u I've fixed it now :-)
So as usual - if you got a new library that's not on the list let me know!
http://www.geocities.com/SiliconValley/Pines/4814/BBLIBS.HTM
Cheerio,
Mike.
.----------------------------------/\------------.
: Amiga 1200T/060/18MB/3 HDD! /\/\ BLiTZ :
: 2 FDD/4xCD/EZ135/Zorro & SCSI / ` \ coder :
`--------------------------------_____/---------'
http://www.geocities.com/SiliconValley/Pines/4814/
.---.

1.172 LibMan

From: Alvaro Thompson <alvaro@enterprise.net>

Date: Tue, 24 Feb 1998 15:58:22 +0500

Subject: LibMan

Can anyone send me Libman? The program that handles all the Blitzlib stuff?

cya!

--

==========

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

==========

| A1200T, 68030/50MHz, 10Mb RAM, 1.74Gb HD, Microvitec M1438S, |

| Canon BJC-4200, IDE 4 Way Buffered i/f, Dynalink 33.6k |

==========

| PII 266MHz, 64Mb SDRAM, 3.2Gb HD, 4Mb Matrox Millenium II, 24x CD-ROM |

| 512k Cache, Sound Blaster AWE 64, 15" Monitor, 200W Speakers |

==========

-= I trust me, myself, and I. =-

1.173 LibMan

From: Alvaro Thompson <alvaro@enterprise.net>

Date: Tue, 24 Feb 1998 18:01:16 +0500

Subject: LibMan

Can anyone send me Libman? The program that handles all the Blitzlib stuff?

cya!

--

==========

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

==========

| A1200T, 68030/50MHz, 10Mb RAM, 1.74Gb HD, Microvitec M1438S, |

| Canon BJC-4200, IDE 4 Way Buffered i/f, Dynalink 33.6k |

==========

| PII 266MHz, 64Mb SDRAM, 3.2Gb HD, 4Mb Matrox Millenium II, 24x CD-ROM |

| 512k Cache, Sound Blaster AWE 64, 15" Monitor, 200W Speakers |

==========

-= I trust me, myself, and I. =-

1.174 Re: Large sfx load&play

From: Curt Esser <camge@ix.netcom.com>
Date: Sun, 08 Feb 1998 18:01:11 -0600
Subject: Re: Large sfx load&play
Hi,
On 08-Feb-98, Vittorio Ferrari wrote:
>Hello !
>I'm dealing with large sfx (from 50 kb up to 500 kb), representing the voices
>of our "Sixth Sense Investigations" game. Main problem is that both LoadSound
>and XBLoadSound commands don't allow to load sfx larger than 64KB.
> I'd like to know if there's a chance of workingaround this limit.
I don't know about XBLoadSound, but Blitz'z LoadSound can handle sounds up to
128k.
This is also the system's limit, I believe.
>The second problm is the limit of chipram : it would be very nice to keep
that
>large sfxs in fast ram and then move them by chunks in chip, and play them
>chunk by chunk. This way I could spare lots of chipram. The very best would
be
>a ready-to-be-used sound command to play from fast, as announced in the
>REDSound library : has this ever be implemented ?
I haven't seen this anywhere :(
A simple way is to load the sounds into the RAM: disk, then load in each when
needed into a sound object, play it, and then free the sound object for the
next sound. This will save much chip ram if you have many samples.
I have tried this, and there is no noticable delay, even with sounds over
100k.
For the sounds over 128k, you would need to split them into smaller pieces,
then "double-buffer" them to get continous playing.
>Alsou would be nice to know in any moment if an sfx is playing or if it's
>finished ...
I have been able to do this by determining the sounds playing time in Vblanks
(I have some code that can get this information from the sound object). I
then set a counter to count the Vblanks, and when this reaches 0 the sound is
finished. I can send this if you think it will help.
--
Yours electronically,
Curt Esser
camge@ix.netcom.com

1.175 Large sfx load&play

From: Vittorio Ferrari <Vittorio.Ferrari@com.mcnet.ch>
Date: Sun, 08 Feb 1998 15:11:20 +0100
Subject: Large sfx load&play
Hello !
I'm dealing with large sfx (from 50 kb up to 500 kb), representing the voices of our "Sixth Sense Investigations" game. Main problem is that both LoadSound and XBLoadSound commands don't allow to load sfx larger than 64KB.
I'd like to know if there's a chance of workingaround this limit.
The second problm is the limit of chipram : it would be very nice to keep that large sfxs in fast ram and then move them by chunks in chip, and play them chunk by chunk. This way I could spare lots of chipram. The very best would be a ready-to-be-used sound command to play from fast, as announced in the REDSound library : has this ever be implemented ?
MAybe it could be possible to load the sound in mem, then jump in the sound data and play ust a part of it ... something simialr MUST be done by the diskplay command ... this would solve a lot, as I could load the sfx in fast, then copy chinks of data in chip and play them ... maybe initialising a sound with initsound and then copying data via copymem in someway coukd work ?
A possibility would be to overfragment such large files and then load them in fast, then pass each file in chip and play it, but this would lead to a overfragmentation on HD (already thousand of files are present !), and surely complecity in implementation.
Alsou would be nice to know in any moment if an sfx is playing or if it's finished ...
Anyone having ideas/commands to solve the above problems please mail me !
BTW: XBones, we all know U're the expert in the field, please come and rescue me !
--
Vittorio Ferrari
CineTech - Graphic adventures development
"Sixth Sense Investigations" disc version now shipping !

1.176 Re: Irc

(Post.Office MTA v3.1.2 release (PO203-101c)
for <blitz-list@netsoc.ucd.ie>; Sun, 22 Feb 1998 14:04:21 +0000
Date: Sun, 22 Feb 1998 14:03:24 +0000

From: Dave <d.boaz@virgin.net>
Subject: Re: Irc
John Mason wrote:
>
> On 22 Feb 1998, Oliver Marks wrote:
>
> > Does anyone know if there are any Blitz related IRC.
>
> Sort of. :) It's #blitz on Dalnet IRC, but there never seems to be
> anyone there when I am :(. Is anyone on the list ever on that channel?
Yes I go to that channel. normally between 7:00pm and 10:00pm English
time
Hope to cya there
Dave

1.177 Irc

From: "Oliver Marks" <oly@enterprise.net>
Date: 22 Feb 98 11:51:09 -0500
Subject: Irc
Hi,
Does anyone know if there are any Blitz related IRC.

1.178 Interrupt Bugz

3 Feb 98 16:23:58 GMT
From: "Mike Carter" <57229007@mmu.ac.uk>
Date: Tue, 3 Feb 1998 16:23:01 GMT
Subject: Interrupt Bugz
> It seems only Setint5
> seems to work in blitz, so you'll have to do it in assem :-/
Something else the RWE (or the Blitz List) need to fix then?

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..
'---' '--------'

1.179 Input.device

From: Luca Carminati <toffi@spm.it>
Date: Mon, 04 Sep 1995 12:53:07 -0500
Subject: Input.device

SGkgYmxpdHplcnMsDQoNCmlzIHRoZXJlIGFueW9uZSB3aG8ga25vd3MgaG93IHRvIGRpc2Fi
bGUgdGhlIGlucHV0LmRldmljZSAoYW5kIHRoZW4gZW5hYmxlIGl0DQphZ2Fpbik/DQoNCi0t
IA0KQmVzdCByZWdhcmRzLA0KDQpMdWNhLg0KDQogICBfX19fX19fX19fX19fX19fX19fX19f
X19fX19fX19fX19fX19fX19fX19fX19fX19fX19fX19fX19fX19fX19fX19fX19fDQogICAg
ICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAg

1.181 Incbin exes that use DC statements with absolute addressing

From: C Dimitrakakis <cdimita@essex.ac.uk>
Subject: Incbin exes that use DC statements with absolute addressing
Date: Sat, 14 Feb 1998 01:50:44 +0000 (GMT)
X-Authentication: IMSP
Is it possible to INCBIN executables that use DC statements with
absolute addressing... ie
you have the asm source
...
lea table,a0
..
table Ds.w 16384
..
you assemble it and then INCBIn it in your blitz code
Will incbin be the same as loading it as an executable through the
AmigaOS, ie, will the LEA table,a0 be properly translated to the new
location of table?? (in other words will the relocation hunk be taking
into account??)
Christos Dimitrakakis (aka Olethros)
Electronic Engineer,
Software Developer for the Amiga computer
University of Essex
http://esewww.essex.ac.uk/~cdimita

1.182 Re: Incbin exes that use DC statements with absolute addressing

From: "Julian Kinraid" <jkinraid@clear.net.nz>
Subject: Re: Incbin exes that use DC statements with absolute addressing
Date: Sun, 15 Feb 1998 12:16:34 +1300
charset="iso-8859-1"
Hi,
[snip]
>you assemble it and then INCBIn it in your blitz code
>Will incbin be the same as loading it as an executable through the
>AmigaOS, ie, will the LEA table,a0 be properly translated to the new
>location of table?? (in other words will the relocation hunk be taking
>into account??)
I think INCBIN is just a simple 'Include Binary File', and won't alter the
file at all, or take into account the relocation hunk.
Ciao,
Julian Kinraid

1.183 Re: Incbin exes that use DC statements with absolute addressing

Date: Sun, 15 Feb 1998 22:29:15 +0100

From: Serge Veugelers <sergev@cistron.nl>

Subject: Re: Incbin exes that use DC statements with absolute addressing

At 03:46 15-2-98 +0000, you wrote:

>

[relocatable]

>no, the assembler assembles using an absolute addressing mode -

>[basically an offset relative to the start of the exe] - amigaos then

>uses the hunk information and adds the actual initial address of the

>executable to each such offset, so it is 'absolute addressing

>relocatable on loading'.

:-? You mean the Amiga OS alters your address offsets in the whole

code before executing ? Would be a lot better to use PC as an offset,

wouldn't it ? AFAIK the 680x0 uses the Lea Table(PC) for relocatable code.

DevPac and AsmOne automaticly change the code to PC-relative. At least...

I've checked, and the option can be turned off...

>Blitz only supports 68000 asm, no 68020+ stuff supported.

>(although it does support 68881 directives)

If it's just one 68020+ instruction you want, you can easily put in

that instuction with DC statements. Or a macro. If it's a lot of 68020+ code,

then you should include the compiled source without any headers. Off course

then

you really have to use PC-relative code. I don't know if this option is

available

in assemblers though. DevPac3 talks about S-records, but I haven't got a clue

what that is.

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
~~~~~~~~

1.184 Re: In or out formula...

From: "Julian Kinraid" <jkinraid@clear.net.nz>
Subject: Re: In or out formula...
Date: Tue, 24 Feb 1998 14:33:20 +1300
charset="iso-8859-1"
Hi Roger,
>I would like to know if a formula or a tips exist to find and make a
list of
>every Coordinates that belong of any king Triangles form in a cartesian
>plan... or how to fill a triangle.
>
>I already know the Geometry formula to draw a line : Y=MX+C and the
>Trigonometric formula of the Circle... but I did not learned something
about
>the triangle...
I think you can test whether a point is within a triangle, by drawing a line from that point to ininity (a point far away). If the line you have just drawn intersects the triangle an even number of times, the point is outside. If your line intersects the triangle an odd number of times, the point is inside. IIRC, this theory will work with *any* polygon (even one that crosses over itself.) To get accurate results, you should probably use floating point calculations.
If you want to know how to fill a triangle, there is a better way. You find the gradients of the three edges, and using those you can fill the triangle. I can’t remember the exact formula though.
[snip]
Ciao,
Julian Kinraid

1.185 In or out formula...

From: Roger Beausoleil <vision_fx@citenet.net>
Date: Sat, 21 Feb 1998 15:41:09 +0500
Subject: In or out formula...
Hi all Blitzers,
I would like to know if a formula or a tips exist to find and make a list of every Coordinates that belong of any king Triangles form in a cartesian plan... or how to fill a triangle.

I already know the Geometry formula to draw a line : Y=MX+C and the
Trigonometric formula of the Circle... but I did not learned something about
the triangle...
Y
(0,10) is an edge
(10,9) is out /\
/ | \
/ | \
/ | \
/ (0,4) is in
is out (-3,3)/ | \
/_____|_____\
|
_____|_____
X |
|
I hope that this kind of formula exist...
(Excuse my english... I did my best... I am french from Quebec.)
Thx to all of you.
Roger Beausoleil

1.186 IFF Format

From: Alvaro Thompson <alvaro@enterprise.net>
Date: Mon, 02 Feb 1998 18:03:06 +0000
Subject: IFF Format
Hi Blizters!
I was wondering the other day, while I was browsing through my ENV: dir... How
do you save a file in IFF format? By this, I mean the IFF Preferences files
you see in programs like MUI and the likes. Is there a "standard" way of
making these, or what?
cya!
--
=-=-=-

1.187 Re: IFF Format

3 Feb 98 16:14:39 GMT

From: "Mike Carter" <57229007@mmu.ac.uk>

Date: Tue, 3 Feb 1998 16:14:24 GMT

Subject: Re: IFF Format

Alvaro Thompson grunted about IFF Format:

>

> Hi Blizters!

>

> I was wondering the other day, while I was browsing through my ENV: dir... How

> do you save a file in IFF format? By this, I mean the IFF Preferences files

> you see in programs like MUI and the likes. Is there a "standard" way of

> making these, or what?

The IFF library handles chunk writing and stuff also parsing it when

reading through the file after.

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.. |

'---' '--------'

1.188 I'm away

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

Date: Sat, 21 Feb 1998 22:15:34 -0000

Subject: I'm away

Hi all,

Just thought I'd let you know that I will be away this week, so don't be

suprised when I do not reply to your mails. Unfortunately, I'm not going

on holiday. My company is sending me on a Lotus Notes training course. Oh

what fun :)

Bye,

Alex

--

+-- Alex Wingrove / awingrove@bigfoot.com --+

[www.bigfoot.com/~awingrove/blitz/]

[Blitz Program Collection + Blitz List FAQ]

1.189 Re: How to save correctly a picture...

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

Date: Fri, 13 Feb 1998 17:29:32 -0600

Subject: Re: How to save correctly a picture...

Hi,

On 13-Feb-98, NUEL Xavier wrote:

>Le 13-F=E9v-98, Curt Esser a =E9crit:

>>If you use "GetAShape" of the correct size from your bitmap, then SaveS=

hape

>>it, you will have an iff "brush" of the right size.

>It’s Ok for this BitMap, but if I got a picture of 511*500 ? The GetASha=

pe

can

>only handle shape<32 Ko :-((... PPaint can do it, so I want do it too =

;-)

>If someone got a C source to do this.... Or a Blitz source ;-)

I have heard this, but in the greeting card program I am working on, we u=

se

GetAShape for grabbing shapes up to 350*350*256 colours (almost 140k) and=

it

works fine. It may work on larger sizes too, I haven’t tried.

-- =

Yours electronically,

Curt Esser

camge@ix.netcom.com

1.190 Re: How to save correctly a picture...

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

Date: Fri, 13 Feb 1998 07:21:45 -0600

Subject: Re: How to save correctly a picture...

On 13-Feb-98, NUEL Xavier wrote:
>Hi Blitzers !!!
> I need to know if there is anyway to save correctly a bitmap or a screen
to
>a file...
> My problem is :
> I load a Gif picture wich got this size : 130*127 ... I display it on a
>screen (and a window) which got the same size...
>When I save it from its bitmap, the result is a (bad) picture of this size
:
>144*127 !!! :-((And when I save it from its screen, the result is : 192*127
>!!! :-((((((
> I know there is a problem with the BytesPerRow which must be even, but
>is there any cool way to save the
>picture as a brushe (for example), with the good size !!!
> I can send a litle code to show you this problem, if you need it...
> I hope someone can help me ;-)
> Bye...
If you use "GetAShape" of the correct size from your bitmap, then SaveShape
it, you will have an iff "brush" of the right size.
And now, maybe you can tell me how I could load a GIF or other non-iff picture
in Blitz?
Thanks...
Yours electronically,
Curt Esser
camge@ix.netcom.com

1.191 How to save correctly a picture...

From: NUEL Xavier <xn.baddolls@a2points.com>
Date: Fri, 13 Feb 1998 13:19:11 -0000
Subject: How to save correctly a picture...
X-Info: A2POINTS -> La poste de demain...
SGkgQmxpdHplcnMgISEhDQoNCiAgIEkgbmVlZCB0byBrbm93IGlmIHRoZXJlIGlzIGFueXdh
eSB0byBzYXZlIGNvcnJlY3RseSBhIGJpdG1hcCBvciBhIHNjcmVlbiB0bw0KYSBmaWxlLi4u
DQoNCiAgIE15IHByb2JsZW0gaXMgOg0KDQogICBJIGxvYWQgYSBHaWYgcGljdHVyZSB3
aWNoIGdvdCB0aGlzIHNpemUgOiAxMzAqMTI3IC4uLiBJIGRpc3BsYXkgaXQgb24gYQ0Kc2Ny
ZWVuICggYW5kIGEgd2luZG93ICkgd2hpY2ggZ290IHRoZSBzYW1lIHNpemUuLi4NCldo
SSBzYXZlIGl0IGZyb20gaXRzIGJpdG1hcCwgdGhlIHJlc3VsdCBpcyBhICggYmFkICkgcGlj

dHVyZSBvZiB0aGlzIHNpemUgOg0KMTQ0KjEyNyAhISEgOi0oKCAgQW5kIHdoZW4gSSBzYXZl
IGl0IGZyb20gaXRzIHNjcmVlbiwgdGhlIHJlc3VsdCBpcyA6IDE5MioxMjcNCiEhISA6LSgo
KCgoKCANCg0KICAgICAgSSBrbm93IHRoZXJlIGlzIGEgcHJvYmxlbSB3aXRoIHRoZSBCeXRl
c1BlclJvdyB3aGljaCBtdXN0IGJlIGV2ZW4sIGJ1dA0KaXMgdGhlcmUgYW55IGNvb2wgd2F5
IHRvIHNhdmUgdGhlDQpwaWN0dXJlIGFzIGEgYnJ1c2hlICggZm9yIGV4YW1wbGUgKSwgd2l0
aCB0aGUgZ29vZCBzaXplICEhIQ0KDQogICBJIGNhbiBzZW5kIGEgbGl0bGUgY29kZSB0byBz
aG93IHlvdSB0aGlzIHByb2JsZW0sIGlmIHlvdSBuZWVkIGl0Li4uDQoNCiAgIEkgaG9wZSBz
b21lb25lIGNhbiBoZWxwIG1lIDstKQ0KDQogICBCeWUuLi4NCi0tIA0KK62tra2tra2tra2t
ra2tra2tra2tra2tra2tra2tra2tra2tra2tra2tra2tra2tra2tra2tra2trSsNCnwgTmFtZSAg
ICA6IFhhdmllciBOdWVsLiAgICAgICAgICBBbGlhcyAgIDogQmFkRG9sbHMgICB8DQp8IElS
QyAgICAgOiBEYWxOZXQgICAgICAgICAgICAgICAgI2FtaWdhZnIgICNhbWlnYSAgICAgfA0K
fCAgICAgICAgICAgRWZOZXQgICAgICAgICAgICAgICAgICNhbWlnYWNoICAjYmxpdHogICAg
IHwNCiutra2tra2tra2tra2tra2tra2tra2tra2tra2tra2tra2tra2tra2tra2tra2tra2t
ra2tra0rDQp8IFByb2plY3QgOiAtIEd1aTREb29tIFYwLjUgLT4gT24gbXkgaG9tZXBhZ2Ug
JiBBbWluZXQgfA0KfCAgICAgICAgICAgLSBHdWk0RG9vbV9NVUkgIC0+IE9uIG15IGhvbWVw
YWdlICYgQW1pbmV0IHwNCnwgICAgICAgICAgIC0gQkRHZnhMaWIgVjEuMyAtPiBPbiBteSBo
b21lcGFnZSAmIEFtaW5ldCB8DQp8ICAgICAgICAgICAtIFhEYXQyQ2F0IFYyLjAgLT4gT24g
bXkgaG9tZXBhZ2UgJiBBbWluZXQgfA0KfCAgICAgICAgICAgLSBYTGFiUHJvY2VzcyBWMS4y
NSAgWyoqPi4uLi4uLi5dIDE1JSAgICAgIHwNCnwgICAgICAgICAgICAgICAgICAgICAgVjEu
MjRhICBPbiBteSBob21lcGFnZSAmIEFtaW5ldCB8DQorra2tra2tra2tra2tra2tra2t
ra2tra2tra2tra2tra2tra2tra2tra2tra2tra2tra2tKw0KfCBIb21lICAgIDogaHR0cDov
L3d3dy5hMnBvaW50cy5jb20vaG9tZXBhZ2UvMzY5ODEzOC8gIHwNCnwgICAgICAgICAgICAg
ICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICB8DQp8ICBDb21lIG9u
IG15IFdlYlBhZ2UgJiAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgfA0KK60gRG93
bmxvYWQgc29tZSBmaWxlcyCtKCBibGl0eiBzcmMsIGNvb2wgcHJvZy4uLiApra2trSsNCg==

1.192 Re: How to save correctly a picture...

From: NUEL Xavier <xn.baddolls@a2points.com>

Date: Fri, 13 Feb 1998 17:53:31 -0000

Subject: Re: How to save correctly a picture...

X-Info: A2POINTS -> La poste de demain...

Le 13-F=E9v-98, Curt Esser a =E9crit:

>On 13-Feb-98, NUEL Xavier wrote:

>>Hi Blitzers !!!

>> I need to know if there is anyway to save correctly a bitmap or a sc=

reen

>to a file...

>> My problem is :

>> I load a Gif picture wich got this size : 130*127 ... I display i=
t on
a
>>screen (and a window) which got the same size...
>>When I save it from its bitmap, the result is a (bad) picture of this=
size
>:144*127 !!! :-((And when I save it from its screen, the result is :
192*127
>>!!! :-((((((=
>> I know there is a problem with the BytesPerRow which must be even=
, but
>>is there any cool way to save the picture as a brushe (for example), =
with
>>the good size !!!
>If you use "GetAShape" of the correct size from your bitmap, then SaveSh=
ape
>it, you will have an iff "brush" of the right size.
It’s Ok for this BitMap, but if I got a picture of 511*500 ? The GetAShap=
e can
only handle shape<32 Ko :-((... PPaint can do it, so I want do it too ;=
-)
If someone got a C source to do this.... Or a Blitz source ;-)
>And now, maybe you can tell me how I could load a GIF or other non-iff
picture
>in Blitz?
Ok, just go to my homepage (updated today), and download the file
DTPictureLoad.asc. You will need the MethodBBLib from Erwan Fouret.
>Thanks...
-- =
+=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=
=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=
=AD=AD=AD=AD=AD+
| Name : Xavier Nuel. Alias : BadDolls |
| IRC : DalNet #amigafr #amiga |
| EfNet #amigach #blitz |
+=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=
=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=
=AD=AD=AD=AD=AD+
| Project : - Gui4Doom V0.5 -> On my homepage & Aminet |

| - Gui4Doom_MUI -> On my homepage & Aminet |

| - BDGfxLib V1.3 -> On my homepage & Aminet |

| - XDat2Cat V2.0 -> On my homepage & Aminet |

| - XLabProcess V1.25 [**>.....] 15% |

| V1.24a On my homepage & Aminet |

+=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=

=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=

=AD=AD=AD=AD=AD+

| Home : http://www.a2points.com/homepage/3698138/ |

| |

| Come on my WebPage & |

+=AD Download some files =AD(blitz src, cool prog...)=AD=AD=AD=AD+

1.193 Re: How to get off here ....

Wed, 11 Feb 1998 08:16:32 +0100 (MET)

Date: Wed, 11 Feb 1998 08:18:00 +0100

From: "Berhan Karagöz" <pt96bka@student.hk-r.se>

Subject: Re: How to get off here ....

Hey man!

I know that - I’ve been there..

When I use

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

I get reply : "User unknown"! I am not recognized as a user and that’s t=

he

problem!

Isn’t there a admin here?

I am really tired of this!

S Beardwood wrote:

> Hi! This is the ezmlm program. I’m managing the

> blitz-list@netsoc.ucd.ie mailing list.

>

> This is a generic help message. The message I received wasn’t sent to

> any of my command addresses.

>

> --- 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=3Dheaven.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.
>
> --
> /
> .-----------------------------------//-----------------------------.
> =A1 .---. .---. .---. .---. .---. // FidoNet(256/303.25)FidoNet =
=A1
> =A1 `---. =A1 =A1 =A1 =A1 | // http://www.online.u-=
net.com =A1
> | `---' `---' `---' =B7 =B7 // Email scott@online.u-net.co=
m |
> `-------------------------------//---------------------------------'
> /

1.194 Re: How to get off here ....

Wed, 11 Feb 1998 08:16:32 +0100 (MET)
Date: Wed, 11 Feb 1998 08:18:00 +0100
From: "Berhan Karagöz" <pt96bka@student.hk-r.se>
Subject: Re: How to get off here ....

Hey man!
I know that - I've been there..
When I use

<blitz-list-unsubscribe@netsoc.ucd.ie>:
I get reply : "User unknown"! I am not recognized as a user and that’s the
problem!
Isn’t there a admin here?
I am really tired of this!
S Beardwood wrote:
> Hi! This is the ezmlm program. I’m managing the
> blitz-list@netsoc.ucd.ie mailing list.
>
> This is a generic help message. The message I received wasn’t sent to
> any of my command addresses.
>
> --- 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.
>
> --
> /
> .----------//----------.
> ¡ .---. .---. .---. .---. .---. // FidoNet(256/303.25)FidoNet ¡
> ¡ `---. ¡ ¡ ¡ ¡ | // http://www.online.u-net.com ¡
> | `---’ `---’ `---’ · · // Email scott@online.u-net.com |
> `----------//----------’
> /

1.195 Re: How to get off here ....

Wed, 11 Feb 1998 09:00:19 +0100 (MET)

Date: Wed, 11 Feb 1998 09:00:18 +0100

From: Kenneth Jagenheim <kenneth.jagenheim@esavionics.se>

Subject: Re: How to get off here ....

Berhan Karagöz wrote:

>

> Hey man!

>

> I know that - I've been there..

> When I use

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

> I get reply : "User unknown"! I am not recognized as a user and that's the

> problem!

> Isn't there a admin here?

> I am really tired of this!

>

daireb@netsoc.ucd.ie should be the one you ask for. Hope this helps you

and the other who cannot get off the list.

--

Kenneth Jagenheim, D/KM mailto:kenneth.jagenheim@esavionics.se

Ericsson Saab Avionics AB, Display & Reconnaissance Systems division

Private: http://hem.passagen.se/kernie mailto:kernie@hem.passagen.se

1.196 How to get off here ....

From: S Beardwood <scott@online.u-net.com>

Date: Tue, 10 Feb 1998 18:31:25 -0500

Subject: How to get off here ....

Hi! This is the ezmlm program. I'm managing the

blitz-list@netsoc.ucd.ie mailing list.

This is a generic help message. The message I received wasn't sent to

any of my command addresses.

--- 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=3Dheaven.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.
-- =
/
.-----------------------------------//-----------------------------.
=A1 .---. .---. .---. .---. .---. // FidoNet(256/303.25)FidoNet =A1=
=A1 `---. =A1 =A1 =A1 =A1 | // http://www.online.u-ne=
t.com =A1
| `---' `---' `---' =B7 =B7 // Email scott@online.u-net.com =
|
`-------------------------------//--------------------------------'
/ =

1.197 Re: How to compress ...

From: Curt Esser <camge@ix.netcom.com>
Date: Sat, 21 Feb 1998 19:07:36 -0600
Subject: Re: How to compress ...
Hi Xavier,
On 18-Feb-98, NUEL Xavier wrote:
>Hi Blitzers !!!
> I'm working on a SaveILBM code, and I need some help for the Body
>Compression.
> I've already programmed the Not-Compressed part, and it work fine ;-)
> I do this just because, on some pictures, the Blitz commands doesn't work
>:-(
> SaveScreen and SaveBitmap, sometime, save the picture with a black
>border...
> And the SaveShape save an altered picture :-(
> So, what I need is to know how the ILBM Compress Method work.
> I already know that, when we read an ILBM compressed, we must

> read the first bytes (n), test it and
> -if (n) is a value from -1 to -127, the next byte is repeated (-n)+1
>times
> -if (n) is a value from 0 to 128, we must read the next n+1 bytes
> -if (n) = 128, the we do nothing
> But, wich is the algorythm to compress each line of the BitMap ?
I don’t know if this will be any help, as I don’t know the algorythm for IFF
compression either...
I have discovered that "GetAShape" will correctly pick up a shape up to
640*400 (on my system at least). Larger than this, and the shape is
completely corrupted.
And it seems not to matter how many bitplanes either - but just the size of
the shape.
I also was thinking that maybe it is possible to save the bitmap (with the
incorrect size because of the even 16 pixel width limit, and then alter the
picture files header to show the correct size information?
This might be easier than trying to make a whole new picture compacting code.
Yours electronically,
Curt Esser
camge@ix.netcom.com

1.198 How to compress ...

From: NUEL Xavier <xn.baddolls@a2points.com>
Date: Wed, 18 Feb 1998 11:07:30 -0000
Subject: How to compress ...
X-Info: A2POINTS -> La poste de demain...
Hi Blitzers !!!
I’m working on a SaveILBM code, and I need some help for the Body
Compression.
I’ve already programmed the Not-Compressed part, and it work fine ;-)
I do this just because, on some pictures, the Blitz commands doesn’t w=
ork
:-(
SaveScreen and SaveBitmap, sometime, save the picture with a black
border...
And the SaveShape save an altered picture :-(
So, what I need is to know how the ILBM Compress Method work.
I already know that, when we read an ILBM compressed, we must

read the first bytes (n), test it and

-if (n) is a value from -1 to -127, the next byte is repeated (-n)+=

1

times

-if (n) is a value from 0 to 128, we must read the next n+1 bytes

-if (n) =3D 128, the we do nothing

But, wich is the algorythm to compress each line of the BitMap ?

I really need your help !!!

Thanks, Xavier

-- =

+=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=

=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=

=AD=AD=AD=AD=AD+

| Name : Xavier Nuel. Alias : BadDolls |

| IRC : DalNet #amigafr #amiga |

| EfNet #amigach #blitz |

+=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=

=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=

=AD=AD=AD=AD=AD+

| Project : - Gui4Doom V0.5 -> On my homepage & Aminet |

| - Gui4Doom_MUI -> On my homepage & Aminet |

| - BDGfxLib V1.3 -> On my homepage & Aminet |

| - XDat2Cat V2.0 -> On my homepage & Aminet |

| - XLabProcess V1.25 [**>.....] 15% |

| V1.24a On my homepage & Aminet |

+=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=

=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=AD=

=AD=AD=AD=AD=AD+

| Home : http://www.a2points.com/homepage/3698138/ |

| |

| Come on my WebPage & |

+=AD Download some files =AD(blitz src, cool prog...)=AD=AD=AD=AD+=

1.199 Guildhall

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

Subject: Guildhall

Date: Mon, 9 Feb 1998 11:48:15 +1300

charset="iso-8859-1"

Hi,
I know someone in New Zealand that was trying to order the Blitz Support Suite from Guildhall in the UK. He sent three faxes and made three phone calls, but he couldn't get hold of anyone. Does anyone know what's going on?
Cheers,
Julian Kinraid

1.200 Re: GTScroller positioning

From: Curt Esser <camge@ix.netcom.com>
blitz-list <blitz-list@netsoc.ucd.ie>
Date: Mon, 09 Feb 1998 07:02:25 -0600
Subject: Re: GTScroller positioning
Hi James,
On 08-Feb-98, James L Boyd wrote:
>HELP!
>Does anybody know how to change the position of a scroller
>gadget?
>I've defined it like this:
>GTScroller 2,17,4,125+fsize,124,15,"Volume",$80|8,4,68
>I open a window,attach the gtlist,then I want the scroller to show
>its gadget at a different position (it goes from 0-64).
>So for example,if I want it to appear at 32,how do I make it do this?
Try this:
GTSetAttrs (GTlist#),(Gadget id#),#GTSL_Level,(value to set slider to)
Do this before attaching the GTlist to the window.
Or you can detach the GTlist, do the above, and attach it again to change it while the window is open. You might have to do a redraw on the gadget if you do it this way, I don't remember.
--
Yours electronically,
Curt Esser
camge@ix.netcom.com

1.201 GTScroller positioning

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

Date: Sun, 08 Feb 1998 23:24:07 -0000

Subject: GTScroller positioning

HELP!

Does anybody know how to change the position of a scroller

gadget?

I've defined it like this:

GTScroller 2,17,4,125+fsize,124,15,"Volume",$80|8,4,68

I open a window,attach the gtlist,then I want the scroller to show

its gadget at a different position (it goes from 0-64).

So for example,if I want it to appear at 32,how do I make it do this?

I can't set it to 32 when I define the gadget,as the value changes (I'm

closing the window,and re-opening it with different values...)

--

James L Boyd

jamesboyd@velvety.demon.co.uk

1.202 GTList

From: Allan Pedersen <cfist@post8.tele.dk>

Date: Mon, 02 Mar 1998 16:51:16 +0100

Subject: GTList

Hey all!!

Okey i seem to have a problem with GTList. I don't know if this

problem already have been up!!

Okey here goes:

When i compile my program from TED there are problems. But then

when i run my created exe file this requester pops up. The

requester say's "GTList already attached to window!". Do anyone

know why this requester comes up? and how to get it fixed?

Thx alot!!

--

____/ / //_____//_____//_/ /_/ /___//_____/ /___/

/_/

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/

EMail: cfist@post8.tele.dk

1.203 Re: GTInteger

From: Luca Carminati <toffi@spm.it>

Date: Mon, 04 Sep 1995 12:01:30 -0500

Subject: Re: GTInteger

On 16-Feb-98, Liz Tucker wrote:

>Hi Luca,

>> is there a command for activating the GTInteger gadgets without having=

>> to click in them with the mouse?

>Try the ActivateString Window#,id

>It works on GTstring gadgets so may well work on GTinteger gadgets as

>well.

>See you,

>Liz. =

Hi Liz,

thank you. It works, but now I’ve got a new problem. I tried the ResetStr=

ing

command to set the cursor to the leftmost position in the GTInteger gadge=

t but

it doesn’t work (the program locks). Do you know why?

-- =

Best regards,

Luca.

_____

| |

| ----- LUKE’S PROJECTS ----- |

| |

| Luca Carminati <toffi@spm.it> |

| A1200/030/2+4Mb/WB3.0/1.2GbHD |

| |

=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=AF=AF=AF=AF=AF=AF=AF=AF

1.204 GTInteger

From: Luca Carminati <toffi@spm.it>

Date: Mon, 04 Sep 1995 12:05:44 -0500

Subject: GTInteger

SGkgeW91IGFsbCBibGl6dGVycywNCg0KaXMgdGhlcmUgYSBjb21tYW5kIGZvciBhY3RpdmF0
aW5nIHRoZSBHVEludGVnZXIgZ2FkZ2V0cyB3aXRob3V0IGhhdmluZyB0bw0KY2xpY2sgaW4g
dGhlbSB3aXRoIHRoZSBtb3VzZT8NCg0KLS0gDQpCZXN0IHJlZ2FyZHMsDQoNCkx1Y2EuDQoN
CiAgIF9fX19fX19fX19fX19fX19fX19fX19fX19fX18NCiAgfCAgICAgICAgICAgICAgICAg
ICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAg
ICAgICAgICAgICAgICAgICAgICAgICAgICB8DQogIHwgICAgIC

End NewType
Dim Cities.city(1-1) ;1 city
UsePath Cities(0)\Street[3]
\name="Easter Street"
\House[3]\name="Karlsson Family"
\House[3]\Family[3]\name="Hans","Eva","Roger","Simon"
;---
In this case we will have 1*20*200*4=16000 familes, pretty many =)
Naturally they relate to eachother, now lets say your city grows so you end up
with 60 streets instead of 20, think of how many more families you will get,
there is my problem (i WOULD like to use this way, but if you think of a
smarter one - tell me).
I get a "Type too Big" error msg and i was wondering if there is a way of
making this error msg go away by increasing some sort of type-memory so i can
use this approach?
Thanx in advance.
--
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! -.

1.206 Re: Growing newtypes

Date: Mon, 02 Feb 1998 23:21:00 +0100
From: Serge Veugelers <sergev@cistron.nl>
Subject: Re: Growing newtypes
[snip huge structure]
>Naturally they relate to eachother, now lets say your city grows so you
end up
>with 60 streets instead of 20, think of how many more families you will get,
>there is my problem (i WOULD like to use this way, but if you think of a
>smarter one - tell me).
The only way around this is the way the OS uses it’s structures : POINTERS
Instead of actually including a variable of the type street or house, you can
use pointers to such structures (*SPrt.street). You still have put it
somewhere
in memory though.

For structures as big as there it's best to keep a relational database in
memory
instead of those structures, as maintaining them gets really complicated.
This is pseudo code only. Your structures will be flat, "Id->xxx" just
means the Id
from table xxx
(= NewType
) = End NewType
These tables are to use an Id instead of the whole name

(Names | (Families | (Houses | (Streets | (Cities
Id | Id | Id | Id | Id
Name$ | Name$ | Housenr | Name$ | Name$
) |) |) |) |)
These tables are to actually bind families to houses, houses to streets etc.

(House | (Street | (City |
Houses->Id | Streets->Id | Cities->Id |
Families->Id | Houses->Id | Streets->Id |
) |) |) |
The first set of tables is to reduce memory. A Family, House, Street or City
is just referred by it's Id. The other tables are to set the relations.
To check what streets are in what City for Example, you have to read the
City-table. The table should be sorted on the Cities->Id. You then have
to find the Cities->Id. From then you can list every street (From it's Id)
until the Cities->Id changes.
I hope this explains it a little. Relational databases can get quite
complex. But you now won't have problems with memory management.
Good Luck,
Serge Veugelers
######## - THE QUALITY TEAM - (sergev@cistron.nl)
| ~ ~ | oO| Serge Veugelers (Coding) |
C| 0 0 |D | Raymond Zachariasse (Graphics) |
| { } | |=-=-=-

1.207 Free Bitmap?

From: Dennis de Haan <dennis.haan@tip.nl>

Date: Sun, 15 Feb 1998 15:27:35 +0500

Subject: Free Bitmap?

Hi everybody,

I am having trouble using bitmap commands (i think it's the bitmap that's giving me a hard time!)

i have opened a screen, used the screensbitmap command and then blited a shape on the bitmap...

I have then opened two windows and everything works fine!, but when i want to close it all, my amiga hangs and i get errors like: GURU line emulator 111 etc...

Is there another command what can give me the same result as Free Bitmap?

I used the following:

CloseWindow 0

CloseWindow 1

Free BitMap 0

CloseScreen 0

What goes wrong here? Sombody please help me :)

--

cYA!

.________ ._________

____| /_____________. _ __ ___/\ ____/\ __ _________________| /

\ | // ___/_ |_______ \/ __ //__(_ _) / 1 //

\ 1 / ___)___|__ 1 \ | \ \/ \ |___ _____/__ _.___/

_____/___________ /________ //________/___________/__| 1___| |___|

.====================\/========\/==.

| ++31-(o)38-4541729 cALL vELoCITy bBS ++31-(o)38-4541729 |

`=='

1.208 Re: Free Bitmap?

From: Paul Burkey <burkey@bigfoot.com>

Date: Sun, 15 Feb 1998 15:47:22 +0500

Subject: Re: Free Bitmap?

Hi Dennis,

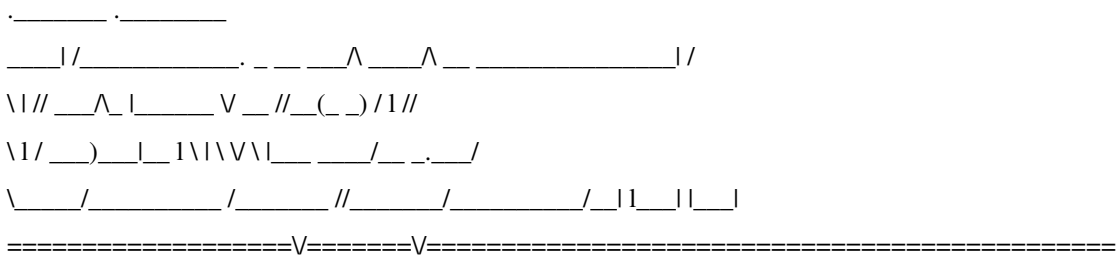
> i have opened a screen, used the screensbitmap command and then blited a

> shape on the bitmap...

> I have then opened two windows and everything works fine!, but when i want
> to close it all, my amiga hangs and i get errors like: GURU line emulator
111
> etc...
This could be something to do with freeing a bitmap that doesn't really
belong to you. The bitmap belongs to the screen you opened so freeing
it could cause a problem. If you want to free the bitmap at the very
end of your program then you could simply forget about it and let blitz
clean up for you. If you need to reuse the bitmap number then
a solution must exist. I'm really not too sure about the way screensbitmap
works with regards to free bitmap command.
I expect you're running this with error checking on? So it can't be
the blit going outside your screens bitmap or anything like that.
Cheers,
Paul
--
Paul Burkey <burkey@bigfoot.com> www.sneech.demon.co.uk
Foundation: Strategy Wargame [##################=] 98%
Homepage: http://www.sadeness.demon.co.uk/foundation.html

1.209 Free Bitmap II?

From: Dennis de Haan <dennis.haan@tip.nl>
Date: Sun, 15 Feb 1998 21:10:46 +0500
Subject: Free Bitmap II?
Hi Everyone,
I've just read the replies on my message about the Free bitmap problem,
and tried the options you gave me, but none successfull...
When i just 'End' the program with the 'End' command, i get the message
Unable to free memory and then all kinds of Guru and illegal commands..
Maybe it's the screensbitmap i use?
This is still a problem... Can you help me out here?
cYA!



1.210 Re: Free Bitmap II?

From: Paul Burkey <burkey@bigfoot.com>

Date: Sun, 15 Feb 1998 20:22:28 +0500

Subject: Re: Free Bitmap II?

Hi Dennis,

> When i just 'End' the program with the 'End' command, i get the message

> Unable to free memory and then all kinds of Guru and illegal commands..

It sounds like you've currupted the memory ie, blitting a shape that

doesn't fit inside the bitmap ie, too deep or too wide althoug the error

checking would pick that up.

> Maybe it's the screensbitmap i use?

> This is still a problem... Can you help me out here?

Why not isolate the code that is causing your problem and send

a "ready to compile" example to the list. Theres no need to send any

shape files as long as you explain what size and depth the shape is.

Cheers,

Paul

--

Paul Burkey <burkey@bigfoot.com> www.sneech.demon.co.uk

Foundation: Strategy Wargame [##################=] 98%

Homepage: http://www.sadeness.demon.co.uk/foundation.html

1.211 Re: FNSPrint shite

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

Date: Fri, 20 Feb 1998 13:31:30 +1200

Subject: Re: FNSPrint shite

On 19-Feb-98, BootBlock of Carnage wrote:

=

>Why the HELL can't the FNS printing routines print *ALL* the printable

>(=A3, |,

>etc) characters?!? =

Just to check, but do those characters exist in the font you're

printing?

-- =

Anton Reinauer <anton@ww.co.nz>

=

1.212 FNSPrint shite

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

Date: Thu, 19 Feb 1998 00:57:34 GMT0

Subject: FNSPrint shite

Arggggghhhhh!

Why the HELL can’t the FNS printing routines print *ALL* the printable (=A3=

, |,

etc) characters?!? The fact that you can’t directly type them into Blitz =

isn’t

an excuse! I’m coding a diskmag and the articles are loaded off disk and =

I’ve

had to replace the _ underscore character with the =A3 pound sign charact=

er,

which means I’ve lost the underscore! AND I can’t use other characters li=

ke

|=E5=B0=A9=A9=AE=FE=AE=FE=B5 and the rest...

If there isn’t newer version of FNS that doesn’t support all characters, =

then

I’ll have to do my own version (using Statements), but the thing is, I’m =

using

Print to print the text (suprise) but the background colour ISN’T transpa=

rent.

I’ve tried using #Colour 1,0# but that doesn’t work either! Someone help!=

!

-- =

=2E----------.----------=

---.

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

|

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

|

| "NiteLife BBS" - online VERY soon! | Lab/4868/index.html - kind’a ready=

|

`----------^----------=

-’

1.213 Re: FNSPrint shite

From: Curt Esser <camge@ix.netcom.com>
Date: Fri, 20 Feb 1998 07:29:46 -0600
Subject: Re: FNSPrint shite
Hi,
On 18-Feb-98, BootBlock of Carnage wrote:
>Arggggghhhhh!
>If there isn't newer version of FNS that doesn't support all characters, then
>I'll have to do my own version (using Statements), but the thing is, I'm
using
>Print to print the text (suprise) but the background colour ISN'T
transparent.
>I've tried using #Colour 1,0# but that doesn't work either! Someone help!!
If you are in Blitz mode, I think the only way is to print on another bitmap
and pick up the text as a shape.
If you are in Amiga mode, "WJam 0" will make your printing print with no
background.
--
Yours electronically,
Curt Esser
camge@ix.netcom.com

1.214 Re: File access

From: Curt Esser <camge@ix.netcom.com>
Date: Fri, 20 Feb 1998 07:05:57 -0600
Subject: Re: File access
Hi,
On 20-Feb-98, Mathias Parnaudeau wrote:
>Oh, I finaly have something to ask:
>How to load just a piece of a file ? Because when we use the ReadMem
>command, the datas we load start at the beginning. I don't want that, I
>just want to read datas in the middle of a file without load it
>completely.
Did you try the Fileseek command? I think this will do what you want.
--
Yours electronically,
Curt Esser
camge@ix.netcom.com

1.215 File access

Date: Fri, 20 Feb 1998 11:46:21 +0100 (MET)
From: Mathias Parnaudeau <mathias@pegase.univ-angers.fr>
Subject: File access
Oh, I finaly have something to ask:
How to load just a piece of a file ? Because when we use the ReadMem
command, the datas we load start at the beginning. I don't want that, I
just want to read datas in the middle of a file without load it
completely.
Thanks!
Mathias

1.216 Re: File access

From: Paul Burkey <burkey@bigfoot.com>
Date: Fri, 20 Feb 1998 13:22:37 +0100
Subject: Re: File access
Hi Mathias,
> How to load just a piece of a file ? Because when we use the ReadMem
> command, the datas we load start at the beginning. I don't want that, I
> just want to read datas in the middle of a file without load it
> completely.
Use 'FileSeek file#,location' to set your possition anywhere inside the file.
For example 'FileSeek 0,100' would set it up ready to read from 100
bytes into the file.
Cheers,
Paul
--
Paul Burkey <burkey@bigfoot.com> www.sneech.demon.co.uk
Foundation: Strategy Wargame [##################=] 98%
Homepage: http://www.sadeness.demon.co.uk/foundation.html

1.217 Re: Fastest way to display a map-tile-screen?

From: Jochen Kirn <kijo@AST-Horb.BA-Stuttgart.De>
Date: Thu, 12 Feb 1998 19:40:14 MEST
Subject: Re: Fastest way to display a map-tile-screen?
Am 12-Feb-98 hat MinuteMan folgendes vom Stapel gelassen,

>Hi!
>I need some advice!
>In my game, I have to blit/block the display with tiles(16*16 shapes)
>in a loop. Now this is fullscreen on 640*256, 256 cols... And a bit
>slow... :)
>So I need some rapid speedup!
err, i don`t know if you`re doing it already by double buffering, ie.
showing the complete bitmap, while the next frame is being drawn in the
background. Something like this should do the job (it`s only a schematic =
;-)
=
bitmap=3D0
repeat
show bitmap
bitmap=3D1-bitmap ; toggel between both bitmaps all the time
draw & update bitmap; next frame will be drawn =
=
until mouseclick
let me know if you need some example code (there must be an example on so=
me BUM disk when i remember correctly)
-- =
__ Bye
/_/\ Jochen
_\/ ___ __ _
__
Fido: 2:246/2050.5 / /\
Usenet: kijo@ast-horb.ba-stuttgart.de
__ ____ ____\/

1.218 Fastest way to display a map-tile-screen?

From: MinuteMan <atomic-interactive@nwn.de>
Date: Thu, 12 Feb 1998 16:35:50 +0100
Subject: Fastest way to display a map-tile-screen?
Hi!
I need some advice!
In my game, I have to blit/block the display with tiles(16*16 shapes)
in a loop. Now this is fullscreen on 640*256, 256 cols... And a bit
slow... :)

So I need some rapid speedup!
Is there a faster way than using block to display the map?
Maybe I should do this in asm?
HELP ME PLEASE! :)
Yours,
MinuteMan2606

1.219 Re: Fastest way to display a map-tile-screen?

From: MinuteMan <atomic-interactive@nwn.de>
Date: Sun, 15 Feb 1998 17:04:42 +0100
Subject: Re: Fastest way to display a map-tile-screen?
oN 12-Feb-98 yOU, Jochen Kirn, wROTE:
>Am 12-Feb-98 hat MinuteMan folgendes vom Stapel gelassen,
Oh, auch ein deutscher? :))))
>err, i don`t know if you`re doing it already by double buffering, ie.
>showing the complete bitmap, while the next frame is being drawn in the
>background. Something like this should do the job (it`s only a schematic=
;-)
I=B4m using double buffering since the first lines of code, thanks
anyway :)
BTW what has this to do with speedup? I think it just slows down the
stuff... :)
Yours,
MinuteMan2606

1.220 Fast AGA Screen Fader

From: Daniel Allsopp <dallsopp@enterprise.net>
Date: Mon, 23 Feb 1998 19:35:23 +0000
Subject: Fast AGA Screen Fader
Hi,
Has anyone got any examples of any fast AGA *Amiga Mode* faders. I’m using
screens with 256 colour bitmaps attached to them. How do I fade from Black
into the colours of the palette?
--
Cheers,
Daniel

1.221 Re: Fast AGA Screen Fader

From: "Julian Kinraid" <jkinraid@clear.net.nz>
Subject: Re: Fast AGA Screen Fader
Date: Tue, 24 Feb 1998 15:02:48 +1300
charset="iso-8859-1"
Hi Paul,
>I'm going to replce that some time because the Use Palette comman only
>works when the screen in 'in front'. That means any time the screen is
>moved to the back durring or before a fade in/out the usrr will be
greeted
>with either a black or random palette.
>
>Does anyone know the most system friendly way to set the palette of a
>256 colour Intuition screen is? Hopefully using graphics/intuition
calls
>and hopefully works even when the screen is behind! :)
LoadRGB32() for lots of colours and SetRGB32() for a single colour. All
you need is a pointer to your palette and the screens colourmap I think.
Did that AHI stuff work?
Ciao,
Julian Kinraid

1.222 Re: Fast AGA Screen Fader

From: Paul Burkey <burkey@bigfoot.com>
Date: Mon, 23 Feb 1998 20:01:19 +0100
Subject: Re: Fast AGA Screen Fader
Hi Daniel,
> Has anyone got any examples of any fast AGA *Amiga Mode* faders. I'm using
> screens with 256 colour bitmaps attached to them. How do I fade from Black
> into the colours of the palette?
I currently use the FadePalette command in a loop together with Use Palette.
I'm going to replce that some time because the Use Palette comman only
works when the screen in 'in front'. That means any time the screen is
moved to the back durring or before a fade in/out the usrr will be greeted
with either a black or random palette.
Does anyone know the most system friendly way to set the palette of a
256 colour Intuition screen is? Hopefully using graphics/intuition calls

and hopefully works even when the screen is behind! :)

Cheers,

Paul

--

Paul Burkey <burkey@bigfoot.com> www.sneech.demon.co.uk

Foundation: Strategy Wargame [##################=] 98%

Homepage: http://www.sadeness.demon.co.uk/foundation.html

1.223 Re: Fast AGA Screen Fader

Date: Mon, 23 Feb 1998 22:17:20 +0100

From: Serge Veugelers <sergev@cistron.nl>

Subject: Re: Fast AGA Screen Fader

At 19:35 23-2-98 +0000, you wrote:

>Hi,

>

>Has anyone got any examples of any fast AGA *Amiga Mode* faders. I'm using

>screens with 256 colour bitmaps attached to them. How do I fade from Black

>into the colours of the palette?

A few days ago, I accidentily submitted some files to the list with the name

AgaCopperStuff.lha. In it there is a CrossFadeDemo.bb2.

It has two ASM-functions :

XFadeInit : Initializes Data structure for smooth fading

XFade : Does the real fading (repeat #steps times)

These functions fade from any palette to any other.

In the demo they are in BLITZ-mode, but all they do is change the

Palette data, followed by a DisplayPalette #Cop,#Pal. So you just have

to put the code in AMIGA-mode, and it will work.

You're all free to use it.

Bye now,

Serge Veugelers

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

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

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

| { } | |=-=-=-

1.224 ezmlm response

Date: Wed, 04 Feb 1998 15:21:50 +0000

From: James Marshall <homegrown@eclipse.co.uk>

Subject: ezmlm response

Here`s the command list,

James

blitz-list-help@netsoc.ucd.ie wrote:

> --- 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.

--

Homegrown Software - Independent Amiga Games Developers

Web - http://www.eclipse.co.uk/homegrown

email - homegrown@eclipse.co.uk

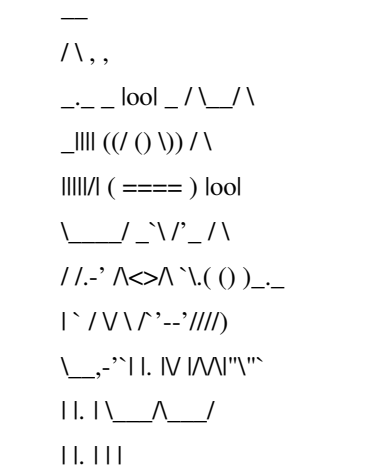
1.225 Dualpf_Slice?

Date: Mon, 2 Mar 1998 00:22:00 +0000 (GMT)

From: Duncan JJ Stewart <djjs@st-andrews.ac.uk>

Subject: Dualpf_Slice?

Hi,
Can anyone help me with a problem I've got with the platform game I'm
currently programming?
I'm using Slice to set up a dual playfield, but I can't seem to get more
than 16 colours on an AGA amiga! (8cols fg, 8cols bg).
Can anyone give me a Slice command to get better results?
Thanks a lot
Duncan



1.226 Re: Dualpf_Slice?

From: Paul Burkey <burkey@bigfoot.com>
Date: Mon, 02 Mar 1998 01:37:58 +0100
Subject: Re: Dualpf_Slice?
Hi Duncan,
> I'm using Slice to set up a dual playfield, but I can't seem to get more
> than 16 colours on an AGA amiga! (8cols fg, 8cols bg).
I've nver used Slices before but I can only guess that the
Slice method is the ye'old'blitz graphics library of ECS
times while the DisplayLib is the newfangled graphics
library of the AGA period.
To put is another way, Slices=ECS DisplayLib=AGA/ECS
Maybe I'm wrong, I never really tried Blitz mode much.
Cheers,
Paul
--
Paul Burkey <burkey@bigfoot.com>
http://www.sneech.demon.co.uk
"Doctors say the only treatments they can offer so far are rubbish."
-- The Day Today

1.227 DTPictureLoad...

From: NUEL Xavier <xn.baddolls@a2points.com>

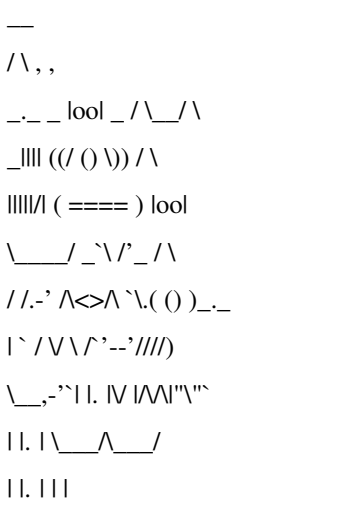
Date: Sun, 15 Feb 1998 18:53:57 -0000

Subject: DTPictureLoad...

X-Info: A2POINTS -> La poste de demain...

SGkgQmxpdHplcnMgISEhDQoNCiAgIEp1c3Qgc29tZSB3b3JkcyB0byB0ZWxsIHlvdSB0aGF0
IGEgZ29vZCBzb3VyY2UgaXMgb24gbXkgd2VicGFnZSA7LSkNCg0KICAgRFRQaWN0dXJlTG9h
ZCwgbWFkZSBieSBFcndhbiBGb3VyZXQgYW5kIG1lLCBpcyBhIGNvZGUgd2hpY2ggc2hvdw0K
eW91IGhvdyB0byBsb2FkIGEgcGljdHVyZSBieSB1c2luZyB0aGUgRGF0YVR5cGVzICEhISBB
bmQgaXQgZG8gbW9yZSAhISENCkl0IHdpbGwgY29weSB0aGUgZGF0YXR5cGUncyBiaXRtYXAg
dG8gYSBzdGFuZGFyZCBiaXRtYXAgdXNhYmxlIGJ5DQp0aGUgQmxpdHogOi0pDQoNCkNpYW8g
YW5kIHNlZSB5b3UgbmV4dCB0aW1lLi4uDQotLSANCiutra2tra2tra2tra2tra2tra2tra2t
ra2tra2tra2tra2tra2tra2tra2tra0rDQp8IE5hbWUgICAgOiBYYXZpZXIg
TnVlbC4gICAgICAgICAgQWxpYXMgICA6IEJhZERvbGxzICAgfA0KfCBJUkMgICAgDogRGFs
TmV0ICAgICAgICAgICAgICAgICNhbWlnYWZyICAjYW1pZ2EgICAgIHwNCnwgICAgICAg
IEVmTmV0ICAgICAgICAgICAgICAgICAjYW1pZ2FjaCAgI2JsaXR6ICAgICB8DQotKw0KfCBQ
ra2tra2tra2tra2tra2tra2tra2tra2tra2tra2tra2tra2tra2tra2tKw0KfCBQ
cm9qZWN0IDogLSBHdWk0RG9vbSBWMC41IC0+IE9uIG15IGhvbWVwYWdlICYgQW1pbmV0IHwN
CnwgICAgICAgICAgIC0gR3VpNERvb21fTVVJICAtPiBiBPbiBteSBob21lcGFnZSAmIEFtaW5l
dCB8DQp8ICAgICAgICAgICAtIEJER2Z4TGliIFYxLjMgLT4gbXkgaG9tZXBhZ2UgJiBB
bWluZXQgfA0KfCAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAg
ICAgICAgICAgIC

But the backdrop colours are getting messed up. I am blitting 8col shapes
to the fg bitmap (maybe I should be using sprites?) So I load in the
palette as the shapes palette, and then the backdrop palette with the
offset 8, but with a 64 colour backdrop, some of the colours get screwed
up. e.g My nice yellow sun suddenly turns light blue.
I’ve tried everything I can think of!
Can anyone help? It’s the final routine I need to fix to complete the
game!
Thanks a lot
Duncan



1.229 Re: DoublePal coplist

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <samin@megabaud.fi>
Date: Wed, 18 Feb 1998 22:43:03 +0200
Subject: Re: DoublePal coplist
On 17-Feb-98, Vittorio Ferrari wrote:
> Hello !
> IS there anyone who has managed to open a doubblepal copperlist ? Or an=
y
other
> mode with high frequence ? (super72, ...)
> Or the only way is via intuition screens ?
No it’s not but you have to make it from cratch to get it work. I might t=
ry
it but not at the moment so have give you something to help you. ;)
So here are those mysterious AGA HW registers!! ;)
htotal EQU $1C0 ; W A Highest number count in horiz line

```
hsstop EQU $1C2 ; W A Horiz line pos for HSYNC stop
hbstrt EQU $1C4 ; W A D Horiz line pos for HBLANK start
hbstop EQU $1C6 ; W A D Horiz line pos for HBLANK stop
vtotal EQU $1C8 ; W A Highest numbered vertical line
vsstop EQU $1CA ; W A Vert line for VSYNC stop
vbstrt EQU $1CC ; W A Vert line for VBLANK start
vbstop EQU $1CE ; W A Vert line for VBLANK stop
sprhstrt EQU $1D0 ; W A UHRES sprite vertical start
sprhstop EQU $1D2 ; W A UHRES sprite vertical stop
bplhstrt EQU $1D4 ; W A UHRES bit plane vertical stop
bplhstop EQU $1D6 ; W A UHRES bit plane vertical stop
hhposw EQU $1D8 ; W A DUAL mode hires H beam counter write
hhposr EQU $1DA ; R A DUAL mode hires H beam counter read
beamcon0 EQU $1DC ; W A Beam counter control register
; (SHRES,UHRES,PAL)
hsstrt EQU $1DE ; W A Horizontal sync start (VARHSY)
vsstrt EQU $1E0 ; W A Vertical sync start (VARVSY)
hcenter EQU $1E2 ; W A Horizontal pos for vsync on interlace
diwhigh EQU $1E4 ; W A D Display window upper bits for start/st=
op
bplhmod EQU $1E6 ; W A UHRES bit plane modulo
sprhpth EQU $1E8 ; W A UHRES sprite pointer (high 5 bits)
sprhptl EQU $1EA ; W A UHRES sprite pointer (low 15 bits)
bplhpth EQU $1EC ; W A VRam (UHRES) bitplane pointer (hi 5 bi=
ts)
bplhptl EQU $1EE ; W A VRam (UHRES) bitplane pointer (lo 15 b=
its)
fmode EQU $1FC ; W A D Fetch mode register
;NO-OP(NULL)EQU$1FE ; Can also indicate last 2 or 3 refresh=
=
; cycles or the restart of the COPPER afte=
r
; lockup.
So to make something sens about this you should use somekind of copper
monitor and check the coplist of the WB. (WB ofcourse in some dbl* mode)
Happy hunting for you. ;)
```


```
_____________________________________________________
| |
| Sami N=E4=E4t=E4nen A1260 20MB 2.5GB 2X 56k BJC-4100 |
| EMail: samin@megabaud.fi |
| |
`-----------------------------------------------------'
```

1.230 Debugger Bug

From: Anton Reinauer <anton@ww.co.nz>
Date: Mon, 09 Feb 1998 12:02:27 +1200
Subject: Debugger Bug
Here's a bastard that had me going for a couple of hours:
Non-printing characters like Chr$(0) show up in the Cli and printed onscreen as rectangular boxes, but if you Eval a string with them in, in the debugger they show up as blank, and even worse they prevent the rest of the string from being shown.
Then you think that there's something wrong with your source code and start pulling it apart, or there's an odd bug with a Blitz command, and re-write it in assem... [arrgg!]
Also I get the debugger freezing the computer sometimes, and I think it's because I'm running low on chipmem, and there might not be enough left for it to open it's windows- but it should be checking first.
--
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>

1.231 CTRL^C

From: Alvaro Thompson <alvaro@enterprise.net>
Date: Sat, 07 Feb 1998 23:59:07 +0000
Subject: CTRL^C
Can someone send me a bit of code on how to send a CTRL^C signal to a certain task pls? I have seen someone do Execute_"break `status com=PROGNAME`,0,0 but that won't do, I need a proper CTRL^C signal.
cya!
--
=-=-=-

1.232 Re: CTRLˆC

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <samin@megabaud.fi>
Date: Tue, 10 Feb 1998 05:57:47 +0200
Subject: Re: CTRLˆC
On 08-Feb-98, Alvaro Thompson wrote:
> Can someone send me a bit of code on how to send a CTRLˆC signal to a
certain
> task pls? I have seen someone do Execute_"break `status com=3DPROGNAME`=
,0,0
but
> that won't do, I need a proper CTRLˆC signal.
task.l=3Dfindtask_(taskname$); pointer to tak which you want to break
signal_(task.l,$1000); and then just BREAK IT! ;)
It's that easy. ;) ofcourse finding the proper task is not allways this
siple, but sometimes it is. :)

_____
| |
| Sami N=E4=E4t=E4nen A1260 20MB 2.5GB 2X 56k BJC-4100 |
| EMail: samin@megabaud.fi |
| |
`---'

1.233 Colour mapping

From: Toby Zuijdveld <hotcakes@abacus.net.au>
Date: Wed, 02 Sep 1992 13:36:33 EST10EDT
Subject: Colour mapping
Arrghhhh... Mapping colours of my 176x120 shapes using home-made Blitz
commands is simply too slow :(Can ANYONE give me a demonstration of how =
to
use the OS cmapping system in Blitz, or better still, datatypes?
-- =
- Toby Zuijdveld
- toby@oznumberone.net
- http://www.abacus.net.au/hotcakes [Last updated : 02=B702=B798]

1.234 Clock in a win...

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

Date: Wed, 04 Feb 1998 20:07:18 GMT0

Subject: Clock in a win...

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.7339.950.3438400.1

Seeing as there's all this talk about sticking a clock in a window, I've

decided to donate this clock/timer program to you all, as to create a better

world, and free all the little bunny wabbits and things. Or something.

Anyway, I made it quite a bit ago, and I'd probably do it a different way if I

had to do it again. Yeah, anyway, here it is dewds ....

--

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

| 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 |

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

--BOUNDARY.7339.950.3438400.1

Content-Description: Source for a clock fing I did last year (SetInt 5 is quite full! :) ....

```
;[][][][][][][][][][][][][][][][][][][][][][][][][][][][][][][][][][][][][]
;[] []##
;[] Clockster V1.00 []##
;[] []##
;[][][][][][][][][][][][][][][][][][][][][][][][][][][][][][][][][][][][][][]##
;[] [][][][][][][][][][]
;[] CODED BY: BootBlock/TerraForm, xxx xxxxxxxxxxx Road, Grimsby,[]##
;[] N.E. Lincs. xxxx xxx. England.[]##
;[] []##
;[] CREATED : 22/08/1997, Friday. SYSTEM USED: A1200 (2chp+4fst)[]##
;[] FINISHED: 23/08/1997, Saturday. Blizzard 1220/4, []##
;[] MODIFIED: 23/08/1997, Saturday. Squirrel+CDROM []##
;[] 80Mb Hardrive, []##
;[] LIBRARIES REQ: External drive, []##
;[] MegaMix sampler. []##
```

```
;[] []##
;[] []##
;[] []##
;[][][][
```

```
DefaultIDCMP $00004244 : FindScreen 0
If Window (0,454,11,186,28,$0001000E,"Clockster V1.00",1,2)=3D0
DisplayBeep_ 0 : EasyRequest "Uh Oh!","Error opening window!","Quit!=
" : End
EndIf
GTText 0,50,5,2,72,11,"",$0001,"??:??:??"
GTText 0,51,79,2,72,11,"",$0001,"00:00:00"
GTButton 0,52,153,2,21,11,"R",$0010
AttachGTList 0,0
GTBevelBox 0,4,11,178,15,$0000
SetWindowTitles_ Peek.l(Addr Window(0)),&WinTitle$,&ScrTitle$
;---- Set-up our clock interrupt (as used in BlitzAMC) ....
;
SetInt 5
CLK_TST+1
If CLK_TST=3D50
CLK_SECS+1
CLK_TST=3D0
If CLK_SECS=3D60
CLK_MINS+1
CLK_SECS=3D0
If CLK_MINS=3D60
CLK_HRS+1
CLK_MINS=3D0
EndIf
EndIf
EndIf
End SetInt
Format "00"
_MAINLOOP:
Repeat
EventType.l=3DEvent
WaitTOF_
;--- Update our clock/timer if required ....
;
If CLK_SECS<>OLD_SECS
OLD_SECS=3DCLK_SECS
TME_OLDSECS =3D TME_SECS
TME_SECS =3D Secs : TME_MINS=3DMins : TME_HRS=3DHours : WaitTOF_=
```

GTSetString 0,50,Str$(TME_HRS)+":"+Str$(TME_MINS)+":"+Str$(TME_SECS=

)

GTSetString 0,51,Str$(CLK_HRS)+":"+Str$(CLK_MINS)+":"+Str$(CLK_SECS=

)

EndIf

If EventType.l=3D$40 Then CLK_SECS=3D0 : CLK_MINS=3D0 : CLK_HRS=3D0

Until EventType.l=3D$200

CloseWindow 0

Free GTList 0

End

--BOUNDARY.7339.950.3438400.1--

1.235 Re: clock in a win

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

Date: Sun, 01 Feb 1998 23:25:03 -0000

Subject: Re: clock in a win

On 01-Feb-98, deus72 wrote:

<snip>

d>Well, with the above listing the clock ONLY updates when I click

d>anywhere in the window. Instead, I want it to be constantly updated.

d>Where’s (are) my mistake(s)?

WaitEvent halts the program until an event occurs, which is why your

clock is not updating. Try replacing WaitEvent with:

Delay_ 10

ev.l = Event

This way, your program will pause a short time (10ms here, I think) and

then pick up an event.

Note that this method does increase processor usage considerably (20-30%

increase on my 040), but that is because the program is never really

idle.

Bye,

Alex

--

+-- Alex Wingrove / awingrove@bigfoot.com --+

[www.bigfoot.com/~awingrove/blitz/]

[Blitz Program Collection + Blitz List FAQ]

1.236 Re: clock in a win

From: Alexander Wingrove <awingrove@thenet.co.uk>
Date: Sun, 01 Feb 1998 23:25:03 -0000
Subject: Re: clock in a win
On 01-Feb-98, deus72 wrote:
<snip>
d>Well, with the above listing the clock ONLY updates when I click
d>anywhere in the window. Instead, I want it to be constantly updated.
d>Where's (are) my mistake(s)?
WaitEvent halts the program until an event occurs, which is why your
clock is not updating. Try replacing WaitEvent with:
Delay_ 10
ev.l = Event
This way, your program will pause a short time (10ms here, I think) and
then pick up an event.
Note that this method does increase processor usage considerably (20-30%
increase on my 040), but that is because the program is never really
idle.
Bye,
Alex
--
+-- Alex Wingrove / awingrove@bigfoot.com --+
[www.bigfoot.com/~awingrove/blitz/]
[Blitz Program Collection + Blitz List FAQ]

1.237 Re: clock in a win

Date: 04 Feb 98 19:25:28 +1200
From: "Nelson Sandalwood" <bayliss@ihug.co.nz>
Subject: Re: clock in a win
JK> 2. Get the timer.device to send you a message every second.
JK> Then update the clock
I couldn't get the timer.device to work with the blitz lib I have for
it. Any ideas about it?
---
nelson sandalwood
--===<>===--
member team *AMIGA*
The viable alternative

1.238 Re: clock in a win

Date: 02 Feb 98 19:33:05 +1200
From: "Nelson Sandalwood" <bayliss@ihug.co.nz>
Subject: Re: clock in a win

> Well, with the above listing the clock ONLY updates when I click
> anywhere in the window. Instead, I want it to be constantly
> updated. Where's (are) my mistake(s)?

Firstly, waitevent will wait for you to do some thing...
I had a similar problem, the final soluton was a long time in comming, but it came...
I didched blitz event handling, and went with a system of singnals and interupts...

```
.Setup_Signals
#SIGBREAKF_CTRL_C = 1ASL12
#ECHO = 17 ; Sent from the time Interupt
a = AllocSignal_(#ECHO)
; stuff for handeling events
DEFTYPE.Task *echo
DEFTYPE.IntuiMessage *imsg
DEFTYPE.MsgPort *iport
DEFTYPE.Gadget *gad
*echo = FindTask_("BHHIV") ; used by the Time routine to signal a second has passed
If *echo = 0
Error{2,"",Off}
EndIf
```

Ok, BHHIV is the name of my prog... Error{} is an error function, do what ever here...
Having set this up, I needed a way to track the time, and sent a signal to my #ECHO signal bit...

```
.Time
SetInt 5
If Ticks >= 150
ResetTimer
Time = Time + 3
signal.l = Signal_(*echo,1LSL#ECHO)
EndIf
End SetInt
```

```
Return
On every vertical interupt it checks to see howmany ticks have passed,
if more than (in this example 150, or three seconds) it resets the
timer (ticks) to 0, inceases my Time by 3 and sends a signal to my
#ECHO signal bit. Next, all I needed was a way to notice tha tthe bit
had been set, and at the same time watch for gadget presses etc...
*win.Window=Peek.l(Addr Window(0))
winsig1.l = 1 LSL *win\UserPort\mp_SigBit
winsig2.l = 1 LSL *win\WindowPort\mp_SigBit
*iport = *win\UserPort
.Main
Repeat
sig.l = Wait_(winsig1|winsig2|(1LSL#ECHO)|(1ASL12))
*imsg = GT_GetIMsg_(*iport)
If *imsg
EventClass.l = *imsg\Class
ECode.w = *imsg\Code
Mx.w = *imsg\MouseX
My.w = *imsg\MouseY
*gad = *imsg\IAddress
GadHit.w = *gad\GadgetID
If (sig & winsig1) OR (sig & winsig2)
If ChangeTime = 1 Then Gosub Change_Time
If EventClass.l <> 0
If EventClass.l = $20 ;Cause GTMX only works on GADUP
If GadHit = 7
EndIf
EndIf
If EventClass.l = $400 ; key press!
If Right$(Hex$(ECode),2) = "14" ; advance time mode
EndIf
EndIf
If EventClass.l = $40
If GadHit = 1
EndIf
EndIf
If EventClass.l = $8 ;mouse button
EndIf
If EventClass.l = 256
```

```
MenuH = 99
ItemH = 99
SubH = 99
dum$ = Right$(Bin$(ECode.w),16)
dum1$ = Right$(dum$,5)
k = 0
For t = 1 To Len(dum1$)
If Mid$(dum1$,t,1) = "1"
k = k + 2 ^ (Len(dum1$)-t)
EndIf
Next t
MenuH = k
dum1$ = Mid$(dum$,6,6)
k = 0
For t = 1 To Len(dum1$)
If Mid$(dum1$,t,1) = "1"
k = k + 2 ^ (Len(dum1$)-t)
EndIf
Next t
ItemH = k
dum1$ = Left$(dum$,5)
k = 0
For t = 1 To Len(dum1$)
If Mid$(dum1$,t,1) = "1"
k = k + 2 ^ (Len(dum1$)-t)
EndIf
Next t
SubH = k
If MenuH = 0
If ItemH = 0
If SubH = 0 Then Gosub Load_Party
EndIf
EndIf
EndIf
EndIf
EndIf
EndIf
GT_ReplyIMsg_(*imsg)
While *imsg <> 0
```

*imsg = GT_GetIMsg_(*iport)

GT_ReplyIMsg_(*imsg)

Wend

EndIf

If sig.l & (1LSL#ECHO)

ClrInt 5 ; disable the interupt while setting time

Gosub Change_Time ; it will still count ticks,

Gosub Time ; then restart interupts...

EndIf

Forever

And thats the main bit... The menu system is a bit of a kludge, it

works for OS2 and OS3, but the RKM says not to rely on it working for

ever. They recomend useing some C macros, but as of yet I don't have

access to them to know what they do :o(

So, the menus work, might still work under OS3.5 as well, who knows...

---

nelson sandalwood

--===<>===--

member team *AMIGA*

The viable alternative

1.239 Re: clock in a win

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <samin@megabaud.fi>

Date: Wed, 04 Feb 1998 07:30:16 +0200

Subject: Re: clock in a win

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.7339.839.1206747496.1

On 02-Feb-98, Alexander Wingrove wrote:

> On 01-Feb-98, deus72 wrote:

> <snip>

> d>Well, with the above listing the clock ONLY updates when I click

> d>anywhere in the window. Instead, I want it to be constantly updated.=

> d>Where's (are) my mistake(s)?

> WaitEvent halts the program until an event occurs, which is why your

> clock is not updating. Try replacing WaitEvent with:
> Delay_ 10
> ev.l =3D Event
> This way, your program will pause a short time (10ms here, I think) a=
nd
> then pick up an event.
> Note that this method does increase processor usage considerably (20-3=
0%
> increase on my 040), but that is because the program is never really
> idle.
Well I made a fansy clock a while ago so here is the source.
Hope it helps you.

_____
| |
| Sami N=E4=E4t=E4nen A1260 20MB 2.5GB 2X 56k BJC-4100 |
| EMail: samin@megabaud.fi |
| |
`---'

--BOUNDARY.7339.839.1206747496.1
Content-Description: WBClock source

```
WBStartup
NoCli
#readbattclock=-12
#amy2date=-120
#break=$1000
#findtask=-294
#allocsignal=-226
#signal=-324
NEWTYPE.ClockData
sec.w
min.w
hour.w
mday.w
month.w
year.w
wday.w
End NEWTYPE
WBenchToFront_ ;make sure Workbench is
WbToScreen 0 ;get workbench screen
```

```
batt.l=OpenResource_("battclock.resource")
If batt=0 Then End
sig.w=AllocSignal_(-1)
If sig=-1 Then End
signal.l=2^sig
util.l=OpenLibrary_("utility.library",0)
If util=0 Then FreeSignal_(sig) : End
task.l=FindTask_(0)
wid.w=356
hei.w=30
If NumPars=2
cx.w=Val(Par$(1))
cy.w=Val(Par$(2))
Else
cx.w=(WBWidth-wid)/2
cy.w=(WBHeight-hei)/2
EndIf
SizeLimits wid,hei,wid,hei
If cx>WBWidth-wid Then cx=WBWidth-wid
If cy>WBHeight-hei Then cy=WBHeight-hei
DefaultIDCMP $218
Window 0,cx,cy,wid,hei,$100|$800,"",1,2,0,1 ;open the window
;window flags: backdrop,borderless
LoadFont 1,"helvetica.font",24
WindowFont 1,0
Statement readclock{batt.l,util.l,clock.l}
MOVEM.l a4-a6,-(a7)
MOVE.l d1,d7
MOVE.l d2,d6
MOVE.l d0,a6
JSR {#readbattclock}(a6)
MOVE.l d6,a0
MOVE.l d7,a6
JSR {#amy2date}(a6)
MOVEM.l (a7)+,a4-a6
AsmExit
End Statement
Dim moon$(12),day$(7)
Restore munth
```

```
For l.l=1 To 12
Read moon$(l)
Next l
For l=1 To 7
Read day$(l)
Next l
DEFTYPE .ClockData kello
clock.l=&kello
sigs.l=0
SetInt 5
time.w+1
If time.w>58
Signal_ task.l,signal.l
time.w=0
EndIf
End SetInt
WLocate 4,4
WColour 2,0
Wline 0,0,wid-1,0,2
Wline 0,0,0,hei-1,2
Wline 1,hei-2,wid-2,hei-2,2
Wline wid-2,1,wid-2,hei-2,2
Wline 1,1,wid-3,1,1
Wline 1,1,1,hei-3,1
Wline 0,hei-1,wid-1,hei-1,1
Wline wid-1,0,wid-1,hei-1,1
USEPATH kello
Repeat
readclock{batt,util,clock}
aika$=Right$("0"+Str$(\hour),2)+":"
aika$+Right$("0"+Str$(\min),2)+":"
aika$+Right$("0"+Str$(\sec),2)+" "
aika2$=day$(\wday)+" "
aika2$+Right$("0"+Str$(\mday),2)+" - "
aika2$+moon$(\month)+" - "
aika2$+Str$(\year)
WLocate 4,4
Print aika$+aika2$
sigs.l=Wait_(signal.l|#break)
```

Until sigs.l&#break

ClrInt 5

FreeSignal_ sig.w

CloseLibrary_ util.l

End

.munth

Data.s "Jan","Feb","Mar"

Data.s "Apr","May","Jun"

Data.s "Jul","Aug","Sep"

Data.s "Oct","Nov","Dec"

.days

Data.s "Mon","Tue","Wed","Thu","Fri","Sat","Sun"

--BOUNDARY.7339.839.1206747496.1--

1.240 Re: CIA??

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

Date: Wed, 11 Feb 1998 21:46:43 +1200

Subject: Re: CIA??

On 11-Feb-98, Magnus Johansson wrote:

> Hi, I want to use cia to count in the midi program I'm coding.

> I do not get the cia working in Blitz. Please Help Me

There's some docs and examples in C in the developers docs, and a text

file on Aminet: devs/asm/Exceptions.lha.

Give us a yell if you get something working, I'll need it later on :-)

--

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 [95%]- an Internet multi-player code, test-bed

for my game Pyro-Mid.

<http://www.ww.co.nz/home/anton>

1.241 CIA??

Tue, 10 Feb 1998 12:29:01 PST

X-Originating-IP: [130.244.160.86]

From: "Magnus Johansson" <lavemange@hotmail.com>

Subject: CIA??
Date: Tue, 10 Feb 1998 12:29:01 PST
Hi, I want to use cia to count in the midi program I'm coding.
I do not get the cia working in Blitz. Please Help Me
Magnus Johansson

Get Your Private, Free Email at http://www.hotmail.com

1.242 Re: CIA

From: Anton Reinauer <anton@ww.co.nz>
Date: Mon, 23 Feb 1998 11:01:29 +1200
Subject: Re: CIA
On 23-Feb-98, Magnus Johansson wrote:
>HELP ME WITH CIA ROUTIN PLEASE, I MUST HAVE ONE KNOW
Don't we all! :-)
--
Anton Reinauer <anton@ww.co.nz>

1.243 CIA

Sun, 22 Feb 1998 10:21:09 +0100 (MET)
Date: Sun, 22 Feb 1998 10:17:15 +0100
From: LaveMange <lavemange@swipnet.se>
Subject: CIA
HELP me with a CIA routin, I need it know....
Thank You
Mange

1.244 CIA

Sun, 22 Feb 1998 13:09:50 PST
X-Originating-IP: [130.244.148.199]
From: "Magnus Johansson" <lavemange@hotmail.com>
Subject: CIA
Date: Sun, 22 Feb 1998 13:09:50 PST
HELP ME WITH CIA ROUTIN PLEASE, I MUST HAVE ONE KNOW
PLEASE PLEASE HELP ME KNOW
Thank YOU
Magnus

Get Your Private, Free Email at http://www.hotmail.com

1.245 Re: CGFonts2

From: Anton Reinauer <anton@ww.co.nz>
Date: Mon, 02 Mar 1998 15:24:37 +1200
Subject: Re: CGFonts2
On 02-Mar-98, Paul Burkey wrote:
>oops, it's typical that as soon as you post something you find the
>answer. Apparently Fountain was replced by InteliFont for WB3.0
>so it's not a problem now but theres one things that does puzzle
>me. Where exactly do you put CGFonts? The files that have the
>.atc, .dat .lib and .metric extentions? Do I need a special
>assign or do I add the CGFonts directory to the fonts: assign.
There should be a drawer in Fonts: called _Bullet_Outlines . The .type
extensions go in there- you may have to make them by loading the fonts
into intellifont first so the OS can use them. It should then put all
the files in the correct place for you
--
Anton Reinauer <anton@ww.co.nz>

1.246 Re: CGFonts2

Date: 02 Mar 98 19:34:08 +0100
From: FreeJack <klein21@ibm.net>
Subject: Re: CGFonts2
Hi Paul,
>oops, it's typical that as soon as you post something you find the
>answer. Apparently Fountain was replced by InteliFont for WB3.0
>so it's not a problem now but theres one things that does puzzle
>me. Where exactly do you put CGFonts? The files that have the
>.atc, .dat .lib and .metric extentions? Do I need a special
>assign or do I add the CGFonts directory to the fonts: assign.
>Anyway, sorry for messing up a perfectly quiet blitz list! I thought
>I'd post somthing to avoid all the 'is the blitz-list working?'
>type messages :)
I you have a CD in CD0: with the files in Dir "A","B","C",..."Z", you
just have to select the "CD0:A" in the left part of intellifont. The
program then gives you all the fonts within the "A" dir. Then you
install the fonts with Intellifont. The result is
a) a file xxx.type in FONTS:_bullet_outlines

b) 2 files xxx.otag & xxx.font in FONTS:

to open such a font just use OpenDiskFont_ as usual. AMIGA OS is doing

everything else for you

--

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 | __| ’__/ _ \/ _ \ _ | |/ _` |/ __| |/ / AMIGA

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

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

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

... Avoid temporary variables and strange women.

1.247 CGFonts2

From: Paul Burkey <burkey@bigfoot.com>

Date: Sun, 01 Mar 1998 21:24:24 +0100

Subject: CGFonts2

Hi,

oops, it’s typical that as soon as you post something you find the

answer. Apparently Fountain was replced by InteliFont for WB3.0

so it’s not a problem now but theres one things that does puzzle

me. Where exactly do you put CGFonts? The files that have the

.atc, .dat .lib and .metric extentions? Do I need a special

assign or do I add the CGFonts directory to the fonts: assign.

Anyway, sorry for messing up a perfectly quiet blitz list! I thought

I’d post somthing to avoid all the ’is the blitz-list working?’

type messages :)

Cheers,

Paul

--

Paul Burkey <burkey@bigfoot.com>

http://www.sneech.demon.co.uk

"Now for Brandt, to roast the hell out of everyone with his pomposity pistol."

-- The Day Today

1.248 Re: CGFonts

Sun, 1 Mar 1998 21:39:08 GMT

From: "Andrew" <andrew@tasone.globalnet.co.uk>

Subject: Re: CGFonts

Date: Sun, 1 Mar 1998 21:33:09 -0000

charset="iso-8859-1"

In workbench 3.0 the program is called `Intellifont` and can be found in

the System drawer

++

----- Andrew Gledhill / Carole Gledhill / Billy Farnaby -----

Email: andrew@tasone.globalnet.co.uk

www: http://www.users.globalnet.co.uk/~tasone/index.htm

++

-----Original Message-----

From: Paul Burkey <burkey@bigfoot.com>

Date: 01 March 1998 21:30

Subject: CGFonts

>Hi,

>

>This is not totaly blitz related but I could do with

>some help here. I'm trying to run a program that uses

>CGFonts but I don't have any CGFonts :) That was until

>I remembered I had a 'Fonts CD' that has been sitting

>there for the past 6 months unused. Now I have 1917

>sets of fonts! The small readme file that I found on

>the CD tells me to copy te fonts to the HD an run

>the 'sys:system/fountain' program that comes with WB2.x

>

>Now theres the problem. I don't have WB2.x and I can't

>find the program called Fountain on my WB1.3 or WB3.0

>disks. Can someone send me a copy if such a program exists?

>

>Cheers,

>

>Paul

>

>--

>Paul Burkey <burkey@bigfoot.com>

>http://www.sneech.demon.co.uk
>
>"Police chief crushes lizard with whistle".
>-- The Day Today
>
>
>

1.249 Re: CGFonts

Date: 02 Mar 98 19:24:52 +0100
From: FreeJack <klein21@ibm.net>
Subject: Re: CGFonts
Hi Paul,
>This is not totaly blitz related but I could do with
>some help here. I’m trying to run a program that uses
>CGFonts but I don’t have any CGFonts :) That was until
>I remembered I had a ’Fonts CD’ that has been sitting
>there for the past 6 months unused. Now I have 1917
>sets of fonts! The small readme file that I found on
>the CD tells me to copy te fonts to the HD an run
>the ’sys:system/fountain’ program that comes with WB2.x
>Now theres the problem. I don’t have WB2.x and I can’t
>find the program called Fountain on my WB1.3 or WB3.0
>disks. Can someone send me a copy if such a program exists?
>Cheers,
>Paul
It’s called "IntelliFont" and you can found it in SYS:System
--
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 | __| ’__/ _ \/ _ \ _ | |/ _` |/ __| |/ / AMIGA
| | | | | __/ __/ | |__| | (_| | (__| <
1987 |_| |_| ___|___| ____/ __,_|___|_|_\ 4
http://www.geocities.com/TimesSquare/5123/ ever
Earth is flat, pigs can fly, and nuclear power is safe. (Greenpeace)

1.250 Re: CGFonts

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

Date: Sun, 01 Mar 1998 23:03:28 +0000

Subject: Re: CGFonts

On 01-Mar-98, Paul Burkey churned out *this* drivel:

> Now theres the problem. I don’t have WB2.x and I can’t

> find the program called Fountain on my WB1.3 or WB3.0

> disks. Can someone send me a copy if such a program exists?

Hi Paul,

I believe the WB3.x version is Intellifont,see if you’ve

got that...

See ya,

--

James L Boyd

jamesboyd@velvety.demon.co.uk

"Institutionalised cruelty is one thing,

but the /twisted brain-wrong/ of a one-off

man-mental is quite another..." - Brass Eye ;)

1.251 Re: CGFonts

Date: Sun, 1 Mar 1998 20:12:47 -0400 (AST)

From: John Mason <ah210@chebucto.ns.ca>

Subject: Re: CGFonts

On Sun, 1 Mar 1998, Paul Burkey wrote:

sets of fonts! The small readme file that I found on

> the CD tells me to copy te fonts to the HD an run

> the ’sys:system/fountain’ program that comes with WB2.x

> Now theres the problem. I don’t have WB2.x and I can’t

> find the program called Fountain on my WB1.3 or WB3.0

> disks. Can someone send me a copy if such a program exists?

You should have a program called Intellifont in SYS:System though, which

is, as far as I can tell, exactly the same as Fountain. For some reason

C= changed the name for Workbench 3. :)

| John Mason : ah210@chebu cto.ns.ca |

| Amiga User Extraordinaire! |

| A500 68020/68881 3.1 7MB RAM |

|http://chebucto.ns.ca/~ah210/Profile.html|

1.252 Re: CGFonts

2 Mar 98 08:08:59 +0100

From: "KENNETH CHRISTENSEN" <H1B9606@hs.skivehs.dk>

Date: Mon, 2 Mar 1998 08:08:24 +0100

Subject: Re: CGFonts

> From: Paul Burkey <burkey@bigfoot.com>

> Send reply to: paul@sneech.demon.co.uk

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

> Date sent: Sun, 01 Mar 1998 21:12:16 +0100

> Subject: CGFonts

> Hi,

>

> This is not totaly blitz related but I could do with

> some help here. I'm trying to run a program that uses

> CGFonts but I don't have any CGFonts :) That was until

> I remembered I had a 'Fonts CD' that has been sitting

> there for the past 6 months unused. Now I have 1917

> sets of fonts! The small readme file that I found on

> the CD tells me to copy te fonts to the HD an run

> the 'sys:system/fountain' program that comes with WB2.x

>

> Now theres the problem. I don't have WB2.x and I can't

> find the program called Fountain on my WB1.3 or WB3.0

> disks. Can someone send me a copy if such a program exists?

>

> Cheers,

>

> Paul

>

> --

> Paul Burkey <burkey@bigfoot.com>

> http://www.sneech.demon.co.uk

>

> "Police chief crushes lizard with whistle".

> -- The Day Today

>

>

>

> ==========
> The leading newspapers in Singapore
> Check it out at http://www.asia1.com.sg/
> ==========
>
>
Hi paul!
The only reason why you would need Fountain, would be to convert the
CGFonts to a Amiga Bitmap font.... So if you only need CGFonts...
Dont use fountain :-)
Hygge!
....Kenneth
Programming is like sex - One mistake and you have to support it for the rest of your life...

1.253 CGFonts

From: Paul Burkey <burkey@bigfoot.com>
Date: Sun, 01 Mar 1998 21:12:16 +0100
Subject: CGFonts
Hi,
This is not totaly blitz related but I could do with
some help here. I'm trying to run a program that uses
CGFonts but I don't have any CGFonts :) That was until
I remembered I had a 'Fonts CD' that has been sitting
there for the past 6 months unused. Now I have 1917
sets of fonts! The small readme file that I found on
the CD tells me to copy te fonts to the HD an run
the 'sys:system/fountain' program that comes with WB2.x
Now theres the problem. I don't have WB2.x and I can't
find the program called Fountain on my WB1.3 or WB3.0
disks. Can someone send me a copy if such a program exists?
Cheers,
Paul
--
Paul Burkey <burkey@bigfoot.com>
http://www.sneech.demon.co.uk
"Police chief crushes lizard with whistle".
-- The Day Today

1.254 Re: CDRom playing problems...

From: Marc Le Douarain <mavati@club-internet.fr>

Date: Mon, 16 Feb 1998 21:35:31 +0100

Subject: Re: CDRom playing problems...

>I need to play some CD audio in my game. I therefor use the

>RICompactDiskLib. But this strange libs can only be

>used together with the cd.device, not with any other one.

>Is there a way to get round of this (I use tandemat_pcmcia.device)?

>Is there a better lib? Somebody coded a good CDRom-Player

>in bb2?

I' ve made Karami in Blitz Basic some day ago, for karaoke party and it can

drives CD to play all your CDs audio.

The player is based on SkandalfoCDP source in C.

I've send to Aminet an archive Mavati_BlitzWork.lha which contains an example

"CD_Support" program to drive your CD. Personnally, I use the atapi.device

It has been successfully tested by many people with many drives (SCSI and

IDE).

Bye.

--

Marc Le Douarain < mavati@club-internet.fr>

"Billou, on aura ta peau!"

1.255 CDRom playing problems...

From: MinuteMan <atomic-interactive@nwn.de>

Date: Mon, 16 Feb 1998 19:19:43 +0100

Subject: CDRom playing problems...

Hi All!

Again, I=B4ve got some problems:

I need to play some CD audio in my game. I therefor use the =

RICompactDiskLib. But this strange libs can only be

used together with the cd.device, not with any other one.

Is there a way to get round of this (I use tandemat_pcmcia.device)?

Is there a better lib? Somebody coded a good CDRom-Player

in bb2?

Thanks for your help!

Yours,

MinuteMan2606

1.256 re: BSS

From: BootBlock of Carnage <BootBlock@GeoCities.com>

Date: Tue, 24 Feb 1998 19:30:10 GMT0

Subject: re: BSS

On 24-Feb-98, MinuteMan wibbled:

>oN 24-Feb-98 yOU, Adam Lounds, wROTE:

>>> I would have bought it months ago bu I wonder where to get it in

>>> Germany... :(

>>Try checking out http://www.valivue.demon.co.uk/epic/index.html

>>Ask for Ultimate

>>Blitz CD - BSS is included on the CD.

>Thanks! I have just been on their website and sent them an EMail...

>Hope they still have this CD.

Hmm. When I ordered the Blitz CD when it first "came out", they wrote back

telling me that they’ve never had that CD and probably never well. Bah.

>Yours,

>Lukas Hartmann (MinuteMan2606)

--

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

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

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

| "NiteLife BBS" - online VERY sOOn! | Lab/4868/index.html - kind’a ready |

`-------------------------------------^-------------------------------------’

1.257 re: BSS

From: Damir Arh <Damir.Arh@guest.arnes.si>

Date: Wed, 25 Feb 1998 15:54:37 +0100

Subject: re: BSS

On 24-Feb-98, BootBlock of Carnage wrote:

>On 24-Feb-98, MinuteMan wibbled:

>>oN 24-Feb-98 yOU, Adam Lounds, wROTE:

>>>> I would have bought it months ago bu I wonder where to get it in =

>>>> Germany... :(

>>>Try checking out http://www.valivue.demon.co.uk/epic/index.html

>>>Ask for Ultimate

>>>Blitz CD - BSS is included on the CD.

>>Thanks! I have just been on their website and sent them an EMail...

>>Hope they still have this CD.

>Hmm. When I ordered the Blitz CD when it first "came out", they wrote ba=

ck

>telling me that they’ve never had that CD and probably never well. Bah.

I haven’t checked, but I’ve seen it in the latest Weird Science catalog.

Try visiting: http://www.weirdscience.com

if you won’t have any luck with Epic Marketing.

Regards,

Damir

-- =

_ /// =

/| |\/| | / \ /| /// Damir Arh

/_| | | | / __ /_| \\// damir.arh@guest.arnes.si =

/ | | | | __/ / | \XX/ http://www2.arnes.si/~gkrjes12/

A1200/030 @50MHz, 2MB Chip, 32MB Fast, 1.2GB HD, 2=D7CD

---=

1.258 re: BSS

From: MinuteMan <atomic-interactive@nwn.de>

Date: Tue, 24 Feb 1998 17:16:39 +0100

Subject: re: BSS

oN 24-Feb-98 yOU, Adam Lounds, wROTE:

>> I would have bought it months ago bu I wonder where to get it in

>> Germany... :(

>Try checking out http://www.valivue.demon.co.uk/epic/index.html

>Ask for Ultimate

>Blitz CD - BSS is included on the CD.

Thanks! I have just been on their website and sent them an EMail...

Hope they still have this CD.

Yours,

Lukas Hartmann (MinuteMan2606)

1.259 re: BSS

From: MinuteMan <atomic-interactive@nwn.de>

Date: Thu, 03 Oct 1996 21:33:02 +0100

Subject: re: BSS

oN 25-Feb-98 yOU, Damir Arh, wROTE:
>On 24-Feb-98, BootBlock of Carnage wrote:
>>On 24-Feb-98, MinuteMan wibbled:
>>>oN 24-Feb-98 yOU, Adam Lounds, wROTE:
>>>>> I would have bought it months ago bu I wonder where to get it in =
>>>>> Germany... :(
>>>>Try checking out http://www.valivue.demon.co.uk/epic/index.html
>>>>Ask for Ultimate
>>>>Blitz CD - BSS is included on the CD.
>>>Thanks! I have just been on their website and sent them an EMail...
>>>Hope they still have this CD.
>>Hmm. When I ordered the Blitz CD when it first "came out", they wrote b=
ack
>>telling me that they've never had that CD and probably never well. Bah.=
>I haven't checked, but I've seen it in the latest Weird Science catalog.=
>Try visiting: http://www.weirdscience.com
>if you won't have any luck with Epic Marketing.
No problem, I got an answer: It=B4s on its way and will probably be here
tomorrow.
BTW: Looks like this EMail is replied and replied and replied the 6th tim=
e...
:)=

1.260 BSS

Sun, 1 Mar 1998 06:03:50 +0100 (MET)
From: Peter Thor <thor@mailbox.swipnet.se>
Date: Sun, 01 Mar 1998 05:59:28 +0100
Subject: BSS
Sorry for this, but if youve got a BSS and would like to sell it - contact me!
//Thor
--
Peter Thor, Coder Asm/Blitz/C/C++
Irc: Joru (irc.stealth.net, #AmigaSWE/#Amiga/#Amigascne)
E-Mail: thor@mailbox.swipnet.se
Creative Amigans at: www.ping.be/sillycat
.- Amiga is it! -.

1.261 Re: Blitz2 Source Code

From: Alvaro Thompson <alvaro@enterprise.net>

Date: Mon, 02 Feb 1998 16:41:37 +0000

Subject: Re: Blitz2 Source Code

On 02-Feb-98, Mike Carter wrote:

> Is there any way in which we can contact ACID Software?

>

> If everybody is really serious about keeping Blitz2 alive then why

> don't we all e-mail the same place and see if they'll 'donate' the

> old source code to the Blitz list and then all you assembler codes

> and tear it to bits in order to create ONE improved version of Blitz.

> Obviously it would have to be controlled in some way to stop rouge

> versions of Blitz sprouting up!

>

> I don't think ACID should charge for the source code if they DO NOT

> intend to ever upgrade it. And as for Guidhall they should be happy

> as it will give them something to sell in the future!

>

> So erm there's my idea anyway. Wouldn't it be nice though?

>

Yeah, that would be a brilliant idea!!! Blitz would be a dedicated language

for Amiga users..... by Amiga users! I vote for that ;)

cya!

--

=-=-=-

do it...

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-=3D-=3D-=3D-=3D-'

1.263 Re: Blitz2 Source Code

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

Date: Wed, 04 Feb 1998 13:38:59 +1200

Subject: Re: Blitz2 Source Code

On 03-Feb-98, Julian Kinraid wrote:

>If they don't want to give it away, at least find some sort of

agreement

>where it can be updated without having to pay for it.

Yes, at the very minimum. What also might be a possiblity, is that RWE

might be able to take some shares in Blitz, if they couldn't buy it

outright, so at least they could look forward to getting something from

their hard work. And that way, Acid could still hold onto it if they

wanted.

--

Anton Reinauer <anton@ww.co.nz>

1.264 Re: Blitz2 Source Code

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

Date: Tue, 03 Feb 1998 13:03:33 +1200

Subject: Re: Blitz2 Source Code

On 03-Feb-98, Mike Carter wrote:

>Is there any way in which we can contact ACID Software?

>If everybody is really serious about keeping Blitz2 alive then why

>don't we all e-mail the same place and see if they'll 'donate' the

>old source code to the Blitz list and then all you assembler codes

>and tear it to bits in order to create ONE improved version of Blitz.

>Obviously it would have to be controlled in some way to stop rouge

>versions of Blitz sprouting up!

>I don't think ACID should charge for the source code if they DO NOT

>intend to ever upgrade it. And as for Guidhall they should be happy

>as it will give them something to sell in the future!

>So erm there's my idea anyway. Wouldn't it be nice though?

Yes, I was thinking along those lines as well- as Guildhall have

nothing to lose, and everything to gain.

I've got an old number for Simon Armstrong (name drop, name drop ;-),

I'll see if he's still there, as I've met him once before, and he should

remember me.

--

Anton Reinauer <anton@ww.co.nz>

1.265 Re: Blitz2 Source Code

Mon, 2 Feb 1998 22:57:42 +0100 (MET)

Date: Mon, 2 Feb 1998 22:57:37 +0100 (MET)

From: Claus Herrmann <cyclone@rbg.informatik.tu-darmstadt.de>

Subject: Re: Blitz2 Source Code

On Mon, 2 Feb 1998, Alvaro Thompson wrote:

> On 02-Feb-98, Mike Carter wrote:

>

> > Is there any way in which we can contact ACID Software?

> >

> > If everybody is really serious about keeping Blitz2 alive then why

> > don't we all e-mail the same place and see if they'll 'donate' the

> > old source code to the Blitz list and then all you assembler codes

> > and tear it to bits in order to create ONE improved version of Blitz.
> > Obviously it would have to be controlled in some way to stop rouge
> > versions of Blitz sprouting up!
> >
> > I don’t think ACID should charge for the source code if they DO NOT
> > intend to ever upgrade it. And as for Guidhall they should be happy
> > as it will give them something to sell in the future!
> >
> > So erm there’s my idea anyway. Wouldn’t it be nice though?
> >
>
> Yeah, that would be a brilliant idea!!! Blitz would be a dedicated language
> for Amiga users..... by Amiga users! I vote for that ;)
>
> cya!

Didnt RWE buy the source along time ago ??? they told so on their
homepage and on this channel !
Cheerio Claus

1.266 Re: Blitz2 Source Code

(Post.Office MTA v3.1.2 release (PO203-101c)
for <blitz-list@netsoc.ucd.ie>; Mon, 2 Feb 1998 23:52:07 +0000
Date: Mon, 02 Feb 1998 23:52:42 +0000
From: Dave <d.boaz@virgin.net>
Subject: Re: Blitz2 Source Code
Falk Nieder wrote:
>
> Hi,
>
> if you need help in contacting Guildhall/Acid mail it to
> me - we ’ re the german Blitz2 distributors and are in
> contact with them (although it has been very quiet the last
> months). If there’s a good decision in this way which
> everyone agrees with (with RWEs help) I’ll start
> bombarding them with faxes and telephone calls,
> maybe we can take over control for Blitz2’s
> development (as they don’t seem to be engaged
> anymore)... just a thought...

An excellent idea just what blitz needs to take it to it`s
next stage. I think this is a case of do or die for blitz.!

1.267 Re: Blitz2 Source Code

From: Eoghann Irving <eoghann@thenet.co.uk>
Date: Tue, 03 Feb 1998 01:10:50 -0000
Subject: Re: Blitz2 Source Code
Hi :)
On 02-Feb-98, Mike Carter wrote:
>If everybody is really serious about keeping Blitz2 alive then why
>don't we all e-mail the same place and see if they'll 'donate' the
>old source code to the Blitz list and then all you assembler codes
>and tear it to bits in order to create ONE improved version of Blitz.
>Obviously it would have to be controlled in some way to stop rouge
>versions of Blitz sprouting up!
You would want to put in place a structure similar to Linux/Apache
Webserver or what Netscape intend to do. The obvious focus in our case is
RWE who already have a working relationship with Guildhall.
I'm generally in favour of the idea, but its important that this is phrased
the right way. someone should draw up a solid proposal outlining the
benefits to Guildhall from this.
Have fun
Eoghann Irving

1.268 Re: Blitz2 Source Code

From: Falk Nieder <nieder@student.uni-siegen.de>
Subject: Re: Blitz2 Source Code
Date: Mon, 2 Feb 1998 19:37:42 +0100
Hi,
if you need help in contacting Guildhall/Acid mail it to
me - we ' re the german Blitz2 distributors and are in
contact with them (although it has been very quiet the last
months). If there's a good decision in this way which
everyone agrees with (with RWEs help) I'll start
bombarding them with faxes and telephone calls,
maybe we can take over control for Blitz2's
development (as they don't seem to be engaged
anymore)... just a thought...
bye, Falk
--
Falk Nieder - BlitzBasic Distribution Germnay

1.269 Re: Blitz2 Source Code

Comments: Authenticated sender is <harsman@hem2.passagen.se>
From: "=?ISO-8859-1?Q?Joakim_H=E5rsman?=" <harsman@hem2.passagen.se>
Date: Wed, 4 Feb 1998 16:52:09 +0000
Subject: Re: Blitz2 Source Code
Great idea, obviously if Guildhall/ACID is going to be intrested it
can=B4t cost them anything to upgrade Blitz and they should be able to
use any improvements and/or ideas. Why not use a set-up similar to
Netscape=B4s, where you can do anything you want to the source as long
as Netscape get to use the improvements/ideas (and obviously you
can=B4t sell something similar to Netscape just by nicking the
source). Blitz would become a better language, Guildhall earn money
and everyone get=B4s generally happy.
Bye
Joakim H=E5rsman

1.270 Re: Blitz2 Source Code

From: "Julian Kinraid" <jkinraid@clear.net.nz>
Subject: Re: Blitz2 Source Code
Date: Tue, 3 Feb 1998 13:48:45 +1300
charset="iso-8859-1"
Hi,
>If everybody is really serious about keeping Blitz2 alive then why
>don’t we all e-mail the same place and see if they’ll ’donate’ the
>old source code to the Blitz list and then all you assembler codes
>and tear it to bits in order to create ONE improved version of Blitz.
>Obviously it would have to be controlled in some way to stop rouge
>versions of Blitz sprouting up!
RWE could be the centre of development, and people give their ideas to RWE.
RWE then gives programming tasks out to various people.
>I don’t think ACID should charge for the source code if they DO NOT
>intend to ever upgrade it. And as for Guidhall they should be happy
>as it will give them something to sell in the future!
Probably the best argument to give Guildhall is to say ’If you don’t give us
the source code, Blitz will slowly die off, and you won’t be able to sell
anything Blitz related. If you *do* give RWE the code, Blitz will get
updated and you’ll make money through selling Blitz related stuff’. Appeal

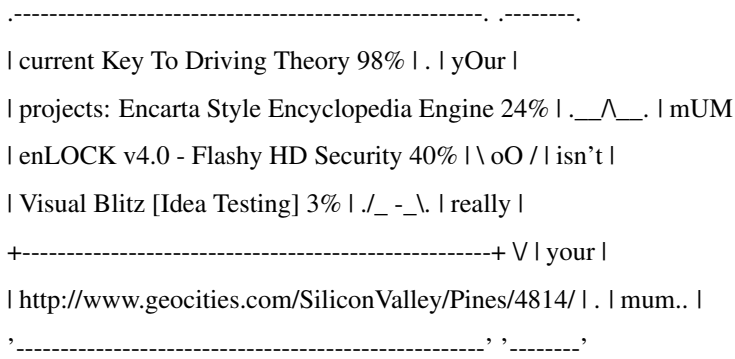
to their business nature.
Also, like Anton says, get hold of Simon Armstrong (or someone at Acid) and
try to explain that Blitz *has* to be upadted, and RWE are the only ones
that can do it.
If they don’t want to give it away, at least find some sort of agreement
where it can be updated without having to pay for it.
Ciao,
Julian Kinraid

1.271 Blitz2 Source Code

2 Feb 98 15:14:49 GMT
From: "Mike Carter" <57229007@mmu.ac.uk>
Date: Mon, 2 Feb 1998 15:14:33 GMT
Subject: Blitz2 Source Code
Is there any way in which we can contact ACID Software?
If everybody is really serious about keeping Blitz2 alive then why
don’t we all e-mail the same place and see if they’ll ’donate’ the
old source code to the Blitz list and then all you assembler codes
and tear it to bits in order to create ONE improved version of Blitz.
Obviously it would have to be controlled in some way to stop rouge
versions of Blitz sprouting up!
I don’t think ACID should charge for the source code if they DO NOT
intend to ever upgrade it. And as for Guidhall they should be happy
as it will give them something to sell in the future!
So erm there’s my idea anyway. Wouldn’t it be nice though?
Cheerio,
Mike.

_____

Amiga 1200T/060/18MB/Zorro II/3 HDD/2 FDD/4xCD/EZ 135



1.272 Blitz mouse speed

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

Date: Tue, 10 Feb 1998 15:39:45 GMT0

Subject: Blitz mouse speed

Is there a way I can speed the mouse up in Blitz Mode (I’m using the Display
library for the um.. display)? Because it’s moving a bit too slow at the
moment!

--

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

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

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

| "NiteLife BBS" - online VERY soon! | Lab/4868/index.html - kind’a ready |

`-----------------------------------^-----------------------------------’

1.273 Re: Blitz mouse speed

From: Steven Wojciechowski <stevie-woj@boy-woj.demon.co.uk>

Date: 12 Feb 98 00:16:23 +0000

Subject: Re: Blitz mouse speed

BootBlock of Carnage walked into a wall and muttered something about "Blitz mouse speed"

> Is there a way I can speed the mouse up in Blitz Mode (I’m using the Display

> library for the um.. display)? Because it’s moving a bit too slow at the

> moment!

>

Setup an interupt and manually position the cursor by reading in the
movement of the mouse with "MouseXSpeed" and "MouseYSpeed" and
multiply the values by 2. Something along the lines of:

Setint 5

Cursor_positionx + (MouseXSpeed * 2)

Cursor_positiony + (MouseYSpeed * 2)

displaysprite coplist, sprite_no, Cursor_postionx,
Cursor_positiony, sprite_channel

end setint

--

Stevie W.

http://www.boy-woj.demon.co.uk/

stevie-woj@boy-woj.demon.co.uk

1.274 Blitz for sale

Mon, 16 Feb 1998 14:20:15 +0100 (MET)
Date: Mon, 16 Feb 1998 14:20:15 +0100
From: Kenneth Jagenheim <kenneth.jagenheim@esavionics.se>
Subject: Blitz for sale
Someone asked a while back where to get Blitz nowadays. I found this at
Datakompaniet in Norway,
http://www.datakompaniet.no/produkter/apriser.txt
BLITZBASIC Blitz Basic 2.1 NOK 260
BLITZSUPP Blitz Support Suite NOK 175
--
Kenneth Jagenheim, D/KM mailto:kenneth.jagenheim@esavionics.se
Ericsson Saab Avionics AB, Display & Reconnaissance Systems division
Private: http://hem.passagen.se/kernie mailto:kernie@hem.passagen.se

1.275 Re: Blitting(Blocking) with skipping pixels

(envelope-from tucks@pavilion.co.uk)
Date: Fri, 27 Feb 1998 18:57:55 +0000
From: Liz Tucker <tucks@pavilion.co.uk>
Subject: Re: Blitting(Blocking) with skipping pixels
Hi MinuteMan,
> The solution that I want is a blit command that automatically
> skips those pixels that are not on the bitmap, and thus
> creating no errors. Does anyone know how to code some
> assembler statement for this special blit command?
There is a command called ClipBlit which does exactly what you want.
However it can only be used with Blit as apposed to BBlit or Block
AFAIK.
Hope this helps.
See you,
Liz.
"""""""

1.276 Blitting(Blocking) with skipping pixels

From: MinuteMan <atomic-interactive@nwn.de>
Date: Thu, 03 Oct 1996 23:28:44 +0100
Subject: Blitting(Blocking) with skipping pixels
Hi All!
Another day, another problem: :)
In my game, I have to blit some buildings onto my bitmap that
are, say, 64*64 of size. As you know, I am using a
16*16 block map. Now, if the building is in the border of the
screen, say, you can only see one half of it, the shape is
too big and I get a "blitting out of bitmap"(or something
like that) error... One method to get around that is to have
a quite large bitmap, in fact, larger than the screen.
But that=B4s a waste of memory, and does not work in my
program because of some technical reasons.
The second method I thought of is to split that big shapes
into small 16*16 ones, but then I have thousands of shapes,
and that doesn=B4t work too.
The solution that I want is a blit command that automatically
skips those pixels that are not on the bitmap, and thus
creating no errors. Does anyone know how to code some
assembler statement for this special blit command?
As you probably know, any good help will be mentioned in the
thanks-to list.
Yours,
Lukas Hartmann (MinuteMan2606)

1.277 Re: Blitting(Blocking) with skipping pixels

From: MinuteMan <atomic-interactive@nwn.de>
Date: Tue, 03 Jan 1978 17:56:36 +0100
Subject: Re: Blitting(Blocking) with skipping pixels
oN 03-Jan-78 I, MinuteMan, wROTE:
>But there is a problem with this command: Color 0 is not cutted
>out! So I have ugly black boxes around my soldiers... :(((
>Is there a way to get round this??
Okay, never mind, the problem is solved!
The Ultimate Blitz CD arrived today, and suddenly, Color 0 is
cutted away.
Blitz Support Suite RULEZ! :)
Yours,
Lukas Hartmann (MinuteMan2606)

1.278 Re: Blitting(Blocking) with skipping pixels

From: MinuteMan <atomic-interactive@nwn.de>
Date: Tue, 03 Jan 1978 13:44:37 +0100
Subject: Re: Blitting(Blocking) with skipping pixels
oN 27-Feb-98 yOU, Liz Tucker, wROTE:
>Hi MinuteMan,
>There is a command called ClipBlit which does exactly what you want.
>However it can only be used with Blit as apposed to BBlit or Block
>AFAIK.
> =
>Hope this helps.
Yeah!!! That=B4s what I wanted. And my game is now FAAAST because I
don=B4t have to do a blockscroll with 320*256 anymore... :)
BIG thanks!
But there is a problem with this command: Color 0 is not cutted
out! So I have ugly black boxes around my soldiers... :(((
Is there a way to get round this??
Yours,
Lukas Hartmann (MinuteMan2606)=

1.279 Bitplane Bitmap

From: Daniel Allsopp <dallsopp@enterprise.net>
Date: Fri, 20 Feb 1998 15:35:57 +0000
Subject: Bitplane Bitmap
Hi,
As usual, I've found this command in the Blitz Manual but as everyone know's
it's about as useful as a chocolate fireguard.
I'm using a 128 colour palette in my game. When I've got the palette correct
which I'll be using then I'm going to change it to 256 colours, with the
latter 128 colours half the brightness of the first 128 colours so I can
create shadow effects.
I know that I've got to draw the shadow in one (unused colour) colour and then
when the shape is blitted onto the bitmap, the shadow will be drawn where the
crappy unused colour was, but using the last 128 colours to draw what was on
the background before it was blitted.
Can anyone tell me how to achieve this effect??
--
Cheers,
- Daniel (dallsopp@enterprise.net)

1.280 Bitplane Bitmap

From: Daniel Allsopp <dallsopp@enterprise.net>
Date: Fri, 20 Feb 1998 15:37:56 +0000
Subject: Bitplane Bitmap
Hi,
As usual, I've found this command in the Blitz Manual but as everyone know's it's about as useful as a chocolate fireguard.
I'm using a 128 colour palette in my game. When I've got the palette correct which I'll be using then I'm going to change it to 256 colours, with the latter 128 colours half the brightness of the first 128 colours so I can create shadow effects.
I know that I've got to draw the shadow in one (unused colour) colour and then when the shape is blitted onto the bitmap, the shadow will be drawn where the crappy unused colour was, but using the last 128 colours to draw what was on the background before it was blitted.
Can anyone tell me how to achieve this effect??
--
Cheers,
- Daniel (dallsopp@enterprise.net)

1.281 Re: Bitplane Bitmap

From: Paul Burkey <burkey@bigfoot.com>
Date: Sat, 21 Feb 1998 02:20:13 +0100
Subject: Re: Bitplane Bitmap
Hi Daniel,
> I know that I've got to draw the shadow in one (unused colour) colour and then
> when the shape is blitted onto the bitmap, the shadow will be drawn where the
> crappy unused colour was, but using the last 128 colours to draw what was on
> the background before it was blitted.
> Can anyone tell me how to achieve this effect??
Imagine your first bitmap is bitmap 0. You need to make another bitmap that points to the last plane only. If this bitmap is bitmap 1 then it'll work like this:-
BitPlanesBitmap 0,1,%10000000
Now if I havn't got my binary mixed up you'll now have two blitz bitmaps.

Bitmap 0 is 8 planes and bitmap 1 is 1 plane. The magic thing about bitmap 1
is it shares the same memory as the final plane of bitmap 0.
Now all you need are some 1 plane shapes to blit to bitmap 1 to create
some shadows. It's as simple as that! Any drawing to bitmap 1 will
also crete shadow effect which allows you to use Box, Plot, Line etc..
Cheers,
Paul
--
Paul Burkey <burkey@bigfoot.com> www.sneech.demon.co.uk
Foundation: Strategy Wargame [##################=] 98%
Homepage: http://www.sadeness.demon.co.uk/foundation.html

1.282 binaries in Blitz-code?

X-Gateway: ZCONNECT UE dame.dame.de [PolyNet zTOr V4.93 (11.3.1996) Serie: "spy"]
X-ZC-VIA: 19980223000000W+1@dame.de
Subject: binaries in Blitz-code?
Date: Sun, 23 Feb 98 15:26:39 GMT
From: Robocop@dame.de (Frank Otto)
Bcc:
Hello,
I'd like to include a binary file in my Blitz-code. It's a IFF-picture
and I converted it to RAW format.
I also found this source code to include the file but I cannot use it:
Blitz says "token not found". I also have no experience with the commands that
create an error message.

```
Screen 0,0,0,320,256,4,0,"",0,0
ScreensBitMap 0,0
*bmap.bitmap=Addr BitMap(0) ; adress of BitMap (The Type not found error)
For x=0 To 3 ; four Bitplanes: 0=1; 1=2; 2=3; 3=4
r.l=CopyMem_(?bmap+(x*10240),*bmap\_data[x],10240)
Next x
MouseWait
End
bmap:
IncBin "Blitz2:MyPic.b"
```

----
ok, thanks
--
Frank

1.283 Re: binaries in Blitz-code?

From: MinuteMan <atomic-interactive@nwn.de>

Date: Tue, 24 Feb 1998 13:54:21 +0100

Subject: Re: binaries in Blitz-code?

oN 23-Feb-98 yOU, Frank Otto, wROTE:

>Blitz says "token not found". I also have no experience with the command=

s

that

^^^^

>create an error message.

>*bmap.bitmap=3DAddr BitMap(0) ; adress of BitMap (The Type not found er=

ror)

^^^^

Does it say *token* or *type* ? If it is *type* , and I think that it

is, I think you=B4ll have to include amigalibs.res.

Do this by writing blitzlibs:amigalibs.res into the residents(?) field in=

the "Compile Options" window.

The error probably occured because the .bitmap type isn=B4t defined in yo=

ur

program, but in the amigalibs.res file.

Hope I could help you,

Lukas Hartmann (MinuteMan2606)

1.284 Audio Problem

From: "Andrew" <mramiga@paparazzo.u-net.com>

Date: 21 Feb 98 11:36:51 +0000

Subject: Audio Problem

1) I’ve just join this mailing list. (Should of done it ages go,

never the less I have joined now)

2) The problem

AudioLib is rubbish and to prove it use say Play16 (I’m using 1.6

04.02.96) and go and play a long sample. Then execute this

program

--

End

Filter Off

--

Yes that right End at the begging it isn’t a typo. You will hear
what I mean. Then run it but remark Filter Off - ;Filter Off
problem fixed . The same problem will happen with most of the
commands in AuidoLib. It’s rather annoying.
So I tried the only other route I know off accessing Audio.device
but the Blitz Audio.bb2 include is buggy. All I get is Garbage at
End of File. What use is that to me?
I know that Filter Off is Move #253,$bfe001 and Filter On is Move
#2,$bfe001.
What I want to know is how test to see if audio channels are
open, allocate the channels, deallocate the channels,
make a bank to store a sound, and play that sound that is in that
bank. All should be as O/S friendly as pos. (I know that I’m
asking lot for a newbe, but that’s the newbe way!)
And is there an lib for AHI in Blitz yet?
--
mailto:mramiga@paparazzo.u-net.com
http://www.paparazzo.u-net.com
--
\//Amiga\//
Team AMIGA
Counting down the seconeds to 3.5 relase!

1.285 Re: Audio Problem

23 Feb 98 10:43:08 GMT
From: "MICHAEL ANDREW CARTER" <57229007@mmu.ac.uk>
Date: Mon, 23 Feb 1998 10:42:56 GMT
Subject: Re: Audio Problem
> 2) The problem
> AudioLib is rubbish and to prove it use say Play16 (I’m using 1.6
> 04.02.96) and go and play a long sample. Then execute this
> program
>
> --
> End
> Filter Off
> --
> Yes that right End at the begging it isn’t a typo. You will hear

> what I mean. Then run it but remark Filter Off - ;Filter Off
> problem fixed . The same problem will happen with most of the
> commands in AuidoLib. It’s rather annoying.
>
There is a bug fixed version of the original ACID Audio Lib called
XBAudio which has all the same commands except they begin with ’XB’.
I’ve not really done muxh other than play a sample with the fixed
library so don’t know what has actually been fixed but it could be
worth a try. The lib was on one of the BUM disks and might be on the
net. Check out my library page...
http://www.geocities.com/SiliconValley/Pines/4814/BBLIBS.HTM
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..
’---’ ’--------’

1.286 Asing the impossible about rt-scaling

From: "C.J.R.Jarvis" <C.J.R.Jarvis@wkac.ac.uk>
Subject: Asing the impossible about rt-scaling
Date: Mon, 9 Feb 1998 14:18:58 -0000
hello,
I’m new to this list. So hello.
I’m trying to create hired-guns style game, but I am having
difficulty. The scale command is way too slow. I am not too bothered
about ’brightest point’ style scaling, I just want a fast, arbitrary
resize.
Also, why might I have trouble using Filerequest$ on my
level-utilities. I am using the long version of the ’screen’ command
(0,0,0,320,256,8,0,"TC",0,0). Is it because I am using a bitmap screen
that it won’t work?
Chris Thousands of problems jarvis
http://www.geocities.com/TimesSquare/Arena/1829
Time Campaign is no-where near completion...

1.287 Ascii code

From: "Oliver Marks" <oly@enterprise.net>

Date: 22 Feb 98 11:41:54 -0500

Subject: Ascii code

Below is the code which i am using to load in the text file

if you know of a better way could you please tell me as i am

quite new to blitz and do not understand the filerequestors

that well.

```
.filerequester
MaxLen fi$=192
MaxLen pa$=192
filename$=ASLFileRequest$("Select Html Filename",fi$,pa$,"#?.txt",0,0,100,100)
count=0
test=ReadFile(0,filename$)
If test=True
FileInput 0
While NOT Eof(0)
html$=html$+Inkey$(1)
count=count+1
Wend
EndIf
```

1.288 Re: Ascii code

From: Paul Burkey <burkey@bigfoot.com>

Date: Sun, 22 Feb 1998 17:08:39 +0100

Subject: Re: Ascii code

Hi Oliver,

> Below is the code which i am using to load in the text file

> if you know of a better way could you please tell me as i am

> quite new to blitz and do not understand the filerequestors

> that well.

```
MaxLen fi$=192
> MaxLen pa$=192
> filename$=ASLFileRequest$("Select Html
Filename",fi$,pa$,"#?.txt",0,0,100,100)
> count=0
> test=ReadFile(0,filename$)
```

> If test=True

Combine the last two lines to make:-

If ReadFile(0,filename$)

It’s only a small thing but it reduced the amount of variables you’re

using which is always a good thing.

> FileInput 0

> While NOT Eof(0)

> html$=html$+Inkey$(1)

And I think that should be Edit$(800) instead of Inkey$(1). The Edit$()

fnction reads a line of text up to an ’End of Line’. The 800 is used as

a realistic maximum. Rarely will you get text files with lines longer than

800 but the value you use is up to you!

I’m not sure about how safe it is to read a whole file into a string as you’re

doing here. Does anyone know if Blitz has a string length limit? If not then

this is fine.

Cheers,

Paul

--

Paul Burkey <burkey@bigfoot.com> www.sneech.demon.co.uk

Foundation: Strategy Wargame [##################=] 98%

Homepage: http://www.sadeness.demon.co.uk/foundation.html

1.289 Re: Ascii

Date: 22 Feb 98 22:42:23 +0000

From: "Andy Macklin" <andy@toadhall.u-net.com>

Subject: Re: Ascii

X-No-Archive: Yes

Oliver typed some of the following:

> Hi,

> I am trying to write a program that will display ascii files I have

> made a file requestor which lets you load in the ascii file but have

> been having trouble actually getting the program to display text can

> any one help me.

Depends on how you want to display it.

Repeatedly using Edit$ will read the file a line at a time.

Repeating Nprint would display the file as a scrolling load of text in a

CLI window

Urgh!

Alternatively, set up a GTlistview, fill it with the text (using edit$)
& then let people scroll that up & down. You might need to fiddle if you're
planning on reading huge text files (anyone know the limits of this
arrangement in terms of text lines/kB?).
There's a blitz manual (?) example somewhere that creates a text reader
that uses a bitmap to hold the text, so I guess that that's an option too.
HTH
Andy
--
The grass is always greener on the other side of your sunglasses.

1.290 Ascii

From: "Oliver Marks" <oly@enterprise.net>
Date: 21 Feb 98 12:01:55 -0500
Subject: Ascii
Hi,
I am trying to write a program that will display ascii files I have
made a file requestor which lets you load in the ascii file but have
been having trouble actually getting the program to display text can
any one help me.

1.291 Re: Arexx in TED

From: "Antony Docker" <docker@enterprise.net>
Date: 3 Feb 98 19:33:53 -0500
Subject: Re: Arexx in TED
On Thu, 29 Jan 1998 14:35:19 +0100 Serge Veugelers said.....
> >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)
^^^^^^^^^^
This command isn't listed in the SuperTED docs :-(
> 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.
Yep, unfortunatly there isn't a "SelectAll" command either so you have
no way of selecting the text in order to paste it into the other

document.

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

Sure is.

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

> never answered. What’s the word on RWE ?

Not very good going on the latest postings!!

cheers :-)

--

Tony Docker - coventry : docker@enterprise.net

: 2:2500/702.3

1.292 Re: AppIcons....

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

Date: Mon, 02 Feb 1998 02:17:02 -0000

Subject: Re: AppIcons....

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.7337.120.1745086408.2

On 01-Feb-98, Wright J.A churned out *this* drivel:

> Hello.....

> right, i got an app that puts up an Appicon on the WB screen.

> When i try to use AppFile(0) 0 bieng the id i just get a crash..... it

> always happens, even with the debugger on: this is the exact code:

> Repeat

> Vwait

> Until AppEvent

> path$=AppFile(0)

> If path$="" Then path$="Sys:"

The x in AppFile (x) MUST be greater than zero! Had me stuck for

a while!

I’ve attached a little source file which puts up an appwindow

and appicon (borrows the blitz icon)...it’ll use ppmore to show

any file ending in .txt - just a rough demo!

If you want to see /REAL/ application of appwindows ;) ,check out

aminet - game/gag/HomerGotchi.lha - includes Blitz source,update

(and newer source) due to be posted ASAP!

> Also, it says in a guide i`ve got that as well as AppEvent, there is a

> WaitAppEvent, but this doesn`t seem to be an implemeted command, as it

> doesn`t tokenise... anyone know any better?

Doesn’t work here,either :(

Oh,BTW - I can’t get appicons to register double-clicking,can you?

--

James L Boyd

jamesboyd@velvety.demon.co.uk

--BOUNDARY.7337.120.1745086408.2

Content-Description: App demo

```
WBenchToFront_
FindScreen 0
NoCli
Window 0,150,50,250,150,$140f,"",1,2
If AddAppWindow (0)=3D0 Then Request "Error","Couldn’t create appwindow",=
"OK":End
If AddAppIcon (0,"Test Icon","Blitz2:Blitz2")=3D0
Request "Error","AppIcon Failed","OK"
EndIf
=2Eloop
Repeat
VWait
If Event=3D$200 Then Goto quit
Until AppEvent
WLocate 0,5
atype=3DAppEventType
anum=3DAppNumFiles
;nap$=3DNextAppFile ; "nextappfile" makes the path "SYS:"
; for some reason...so don’t use it!
;;apf=3DAppFile(x) ; used below in loop
NPrint "Event type: ",atype
NPrint "AppNumFiles: ",anum
For a=3D1 To anum
a$=3DAppFile(a)
=
ffff
NPrint "AppEventType : ",atype:NPrint""
NPrint "AppFile : ",a," : ",a$
```

If Right$(a$,3)=3D"txt" Then Execute_ "c:ppmore "+a$,0,0
Next a
MouseWait
WCls
Goto loop
=2Equit
DelAppWindow (0)
DelAppIcon (0)
End
--BOUNDARY.7337.120.1745086408.2--

1.293 Re: AppEvent.....

18 Feb 98 16:18:41 0
From: "David Mcminn" <MD.BE4.Student.eee.rgu.ac.uk@eee-student.eee.rgu.ac.uk>
Date: Wed, 18 Feb 1998 16:18:19 GMT0BST
Subject: Re: AppEvent.....
On 18 Feb 98 at 16:04, Mike Carter spewed forth:
> This may be helpful. I've not actually use application icons yet so
> not sure how they do event stuff. Try this anyway. COmmands syntax
> may not be correct (sorry!).
>
> Repeat
> ev.l=WaitEvent
> Until ev=AppEvent
>
> The above will freze the program using hardly any cpu time until a
> IDCMP message arrives to your program, such as the appicon being
> clicked on.
This won't work as the AppEvent cannot be detected using WaitEvent,
unless you are able to add an event to be detected, which is not
IDCMP. There is an example in the docs for the library (RIAppLib I
think).
One method to reduce CPU usage is to increase the delay. This will
give a slower response to the icon/menu, but will not really be
noticable. Instead of "VWait" put "Delay_ 5".
Another alternative is to use OS functions to pause program flow. If
you have the address of the port that does the Appxxx stuff then you
could have something like this.

; Set up app stuff as usual

WaitPort_ *AppPort

; Done!!

Check the syntax for this command. The program should now wait for

an event at that message port.

Farewell, for now,

.oO David McMinn Oo.

-=-=-=-=-==-=-=-=-=-

A1200T 1.3Gb 16xCD

-=-=-=-=-==-=-=-=-=-

1.294 Re: AppEvent.....

19 Feb 98 12:00:01 0

From: "David Mcminn" <MD.BE4.Student.eee.rgu.ac.uk@eee-student.eee.rgu.ac.uk>

Date: Thu, 19 Feb 1998 11:59:15 GMT0BST

Subject: Re: AppEvent.....

Sorry for leading everyone on, I don't have BSS and I haven't seen

any proper blitz docs for about a year and a half.

Farewell, for now,

.oO David McMinn Oo.

-=-=-=-=-==-=-=-=-=-

A1200T 1.3Gb 16xCD

-=-=-=-=-==-=-=-=-=-

1.295 Re: AppEvent.....

18 Feb 98 16:05:54 GMT

From: "Mike Carter" <57229007@mmu.ac.uk>

blitz-list@netsoc.ucd.ie

Date: Wed, 18 Feb 1998 16:04:40 GMT

Subject: Re: AppEvent.....

It was 18 Feb 98 when Wright J.A belched. It smelt like onions.

> ok, i`m writing an app, which can be iconfied, or menufied. When

> iconfied, it goes into the followong loop:

>

> Repeat

> VWait

> Until AppEvent

>

> I had to put in the VWait because otherwise, my app used nearly 100% CPU

> time.... howvever even with the VWait it uses about 50% CPU time on

> slower CPU`s. Is there any way to get this CPU usage down to a minimum,

> while the app is iconfied not doing anything, just waiting for an

> AppEvent?????

This may be helpful. I’ve not actually use application icons yet so

not sure how they do event stuff. Try this anyway. COmmands syntax

may not be correct (sorry!).

Repeat

ev.l=WaitEvent

Until ev=AppEvent

The above will freze the program using hardly any cpu time until a

IDCMP message arrives to your program, such as the appicon being

clicked on.

Maybe somebody else can offer better?

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.. |

’---’ ’--------’

1.296 AppEvent.....

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

Subject: AppEvent.....

Date: Wed, 18 Feb 1998 14:23:05 -0000

Hello ppl,

ok, i`m writing an app, which can be iconfied, or menufied. When

iconfied, it goes into the followong loop:

Repeat

VWait

Until AppEvent
I had to put in the VWait because otherwise, my app used nearly 100% CPU
time.... howvever even with the VWait it uses about 50% CPU time on
slower CPU`s. Is there any way to get this CPU usage down to a minimum,
while the app is iconfied not doing anything, just waiting for an
AppEvent?????
thanks,
Darklight

1.297 Apologies

From: "C.J.R.Jarvis" <C.J.R.Jarvis@wkac.ac.uk>
Subject: Apologies
Date: Thu, 26 Feb 1998 15:03:44 -0000
apologies to Paul Burkey for continually misspelling his name as Burkley
:)
Chris

1.298 Re: An 030

(Post.Office MTA v3.1.2 release (PO203-101c)
for <blitz-list@netsoc.ucd.ie>; Wed, 11 Feb 1998 15:12:08 +0000
Date: Wed, 11 Feb 1998 15:12:04 +0000
From: Dave <d.boaz@virgin.net>
Subject: Re: An 030
Jake Frederick wrote:
> It seems like I had a problem on my ’030 where it crashed if I used a
> statement that checked if a joystick button and a direction were being pressed
> at the same time but I’m not sure. I will see if I can find the code and test
> it.
Yes thats what I`m doing:
J=0 ; J= the joystick port to read from
If Joyb(J)=1
If Joyr(J)=2 them DoMove=1
If Joyr(J)=8 them DoMove=2
else
end if
Please keep in mind that I used blitz mode for this and if someone
can get it

to work in Amiga mode then that doesn`t help me as the code might be
different.
Also I had an error handler but this is not displayed, all that
happens is a
crash.
Thanks again
Dave

1.299 An 030

(Post.Office MTA v3.1.2 release (PO203-101c)
for <blitz-list@netsoc.ucd.ie>; Mon, 9 Feb 1998 23:08:07 +0000
Date: Mon, 09 Feb 1998 23:08:11 +0000
From: Dave <d.boaz@virgin.net>
Subject: An 030
Hi
Resently I sent someone a program that worked find on my
020 + 4Mb . But he says when he presses fire
button it crashes on his 030 amiga.
Does anyone have any idea why this happens.
The code simply checks fire button using joyr() and
then calls a gosub which only alters the value of a
variable , this variable holds the value of the shape to
blit.
I am thinking there must be a problem with the joystick
checking because there is nothing else in the code apart
from a Gosub and the altering of a variable.
Has anyone with a 030 had problems with Joystick checking
commands, I used Joyr
Thanks for any help
Dve

1.300 Amarquee

Mon, 9 Feb 1998 01:52:18 +0100 (MET)
From: Peter Thor <thor@mailbox.swipnet.se>
Date: Mon, 09 Feb 1998 01:49:36 +0100
Subject: Amarquee
Anyone tried using amarquee.library with the miggy?

tell me if so!

--

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! -.

1.301 also... MOD probs?

From: "C.J.R.Jarvis" <C.J.R.Jarvis@wkac.ac.uk>

Subject: also... MOD probs?

Date: Mon, 9 Feb 1998 14:32:10 -0000

hello again,

another problem I have had is that ever since I put in an 030

board, blitz (2.15) hasn't been playing MODs properly: it keeps missing

out notes. MedMODS work fine, but they're not as easy to put in as MODS.

Does anyone know why they've stopped working, and is there a fix?

Chris Thousands of problems jarvis

http://www.geocities.com/TimesSquare/Arena/1829

Time Campaign is no-where near completion...

1.302 AllocMem() patching

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

Date: Wed, 04 Feb 1998 23:13:51 GMT0

Subject: AllocMem() patching

Can someone tell me how to "patch" AllocMem() so whenever a program tries to

allocate some memory, the "patch" code will instead allocate the memory and

totally bypass the actual AllocMem() routine?

The reason for this is, is because I want to code a VMM type of program that

DOESN'T require an MMU.

--

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

| 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 |

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

1.303 Re: A long shot..

From: et@enterprise.net

Date: 16 Feb 98 20:00:22 +0500

Subject: Re: A long shot..

James wrote:

>Hi E.T!

>>

>> "GET /file.html HTTP/1.0"

>>

>I wrote a web-browsing assistant CGI script last year, I did it
>in C++ on a UNIX system, so was able to use sockets and such to
>obtain a connection to the web server. You can get a similar
>effect by telnetting to port 80 on a web server as follows:
>telnet www.servername.com 80 Once there, type GET <document
>name> HTML/1.0 followed by two new lines (carraige returns)

Hah, I was nearly there! Thanks very much for that.

>You may not see the characters you type echoed back to you...
>don`t worry, it should still work! I think however that telnet
>connection isn`t very useful to a program, I tried that approach
>originally and couldn`t find a way to get data from the telnet
>process. If you are using Blitz there is a set of TCP/IP
>commands available from a third party. Someone on this list
>should be able to help?

I'm already using the 3rd party commands to get that far, so
really I shouldn't have said "telnet" so much as connection or
session or something, I'm not using an actual external client.

Thanks again then,

regards,

Evan Tuer.

1.304 Re: A long shot..

Date: Mon, 16 Feb 1998 10:02:56 +0000

From: James Marshall <homegrown@eclipse.co.uk>

Subject: Re: A long shot..

Hi E.T!

et@enterprise.net wrote:

> Don't suppose anyone knows where to get the definitions of http

> type commands?
>
> i.e. the commands a web browser sends, to access stuff.
> I know it’s like:
>
> "GET /file.html HTTP/1.0"
>
> But do you have to log in in some simple way first? I can’t
> seem to get any response on port 80 to various GET commands.
>
> Thanks!

I wrote a web-browsing assistant CGI script last year, I did it in C++ on a UNIX system, so was able to use sockets and such to obtain a connection to the web server. You can get a similar effect by telnetting to port 80 on a web server as follows:

telnet www.servername.com 80

Once there, type

GET <document name> HTML/1.0

followed by two new lines (carraige returns)

You may not see the characters you type echoed back to you... don`t worry, it should still work! I think however that telnet connection isn`t very useful to a program, I tried that approach originally and couldn`t find a way to get data from the telnet process. If you are using Blitz there is a set of TCP/IP commands available from a third party. Someone on this list should be able to help?

James

--

Homegrown Software - Independent Amiga Games Developers
Web - http://www.eclipse.co.uk/homegrown
email - homegrown@eclipse.co.uk

1.305 ???????

From: "Oliver Marks" <oly@enterprise.net>
Date: 28 Feb 98 21:55:39 -0500
Subject: ???????

Hi

I replaced the standard blitz editor with ted2.5 today but when i loaded a program into ted the command request had been changed to ????? can anyone tell me how to sort it out so that i can load my program into it properly.

1.306 Re: ???????

From: Paul Burkey <burkey@bigfoot.com>

Date: Sun, 01 Mar 1998 01:53:54 +0100

Subject: Re: ???????

Hi Oliver,

> I replaced the standard blitz editor with ted2.5 today but when i

> loaded a program into ted the command request had been changed to

> ????? can anyone tell me how to sort it out so that i can load my

> program into it properly.

It sounds like you've changed your DefLibs file and forgot to
include the library that contains the 'Request' command. I
think you'll find 'Request' in the 'ElmoreSysLib' so all you
have to do is make your deflibs again including that lib and
the ?????? will become tokenized again.

What are you using to make your deflibs? I use 'Library Manager'
which is a nice way to maintain my libs. The "About" requestor
says it's freeware so if you want me to end it let me know! I
think it comes with Blitz anyway so you may have or even use it.

Cheers,

Paul

--

Paul Burkey <burkey@bigfoot.com>

http://www.sneech.demon.co.uk

"What are the government going to do
about the new craze for the drug CAKE?"
-- Brass Eye

1.307 <blitz-list-unsubscribe-edavid=esoterica.pt@netsoc.ucd.ie>

From: Eduardo David <eduardo_david@bigfoot.com>

Date: Wed, 11 Feb 1998 21:52:00 -0000

Subject: <blitz-list-unsubscribe-edavid=esoterica.pt@netsoc.ucd.ie>

--

Eduardo David

1.308 64-color palette on 2 coplists

From: bohdan_lechnowsky@csgsystems.com

Date: Mon, 02 Feb 98 11:05:21 -0600

Subject: 64-color palette on 2 coplists

I am forwarding this mail for a friend. Please reply to him as well as to the list. His address is anders.undin@katrineholm.mail.telia.com. Thanks!

Forwarded message follows:

I am trying to display a 64-colors palette on a coplist and another 64-colors palette on another coplist at the same time.

But it doesn't work.

Please explain to me how to do!

1.309 *sigh*

From: Alvaro Thompson <alvaro@enterprise.net>

Date: Sat, 14 Feb 1998 16:37:13 +0000

Subject: *sigh*

P

Many hours have I spent arguing against PC owners, about how crap their machines are, and how shite Windows is... Yet I have just ordered a P266, which should arrive in about a week or so.

Still, I'm not giving up on my Amiga. I'm linking them up with a Parallel cable, and get some software so I can copy files across.

What I was going to ask is... those of you who have/use PCs, what's the best type of language to use on the PC? If I can get some names, then I can ask at school if they can get it, and then I'll nick the CD :)

Any info would be appreciated, because I would like to program on the PC as well as the Amiga!

cya!

--

=-=-=-

1.310 Re: *sigh*

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

Date: Sun, 15 Feb 1998 14:06:59 +1200

Subject: Re: *sigh*

On 15-Feb-98, Claus Herrmann wrote:

>the best and only is C

Also, you might want to check out Java, as it will run (or compile)
directly on any supporting machine- I'm not sure if Java for the Amiga
is out yet.

--

Anton Reinauer <anton@ww.co.nz>

1.311 Re: *sigh*

Sun, 15 Feb 1998 01:26:33 +0100 (MET)

Date: Sun, 15 Feb 1998 01:26:33 +0100 (MET)

From: Claus Herrmann <cyclone@rbg.informatik.tu-darmstadt.de>

Subject: Re: *sigh*

On Sat, 14 Feb 1998, Alvaro Thompson wrote:

> P

>

> Many hours have I spent arguing against PC owners, about how crap their
> machines are, and how shite Windows is... Yet I have just ordered a P266,
> which should arrive in about a week or so.

>

> Still, I'm not giving up on my Amiga. I'm linking them up with a Parallel
> cable, and get some software so I can copy files across.

>

> What I was going to ask is... those of you who have/use PCs, what's the best
> type of language to use on the PC? If I can get some names, then I can ask at
> school if they can get it, and then I'll nick the CD :)

the best and only is C .. but beware with Microsoft C you can only
program for Win95/Win NT .. not own runable programs (under Dos or OS/2
or whatsoever).. if you really want to program, get yourself a copy of
LINUX it is the best OS for the PeCe ! .. and with it you get a complete
C package ... everyone on the pece programms in c !.... but if you get
yourself a copy of linux then you have one more advantage, Linux also
runs on normal Amigas and on Powerup (PPC) Amigas !! so you can use the

software on bnoth machines !

>

> Any info would be appreciated, because I would like to program on the PC as

> well as the Amiga!

>

> cya!

>

> --

>

> =-=-=-=

>to this usage... Does anyone know of a fast block-copy
>routine(between two bitmaps) in asm that I can include
>
You'll need to do hardware scrolling- see Liz's Blitzmap map editor
in dev/basic for an example.
--
Anton Reinauer <anton@ww.co.nz>

1.314 !Quick block copying!

From: MinuteMan <atomic-interactive@nwn.de>
Date: Wed, 11 Feb 1998 20:00:49 +0100
Subject: !Quick block copying!
Hi All!
First of all, hello to everybody - I am new to the list.
Here cums my question:
I am coding a realtime C&C clone in Blitz2, and thus I need
a fast GFX engine... One thing that slows it down is that
I need to Blockscroll a 640*256 area in 256 cols... :)
Blockscroll is a bit slow and Copybitmap is doesnt fit
to this usage... Does anyone know of a fast block-copy
routine(between two bitmaps) in asm that I can include
as a statement??
If I get a good help, I=B4ll include u in the thanks-to
list... :)
Yours,
=3DMinuteMan2606=3D
=2E... .. . . .
=2EKeep on Blitzing!.
=2E . .. .=

1.315 Re: Large SFX & play

From: Toby Zuijdveld <hotcakes@abacus.net.au>
Date: Wed, 02 Sep 1992 14:11:37 EST10EDT
Subject: Re: Large SFX & play
A really bodgy way around it could be to keep the sfx in ramdisk, and cre=
ate a
CLI command that DiskPlays the sound, and Run <>nil: it from your source =

;)

-- =

- Toby Zuijdveld

- toby@oznumberone.net

- http://www.abacus.net.au/hotcakes [Last updated : 02=B702=B798]

1.316 Re: Re: Modular programming

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

Subject: Re: Re: Modular programming

Date: Tue, 24 Feb 1998 14:41:01 +1300

charset="iso-8859-1"

Hi,

>> >What i would need is a way to "detach" methods from main program.

><snip!>

>>

>> Obviously, you would need some way for the single modules to talk to

the

>> main program. This could be done with message ports, or with arexx.

I

>> think arexx might be the best.

>

>Arexx is all very nice but it relys on the user having Arexx already

>running. How is it possible to do this with Message ports as I wish

>to do something similar for my encyclopedia engine when my Amiga

>returns to home....

I don’t have time at the mo’ to write an example, but if you have the

Amiga Dev CD, that has some examples in

’Amiga_Dev_CD_V1.1:Extras\Development\RKM_Companion2.04\Exec_library\mes

sageio\’. (or something like that).

Ciao,

Julian Kinraid