The Blitz List Guide

	COLLABORATORS		

	TITLE : The Blitz List Guide		
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NUMBER	DATE	DESCRIPTION	NAME

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SORRY INDEX WILL BE INCLUDED SOON

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

From: 01/5 To: 31/5 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 .

Attached files can be found with in this archive

If you are not connected to the internet and have a

email account via a bbs. and whish send a message to

the blitz mailing list, you can send a mail to :

Blitz.List@online.u-net.com and it will be forwarded

to the mailing list

if you are ont the internet then why not check out my webpage

http://www.online.u-net.com/adr/ or http://adr.home.ml.org

& http://a-d-r.home.ml.org

1.3   The Blitz List Guide 01/5 to 31/5 1998

Messages Posted To The Blitz Mailing List

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MULU.L From Paul West

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RE: Sound questions From Wright J.A

Re[2]: Soundperiod From Curt Esser

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Re: Timers From Anton Reinauer

Re: Timers From Anton Reinauer

Re: Timers From Dave Newton

Timers From Evan Tuer

Re: Timers From Evan Tuer

1.4 Re: CD32 Gamepads

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

Date: Fri, 08 May 1998 14:27:35 +1200

Subject: Re: CD32 Gamepads

On 07-May-98, Evan Tuer wrote:

>>>I am using the CD32 Gamepad command 'Gameb()' and am having a

>>>little bit of trouble. For some reason the pad in the mouse

>>>port returns that all the extra buttons are being held down but

>>>only after the first test.

>>I had the *exactly* same problem with the second joystick

>>button, on the normal thing. With Port 0 eg the mouse it worked

>>fine, but with Port1 it didn't. I saw several commercial games

>>(written in blitz) with this problem unsolved. I guess it's a

>>bug in blitz.... Maybe you can read the thing from meory:

>>peek(adress of where_the_buttonstatus_is_hold)

For two-button joysticks use JoyB() instead, it's been working fine

with my game for ages. It also works with a CD-32 joypad, but obviously

only with the two bottom fire buttons (red and blue).

--

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 [97%]- an Internet multi-player code, test-bed

for my game Pyro-Mid- grab it on Aminet: dev/basic/UDP_Chat.lha

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

1.5   Re: CD32 Gamepads

Date: 06 May 98 19:33:20 +0500

From: "Evan Tuer" <et@enterprise.net>

Subject: Re: CD32 Gamepads

>>I am using the CD32 Gamepad command 'Gameb()' and am having a

>>little bit of trouble. For some reason the pad in the mouse

>>port returns that all the extra buttons are being held down but

>>only after the first test.

>I had the *exactly* same problem with the second joystick

>button, on the normal thing. With Port 0 eg the mouse it worked

>fine, but with Port1 it didn't. I saw several commercial games

>(written in blitz) with this problem unsolved. I guess it's a

>bug in blitz.... Maybe you can read the thing from meory:

>peek(adress of where_the_buttonstatus_is_hold)

Yup, been there. I threw the joypad away and used an I2C bus

connection to a load of microswitches instead.

1.6   Re: CD32 Gamepads

Subject: Re: CD32 Gamepads

Date: Tue, 5 May 1998 21:56:13 +0200

charset="iso-8859-1"

From: Kuettner.world@t-online.de (=?iso-8859-1?B?S/x0dG5lcg==?=)

>I am using the CD32 Gamepad command 'Gameb()' and am having a little

>bit of trouble. For some reason the pad in the mouse port returns that all

>the extra buttons are being held down but only after the first test.

I had the *exactly* same problem with the second joystick button, on the

normal thing. With Port 0 eg the mouse it worked fine, but with Port1 it

didn't. I saw several commercial games (written in blitz) with this problem

unsolved. I guess it's a bug in blitz.... Maybe you can read the thing from

meory: peek(adress of where_the_buttonstatus_is_hold)

1.7 A real problem

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

(sender: <Andreas.Falkenhahn@mail.regio.net>)

id <m0yfsVI-002pD8C@rhoen.regio.net>

for <blitz-list@netsoc.ucd.ie>; Sat, 30 May 1998 22:45:24 +0200 (MET DST)

(Smail-3.2.0.100 1997-Dec-8 #1 built 1997-Dec-13)

From: Andreas Falkenhahn <Andreas.Falkenhahn@mail.regio.net>

Date: Sat, 30 May 1998 22:44:34 +0100

Subject: A real problem

Hi again!

I have a problem with Mki$, Mkl$....I want to write the hexstring "64" in a

sequent file - but it always prints some 00`s before the 64, because

Mki$ wants to write a 2 Byte string and Mkl$ wants to write a 4 byte

string...But I only want to write 64 in the file ! There`s no special command

for it? How do I do this? HELP please....

Greetings,

--

Andreas

===

email: Andreas.Falkenhahn@mail.regio.net

WWW: www.airsoft.home.pages.de

******* POWERED BY AMiGA *******

A1200/040T, 18MB Ram, 1,7GB HD Space

===

1.8 Re[2]: A real problem

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

Date: Sun, 31 May 1998 05:40:53 -0500

Subject: Re[2]: A real problem

Hi All,

On 30-May-98, Marcel Weber wrote:

>> Hi again!

>>

>> I have a problem with Mki$, Mkl$....I want to write the hexstring "64" in

> a

>> sequent file - but it always prints some 00`s before the 64, because

>> Mki$ wants to write a 2 Byte string and Mkl$ wants to write a 4 byte

>> string...But I only want to write 64 in the file ! There`s no special

> command

>> for it? How do I do this? HELP please....

>

> You can use the byte equivalents of the mki$ family which would be:

>

> Print chr$(x) ; Write unsigned byte x to the file

>

> y.w = Asc(inkey$(1)) ; Reads unsigned byte y from file into word variable

>

> The only problem I can see with this is blitz's handling of signed and

> unsigned bytes. If your variable y is of type byte then values greater than

> 128 will get a negative value whereas if y is of type word then it should be

> a positivie value. I havn't tested this too much but I think its right :)

>

Yes, this works - I used it in my program with no problems. To reload the

unsigned bytes, you can do as shown. If you need to re-load into bytes

instead of words, just turn off Overflow Errors in your debugger settings.

Later...

--

An expert is a person who avoids the small errors

as he sweeps on to the grand fallacy.

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

1.9   Re: A real problem

From: Marcel Weber <mw@caverock.co.nz>

Date: Sun, 31 May 1998 12:32:21 +1200

Subject: Re: A real problem

> Hi again!

>

> I have a problem with Mki$, Mkl$....I want to write the hexstring "64" in

a

> sequent file - but it always prints some 00`s before the 64, because

> Mki$ wants to write a 2 Byte string and Mkl$ wants to write a 4 byte

> string...But I only want to write 64 in the file ! There`s no special

command

> for it? How do I do this? HELP please....

You can use the byte equivalents of the mki$ family which would be:

Print chr$(x) ; Write unsigned byte x to the file

y.w = Asc(inkey$(1)) ; Reads unsigned byte y from file into word variable

The only problem I can see with this is blitz's handling of signed and

unsigned bytes. If your variable y is of type byte then values greater than

128 will get a negative value whereas if y is of type word then it should be

a positivie value. I havn't tested this too much but I think its right :)

--

Marcel Weber <mw@caverock.co.nz>

(Xar on #Amiga Undernet/AmigaNet)

1.10   Re: AI gone even more mad!!!

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

Subject: Re: AI gone even more mad!!!

Date: Tue, 12 May 1998 14:27:26 +0100 (British Summer Time)

X-Authentication: IMSP

On Tue, 12 May 1998 13:02:46 GMT Dalai

<A1JONATH%doreen.rainhammark.kent.sch.uk@uk.ac.essex.smtp> wrote:

> CRobots (off the Aminet) .... Its also

> really slow and jerky with more than two robots. I recommend we steer

> clear of this one.

>

Well, BGP, on a maze-solving agent problem was evaluating 1000

individuals in 30 secs, with 256 insts per individual, and 10 random

trials per individual, that is 85,000 instructions/sec (030/50)

The problem is that it will need an update in order to be able to run

more than one program at the same time, and I have a lot of academic

work atm. Since this bgp is distributed under the GNU license, you can

modify it as you want and distribute it with another name - like

bgp-robots :)

> Dalai.

Christos Dimitrakakis (aka Olethros)

Electronic Engineer,

Software Developer for the Amiga computer

University of Essex

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

1.11   AI gone even more mad!!!

12 May 98 13:03:30 +0000

From: "Dalai" <A1JONATH@doreen.rainhammark.kent.sch.uk>

Date: Tue, 12 May 1998 13:02:46 GMT

Subject: AI gone even more mad!!!

This is geting lots of support, looks like it should be good.

Someone needs to be elected as an Official Grand High Blitz Robots Leader,

so they can organize the robots stats and commands, or to choose which

of the existing programs to use, and to get a list of those willing to

join in.

CRobots (off the Aminet) is a bit poor, the robots only have minimal

commands, only one weapon, and it includes robots that can win every game

just by moving to the corner and shooting at the nearest robot. Its also

really slow and jerky with more than two robots. I recommend we steer

clear of this one.

Dalai.

1.12   Re: AI Gone Mad???

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

Date: Mon, 11 May 1998 15:49:37 +1200

Subject: Re: AI Gone Mad???

On 11-May-98, Peter Thor wrote:

>The 10-Maj-98, Dave Newton wrote:

>> I've seen some of the AI stuff that's been being talked about, and

>I've

>>got an idea...how about a blitz AI competition??? Why can't we write a

>>'C robots' type program, using blitz commands instead, and people can

>try

>>their monster AI's against one another....then we can see who's idea's

>are

>>the best :).

>I've heard about these robots, though i've never really gotten the hang

>on how

>they act or what they do etc. But i'm totally interrested in something

>like

>this, but i could use some explanations and so on.

Well it all comes from the old RedCode Simulator. These are

programming contests in assem, with a controlling program that executed

an instruction from each program in turn. They tried to wipe each other

out by either randomly trashing memory, or being defensive and copying

itself from location to location etc. A program that was too complex

could get wasted by a simpler program because the complex one took too

long to execute it's main loop! I think there's a Redcode Simulator for

the Amiga.

This is where viruses originated, because someone wondered what would

happen if the controlling program wasn't there anymore....

--

Anton Reinauer <anton@ww.co.nz>

1.13   AI Gone Mad???

From: Dave Newton <Dave@nbsamiga.demon.co.uk>

Date: Sun, 10 May 1998 05:48:39 -0000

Subject: AI Gone Mad???

Hi all,

I've seen some of the AI stuff that's been being talked about, and I've

got an idea...how about a blitz AI competition??? Why can't we write a

'C robots' type program, using blitz commands instead, and people can try

their monster AI's against one another....then we can see who's idea's are

the best :).

Dave.

P.s. UBISoft Spent 18 months, and $4 million developing a system called

Architecture Commune Programmation. In one of their new games

(Tonic Trouble), this means that the enemies attack pattern's change,

and reactions change at different times. They will chase the main character

when he's low on energy, run away when he's strong, jump to avoid his attacks

or growl aggressively when trapped in a corner, and change facial

expression......geez...if they'd have given me $2 million and about a

month, I'm sure I could have equaled that with a few nifty if/then..select

statements..........sheeesh

--

```
____ _____
/ __ \/ ___/ __ \
/ /_/ / /__/ / / /\
/_____/ ____/_/ / /_/ / IRC - COolWAve
_____\/\_\/ Dave Newton - Dave@nbsamiga.demon.co.uk (NBS)
```

1.14   Re: AI Gone Mad???

Subject: Re: AI Gone Mad???

Date: Mon, 11 May 1998 00:58:57 +0200

charset="iso-8859-1"

From: Kuettner.world@t-online.de (=?iso-8859-1?B?S/x0dG5lcg==?=)

>> I've seen some of the AI stuff that's been being talked about, and I've

>>got an idea...how about a blitz AI competition??? Why can't we write a

>>'C robots' type program, using blitz commands instead, and people can try

>>their monster AI's against one another....then we can see who's idea's are

>>the best :).

>

>I've heard about these robots, though i've never really gotten the hang on

how

>they act or what they do etc. But i'm totally interrested in something like

>this, but i could use some explanations and so on.

You can find an Amiga version of crobots in the aminet:-)

It's a battle between several robots on a plane surface.

The crobots thing works like this (more or less): There is a main program

and several programs, one for each robot. The main thing talks to the robot

programs like: it's your turn, what do you wanna do? Then the robot program

"says": I wanna shoot! Then the main program calculates the shoot, and asks

the next robot. "I wanna "see" waths going on there and there" The main

programm returns then the vars and goes on to the next robot. And so on. The

main proggy calculates then the turn and how the moves of the robots affect

the action. The cool thing is that everybody can program his own robot and,

well, the smarter an robot program is, the faster it will knock out the

others.

Hope you got an idea :-*

Regards,

christopher k.

1.15   Re: AI Gone Mad???

Sun, 10 May 1998 21:25:39 +0200 (MET DST)

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

Date: Sun, 10 May 1998 21:23:04 -0500

Subject: Re: AI Gone Mad???

The 10-Maj-98, Dave Newton wrote:

>Hi all,

> I've seen some of the AI stuff that's been being talked about, and I've

>got an idea...how about a blitz AI competition??? Why can't we write a

>'C robots' type program, using blitz commands instead, and people can try

>their monster AI's against one another....then we can see who's idea's are

>the best :).

I've heard about these robots, though i've never really gotten the hang on how

they act or what they do etc. But i'm totally interrested in something like

this, but i could use some explanations and so on.

//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! -.

1.16   Re[2]: AI Gone Mad???

From: Rui de Carvalho <grim@esoterica.pt>

Date: Sun, 10 May 1998 22:19:51 +0000

Subject: Re[2]: AI Gone Mad???

Hello everyone,

On 11-May-98, Peter Thor wrote:

=

> I've heard about these robots, though i've never really gotten the hang=

on

how

> they act or what they do etc. But i'm totally interrested in something =

like

> this, but i could use some explanations and so on.

I've read about this in a AI book, let's see if i can remember it :)

We'll have to program a Engine that has it's own programing language. =

Then the player uses that language to make their robots in ASCII

files. Er! Confusing? 8-/

Example:

(I've made up the commands)

IFLEVEL <50

MOVE

* IFFOOD*

* EAT*

* END*

END

MOVE <- Just don't stop moving!

IFENCOUNTER

* IFLEVELOTHER < LEVEL*

* ATTACK*

* END*

MOVE

END

*IFLEVEL >90 *

* IFENCOUNTER*

* ATTACK*

* END*

END =

The game is played on a grid where the robots are randomly placed. =

In each turn the the engine will parse your code (robot AI) and produce a=

result acording to the functions.

I this case if the energy goes below 50 the robot searches for food. =

If the energy goes above 90 and if it encounters another robot it will at=

tack

it. If energy is between 50 and 90 you'll just move around and if you fin=

d

another robot that is weaker than you you'll kick is ass and then move aw=

ay!

The more commands the engine has the more complex and fun it will be to m=

ake

the robots. (You could make a robot that just went around attacking

everything, or one that doesn't move and just waits for others)

Regards

-- =

Rui de Carvalho =ABgRiM=BB

#Http://homepage.esoterica.pt/~grim# - /Last Update: 10.05.98/

EXPO 98 - Lisbon (Opens 21.05.98)

1.17   Re: AI Gone Mad???

From: Rui de Carvalho <grim@esoterica.pt>

Date: Sun, 10 May 1998 22:17:59 +0000

Subject: Re: AI Gone Mad???

Hello Dave

On 10-May-98, Dave Newton wrote:

> =

> Hi all,

> =

> I've seen some of the AI stuff that's been being talked about, and I've=

> got an idea...how about a blitz AI competition??? Why can't we write a

> 'C robots' type program, using blitz commands instead, and people can t=

ry

> their monster AI's against one another....then we can see who's idea's =

are

> the best :).

> =

I kown all about these robots. It's a cool idea!

> P.s. UBISoft Spent 18 months, and $4 million developing a system called=

> Architecture Commune Programmation. In one of their new games =

> (Tonic Trouble), this means that the enemies attack pattern's change,

> and reactions change at different times. They will chase the main chara=

cter

> when he's low on energy, run away when he's strong, jump to avoid his

attacks

> or growl aggressively when trapped in a corner, and change facial =

> expression......geez...if they'd have given me $2 million and about a

> month, I'm sure I could have equaled that with a few nifty if/then..sel=

ect

> statements..........sheeesh

> =

Eh! Eh! ;)

Regards

-- =

Rui de Carvalho =ABgRiM=BB

#Http://homepage.esoterica.pt/~grim# - /Last Update: 10.05.98/

EXPO 98 - Lisbon (Opens 21.05.98)

1.18   Re: AI Gone Mad???

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

Date: 10 May 98 22:01:24 +0100

Subject: Re: AI Gone Mad???

Previously in Life Dave Newton(Dave@nbsamiga.demon.co.uk) had this to say:

> I've seen some of the AI stuff that's been being talked about, and I've

> got an idea...how about a blitz AI competition??? Why can't we write a

> 'C robots' type program, using blitz commands instead, and people can try

> their monster AI's against one another....then we can see who's idea's are

> the best :).

>

I like the idea. I remeber seeing some stuff about C robots a year or

so ago and sounded pretty interesting.

--

Stevie W.

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

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

1.19   Re: Amiga Mode

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

Date: Sun, 31 May 1998 08:32:38 -0500

Subject: Re: Amiga Mode

Hi Damir,

On 31-May-98, Damir Arh wrote:

> Hello,

>

> My game was previously written in Blitz mode, but I decide to try to write

> it in Amiga mode as I don't use any copper tricks.

> I already made first changes, so that the game compiles in Amiga mode (I

> open a screen instead of display creation and I replaced DisplayBitMep with

> ShowBitmap, and a few other changes).

> But now I have a few questions:

>

> 1. I open a screen using ScreenTags. In the manual I found the tag

> #_Exclusive to make sure that no other screen is visible at the same

> time. I used ScreenTags ...,#_Exclusive, True , (I did define the

> constant before), but it didn't work. What am I doing wrong?

Maybe the constant is incorrect? I put blitzlibs:amigalibs.res in the

compiler options for resident.

Then you can use "#SA_Exclusive,1"

>

> 2. How can I read the right mouse button? I used Joyb(0)=2, but in Amiga

> mode it doesn't work.

I open a full screen sized window (with no borders, etc. - it is invisible)

Then use the command "MenusOff" - now you can read right mouse button.

Joyb(0)=2 should work, or also you can check with Mbuttons if Event=$8

>

> 3. How can I change the appearance of the pointer?

Again, you must have the window. Then use the Wpointer command.

>

> 4. I don't open any windows. But if I'll for any reason have to open a

> borderless wholescreen window, what could I use instead of ShowBitMap to

> achieve double buffering and prevent flickering?

You can still use ShowBitmap - but of course, the game won't work on a GFX

card.

I have put the source for my Crazy 8's game in Aminet/dev/basic if you need an

example of this. It uses an invisible window, double buffering, and changes

the pointer. Also reads the right mouse button (although for my game, it is

considered the same as the left button)

You could also use 2 windows - both full size, and one in front of the other.

Then draw on the back one, put it in front, etc.

Later...

--

Children seldom misquote you.

In fact, they usually repeat word for word what you shouldn't have said.

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

1.20 Amiga Mode

Sun, 31 May 1998 10:01:06 +0200

Sun, 31 May 1998 10:00:59 +0200 (MET DST)

From: Damir Arh <damir.arh@guest.arnes.si>

Date: Sun, 31 May 1998 10:00:27 +0100

http://www.yam.ch

Subject: Amiga Mode

Hello,

My game was previously written in Blitz mode, but I decide to try to writ=
e

it in Amiga mode as I don't use any copper tricks.

I already made first changes, so that the game compiles in Amiga mode (I

open a screen instead of display creation and I replaced DisplayBitMep wi=
th

ShowBitmap, and a few other changes).

But now I have a few questions:

1. I open a screen using ScreenTags. In the manual I found the tag

#_Exclusive to make sure that no other screen is visible at the same

time. I used ScreenTags ...,#_Exclusive, True , (I did define the

constant before), but it didn't work. What am I doing wrong?

2. How can I read the right mouse button? I used Joyb(0)=3D2, but in Amig=
a

mode it doesn't work.

3. How can I change the appearance of the pointer?

4. I don't open any windows. But if I'll for any reason have to open a

borderless wholescreen window, what could I use instead of ShowBitMap =
to

achieve double buffering and prevent flickering?

Thanks for all the answers in advance.

Kind regards

Damir

-- =

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

| Damir Arh | Damir Arh |

| damir.arh@guest.arnes.si | Titova 89 |

| http://www2.arnes.si/~gkrjes12/ | 4270 Jesenice |

| Tel.: +386 (0)64 860 238 | Slovenia |

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

| First Year Student of | My computer system: |

| Computer and Information Science | A1200T / 030 @ 50MHz, |

+-------------------------------+ 2MB Chip RAM, 32 MB Fast RAM, |

| Member of D.A.D. - | 1.2GB HD, 12=D7CD, Amiga M1438S =

|

| Digital Amiga Dream | HP DeskJet 690C+, Zoom V.32bis |

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

Some people hope to achieve immortality through their works or their

children. I would prefer to achieve it by not dying.

-- Woody Allen

1.21   An automatically evolved robot that plays pacman

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

Subject: An automatically evolved robot that plays pacman

Date: Sat, 16 May 1998 17:29:08 +0100 (British Summer Time)

X-Authentication: IMSP

--Part9805161708.D

The following was done with the BGP system (by me)

This is a simple demo of a pacman agent, evolvingto pick up dots and

pills in a maze, while being chased by a ghost (the ghost is

hand-coded, not evolved). The aim is to get as many points as possible.

Dots are worth 1 point and pills are worth 10 (pills do not do

anything else). The game ends when the pacman agent either performs

1024 instructions, or is captured by the ghost.

The demo opens a screen in a system-friendly manner.

It evaluates 1000 programs in every iteration, which takes around 10s

on 030/50. Everytime it finds a program that has a higher score than

all other previous programs, it displays the agent running around the

maze a few times.

Simulation window reference:

Pacman Agent: >,<,ˆ,v

Ghost : O

Wall : #

Dot : .

Pill : o

Monitor window:

Here the main program and the 3 subroutines are displayed, with >

pointing to the current instruction - a register monitor is displayed

near the bottom.

Fitness Distribution:

Here all the 1000 individual`s scores are displayed on a graph. Lower

is better. This window is automatically scaled.

Fitness History:

Here, the worst, average, current best and total best scores for the

whole of the process are shown. Lower is better. This window is

automatically scaled.

Misc:

(on the CLI window, or by sending a break to the process:)

Ctrl-C: Tells the program to stop after the current generation has

finished.

Ctrl-D: Tells the program to stop as soon as possible (it is not

possible to stop during Crossover)

Left Mouse Button: Accelerates the simulation.

Christos Dimitrakakis (aka Olethros)

Electronic Engineer,

Software Developer for the Amiga computer

University of Essex

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

--Part9805161708.D

#Attachment stripped#

--Part9805161708.D--

1.22 Another question

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

(sender: <Andreas.Falkenhahn@mail.regio.net>)

id <m0ydXAb-002pCkC@rhoen.regio.net>

for <blitz-list@netsoc.ucd.ie>; Sun, 24 May 1998 11:34:21 +0200 (MET DST)

(Smail-3.2.0.100 1997-Dec-8 #1 built 1997-Dec-13)

From: Andreas Falkenhahn <Andreas.Falkenhahn@mail.regio.net>

Date: Sun, 24 May 1998 11:33:41 +0100

Subject: Another question

Hi!!

Anyone got a sourcecode how to execute ripped bootblocks (1024 bytes) from

BLITZ? Is it possible?

Greetings,

--

Andreas

===

email: Andreas.Falkenhahn@mail.regio.net

WWW: www.airsoft.home.pages.de

******* POWERED BY AMiGA *******

A1200/040T, 18MB Ram, 1,7GB HD Space

===

1.23   Anything to do with AREXX and/or my script

From: Dave Newton <Dave@nbsamiga.demon.co.uk>

Date: Mon, 11 May 1998 17:19:34 -0000

Subject: Anything to do with AREXX and/or my script

ENOUGH ALREADY!!!! I GIVE....I GIVE.....

lol...anyway, thanks for all the replys about the rexx posting I sent, I

just wanna clear up some things which some people may have missed out

on.

1) My blitz program and rexx script (to...dare I say it, speak irc lines!!),

was written specifically to avoid using the say command, and so I could

keep the blitz program open, so I don't have to load say everytime some

sends a line on irc. Also, it lets me set a voice pattern and holds it

until I change it or it quits, also it has the option on to speak @ lines

(thought it's still not bad if it has to speak all...except ascii art!!!).

This program was written about a year and a half ago, mainly cos I was

just learning rexx, and testing how blitz<>arexx works. It's not a good

example of blitz rexx programming, but it does work, and may help ppl who

are stuck...that's the only reason I sent it to the list.

2) I've tested Execute_ on my machine, and it always runs anything in the

don't care...you should only be using Execute_ with commands where you know

where they are, otherwise you'll find it not working properly on everyones

setup. I only ever use it to call dos commands anyway. I've tried the

following compiled program and here are the results:

WBStartup

Execute_ "Dir >ram:test.txt",0,0

End

>From shell/cli it outputs the current directory to the file

>From Execute Command (in workbench) it outputs the Ram: directory

>From WorkBench it outputs the current directory of the icon+executable

If you don't believe me try it, and if it doesn't work...don't blame me!

3) I have no REXXC: or SYS:REXXC or any paths to it. I do have Rexx:Rexxc/,

and I believed this is because I bought my hd complete with wb3.0 installed.

I've also checked some friends ones, and NON of them have a REXXC: assign,

or paths, but 2 of them do have SYS:Rexxc. I think it's just the installer,

and the way wb was installed if you ask me. But I don't care anyway, because

I never expect anything to be in a specific place, as almost all setups have

been customised anyway. But you still need RX somewhere in your path though,

and waitport is usefull, as a lot of rexxscripts use that!

Anyway, I don't mind getting responses...lol...I just wasnt expecting that

many about something fairly mundane :)....

Dave

P.s. About the original Arexx question...I've changed my mind since this

whole rx fiasco (<- never could spell that anyway). Anyway, i've written

a small function to get arexx to do something for you, so that you can

do something like

SEND_AREXX{"Address BED_0 CloseDoc"} ;this closes blacks_ed document 0

;through the power of rexx, it's

;actually a mini rexx script in a

;string!!!

I've sent the function to Curt so he can use it instead of trying to guess

where RX is (if he wants to that is!), and I'll post it to Rui's source web

site - (http://homepage.esoterica.pt/~grim) if anyone else wants it!

--

```
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/ __ \/ ___/ __ \
/ /_/ / /__/ / / /\
/_____/____/_/ /_/ / IRC - COolWAve
_____\/\_\/ Dave Newton - Dave@nbsamiga.demon.co.uk (NBS)
```

1.24 Re[5]: Arexx Commands

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

Date: Sun, 10 May 1998 20:17:07 -0500

Subject: Re[5]: Arexx Commands

Hi Dave

On 10-May-98, Dave Newton wrote:

>

>>>> *CUT*

>

>>> Unfortunatly, unless run from a shell, the "Execute_" command doesn't

search

>>> your paths, so you need to put in the full path eg: "REXXC:RX blah"

>

> Hmmm, well I don't have a REXXC assign anyway, and RX is in C which is

> in my path. AFAIK, Execute_ searches my paths (well I can run anything

> in C:). Maybe it's cos I have wb 3.0 and not 3.1???

>

>> Yes, this was it! Thanks guys, it now works perfectly!

>

> Good :) Though REXXC:Rx wouldn't work on mine....maybe it's just me!

Really, I don't have a REXXC: assign either. I used SYS:Rexxc/RX

I think this is the default setup for 3.1, I have never changed this.

But thanks for pointing this out. I'd better do a check to find out where RX

is before executing the command.

Which brings up the nwxt question:

I remember there is a way to shut off the "Please insert Volume..." requester

if a directory is not found, but I can't find it now. Does anyone remember

what this is?

Yours electronically,

Curt Esser

camge@ix.netcom.com

1.25   Re[2]: Arexx Commands

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

Date: Fri, 08 May 1998 17:51:49 -0500

Subject: Re[2]: Arexx Commands

Hi Dave,

On 06-May-98, Dave Newton wrote:

>

> Hi,

>

>>

>> All I want to do is send an Arexx "Close" command to Multiview, so I can close

>> my program's screen if multiview is on it. Otherwise I have to put up a

>> requester asking the user to close it themself when the program ends

>

> Well, the arexx stuff in blitz basic is mainly for setting up your own

> rexx port, so that rexx can send you commands. It's not that easy to do

> it the other way round :(. Here's a lil cheat you can use (like all good

> programmers!). Try something like

>

> sm$=Chr$(34) ;just a speech mark

> com$="Rx "+sm$+"Address BED_0 CloseDoc"+sm$+Chr$(0)

> Execute_ &com$,0,0

>

> You will need to find the correct multiview rexx port name though! This

> Closes blacks_ed document 0, if open. All you need to do is replace BED_0

> with the name of the arexx message port for Multiview, and then replace

> CloseDoc with the command you want to send :)

Well, I have tried this, but no luck. I am opening Multiview with my

program's guide file and giving it the portname BB.

The command as you have shown DOES correctly close down MultiView if I flip

back to WorkBench and execute it from the command line. (Without the chr$(0)),

ie:

Rx "Address BB QUIT" - when I go back to my program screen, MultiView is gone.

But when Execute_ 'd within my program, it does nothing. Do I need to have my

program open an ARexx port to recieve the return value or am I doing something

else wrong?

Thanks...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

1.26   Arexx Commands

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

Date: Tue, 05 May 1998 20:53:16 -0500

Subject: Arexx Commands

Hi Everyone,

Can anyone explain how to send an Arexx command from Blitz? I've looked at

the manual, but (oddly enough) I can't quite figure this out.

All I want to do is send an Arexx "Close" command to Multiview, so I can close

my program's screen if multiview is on it. Otherwise I have to put up a

requester asking the user to close it themself when the program ends, and this

looks unprofessional I think.

Any help appreciated - especially examples.

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

1.27 Re[4]: Arexx Commands

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

Date: Sun, 10 May 1998 08:19:53 -0500

Subject: Re[4]: Arexx Commands

Hi Rick

On 09-May-98, Rick Hodger wrote:

> On 08-May-98, Curt Esser tapped "Re[2]: Arexx Commands" on his keyboard...

>

>>> Hi,

>>>

>>>>

>>>> All I want to do is send an Arexx "Close" command to Multiview, so I can

>> close

>>>> my program's screen if multiview is on it. Otherwise I have to put up a

>>>> requester asking the user to close it themself when the program ends

>>>

>>> Well, the arexx stuff in blitz basic is mainly for setting up your own

>>> rexx port, so that rexx can send you commands. It's not that easy to do

>>> it the other way round :(. Here's a lil cheat you can use (like all good

>>> programmers!). Try something like

>>>

>>> sm$=Chr$(34) ;just a speech mark

>>> com$="Rx "+sm$+"Address BED_0 CloseDoc"+sm$+Chr$(0)

>>> Execute_ &com$,0,0

>>>

>>> You will need to find the correct multiview rexx port name though! This

>>> Closes blacks_ed document 0, if open. All you need to do is replace BED_0

>>> with the name of the arexx message port for Multiview, and then replace

>>> CloseDoc with the command you want to send :)

>

>> Well, I have tried this, but no luck. I am opening Multiview with my

>> program's guide file and giving it the portname BB.

>

>> The command as you have shown DOES correctly close down MultiView if I flip

>> back to WorkBench and execute it from the command line. (Without the

> chr$(0)),

>> ie:

>

>> Rx "Address BB QUIT" - when I go back to my program screen, MultiView is

> gone.

>

>> But when Execute_ ’d within my program, it does nothing. Do I need to have

> my

>> program open an ARexx port to recieve the return value or am I doing

> something

>> else wrong?

>

> Unfortunatly, unless run from a shell, the "Execute_" command doesn’t search

> your paths, so you need to put in the full path eg: "REXXC:RX blah"

Yes, this was it! Thanks guys, it now works perfectly!

Yours electronically,

Curt Esser

camge@ix.netcom.com

1.28   Re[4]: Arexx Commands

From: Dave Newton <Dave@nbsamiga.demon.co.uk>

Date: Sun, 10 May 1998 06:47:21 -0000

Subject: Re[4]: Arexx Commands

>>> *CUT*

>> Unfortunatly, unless run from a shell, the "Execute_" command doesn’t search

>> your paths, so you need to put in the full path eg: "REXXC:RX blah"

Hmmm, well I don’t have a REXXC assign anyway, and RX is in C which is

in my path. AFAIK, Execute_ searches my paths (well I can run anything

in C:). Maybe it’s cos I have wb 3.0 and not 3.1???

>Yes, this was it! Thanks guys, it now works perfectly!

Good :) Though REXXC:Rx wouldn’t work on mine....maybe it’s just me!

Dave

--

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/ /_/ / /__/ / /\

/_____/____/_/ /_/ / IRC - COolWAve

_____\/_\/ Dave Newton - Dave@nbsamiga.demon.co.uk (NBS)

1.29 Re: Arexx Commands

From: Dave Newton <Dave@nbsamiga.demon.co.uk>

Date: Wed, 06 May 1998 13:47:51 -0000

Subject: Re: Arexx Commands

Hi,

> Can anyone explain how to send an Arexx command from Blitz? I've looke=

d at

> the manual, but (oddly enough) I can't quite figure this out.

I should imagine it's the manual...not you!

> All I want to do is send an Arexx "Close" command to Multiview, so I ca=

n close

> my program's screen if multiview is on it. Otherwise I have to put up =

a

> requester asking the user to close it themself when the program ends, a=

nd this

> looks unprofessional I think.

> Any help appreciated - especially examples.

> Later...

Well, the arexx stuff in blitz basic is mainly for setting up your own

rexx port, so that rexx can send you commands. It's not that easy to do

it the other way round :(. Here's a lil cheat you can use (like all good

programmers!). Try something like

sm$=3DChr$(34) ;just a speech mark

com$=3D"Rx "+sm$+"Address BED_0 CloseDoc"+sm$+Chr$(0)

Execute_ &com$,0,0

You will need to find the correct multiview rexx port name though! This

Closes blacks_ed document 0, if open. All you need to do is replace BED_0=

with the name of the arexx message port for Multiview, and then replace

CloseDoc with the command you want to send :)

Hope that helps,

Dave

-- =

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/ /_/ / /__/ / /\

/_____/____/_/ /_/ / IRC - COolWAve

_____\/_\/ Dave Newton - Dave@nbsamiga.demon.co.uk (NBS)

1.30   Re[2]: Arexx Commands

From: Dave Newton <Dave@nbsamiga.demon.co.uk>

Date: Fri, 08 May 1998 15:21:34 -0000

Subject: Re[2]: Arexx Commands

>> *CUT*

>Well, I have tried this, but no luck. I am opening Multiview with my

>program's guide file and giving it the portname BB.

>The command as you have shown DOES correctly close down MultiView if I flip

>back to WorkBench and execute it from the command line. (Without the chr$(0)),

>ie:

>Rx "Address BB QUIT" - when I go back to my program screen, MultiView is gone.

>But when Execute_ 'd within my program, it does nothing. Do I need to have my

>program open an ARexx port to recieve the return value or am I doing something

>else wrong?

Hmmm, my guess is that the command your sending is case sensitive (this

is ALWAYS a problem....). Your port name is also case sensitive. Try

different versions of Quit, and see if that works (for some unknown reason

dos sometimes works, when execute_ doesn't...and I found that it was usually

the case causing problems....). The Execute does work for me, and the only

other thing I can think is that the speech marks are causing Execute_

problems, but I don't think it'll work without em. You could write a small

rexx script, and have it in your program's dir and run that (using execute

again, with "Rx closeprog.rexx") to shut it, or have it incbin'd in your

program and write it to t: just to execute.

/* Close Multiview */

Address BB "QUIT"

Exit

That should do it. (you need the /* to tell rexx it's a script!). Hope 1

of those things works for you :).

Dave

--

____ _____

/ __ \/ ___/ __ \

/ /_/ / /__/ / / /\

/_____/ ____/_/ /_/ / IRC - COolWAve

_____\/_\/ Dave Newton - Dave@nbsamiga.demon.co.uk (NBS)

1.31   Arrays and Pointers

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

Subject: Arrays and Pointers

Date: Wed, 20 May 1998 10:54:20 +0100

hello blitzers,

ok, i`ve lost my white book that came with blitz that

said some useful stuff.... like the sizes of the various types of

variables etc... but i`m sure if i remember right that it had something

about speeding up calculations with data in arrays by using pointers. At

the time i didn`t pay too much attention, so i can`t remember how it`s

done (if it can be done at all). I kind of need this, as my 3d space

engine needs all the speed it can get 8)

hope you can help,

good luck with all your projects,

James

1.32   Assembler

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

Subject: Assembler

Date: Thu, 7 May 1998 19:34:07 +0100

well since it occurs to me that a ot of the things I have been asking

have had people come back with 'it's an assembler thing' I have decided

to actually read the book called 'Amiga Assembler' which has been

sitting on my shelf for three years since I got it from my brother. -

that should help :)

Chris

1.33   Re: Assign

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

Date: Sun, 10 May 1998 08:41:56 -0500

Subject: Re: Assign

Hi Rodney

On 09-May-98, Rodney Norton wrote:

> Folks...

>

> I used to use this command called "assign" which did exactly that.

> But I can no longer find it, and it really is a pain.

>

> Does ANYONE know which external library (.obj) it is found in ?

> I don't remember, and I can't update my program due to the fact

> that it comes up with ????? where the command should be !!

>

> Basically I am making an assign for my program to know where to

> look for files, sure there probably is a nicer way, but this works.

I never heard of a Blitz assign command, but I do this:

command$="Assign MyProgram: "+chr$(34)+chr$(34)

Execute_ command$,0,0 ;this assigns MyProgram: to the current directory

Then, before your program ends:

Execute_"Assign MyProgram: REMOVE",0,0 ; this cancels the assign.

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

1.34   Re: Assign

Date: 10 May 98 23:39:16 +0100

From: "Daniel Thorell" <daniel.thorell@uppsala.mail.telia.com>

Subject: Re: Assign

Hello Rodney Norton, on 10-Maj-98 05:06:40, you said,

>Folks...

>I used to use this command called "assign" which did exactly that.

>But I can no longer find it, and it really is a pain.

>Does ANYONE know which external library (.obj) it is found in ?

>I don't remember, and I can't update my program due to the fact

>that it comes up with ????? where the command should be !!

The assign command are in Elmoredoslib.

/Daniel

--

mailto:daniel.thorell@uppsala.mail.telia.com

mailto:tl97dtl@student.hgs.se

http://w1.183.telia.com/~u18302073

1.35   Assign

From: Rodney Norton <rodneyn@speednet.com.au>

Date: Sun, 10 May 1998 14:06:40 +1000

Subject: Assign

Folks...

I used to use this command called "assign" which did exactly that.

But I can no longer find it, and it really is a pain.

Does ANYONE know which external library (.obj) it is found in ?

I don't remember, and I can't update my program due to the fact

that it comes up with ????? where the command should be !!

Basically I am making an assign for my program to know where to

look for files, sure there probably is a nicer way, but this works.

Thanks...

RodderZ

--

```
+------------------------------------------------+
| Rodney Norton, Sydney AUS. | A1200/060/50. |
| Email :rodneyn@speednet.com.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/ |
+------------------------------------------------+
```

--

"Who would want more than 640K ram ?" Bill Gates, 1984.

1.36   Re: Atapi.device!

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

Date: Wed, 20 May 1998 15:19:25 +1200

Subject: Re: Atapi.device!

On 20-May-98, Jason Hayman wrote:

>Hey all! I remember a post that was out down on the list months back

now

>about how to use the RICompactDisk lib with an atapi cd-rom...I used to

>have a SCSI drive so the library worked fine, now that I've changed

over

>to IDE and I am using ATAPI, the lib no longer works. I tried adding

the

>strng the the device name and unit number yet it don;'t work yet my

>cd-rom does play cdda track via another player.

Try using a different device like cd.device, or another filesystem

like IDEFix.

--

Anton Reinauer <anton@ww.co.nz>

1.37   Atapi.device!

release (PO203-101c) ID# 1-55555U125000L125000S0) with SMTP

id AAA731 for <blitz-list@netsoc.ucd.ie>;

Tue, 19 May 1998 22:56:28 +0000

From: Jason Hayman <jason.hayman@virgin.net>

Subject: Atapi.device!

Date: Tue, 19 May 1998 23:57:58 +0100

Hey all! I remember a post that was out down on the list months back now =

about how to use the RICompactDisk lib with an atapi cd-rom...I used to =

have a SCSI drive so the library worked fine, now that I've changed over =

to IDE and I am using ATAPI, the lib no longer works. I tried adding the =

strng the the device name and unit number yet it don;'t work yet my =

cd-rom does play cdda track via another player.

I need to get this sorted asap as I have to do a presentation next week =

using my miggy to show off my final year project (the game made on my =

Blitz CBL site as some of you know).

If anyone has a working exaple of how to get a ATAPI cd rom playing =

music on blitz mode, I'd be very greatful!

Ta! - Jace.

Jason Hayman - Team Leader of Corruption Software

Game designer, coder and webmaster

http://freespace.virgin.net/jason.hayman/

1.38   Re: Atapi.device!

From: Rick Hodger <rick.thehub@bigfoot.com>

Date: Wed, 20 May 1998 14:55:52 -0000

Subject: Re: Atapi.device!

Jason Hayman hammered "Atapi.device!" out on their keyboard...

>Hey all! I remember a post that was out down on the list months back now

about

>how to use the RICompactDisk lib with an atapi cd-rom...I used to have a SCSI

>drive so the library worked fine, now that I've changed over to IDE and I am

>using ATAPI, the lib no longer works. I tried adding the strng the the device

>name and unit number yet it don;'t work yet my cd-rom does play cdda track

via

>another player.

Don't know why, but it won't work via my squirrelscsi.device cdrom on unit 0,

but if I go through cd.device it works fine. Just alter the

"cd.device.config" to match your new drive.

I can't remember if you had a squirrel or not, if you didn't, mail me privatly

and I'll send you the files you need.

/Rick/

--

===

Rick Hodger - Comms Programmer for #Corruption Software#

^^

Visit us at .... http://corruption.home.ml.org

EMail us at .... /corruption@thehub.u-net.com/

^^

PGP Key now available - Mail "getpgpkey" in body to -

/deskcorruption@thehub.u-net.com/

===

1.39   Re: Audio channel record

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

Date: Wed, 06 May 1998 13:55:02 +1200

Subject: Re: Audio channel record

On 06-May-98, Andreas Falkenhahn wrote:

>Hi!

>Is it possible to record sounds played in audio channels as a sample?

>For

>example: I play a Protracker MOD with

>Blitz and now recording from the audio channels to a sample. My

>Protracker MOD

>should then be in the sample.

>Is this possible with blitz? Anyone got a sourcecode?

I think I saw some utilities on Aminet that do this.

--

Anton Reinauer <anton@ww.co.nz>

1.40   Re: Audio channel record

Date: Wed, 06 May 1998 08:30:23 +0200

From: Manfred Linzner <Manfred.Linzner@munich.netsurf.de>

Subject: Re: Audio channel record

> >Is it possible to record sounds played in audio channels as a sample?

> >For

> >example: I play a Protracker MOD with

> >Blitz and now recording from the audio channels to a sample. My

> >Protracker MOD

> >should then be in the sample.

> >Is this possible with blitz? Anyone got a sourcecode?

With the use of deliplayer and the modsave noteplayer you can solve

this. within blitz there isnt a solution available.

You could adapt the digibooster replay to blitz and

thenjust save the buffffer that db uses..

--

-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+

Manfred.Linzner@munich.netsurf.de

http://homepages.munich.netsurf.de/Manfred.Linzner/

http://ABYSS.HOME.ML.ORG

-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+

1.41   Re: Audio channel record

From: Paul West <paul@stationone.demon.co.uk>

Date: 5 May 98 16:03:05 +0000

Subject: Re: Audio channel record

Anton:

> Is it possible to record sounds played in audio channels as a sample? For

> example: I play a Protracker MOD with

> Blitz and now recording from the audio channels to a sample. My Protracker MOD

> should then be in the sample.

> Is this possible with blitz? Anyone got a sourcecode?

I haven't got any sourcecode but I think you would either have to

produce one sample for each audio channel or do some sort of mixing. I

hvae not idea how the mixing would work or what quality the sample

would be.

However, if you have Octamed Soundstudio anywhere I believe it is able

to output any given module to a single sample. I am not sure if it

works with anything less than 16-bit mind you, although there is some

kind of a 12/14-bit thing going on in a few things I've seen. I think

you'd need special replay code, which might be available in the

programmers section of the Octamed distribution, or with some other

replay software, probably find something on aminet. I have no idea how

you might do all this specifically with blitz though.

--

Paul.

1.42 back

id 0yXPCz-00040C-01; Thu, 7 May 1998 12:51:29 +0100

7 May 98 13:03:42 GMT

From: "M!kE cARtER" <57229007@mmu.ac.uk>

Date: Thu, 7 May 1998 13:03:01 GMT

Subject: back

Phew! Hi I'm Back after a long away. Been revising for exams (got

one today) and generally getting peeved off with my pooter.

Just wanted to check up on whats been going on. I must have missed

stuff so will read up in the Blitz List guides which have been

appearing on CU Amiga CD-ROMS recently.

Anyway have any new librarys been released that are not on my lib

page?

http://www.geocities.com/SiliconValley/Pines/4814/BBLIBS.HTM

If so please mail me info about them to put in the table. Also a

link to where I can find the lib please.

Somebody sent me a lib recently that did c2p but I lost the email on

these nasty peecee pants machines. Could this person please get in

contact with me?

Also why's the list so empty. I got 9 mails so far... it used to be

30+ ! Has everybody gone to do revision and take exams or what?

Cheerio,

Mike.

_____

Amiga 1200T/060/18MB/3 HDD/2 FDD/4xCD/8xCD/EZ 135

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1.43   BB2.1 BUG?

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

Subject: BB2.1 BUG?

Date: Sat, 9 May 1998 14:58:22 +0100 (British Summer Time)

X-Authentication: IMSP

I have encountered a potential bug:

when a function or statement is defined as such

Function blah { }

blah blah

Dim var(size)

blah blah

function return blah

end function

then it seems that the Dimmed array does not get freed at the end of

the function! (But it probably doe get freed when the program exits..)

Anyone encountered that??

Christos Dimitrakakis (aka Olethros)

Electronic Engineer,

Software Developer for the Amiga computer

University of Essex

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

1.44   Re: BB2.1 BUG?

Subject: Re: BB2.1 BUG?

Date: Mon, 11 May 1998 00:39:00 +0200

charset="iso-8859-1"

From: Kuettner.world@t-online.de (=?iso-8859-1?B?S/x0dG5lcg==?=)

>I have encountered a potential bug:

>

>when a function or statement is defined as such

>

>Function blah {}

> blah blah

> Dim var(size)

> blah blah

> function return blah

>end function

>

>then it seems that the Dimmed array does not get freed at the end of

>the function! (But it probably doe get freed when the program exits..)

>

I think that arrays (both basic arrays and lists) are global, wether you

define them in functions/states or not. In my current project i defined

several lists, and im able to acces the currentitem() in all my statements.

Don't know if this is a bug or made by "extra".

1.45   beep beep beep biggily biggily

Date: Thu, 14 May 1998 12:47:42 BST

From: Steven Dobbs <kaum6@central.susx.ac.uk>

Subject: beep beep beep biggily biggily

I was trying to do a robot game but the way I was doing it; i must have been barkig up the wrong tree. I was

trying to share memory with three programs, where I peek and poke values betwee the control program and the

AI programs.

it kept crashing, what I was doing was with the control program saveing to "ram:control" an address for the start

of a memory bank created by the control program. I then got one of the ai programs to read this file so that it

would know where the address of the bank was. it didnt work and kept crashing. Does anybody no if this is

possible and have any ideas what I was doing wrong.

Doing it this way, would have statements like instuct_tank{tankID,rotaterate,turretrotaterate,speed,fireflag} etc

dobbs

1.46   Re: Blitz and Arexx

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

Date: Mon, 11 May 1998 11:56:54 +0100

Subject: Re: Blitz and Arexx

>P.s. Oh yeah, and what it does is to make a blitz program speak all the

>lines recieved from amirc (and a dos test script included!)......

Hiya!

Well the best and easiest way of doing this is to use arexx

and talk to the AmIRC arexx port, since it has commands to

parse the text from channels and privat chats to your script.

Then you would use that text and parse it to "Say" that came

with some version of WB.

Normaly a script of that kind, that says every single line

thats beeing written will make you go nuts in a few minutes,

and you should there for use a controle character so your

scrupt will know what should be spoken and not. I'm regular

to all the big Amiga IRC channels on Dalnet (SuperOP in

#Amiga and #AmiChat, AutoOP in #AmIRC, #AmigaZE, #AmigaOS and

Founder of #Blitz), and have written many of these scripts to

people. I know the people who has writteh the MCF and Kuang

script packages, and I have also written one for my self. And

we have kinda decided that the controle character is the "@"

sign. I cant say what other IRC networks uses, but thats the

most frequently used on DALNEt.

This means that "@Hello" will be spoken by the script and

"Hello" wont. I can write a simple example for you if you

want me to (email me directly if you want me to, since this

isnt really Blitz related).

Bai Bai

-- =

—

/ \ NDREAS H=C5KANSSON - andy@bjuv.mail.telia.com - Founder

/ /\ \ of Vivid Imagination - Phoenix Project Supervisor - TJoMMe

/ =AF=AF \ on DALnet/IRC - A4000 604e@200/060@50 50Mb RAM 3.5Gb HD

/ /=AF=AF\ \ 2 Internal Floppies 15" Monitor 28.8K Modem And More

=AF=AF=AF =AF=AF=AF

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=

=

1.47   Re: Blitz and Arexx

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

Date: Mon, 11 May 1998 15:41:08 +1200

Subject: Re: Blitz and Arexx

On 10-May-98, Dave Newton wrote:

>P.s. Oh yeah, and what it does is to make a blitz program speak all the

>lines recieved from amirc (and a dos test script included!)......

There's some commands like Speak, etc which do it. You'll need the

WB2.0 or 2.1 narrator.device, and the translator.library as well, for

WB3.0+.

--

Anton Reinauer <anton@ww.co.nz>

1.48   Re: Blitz and Arexx

From: Dave Newton <Dave@nbsamiga.demon.co.uk>

Date: Sun, 10 May 1998 05:38:51 -0000

Subject: Re: Blitz and Arexx

> *CUT*

I have a complete lil program example (both on the rexx side, and

blitz). It's not very tidy, and doesn't really use return variables,

but it does show how to send rexx a message string back, so you can

send stuff from blitz to rexx. I'll send it to rui's web site

(http://homepage.esoterica.pt/~grim), and if anyone want's it they can

get it there in a while, or bug me about it.......

Dave.

P.s. Oh yeah, and what it does is to make a blitz program speak all the

lines recieved from amirc (and a dos test script included!)......

--

```
____ _____
/ __ \/ ___/ __ \
/ /_/ / /__/ / / /\
/_____/____/_/ /_/ / IRC - COolWAve
_____\/\_\/ Dave Newton - Dave@nbsamiga.demon.co.uk (NBS)
```

1.49   Blitz and Arexx

From: Gary Leach <gary@psi-corps.demon.co.uk>

Subject: Blitz and Arexx

Date: Sat, 9 May 1998 22:43:50 +0100

charset="iso-8859-1"

Can anyone point me to a small example of using ARexx Blitz Basic.

At this point I'm wanting to send a single line ARexx string to an existing

ARexx host application and get the result back.

cheers

Gary Leach

1.50   Blitz is pissing me off...

From: "Adrian Mackenzie (TheWorm)" <theworm@morefield.demon.co.uk>

Date: Fri, 29 May 1998 22:36:22 -0000

Subject: Blitz is pissing me off...

Help!!!

Blitz has just started crashing on me all the time. I haven't

installed anything new, but everytime I run a program, and

something goes wrong, the computer freezes or resets. I

understand the debugger is supposed to handle errors, but it's

not! Anyone know whats going on and can help? Even if you have

any ideas, please e-mail me.

Thanks

--

Adrian Mackenzie (TheWorm), Ullapool, Scotland.

===>

Net =) E-Mail = theworm@morefield.demon.co.uk

=) Homepage = http://www.morefield.demon.co.uk

IRC =) Server = irc.dal.net (DalNet)

=) Nicks = Adrian_M, Ullapudlian

=) Channels = #AmIRC

===>

MS-Dos = Error: No keyboard. Press F1 to continue.

MacOS = If the operating system doesn't crash, the

software will.

1.51   Re: Blitz is pissing me off...

From: Matt Daniels <mattd@underused.u-net.com>

blitz-list@netsoc.ucd.ie

Date: Fri, 29 May 1998 23:47:52 +0000

Subject: Re: Blitz is pissing me off...

HI,

Stuff about "Blitz is pissing me off..." kinda just happened,

so Adrian got this together...

> Help!!!

>

> Blitz has just started crashing on me all the time. I haven't

> installed anything new, but everytime I run a program, and

> something goes wrong, the computer freezes or resets. I

> understand the debugger is supposed to handle errors, but it's

> not! Anyone know whats going on and can help? Even if you have

> any ideas, please e-mail me.

Try remaking your deflibs, and re-installing the blitzlibs

file. These can get corrupted and cause blitz/ted to crash.

Also, some settings in os hacks like mcp can cause the blitz

compiler and/or editor to mess up. disable these and try again.

Is the problem with blitz crashing or your program? If you make

your program with the error handling on, but no code to

catch the error, your prog will look look for a debugger which

is not there.

Ciao!

--

Matt Daniels

mattd@underused.u-net.com

www.personal.u-net.com/~underused

1.52   Re: Blitz is pissing me off...

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

Date: Mon, 09 Jan 1978 11:48:37 +0100

Subject: Re: Blitz is pissing me off...

Hello Adrian

oN 29-Mai-98 yOU, Adrian Mackenzie (TheWorm), wROTE:

> Help!!!

>

> Blitz has just started crashing on me all the time. I haven't

> installed anything new, but everytime I run a program, and

> something goes wrong, the computer freezes or resets. I

> understand the debugger is supposed to handle errors, but it's

> not! Anyone know whats going on and can help? Even if you have

> any ideas, please e-mail me.

Hi!

Maybe you *have* installed something new, like VisualPrefs.

When I had this proggy installed, Blitz crashed mysteriously.

I removed it later, and from there on everything worked

fine...

Maybe this helps.

Yours,

L. Hartmann

1.53 Blitz Lib Free Numbers needed...

From: =?iso-8859-1?Q?Fr=E9d=E9ric?= Laboureur <alphasnd@hol.fr>

Date: Sat, 23 May 1998 14:46:55 +0100

Subject: Blitz Lib Free Numbers needed...

Hi Blitzers,

I want to release the final version of my XPK and 3DLibrary support f=

or

Blitz 2 on aminet but I need to have 2 free library numbers... I don't ha=

ve a

full list of blitz2 libs so I ask to you, if someone has this stuff...

For now,

Fred =

---=

/\/\/\/\ Fr=E9d=E9ric Laboureur (Fred)

__/ _ =

/ˆ ˆ uˆ ˆn ˆ ˆ\ E-Mail Address: alphasnd@hol.fr =

(o o_ /(o o)\ _o o) =

_/_ /// | | \\ __ Only Amiga makes it possible

(o_o)// (o o) \(o_o) Quality software for the Amiga

`---' `---' `---' =

F-Base TheBoss F-Bench AlphaSOUND - FANTAISIE Software (1998)

---=

1.54   Re[2]: Blitz Warriors

From: Dave Newton <Dave@nbsamiga.demon.co.uk>

Date: Tue, 12 May 1998 17:28:17 -0000

Subject: Re[2]: Blitz Warriors

>Why not do it the way CRobots did it. Have a control program that

>generates the arena and bot positions and then send the info to all

>connected bots (maybe use AREXX ports for communication). From there

>the bots will know the arena and the location of the other bots (maybe

>add line of sight) and their own stats, and must then make their move

>using a set of commands (like Daves prog - pretty good BTW)

What a very good idea. There are some problems with doing it that way,

like very slow speed, and probably limited return values, so you would

be fairly restricted. But this would open up your blitz control program

to allow bots written in anything from C, Asm, E, Rexx, Basic, Blitz,

Pascal and anything inbetween. It is a very good idea, though that would

make it a kinda of Miggy bot game, rather than much to do with Blitz

programming, which would be neat if you had a wider audience. Like if

you released it as shareware, or ran a on line tournament (kinda like

corewar).

I don't think the prog was that good....it was just handy ;).

>IMO, sticking to 2D would be a better idea. Using 3D it would

>complicate thing unnecissarily and detract from the AI writting which

>is what this is about.

Umm, yes...I didn't mean quake levels...I meant like....well..like a sorta

of flat isometric world, but with up and down (like hills and water) and

everything is sorta on the same level (kinda like AOE). I thought it would

be cool to have buildings, and maybe obstacles (like fence and spritely

sheep) and even objectives to destory (which is kinda of getting tricky

for simple ai).

What I would really like, is to be able to load 50 of x robots, and 50

of y robots, and team them up, and just let them battle it out on a

field and see which armies have done the best. I'd even put up with a

dot display, to see bot's slugging it out...(like in deuteros with the

space battles...or was it millenium2.2???).

I think you should be careful of getting to clever, and it should be

accessable (ie, anyone can write a simple bot), while still having elements

to tax the best ai programmers. I think this is were maybe scenarios would

come in usefull (kind like on corewar, when the limits are changed, and

you load 10 warriors in, instead of 2).

>I reckon a turn should consist of only two actions consisting of a

>combination of:

>Turn

>Move forward

>Move backward

>aim weapon (increase chance of hitting)

>attack (with whichever weapon)

>opinions?

That sounds about right. (asumming you can look around all you like,

but you may need the turn unless you can check all around you). You could

have the number of actions variable, but then the bots wouldn't know if they

could do more things per turn...hmmm. For me, it'd be cool to see robots

being made with similar ai that you may use to put in a game, to control

the computer players (mainly monsters...unless you have a way of making

robots good/bad). Maybe Paul 'Foundation' Burkey has some tips..ideas,

about how he did AI. This all started because there was a huge thread

about what's the best way to do monster AI, and everyone thought their

method was best....so I thought why not show how good it is, by toasting

all the other AI's bots.

>Another thought would be to do something along the lines of BattleTech

>(MechForce and Headquaters are still on the AmiNet aren't they?)

Hmmmm, I think everyone has their own favorite type game (I like Epic

[Space Marine] better than I like 40k) but that doesn't mean one is

better than the other. You/We/I/Everybody needs to decide on what will

make for the best bot testing method by voting, or getting someone to

collect all the idea's together and then get some feedback, and get some

organised making of the controling program! Let's all vote for someone

to make the decisions, or atleast get people to contribute in someway

(be it with programming/designing/organising).

Dave

--

____ _____

/ __ \/ ___/ __ \

/ /_/ / /_/ __/ / / /\

/_____/____/_/ / /_/ / IRC - COolWAve

_____\/_\/ Dave Newton - Dave@nbsamiga.demon.co.uk (NBS)

1.55   Re[3]: Blitz Warriors

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

Date: Wed, 13 May 1998 06:03:14 +0000

Subject: Re[3]: Blitz Warriors

Hi,

> could do more things per turn...hmmm. For me, it'd be cool to see robots

> being made with similar ai that you may use to put in a game, to control

> the computer players (mainly monsters...unless you have a way of making

> robots good/bad). Maybe Paul 'Foundation' Burkey has some tips..ideas,

> about how he did AI. This all started because there was a huge thread

> about what's the best way to do monster AI, and everyone thought their

> method was best....so I thought why not show how good it is, by toasting

> all the other AI's bots.

most of the AI in Foundation is based on your "teams idea" where you

don't have one "robot" but a whole army. There is strategy involved in

sending two soldiers to attack each enemy soldier or you could use

one soldier simply to "slow down" other soldiers while the others

were hapily attacking an important target. I did build in an element

of self preservation into Foundation where a soldier would get very

weak and avoid battles altogether but a weak soldier is an easy target

so telling him not to attack can only speed up his eventual death. So,

most of the AI I've used is based on the timings of when to attack

an how many attackers to use. Also sending 3 weak peasants to attack

one strong knight can be a cheap way of controling the enemy. The

actual "fighting strategy" used in a game like foundation is only

a very small part of the AI. Most of the AI is based around gathering

food and resources, building the correct number of buildings in the

best places, training the correct numbers of each unit and the whole

business of resource/population management. This is way too much for

a simple "write a good AI" competition.

If this "battle robot" idea is to be taken on, you'll have to come

up with a fixed objective. There no point in making an expert fighting

robot if the objective is to escape from a maze. Maybe the objective

is to hunt down enemy robots in a maze and kill them. Maybe you have

to also find food, guard a base or whatever. The main thing is to set

some fixed objectives, create and engine and let people create their

robots. I would guess that a simple objective is best but something

that does involve subtle strategy. Above all the whole thing should

be kept as simple as possible. The strategy should be there but the
display is just for representation. Just look at one of the ultimate
strategy games of all time, Chess. Lots of scope for subtle strategy
represented with simple tokens. Keep that in mind.

Cheers,

--

Paul Burkey <burkey@bigfoot.com>

http://burkey.home.ml.org

1.56   Re: Blitz Warriors

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

Date: 2 Sep 92 13:56:09 +0100

Subject: Re: Blitz Warriors

Previously in Life C Dimitrakakis(cdimita@essex.ac.uk) had this to say:

> Hm, I think the best approach is this:

> Have the master process define a membuffer that is going to use for

> communication.

> Then the master process will use AREXX to tell all robot processes

> where that membuffer is, and how large it is and where each robot can

> write and read to/from.

> Then all robots will directly write to that membuffer..

> Easy?

>

Yes :)

I was thinking about something along these lines earlier today, shared
memory and semaphores. Each bot is allocated a chunk of memory by the
core program with the first word being the semaphore (using AREXX for
basic comms).

The bot will wait for the the semaphore to be ready, then reads the
data and makes its move, replacing the semaphore.

The core program does the same, but can run in 2 modes, realtime and
turn based. For real time, it could check to see which bots had made
their moves (every 5ticks or something) reading the data as it goes.

For turn based it would wait for all bots to have made their moves,
then process it all.

This means we can have both versions in one program and the bots won't
even need changed at all.

--

Stevie W.

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

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

1.57   Re: Blitz Warriors (WAS: AI Gone Mad???)

Wed, 13 May 1998 16:30:10 +0100 (BST)

Date: Wed, 13 May 1998 16:30:09 +0100

From: Adam Lounds <adaml@tcp.net.uk>

Subject: Re: Blitz Warriors (WAS: AI Gone Mad???)

On Wed, May 13, 1998 at 10:04:23AM -0600, bohdan_lechnowsky@csgsystems.com said:

>

> Author: Steven Wojciechowski <stevie-woj@boy-woj.demon.co.uk> at INTERNET

> Date: 5/12/98 7:30 PM

>

> I reckon a turn should consist of only two actions consisting of a

> combination of:

> Turn

> Move forward

> Move backward

> aim weapon (increase chance of hitting)

> attack (with whichever weapon)

>

> opinions?

>

> Another thought would be to do something along the lines of BattleTech

> (MechForce and Headquaters are still on the AmiNet aren't they?)

>

> Actually, I think some sort of asynchronous combat would be better. No

> turns, all robots run as seperate processes. This would keep the need for

> efficient code as a high priority. The robot processes could pass their

> moves to the referee program through individual temporary variables for

> each robot in the RAM: disk and the referee program could pass information

Efficient code?

asynchronously, a winning AI would be

repeat

<arexx>move forwards

<arexx>turn left

<arexx>shoot

<hog processor time>

until enemies=dead

Denying your enemies an equal chance would be a sure-fire strategy, no?

--

Adam Lounds | Email: adaml@tcp.net.uk

Network Assistant | Tel: +44 1703 571300

Total Connectivity Providers | WWW: http://www.tcp.co.uk/

1.58   Re[2]: Blitz Warriors (WAS: AI Gone Mad???)

From: bohdan_lechnowsky@csgsystems.com

Date: Wed, 13 May 98 11:18:44 -0600

Subject: Re[2]: Blitz Warriors (WAS: AI Gone Mad???)

Author: Adam Lounds <adaml@tcp.net.uk> at INTERNET

Date: 5/13/98 4:30 PM

On Wed, May 13, 1998 at 10:04:23AM -0600, bohdan_lechnowsky@csgsystems.com said:

>

> Author: Steven Wojciechowski <stevie-woj@boy-woj.demon.co.uk> at INTERNET

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> moves to the referee program through individual temporary variables for

> each robot in the RAM: disk and the referee program could pass

information

Efficient code?

asynchronously, a winning AI would be

repeat

<arexx>move forwards

<arexx>turn left

<arexx>shoot

<hog processor time>

until enemies=dead

Denying your enemies an equal chance would be a sure-fire strategy, no?

Actually, if all robots were running at the same priority (which would be a

rule), you couldn't hog processor time...you would just shoot yourself in

the foot by not doing something efficient with the processor time you *do*

get.

This is what I meant when I said there would have to be some rules.

-Bo

1.59   Re[2]: Blitz Warriors (WAS: AI Gone Mad???)

From: bohdan_lechnowsky@csgsystems.com

Date: Wed, 13 May 98 10:04:23 -0600

Subject: Re[2]: Blitz Warriors (WAS: AI Gone Mad???)

Author: Steven Wojciechowski <stevie-woj@boy-woj.demon.co.uk> at INTERNET

Date: 5/12/98 7:30 PM

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opinions?

Another thought would be to do something along the lines of BattleTech

(MechForce and Headquaters are still on the AmiNet aren't they?)

Actually, I think some sort of asynchronous combat would be better. No

turns, all robots run as seperate processes. This would keep the need for

efficient code as a high priority. The robot processes could pass their

moves to the referee program through individual temporary variables for

each robot in the RAM: disk and the referee program could pass information

back to each robot through the same means. An AREXX port could be used

instead of the temporary RAM: disk variables, or the moves could be

buffered in the PIPE: device. This would also open up competition to

robots written in C, Asm, E, or just about any other language.

Turn-based robot combat would not be a good thing, in my opinion, as we

want the AI to be efficient. There are real robot competitions, and they

aren't turn based.

Of course, rules would have to be in place which would prevent any robot

from turning off multitasking or trashing/leaking memory or other robot's

moves.

Just my humble opinion :-)

-Bo

1.60   Re: Blitz Warriors (WAS: AI Gone Mad???)

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

Subject: Re: Blitz Warriors (WAS: AI Gone Mad???)

Date: Thu, 14 May 1998 22:54:50 +0100 (British Summer Time)

X-Authentication: IMSP

On 14 May 98 21:05:24 +0100 Steven Wojciechowski

<stevie-woj%boy-woj.demon.co.uk@uk.ac.essex.smtp> wrote:

> If realtime running is decided upon, a good communication system will

> be a neccessity (obviously). I think that temp files in RAM: would

> probably be too slow (from the point of view of detecting the files

> fast enough), but how fast would communicating with AREXX be? Or

> PIPE for that matter? Anther idea I had was having the bots as moduls

> that the control program loaded in, is linkable code possible in

> blitz?

>

Hm, I think the best approach is this:

Have the master process define a membuffer that is going to use for

communication.

Then the master process will use AREXX to tell all robot processes

where that membuffer is, and how large it is and where each robot can

write and read to/from.

Then all robots will directly write to that membuffer..

Easy?

Christos Dimitrakakis (aka Olethros)

Electronic Engineer,

Software Developer for the Amiga computer

University of Essex

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

1.61   Re: Blitz Warriors (WAS: AI Gone Mad???)

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

Subject: Re: Blitz Warriors (WAS: AI Gone Mad???)

Date: Tue, 12 May 1998 11:27:19 +0100 (British Summer Time)

X-Authentication: IMSP

Well, hm, it is very easy to build an interpreter. All you need is:

1) A state machine model

2) An instruction jump table

3) Instruction implementations with protection (ie for Div)

4) Exception Handling

in bgp I have the interpretation taking place as such:

the program is a string

"ACEWWCQWCSAC..."...whatever..."..."

and each string corresponds to a label address

dim labels()

label(1)=?myfirstfunction

label(2)=?mysecondfunction

and when you interpret you do:

x$=mid$(program$,PC,1) ;PC=program counter

I set A to be 1.. so

x=asc(x$)-64

if x>0 and x<=num_of_instructions

jump_address=label(x)

getreg d0,jump_address

move.l d0,a0

JSR a0

endif

..

and my subroutine is

myfirstfunction:

vm\a+vm\b ;add reg b to reg a

RTS ;and return

Look at BGP for more details !

Also Look at Corewars, which implements functions as 68k macros.. which

means programs can be compiled with assemblers! B]

Christos Dimitrakakis (aka Olethros)

Electronic Engineer,

Software Developer for the Amiga computer

University of Essex

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

1.62   Re: Blitz Warriors (WAS: AI Gone Mad???)

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

for <blitz-list@netsoc.ucd.ie>; Wed, 13 May 1998 23:46:57 +0000

Date: Thu, 14 May 1998 00:44:48 +0100

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

Subject: Re: Blitz Warriors (WAS: AI Gone Mad???)

bohdan_lechnowsky@csgsystems.com wrote:

>

> Turn-based robot combat would not be a good thing, in my opinion, as we

> want the AI to be efficient. There are real robot competitions, and they

> aren't turn based.

>

> Of course, rules would have to be in place which would prevent any robot

> from turning off multitasking or trashing/leaking memory or other robot's

> moves.

Yes , to make it as fair as possible but as free there would need to real world

physics for example so that if a robot was bigger heavyer also it would be slower

and use more power , but maybe it could store more power also, and maybe have

a bigger Gun.

Also the idea of all tasks running at the same time is good instead of turn based

as one robot can then do more complex A.I which would of course take longer while

a different Robots A.I could be simpler but repeat faster so might work better.

I think if someone does this project as much freedom to the Robot and A.I creator as

possible is needed , maybe having a quicker light armored robot or a heaviy slower

Robot, the point about this is different A.I will suit the different robots better

and this is really an A.I experiment.

Just my thoughts

(But I can`t see how A.I can be experimented with if the control program is too much restricted)

Dave

1.63   Blitz Warriors (WAS: AI Gone Mad???)

From: Dave Newton <Dave@nbsamiga.demon.co.uk>

Date: Mon, 11 May 1998 18:28:53 -0000

Subject: Blitz Warriors (WAS: AI Gone Mad???)

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.

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>*CUT*

Hmmm, I'm not sure what I mean't orignally. As far as I'm concerned, there

are two types of computer programming battle games....one is robot's,

the other is corewar. The amiga version of C Robots is quite poor, and

even the pc's not much better, though the unix's one really good...pity

I hate unix...anyway corewar on the amiga is good, but the whole corewar

thing seems to have died off now....shame...it was pretty clever too...

and the C/Basic robots thing never really took off.

To write a blitz robots, you have about 3 choices

1) write a blitz like interpreter to run the bots, using mostly standard

blitz commands, with a few special bot commands, so they can interact with

their surroundings

2) write a program that only allows basic bot commands (sort of like

logo.....yeuckkk)

3) write the bot testing/running program in blitz, and provide the source

for people to compile their bots in.

The 1'st one is FAR FAR to hard, and a waste of time...the second one

would be hard pushed to get anything decent (AI wise) written in it. So

I think the 3rd one is quite a clever idea (well, naturally!). It's

basically turning your blitz compiler into a game :). All you need to

do then is have a display, and a overall system running the show, and

you simply include your bot statement and set up a few settings (to

tell this program to execute your bot) and compile it.

You'd have to design the system to build a playing surface, and then

write functions to let the robot statements find their way around, and

do things (maybe like firing, or looking, or turning, or moving forward).

Then you have to keep track of all the objects, and which bot has done

the best.

I've written a small demonstration to show how easy it would be (but were

not using this as the blitzbotz game, as it's awful...and very old code!).

It's some old code (a maze generator) with a robot compiler added on. It's

very very basic, and you should be able to see how the three test robots

work, and make your own...send me any good ones you make :).

Anyway, it's not a very good example, as it's lacking things to make it

really worthwhile. In my opinion, you would need

A randomly generated fairly large 3d map, with obstacles, like water, trees

buildings etc so the robots have to be able to negotiate things (so no

Daleks!)

Better interaction with the surroundings and other robots, and different

weapons (ie, ways to do damage) and maybe tasks or objectives to attempt,

and maybe power/damage so that your robot could die, or just grind to a

halt if it runs out of power before it could reach a recharge point. And

maybe a field of vision, like not being able to see through objects,

or long distances.

Points for things achived, or most all round robot. More points for taking

on more than 1 robot, and more points for mapping effectively.

Maybe bot's are able to drop mines, or turn invisible at some cost related

to the bot's stats (ie, power...then it only can do that for a short time).

Just some other functions to give you more choices when programming your

bot.

These are just some ideas, that would need a fairly good AI to deal with

(not just some thing bumping into stuff, and randomly doing things). These

are not a top down design for a blitzbotz type game...more some ideas along

the needs of ai's these days.....(or in my eyes anyway).

Happy botting,

Dave

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/_____/____/_/ /_/ / IRC - COolWAve

__________\V_V Dave Newton - Dave@nbsamiga.demon.co.uk (NBS)

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2wpBbWM9yVfMsoumZCNiXGEyc9LlNszvMVjGTn8hLGT4RvbcXG50/6KqF94wmWwh8sT3WQuu

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a/Mvd7N2/19wvEXN43UsCgT2omLtRMXVVOxQ+FAZe3nRBEjusKULzDJL4RzLskZrnv4Qwtgo

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ZIhMQiB0noP0MAA=
--BOUNDARY.7435.2633.135154496.1--

1.64 Re: Blitz Warriors (WAS: AI Gone Mad???)

Date: Fri, 15 May 1998 05:33:37 -0400 (EDT)

From: paul_q@iname.com

Subject: Re: Blitz Warriors (WAS: AI Gone Mad???)

Last time you wrote:

> Previously in Life Dave(d.boaz@virgin.net) had this to say:

> > bohdan_lechnowsky@csgsystems.com wrote:

> > >

> > > Turn-based robot combat would not be a good thing, in my opinion, as we

> > > want the AI to be efficient. There are real robot competitions, and they

> > > aren't turn based.

> >

> > Also the idea of all tasks running at the same time is good instead of turn based

> > as one robot can then do more complex A.I which would of course take longer while

> > a different Robots A.I could be simpler but repeat faster so might work better.

>

> If realtime running is decided upon, a good communication system will

> be a neccessity (obviously). I think that temp files in RAM: would

> probably be too slow (from the point of view of detecting the files

> fast enough), but how fast would communicating with AREXX be? Or

> PIPE for that matter? Anther idea I had was having the bots as moduls

> that the control program loaded in, is linkable code possible in

> blitz?

>

> > I think if someone does this project as much freedom to the Robot and A.I creator as

> > possible is needed , maybe having a quicker light armored robot or a heaviy slower

> > Robot, the point about this is different A.I will suit the different robots better

> > and this is really an A.I experiment.

> >

>

> Good idea, I'd like to see something like this as well.

Well, you need a fast messaging system. Firstly, have you considered using realtime.library to keep everyone in sync? Once you have done this you could use standard exec message ports to communicate, or how about a semaphore? For those who don`t read their RKMs day and night, a semaphore is a section of memory that many tasks have common access to. However, only one task can 'own' the semaphore at a time, so it never gets trashed as two programs try to use it at the same time.

The idea is to use the realtime.library to take turns writing into and reading from the semaphore. This way each bot could update its section of the semaphore with any information the bots want to share, and then read all the other information about other bots in the semaphore. It sounds complicated, but programs like MultiCX use semaphores and there is some decent example code around (RKMs, aminet). Is that any help?

Paul

1.65   Re: Blitz Warriors (WAS: AI Gone Mad???)

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

Date: 12 May 98 19:30:01 +0100

Subject: Re: Blitz Warriors (WAS: AI Gone Mad???)

Previously in Life Dave Newton(Dave@nbsamiga.demon.co.uk) had this to say:

> To write a blitz robots, you have about 3 choices

>

> 1) write a blitz like interpreter to run the bots, using mostly standard

> blitz commands, with a few special bot commands, so they can interact with

> their surroundings

>

> 2) write a program that only allows basic bot commands (sort of like

> logo.....yeuckkk)

>

> 3) write the bot testing/running program in blitz, and provide the source

> for people to compile their bots in.

>

Why not do it the way CRobots did it. Have a control program that

generates the arena and bot positions and then send the info to all

connected bots (maybe use AREXX ports for communication). From there

the bots will know the arena and the location of the other bots (maybe

add line of sight) and their own stats, and must then make their move

using a set of commands (like Daves prog - pretty good BTW)

Who ever writes the main program could also provide a shell Blitz prog

with the comminications implemented.

>

> A randomly generated fairly large 3d map, with obstacles, like water, trees

> buildings etc so the robots have to be able to negotiate things (so no

> Daleks!)

>

IMO, sticking to 2D would be a better idea. Using 3D it would

complicate thing unnecissarily and detract from the AI writting which

is what this is about.

> Better interaction with the surroundings and other robots, and different

> weapons (ie, ways to do damage) and maybe tasks or objectives to attempt,

> and maybe power/damage so that your robot could die, or just grind to a

> halt if it runs out of power before it could reach a recharge point. And

> maybe a field of vision, like not being able to see through objects,

> or long distances.

A few different weapon should be a must, but only a few distinct

weapons like a laser, a mortar and a punch for example. Recharge

points are a good idea. Maybe then dangerous areas could be added as

well.

I reckon a turn should consist of only two actions consisting of a

combination of:

Turn

Move forward

Move backward

aim weapon (increase chance of hitting)

attack (with whichever weapon)

opinions?

Another thought would be to do something along the lines of BattleTech

(MechForce and Headquaters are still on the AmiNet aren't they?)

--

Stevie W.

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

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

1.66 Re: Blitz Warriors (WAS: AI Gone Mad???)

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

Date: 13 May 98 22:04:25 +0100

Subject: Re: Blitz Warriors (WAS: AI Gone Mad???)

Previously in Life (bohdan_lechnowsky@csgsystems.com) had this to say:

> Another thought would be to do something along the lines of BattleTech

> (MechForce and Headquaters are still on the AmiNet aren't they?)

>

> Actually, I think some sort of asynchronous combat would be better. No

> turns, all robots run as seperate processes. This would keep the need for

> efficient code as a high priority. The robot processes could pass their

> moves to the referee program through individual temporary variables for

> each robot in the RAM: disk and the referee program could pass information

> back to each robot through the same means. An AREXX port could be used

> instead of the temporary RAM: disk variables, or the moves could be

> buffered in the PIPE: device. This would also open up competition to

> robots written in C, Asm, E, or just about any other language.

>

Of course, Blitzers will have a head start ;)

> Turn-based robot combat would not be a good thing, in my opinion, as we

> want the AI to be efficient. There are real robot competitions, and they

> aren't turn based.

>

Getting back to MechForce, it runs pseado realtime and while you still

have to make a turn, the game counts the second passed and peforms the

action at the correct time (ie. moveing forward takes 10 second, so

the counter increases to ten, performing any other moves, and then

moves the mech). Using a method like this would allow for very

complex types of inteligence techniques which might run slowly,

allowing for a real test of AI techniques rather than just game

orientated. Maybe 2 versions could be done, giving us realtime bots

and turn based bots.

> Of course, rules would have to be in place which would prevent any robot

> from turning off multitasking or trashing/leaking memory or other robot's

> moves.

Definately

If someone is taking this on, then I'll be happy to help with ideas

and design, but unfortunately ATM I don't have enough free time to

actually code anything.

--

Stevie W.

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

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

1.67   Re: Blitz Warriors (WAS: AI Gone Mad???)

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

Date: 14 May 98 21:05:24 +0100

Subject: Re: Blitz Warriors (WAS: AI Gone Mad???)

Previously in Life Dave(d.boaz@virgin.net) had this to say:

> bohdan_lechnowsky@csgsystems.com wrote:

> >

> > Turn-based robot combat would not be a good thing, in my opinion, as we

> > want the AI to be efficient. There are real robot competitions, and they

> > aren't turn based.

>

> Also the idea of all tasks running at the same time is good instead of turn based

> as one robot can then do more complex A.I which would of course take longer while

> a different Robots A.I could be simpler but repeat faster so might work better.

If realtime running is decided upon, a good communication system will

be a neccessity (obviously). I think that temp files in RAM: would

probably be too slow (from the point of view of detecting the files

fast enough), but how fast would communicating with AREXX be? Or

PIPE for that matter? Anther idea I had was having the bots as moduls

that the control program loaded in, is linkable code possible in

blitz?

> I think if someone does this project as much freedom to the Robot and A.I creator as

> possible is needed , maybe having a quicker light armored robot or a heaviy slower

> Robot, the point about this is different A.I will suit the different robots better

> and this is really an A.I experiment.

>

Good idea, I'd like to see something like this as well.

--

Stevie W.

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

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

1.68 Blocked Due To Spam Problems

Wed, 13 May 1998 16:24:32 -0700

From: "Rudolf Sanchez" <childrenofsun@email.msn.com>

Subject: Blocked Due To Spam Problems

Date: Wed, 13 May 1998 16:24:03 -0700

My sincerest apologies to Rui de Carvalho. I have tried to reply to your

email address twice now, and each time I got a message from my postmaster

that they were unable to deliver email. "Your domain has been blocked due

to spam problems." Thanks for you help.

Rudy the Rejected (Subscriber)

Of course, this sounds like a different problem altogether.

childrenofsun@msn.com

1.69 BSS Debugger

From: Rodney Norton <rodneyn@speednet.com.au>

Date: Mon, 11 May 1998 19:49:40 +1000

Subject: BSS Debugger

HELP !

Am I the only person who cannot get that f**king Debugger working

in BSS ??

Using the "old" blitz I was quite able to use it, tracing variables,

quitting the running app when ever necessary, BUT, this version

just does NOTHING !

I can get windows to open and close (ie the Variable, ASM windows, etc)

, but the buttons seem mostly to do stuff all. I can't even quit my app

back to the editor if something goes wrong, I have to reboot each time,

and it's driving me bloody barmy...

I'd rather use the OLD version if this one behaves like it does....

RodderZ

--

```
+----------------------------------------------+
| Rodney Norton, Sydney AUS. | A1200/060/50. |
| Email :rodneyn@speednet.com.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/ |
+----------------------------------------------+
```

--

Gravity's a downer, & Black Holes suck.

1.70   Re: C->BB2

(envelope-from MD.BE4.Student.eee.rgu.ac.uk@eee-student.eee.rgu.ac.uk)

22 May 98 10:34:25 0

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

Date: Fri, 22 May 1998 10:34:12 GMT0BST

Subject: Re: C->BB2

On 22 May 98 at 5:12, Peter Thor opened wide and rumbled:

> Look at this C defined line:

>

> #define IN_CLASSD(i) (((long)(i) & 0xf0000000) == 0xe0000000)

>

Returns whether the long variable i ANDed with $F0000000 is equal to

$E0000000.

Macro IN_CLASSD

((`1 AND $F0000000) = $E0000000)

End Macro

.oO David McMinn Oo.

-=-=-=-=-==-=-=-=-

A1200T 1.3Gb 16xCD

-=-=-=-=-==-=-=-=-

1.71   C->BB2

Fri, 22 May 1998 05:13:27 +0200 (MET DST)

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

Date: Fri, 22 May 1998 05:12:05 -0500

Subject: C->BB2

Look at this C defined line:

#define IN_CLASSD(i) (((long)(i) & 0xf0000000) == 0xe0000000)

how would i go converting that into blitzrelative code?

By using macros, how if so?

Thanx in advance =)

//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! -.

1.72   C->BB2 [2]

Fri, 22 May 1998 14:58:30 +0200 (MET DST)

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

Date: Fri, 22 May 1998 14:29:13 -0500

Subject: C->BB2 [2]

Thanx fo David Mcminn and Fr=E9d=E9ric Laboureur for the answers about my=

last

question, though you guys had diffrent oppinions. So, WHAT is the most le=

gal

one?

Here is another litty thingy:

#define FD_ZERO(p) bzero((char *)(p), SizeOf(*(p))

What to do about that one? (bzero is no macro/struct defined previously)

is p used as a char pointer and then the size of the contents of the poin=

ter

is returned in some way?

This one then:

char sock[12][1024]

Twotimes indexed.. hmm..

or this one:

#define IN_H XXX - compatibility

That's exactly as typed in the headerfile.

Would be nice with the help again =3D)

Once again, thanx in advance.

//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

=2E- Amiga is it! -.

1.73 C->BB2 [2]

Mon, 25 May 1998 00:55:03 +0200 (MET DST)

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

Date: Mon, 25 May 1998 00:54:17 -0500

Subject: C->BB2 [2]

Sorry, this is a repost because i didnt receive any answers..

Thanx fo David Mcminn and Fr=E9d=E9ric Laboureur for the answers about my=

last

question, though you guys had diffrent oppinions. So, WHAT is the most le=

gal

one?

Here is another litty thingy:

#define FD_ZERO(p) bzero((char *)(p), SizeOf(*(p))

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ter

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//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

=2E- Amiga is it! -.

1.74 Re: Caches

From: Dave Newton <Dave@nbsamiga.demon.co.uk>

Date: Tue, 05 May 1998 13:48:49 -0000

Subject: Re: Caches

> Hello.

Hi,

> I found out something intriguing about cache usage today.

> I was fiddling about with the CPUClear instruction in my library,

> thought I'd try a version of movem that didn't have the pre-decrement

> addressing mode. My routine is normally something like this:

> add.l #256*4,a0

> movem.l d0-d5/d7/a0-a1/a3-a6,-(a0) ; there are about 20 of these

> add.l #256*4,a0

> This is in a loop.

> I replaced the -(a0) with (a0), as had seen some other people doing

> that in their copy routines.

> First time I ran the test the normal way it did 9 clearscreens @

> 25fps. With the modification it went up to *33*!. I figure it was

> still writing the same amount of memory, still doing all the

> instructions, just that it was no longer changing the a0 contents.

> Does this mean that a movem to (a0) still writes to sequential

> increasing addresses in memory, or does it all go out to the same

>address?

Ummm, they all go to an offset of (a0), like in a row. The only difference

is that the a0 register doesn't change. I don't think you could do (a0)+

anyway, but it would achive the same effect, but that would update a0 with

the next address.

> I know I should have to put in an additional add.l #256*4,a0 inbetween

> each movem. Would this take it out of the cache, hense causing the

> normal operating speed? I know that my routine as it normally stands

> is about as fast as things can go. But the interesting thing is seeing

> the speed possible when you are accessing addresses which are in the

> cache. Does anyone know if this only applies to copyback cache or if

> it the datacache?

Why??? Surely your only writing out 52 bytes (13 longs per instruction,

which is about 416 bytes). Surely you just need to add 52 to a0, to move

the a0 register onto the next address. That's the reason for your speed

up, that routine when using just (a0) without any register increase is

simply writing to the same bit of chipmem over and over. I found that out

when I wrote a c2p, which I thought was very fast, until I found it was

only writing to half of the screen, which was the reason for the speed up.

> Does it mean that processing in fastram (or only memory accesses?)

> within the cache contents is more than triple the speed of what

> happens when the cache has to be flushed?

Even though your writing the same number of bytes, the cpu seems to know

whether you've already written to that address and it seems to be able to

access it faster. I think that as my routine was writing to chipmem, I

think that while the cpu waited for the chipmem to be written, the cpu had

already executed another instruction on the same bit of chipmem, and this

is where the speed came from. I'm sorry to dissapoint you, but that's where

your speed up came from (but I guess you assumed that anyway). I think that

-(a0), and a0 will be fairly similar in speed. Just one question though,

if your using it for a clearscreen, why not start at the end, and just use

movem.l blah,-(a0) to clear all of the bitmap?

> Just struck me as being interesting that it ran in a 1/3 the time that

> the old routine did simply because it wasn't increasing the address it

> was writing to. Can there be additional processing power gained here

> from using `local' cache addresses, for example processing a small

> shape of graphic? Or does this /only/ apply to memory access and not

> to actual processing? And is this all down to the possible fact that

> there is never the need for a cache-update to memory (a copyback)?

Ummm, not really, I think it's just the processor cache going faster than

the memory update. I think the speed is only gained when writing to the

SAME area of memory over and over, instead of all different areas, but I

can't see how that is useful, as what would you need to write over and over

to a small area of memory???

Oh well it was worth looking at (and shoot me if I'm wrong!),

Dave

P.s. I think the A1200 has about 256 bytes of instruction cache, so you

should be able to do quiet a bit in that. If doing lots of the same

instruction that may push you out of the A1200's stack, then just use a

reg and dbra it :). I think most of the other cpu's have bigger caches :)...

(but stick with that as the minimum for all-round general cpu routines).

P.p.s Remember my cpu_blit routine, well a few small tests, it seems that

the fastest it can goes is about 277 32x32x8 (that's 8 planes) fast>fast

blits per frame on an A4000 060/50. Which is not that much better than

my 90 on my lowly 030/40. I think my routine will have to have different

versions, as it's sounds like on faster processor, I don't see much increase

(well I do, but not as much as you'd expect). The only few answers I can

think of are:

Maybe it's as fast as you can go, and works best on 030 (VERY DOUBTFUL)

Maybe my not having an mmu is making mine faster???

Maybe my fastmem's faster

Maybe my routine chokes the higher cpu copyback n all

Maybe it doesn't matter, so long as it doesn't get slower on a higher end

computer, as I'll never need more than 90 of those blits (not even

half as much for my game.....masked ones anyway).

--

____ _____

/ __ \/ ___/ __ \

/ /_/ / /__/ / / /\

/_____/ /____/_/ /_/ / IRC - COolWAve

_____\/_\/ Dave Newton - Dave@nbsamiga.demon.co.uk (NBS)

1.75   Caches

From: "Paul West" <paul@stationone.demon.co.uk>

Date: 5 May 98 17:50:54 +0000

Subject: Caches

Hello.

I found out something intriguing about cache usage today.

I was fiddling about with the CPUClear instruction in my library,

thought I'd try a version of movem that didn't have the pre-decrement

addressing mode. My routine is normally something like this:

add.l #256*4,a0

movem.l d0-d5/d7/a0-a1/a3-a6,-(a0) ; there are about 20 of these

add.l #256*4,a0

This is in a loop.

I replaced the -(a0) with (a0), as had seen some other people doing

that in their copy routines.

First time I ran the test the normal way it did 9 clearscreens @

25fps. With the modification it went up to *33*!. I figure it was

still writing the same amount of memory, still doing all the

instructions, just that it was no longer changing the a0 contents.

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increasing addresses in memory, or does it all go out to the same

address?

I know I should have to put in an additional add.l #256*4,a0 inbetween

each movem. Would this take it out of the cache, hense causing the

normal operating speed? I know that my routine as it normally stands

is about as fast as things can go. But the interesting thing is seeing

the speed possible when you are accessing addresses which are in the

cache. Does anyone know if this only applies to copyback cache or if

it the datacache?

Does it mean that processing in fastram (or only memory accesses?)

within the cache contents is more than triple the speed of what

happens when the cache has to be flushed?

Just struck me as being interesting that it ran in a 1/3 the time that

the old routine did simply because it wasn't increasing the address it

was writing to. Can there be additional processing power gained here

from using `local' cache addresses, for example processing a small

shape of graphic? Or does this /only/ apply to memory access and not

to actual processing? And is this all down to the possible fact that

there is never the need for a cache-update to memory (a copyback)?

--

Paul.

1.76   Calculations

From: Adrian Mackenzie <adrian@morefield.demon.co.uk>

Date: Sat, 23 May 1998 14:50:04 -0000

Subject: Calculations

Hello

I'm writing a timer program, and something is REALLY annoying me.

During cheap rate, i have it set for 1.7p per min. After every

minute, it adds 1.7 to the cost, then prints the total so far on

the window. eg, 1.7, 3.4, 5.1 etc (adding 1.7 every time). But

when it gets to a certain point, it goes to something like

25.99999, which it wont do on a calculator.

1. Whats happening here?

2. How can I sort it?

Thanks

--

Adrian Mackenzie, Ullapool, Scotland.

===>

Net :) E-Mail = adrian@morefield.demon.co.uk

:) = a.mackenzie@cyberdude.com

:) Homepage = http://www.morefield.demon.co.uk

IRC :) Server = irc.dal.net (DalNet)

:) Nicks = Adrian_M, Ullapudlian

:) Channels = #AmIRC

===>

MS-Dos = Error: No keyboard. Press F1 to continue.

MacOS = If the operating system doesn't crash, the

software will.

1.77   Re: Calculations

From: BootBlock of Carnage <BootBlock@GeoCities.com>

Date: Sat, 23 May 1998 19:31:37 +0100

Subject: Re: Calculations

On 23-May-98, Peter Thor wibbled:

> Also, and this is really annoying, the Format command _also_ affects the

> debugger eg. the debugger can't find variables and so on sometimes. Really

> annoying! Does anyone know a way out of this?

AHA! That's bloody it!! I thought I was going mad, but it turns out the reason

for some variables not existing (even though they ARE there!) according to the

DeBUGGER is because of the Format command - phew, fanks for that info!

--

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

| A1200T/28Mhz/2+4Mb/2.1GbHD/K56Flex/HyperCOM | Blitz2 Amiga Programmer! |

| EMAIL: BootBlock@GeoCities.com | Grimsby, England .-------'

|---------------------------------------^-----------------^-------.

| HTTP://www.geocities.com/SiliconValley/Lab/4868/ Updated: 17/05/1998 |

`--,

1.78 Re: Calculations

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

Date: Sat, 23 May 1998 10:16:46 -0500

Subject: Re: Calculations

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.1747122864.1

Hi Adrian

On 23-May-98, Adrian Mackenzie wrote:

> Hello

>

> I'm writing a timer program, and something is REALLY annoying me.

>

> During cheap rate, i have it set for 1.7p per min. After every

> minute, it adds 1.7 to the cost, then prints the total so far on

> the window. eg, 1.7, 3.4, 5.1 etc (adding 1.7 every time). But

> when it gets to a certain point, it goes to something like

> 25.99999, which it wont do on a calculator.

>

> 1. Whats happening here?

>

> 2. How can I sort it?

Try using the Format command to set the output however you want,

without altering the actual values.

Here is a short example.

--

A Smith and Wesson beats four aces.

Yours electronically,

Curt Esser

camge@ix.netcom.com

--BOUNDARY.1747122864.1

#Attachment stripped#

--BOUNDARY.1747122864.1--

1.79 Re: Calculations

Sun, 24 May 1998 02:09:43 +0200 (MET DST)

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

Date: Sun, 24 May 1998 02:09:05 -0500

Subject: Re: Calculations

The 23-Maj-98, BootBlock of Carnage wrote:

>On 23-May-98, Peter Thor wibbled:

>> Also, and this is really annoying, the Format command _also_ affects the

>> debugger eg. the debugger can't find variables and so on sometimes. Really

>> annoying! Does anyone know a way out of this?

>AHA! That's bloody it!! I thought I was going mad, but it turns out the

reason

>for some variables not existing (even though they ARE there!) according to

the

>DeBUGGER is because of the Format command - phew, fanks for that info!

Its really a hard beast! Took me several hours if not days to figure out why

my source didnt wanna work as it used to all of a sudden! =)

Always glad to help =)

//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! -.

1.80 Re: Calculations

Sat, 23 May 1998 17:04:26 +0200 (MET DST)

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

Date: Sat, 23 May 1998 17:03:24 -0500

Subject: Re: Calculations

The 23-Maj-98, Adrian Mackenzie wrote:

>Hello

>I'm writing a timer program, and something is REALLY annoying me.

>During cheap rate, i have it set for 1.7p per min. After every

>minute, it adds 1.7 to the cost, then prints the total so far on

>the window. eg, 1.7, 3.4, 5.1 etc (adding 1.7 every time). But

>when it gets to a certain point, it goes to something like

>25.99999, which it wont do on a calculator.

You can make the output of the text when you print it look diffrently if you

just have a go looking at the *Format* command.

For example, a formatstring of what you want to achive would look like this:

Format "00.0"

Then if you've got a cost of about 2.76 the output of a *Print* would be

"02.8".

Be careful though how the Formatstring look like, for example if you use that

formatstring and print a value of lets say 223.58 you will get an output that

looks "?00.6".

Also, and this is really annoying, the Format command _also_ affects the

debugger eg. the debugger can't find variables and so on sometimes. Really

annoying! Does anyone know a way out of this?

//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! -.

1.81 RE: Calculations

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

Subject: RE: Calculations

Date: Sat, 23 May 1998 15:38:39 +0100

> I'm writing a timer program, and something is REALLY annoying me.

>

> During cheap rate, i have it set for 1.7p per min. After every

> minute, it adds 1.7 to the cost, then prints the total so far on

> the window. eg, 1.7, 3.4, 5.1 etc (adding 1.7 every time). But

> when it gets to a certain point, it goes to something like

> 25.99999, which it wont do on a calculator.

>

> 1. Whats happening here?

>

This is due to the way that computers represent REAL numbers. I say

represent becuase there is always a degree of inaccuracy, as the

computer only has a set amount of bits to represent a number. The

innacuracy is quite small, but as you`ve discovered, after a few adds,

it starts to show.

> 2. How can I sort it?

>

Can`t you just round off the number when you come to display it, but

keep the real number intact, otherwise if you round that off you will be

causing more inaccuracy? ie.. keep the value as 27.999999 but just

display 28.0

hope i`ve been a bit of help,

and it`s been a few years since my Computer Science A-Level, so ppl

correct me if i`m wrong.

James

1.82 Can I Subscribe By Human Hands Rather Than By Computer? Second Request

Wed, 6 May 1998 20:27:01 -0700

From: "Rudolf Sanchez" <childrenofsun@email.msn.com>

Subject: Can I Subscribe By Human Hands Rather Than By Computer? Second Request

Date: Wed, 6 May 1998 20:26:49 -0700

Dear Blitz Friends:

Sorry to bug you again. I tried the postmaster for netsoc.ucd.ie and have

not received a reply in 2 days. I was just wondering if I could be

"subscribed" in some kind of normal fashion by human hands rather than by a

computer. By the way, do you get many "new" subscribers lately? If not,

maybe you should as "why?". Anyway, if worse comes to worse, can I submit

my questions to you by mail, then reply to me by my email address? Of

course, I will miss out on your interesting messages, but these "subscribe"

protocols is a bunch of BS. Case in point, I have your email address and

you have mine. What do you think of that?

Sincerely,

Rudy

ChildrenOfSun@msn.com

From: blitz-list-help@netsoc.ucd.ie <blitz-list-help@netsoc.ucd.ie>

Subject: ezmlm response

Date: Tuesday, April 28, 1998 9:17 PM

Hi! This is the ezmlm program. I'm managing the

blitz-list@netsoc.ucd.ie mailing list.

To confirm that you would like

childrenofsun@email.msn.com

added to this mailing list, please send an empty reply to this address:

blitz-list-sc.893823419.mmplfcaelclgokinkocc-childrenofsun=email.msn.com@net

soc.ucd.ie

Your mailer should have a Reply feature that uses this address

automatically.

This confirmation serves two purposes. First, it verifies that I am able

to get mail through to you. Second, it protects you in case someone

forges a subscription request in your name.

--- 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.

SMTPSVC;

Tue, 28 Apr 1998 20:14:36 -0700

From: "Rudolf Sanchez" <childrenofsun@email.msn.com>

Subject: subscribe

Date: Tue, 28 Apr 1998 20:14:50 -0700

From: MAILER-DAEMON@orca.ucd.ie <MAILER-DAEMON@orca.ucd.ie>

Subject: failure notice

Date: Tuesday, April 28, 1998 10:14 PM

Hi. This is the qmail-send program at orca.ucd.ie.

I'm afraid I wasn't able to deliver your message to the following addresses.

This is a permanent error; I've given up. Sorry it didn't work out.

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

ezmlm-reject: fatal: I need a nonempty Subject line in every message.

If you are trying to subscribe or unsubscribe, WRONG ADDRESS!

Do not send administrative requests to the mailing list.

Send an empty message to ...-help@... for automated assistance.

--- Below this line is a copy of the message.

SMTPSVC;

Tue, 28 Apr 1998 22:12:32 -0700

From: "Rudolf Sanchez" <childrenofsun@email.msn.com>

Subject:

Date: Tue, 28 Apr 1998 22:12:47 -0700

1.83   Re: CD32 Gamepads

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

Date: Sat, 09 May 1998 13:36:37 +1200

Subject: Re: CD32 Gamepads

On 09-May-98, K=FCttner wrote:

>> For two-button joysticks use JoyB() instead, it's been working fine

>>with my game for ages. It also works with a CD-32 joypad, but
obviously

>>only with the two bottom fire buttons (red and blue).

>>

>But JoyB() does not work if you want the second button of Port(1).
Could

>anyone cnfirm this? Maybe my Amiga is defect here :-(

It's in the original manual- I overlooked it as well :-) =

It returns a zero for no buttons pushed, 1 for button 1, 2 for button 2

and 3 for both buttons held down.

-- =

Anton Reinauer <anton@ww.co.nz>

=

1.84   Re: CD32 Gamepads

Subject: Re: CD32 Gamepads

Date: Fri, 8 May 1998 19:29:40 +0200

charset="iso-8859-1"

From: Kuettner.world@t-online.de (=?iso-8859-1?B?S/x0dG5lcg==?=)

> For two-button joysticks use JoyB() instead, it's been working fine

>with my game for ages. It also works with a CD-32 joypad, but obviously

>only with the two bottom fire buttons (red and blue).

>

But JoyB() does not work if you want the second button of Port(1). Could

anyone cnfirm this? Maybe my Amiga is defect here :-(

1.85   Re: CD32 Gamepads

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

Date: Tue, 05 May 1998 19:38:34 +0100

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

Subject: Re: CD32 Gamepads

Dalai wrote:

>

> I am using the CD32 Gamepad command 'Gameb()' and am having a little

> bit of trouble. For some reason the pad in the mouse port returns that all

> the extra buttons are being held down but only after the first test.

> I've got this line in my code:

>

> gb.w=Gameb(0):x.w=Gameb(0):Stop

>

> Then, using the debugger:

> gb=0 ; as it should be, no buttons held down

> x=127 ; all the buttons held down?!?

>

> Strange eh? Its for a game I'm writing, and the game cycles through a loop

> doing bits and bobs, but always the first test in the loop of the CD32 pad

> in the mouse port works fine, and the second goes wrong.

>

> Anyone got any ideas on this little problem? At the moment I just read the

> 'gb' variable whenever I need to test the pad in the game, but I would

> like to find out the cause of the quirk.

Hi,

I haven`t got a gamepad so I can`t try out the code. However if Blitz is

suffering from a 'quirk' with this partucular command you could always

make use of the lowlevel.library directly. The docs are in the RKM`s

that

are available from the net. It is an easy library to use.

See you,

Liz.

tucks@pavilion.co.uk

Amiga Programmer Blitz/C/Asm

"""

Corruption Software - Team Leader http://deskcorruption.home.ml.org

Email us at............ deskcorruption@thehub.u-net.com

Current Project.......... Dafel:Bloodline

"""

1.86   Re: Clearing Arrays.....

From: Andreas Etzrodt <the_shark@gmx.de>

Date: Thu, 28 May 1998 13:35:35 +0100

Subject: Re: Clearing Arrays.....

Hello Wright

> I need to clear this array VERY quick... at the moment i just use a

Isn't it possible to just reDIM the array? Just try it with a new

line of DIM collisionmap.b(320,256).

I don't know if this works (this way). But I think it will.

Regards,

Andreas

--

Andreas Etzrodt "THE SHARK" - APC&TCP-AMIGA Club

look out for "text/misc/SHARKsort.lha" on Aminet

What happens to the hole when the cheese is gone?

-- Bertolt Brecht

1.87   Re: Clearing Arrays.....

From: Andreas Etzrodt <the_shark@gmx.de>

Date: Thu, 28 May 1998 13:37:18 +0100

Subject: Re: Clearing Arrays.....

Hello Wright

Forgot something...

> I need to clear this array VERY quick... at the moment i just use a

Isn't it possible to just reDIM the array? Just try it with a new

line of DIM collisionmap.b(320,256).

I don't know if this works (this way). But I think it will.

Maybe you need to DIM it with 0,0 first.

Regards,

Andreas

--

Andreas Etzrodt "THE SHARK" - APC&TCP-AMIGA Club

look out for "text/misc/SHARKsort.lha" on Aminet

What happens to the hole when the cheese is gone?

-- Bertolt Brecht

1.88 Clearing Arrays.....

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

Subject: Clearing Arrays.....

Date: Wed, 27 May 1998 20:58:22 +0100

hello ppl,

ok, here`s the question.... I`ve got a 2D array of bytes

Dimmed by:

DIM collisionmap.b(320,256)

I need to clear this array VERY quick... at the moment i just use a

rather naff For Next loop which writes 0 into each location...... if i

grab the address of the array with &collisionmap(0,0), could i, just

write long words (of zero) from this address until i get to the size of

the array???? i have written my own CPU clear bitmap routine in PhxAss

which did pretty much the same sort of thing, but i have no idea how

Blitz allocates memory to 2-d arrays.... or 3-d arrays for that

matter... 8(

thanks for the help,

James

1.89 Re: Clearing DIMs

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

Date: Tue, 12 May 1998 12:49:13 +1200

Subject: Re: Clearing DIMs

On 11-May-98, Krzysiek Jonko wrote:

>And another problem: when I'm using DEFINED type of variable

>NEWTYPE.own

> x.w

> y.w

> a.l

> ...

>END NEWTYPE

>DEFTYPE.own a,b,c

>how can I make something like that b=a (I dont want use b\x=a\x and go

>on)

The easiest way is:

Usepath a.own

b\x=\x,\y,\a

c\x=\x,\y,\a

--

Anton Reinauer <anton@ww.co.nz>

1.90   Re: Clearing DIMS

From: Dave Newton <Dave@nbsamiga.demon.co.uk>

Date: Mon, 11 May 1998 17:38:55 -0000

Subject: Re: Clearing DIMS

>My program is using few quite big DIMs inside. In few parts of them I've

>to clear all items.

Ummm, try re dimming it, with the same size, that should clear it. If not

simply dim it with 0 items, and then re dim it the required size...I think

that should be the quickest way...plus, if your using them inside (and

not outside of statements...ie local to the statement) then you should

probably dim it to 0 items before your statement exits...as some people

suggested that local dim's aren't freed at the end of a statement/function!

>how can I make something like that b=a (I dont want use b\x=a\x and go

>on)

It depends, probably the fastest way would be

Copymem_ &a,&b,Sizeof .own

This should copy the contents of a to b. Be warned that this works only

for simple newtypes. You can't use it on newtypes that contain strings,

as this would not copy them, but use the same string for both, and would

cause you no end of trouble!. But you'd be alright with others (ie, you

can have .b .w .l .q .f and fixed arrays[] without any problems, but no

strings!). You could also write a function to do it faster, but for small

newtypes, you be better off using

b\x=a\x,a\y,a\a

Just because there's not much data to shift!

Hope that helps,

Dave

--

____ _____

/ __ \/ ___/ __ \

/ /_/ / /_/ / /\

/_____/____/_/ /_/ / IRC - COolWAve

_____\/_\/ Dave Newton - Dave@nbsamiga.demon.co.uk (NBS)

1.91 Clearing DIMs

From: Krzysiek Jonko <eteacher@amiga.org.pl>

Subject: Clearing DIMs

Date: Mon, 11 May 1998 08:18:44 +0100

My program is using few quite big DIMs inside. In few parts of them I've

to clear all items. Now I'm doing this in FOR-NEXT loop but it takes a

lot of wasted time. I wanted to clear memory but I have problem - I know

where DIM$ begin - but wher is the end of DIM?

One DIM is string type and the second one has defined type (I think I

should find size of one item by SizeOf function?)

And another problem: when I'm using DEFINED type of variable

NEWTYPE.own

x.w

y.w

a.l

...

END NEWTYPE

DEFTYPE.own a,b,c

how can I make something like that b=a (I dont want use b\x=a\x and go

on)

/// Christopher Jonko

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

\\/// eteacher@amiga.org.pl

\XX/ http://amiga.org.pl/~eteacher/

1.92 Re[3]: Collision Detection

From: Dave Newton <Dave@nbsamiga.demon.co.uk>

Date: Fri, 29 May 1998 14:37:35 -0000

Subject: Re[3]: Collision Detection

> *CUT*

> Since we are talking about this subject I have a question for everyone! I

> am using a 1-bitplane bitmap for collision detection and each of my shapes

> has to be blitted to the collision bitmap as well as the main bitmap. The

> problem is that the main bitmap is 8 planes and I want to blit my 8 plane

> shapes onto the 1 plane collision bitmap.

> *CUT*

Try using clipblit, as clipblit not only limits the width and height, but

also the colours :)....

Hope that helps,

Dave

--

____ _____

/ __ \/ ___/ __ \

/ /_/ / /_/ /__/ / / /\

/_____/____/_/ /_/ / IRC - COolWAve

_____\/_\/ Dave Newton - Dave@nbsamiga.demon.co.uk (NBS)

1.93 Re: Collision Detection

From: Marcel Weber <mw@caverock.co.nz>

Date: Fri, 29 May 1998 21:22:15 +1200

Subject: Re: Collision Detection

> Hi All.

>

> I have been thinking a little more about collision detection. I took a

> look at the BlitColl() instruction. I also looked into blitter

> collision-detection some while ago. Does anyone use this kind of

> detection, ie where if your graphic overlaps anything in the existing

> background during a masked blit (with a cookie) it reports that there

> was a collision?

Yes. I use this method for my game. With about four 32x32 256 colour

shapes moving around on a screen it works nice and fast and of course

gives very nice collision detection :)

> I wondered what would happen if you had something like SBlit that

> rendered enemy bobs into a stencil, and then you used the

> single-bitplane stencil to report wether a subsequent plotting of the

> player sprite resulted in a collision.

Interesting. I use a seperate 2 bitplane bitmap to handle the collisons.

> I don't think there is, but there /should/ be some way of telling

> wether the previous normal blit caused a collision, instead of having

> to do a seperate graphics operation with BlitColl(). So I'm gunna add

> that in.

Very good idea! :)

> I suppose that pixel-perfect collision detection might not be suitable

> for some situations, but very suitable for others. Does anyone

> actually use it? What for?

As I said I use it for my game which is basically a simple arcade game.

Almost exactly like the old game Archon but of course with additional cool

stuff ;)

--

Marcel Weber <mw@caverock.co.nz>

(Xar on #Amiga Undernet/AmigaNet)

1.94   Re[4]: Collision Detection

From: Marcel Weber <mw@caverock.co.nz>

Date: Sun, 31 May 1998 02:04:50 +1200

Subject: Re[4]: Collision Detection

>> *CUT*

>

>> Since we are talking about this subject I have a question for everyone!

I

>> am using a 1-bitplane bitmap for collision detection and each of my

shapes

>> has to be blitted to the collision bitmap as well as the main bitmap. The

>> problem is that the main bitmap is 8 planes and I want to blit my 8 plane

>> shapes onto the 1 plane collision bitmap.

>

>> *CUT*

>

> Try using clipblit, as clipblit not only limits the width and height, but

> also the colours :)....

Ahh yes.. I didn't know about clipblit limiting depth however it doesn't

solve my problem. I should have mentioned the command I'm using to blit with

is BlitColl which means I can't use clipblit instead. :(

--

Marcel Weber <mw@caverock.co.nz>

(Xar on #Amiga Undernet/AmigaNet)

1.95   Re[2]: Collision Detection

From: Marcel Weber <mw@caverock.co.nz>

Date: Sat, 30 May 1998 11:11:34 +1200

Subject: Re[2]: Collision Detection

>> Yes. I use this method for my game. With about four 32x32 256 colour

>> shapes moving around on a screen it works nice and fast and of course

>> gives very nice collision detection :)

>

> What are your objects? Humanoid figures or something?

>

Yes Humanoid figures and oddly shaped bullets. The game is top-view 2D

non-scrolling battle game where two players run around and try and shoot the

other person first

The main reason for doing it using a collision bitmap is for speed when

checking

for collisions against walls. Since I use this method there is no need to

have the

walls in a regular pattern. In fact I am thinking of making the levels drawn

as a

collection of graphics objects placed at particular screen coordinates

rather

than my current grid based approach.

>> Interesting. I use a seperate 2 bitplane bitmap to handle the collisons.

>

> Why 2 bitplanes?

Ooops I meant 2-colour bitmap. That means 1 bitplane then :)

Since we are talking about this subject I have a question for everyone! I

am using a 1-bitplane bitmap for collision detection and each of my shapes

has to be blitted to the collision bitmap as well as the main bitmap. The

problem is that the main bitmap is 8 planes and I want to blit my 8 plane

shapes onto the 1 plane collision bitmap. However when I try to use Blitmode

Solidmode and then blit to the collision bitmap of course I get the error

"Shape

has too many bitplanes". Does anyone know how I can blit the mask of an 8

plane shape on a 1 bitplane bitmap. I don't want to have to completely

rewrite my blitting routines! (Although if someone comes up with a good

new blitting library I might be tempted to use it instead :))

--

Marcel Weber <mw@caverock.co.nz>

(Xar on #Amiga Undernet/AmigaNet)

1.96   Re: Collision Detection

From: "Paul West" <paul@stationone.demon.co.uk>

Date: 30 May 98 17:11:14 +0000

Subject: Re: Collision Detection

Marcel,

> > Try using clipblit, as clipblit not only limits the width and height, but

> > also the colours :)....

>

> Ahh yes.. I didn't know about clipblit limiting depth however it doesn't

> solve my problem. I should have mentioned the command I'm using to blit with

> is BlitColl which means I can't use clipblit instead. :(

Marcel. There is one other possibility.

When the blitter does an operation on some data it also does collision

checks automatically. If pixels in the source collide with those in

the destination, it will set a bit somewhere as a flag, in one of the

hardware registers, to indicate that the previous blit operation

resulted in collision detection. To be specific, it actually clears

a bit when there is a collision. So long as only one blit operation is

performed, I reckon you can check this bit to find out if there was a

collision. Instead of using blitcoll() seperately to do this, do a

ClipBlit as suggested to a single bitplane bitmap, and then check the

necessary bit to see what it's status is. I don't know if it will work

but you can try, and you must only be clip-blitting to one bitplane

otherwise there will be multiple blit operations and that would

invalidate the flag's status.

According to a book I have called Mapping the Amiga, which is

fabulous, the bit you'd be interested in is Bit 13 (numbered 0..15),

the 14th bit. It is called BZERO. This bit will equal 1 (set) if the

last blitter operation output zero's only. This it so be found at

memory address $dff002 and is a word-sized hardware register. If you

want the byte only it will be at $dff002.b and the bit number will

be 5. Stick with the word.

You then have to set up the blitter using a minterm, as for the

ClipBlitMode instruction. You would then use ClipBlit as someone else

suggested to blit to a single bitplane using this minterm. The blitter

should check for collisions and report the status in bit 13 of

$dff002.w.

OK. So you will need to know what the minterm is. According to the

blitz manual, it allocated the blitter channels (of which there are 4)

as follows: Channel A=Cookie

Channel B=Shape data

Channel C=Destination input

Channel D=Destination output

All blitz blit instructions expect these channels to be used as such.

So we have to work with that.

To do collision detection using only the shapes MASK (you will still

have to use clipblit to avoid the `too many bitplanes' error), you

need to set channel A. You will also need to set channel C. You can

DISABLE channel D - output - which prevents the blitter from actually

outputting any data. It still does collision checks. If you want to

use that, which will be faster, you can, but it will not write to the

collision bitplane.

The main minterm value you want will be an AND operation between the

mask and the destination, iow, if a bit in the mask hits a bit in the

destination (A and C), there is a collision. And you only want to know

about where they overlap. So the minterm you want, which has to ignore

the shape data channel B, is:

_

ABC

The underscore above the B means `not'. We are ignoring it. The hex

value for that is $20. IOW, bit 5 must be set in the minterm.

Then you have to set the bits for which channels are active:

Bit 8 = D

Bit 9 = C

Bit 10= B

Bit 11= A

So set bits 11 and 9. If you want the blit to actually output data to

your bitplane, set also bit 8. In such a case, the overall minterm

that you want to use to collision check between the mask and the

single bitplane, while outputting data to the bitplane, will be:

$0B20

(NB: Data output will be an AND combination of the mask and the

bitplane, not a straight blit)

That's channel A `and' channel C, with channels A,C, and D active.

This will ignore the shapes graphics data.

Then, when you do a clipblit with a shape that has a mask, to your

single-bitplane collision map, it should do a comparison between the

mask and the things to collide with.

If you don't want to output data, which will be faster, you can use

the minterm:

$0A20

That will do the collision check between the mask and the existing

background data, but will not output any graphics whatsoever.

Now. What you do to find out if there is a collision, is that after

this clipblit you will read in the word contents of absolute address

$dff002. Check bit 13.

If this bit is SET, to 1, it means that the previous blitter operation

would have output all ZERO's. Don't get this mixed up. The flag is

called BZERO and it is for indicating an output that had no bits set

in it. So if BZERO is set to *0*, there was a collision.

Basically, the minterm will cause the objects cookiecut to be read

into the blitter, and also the existing destination data in your

single-bitplane to be read into the blitter. They will be combined

with an AND operation, specifically `A and C'. B has been deactivated.

If anything in the destination overlaps anything in the cookie, there

will be a collision.

If D is active, the cookie will be blitted in *AND* mode. This is not

normal blitting mode. It will only put those bits onto the bitmap that

are present in both the bitmap and the mask. By all intents and

purposes if anything it will only remove data from the bitplane. If

you want to paste a copy of the mask to the bitplane you will have to

reset the minterm with ClipBlitMode CookieMode. Even then it would

only output the first bitplane of the data. You could devise another

custom minterm to blit the objects cookiecut as solid.. which would be

an `OR' operation and would automatically cookiecut. You'd want:

Bit Operation

1 __

ABC Anything in C but not A

3 _

ABC plus anything in C but not A

4 __

ABC plus anything in A but not C

5 _

ABC plus anything in A AND C

6 _

ABC plus anything in A but not C

7

ABC plus anything in A AND C

All of these combined together (or'd) would produce the minterm:

$0BFA

This would render the cookiecut to the screen merged with any existing

graphics, in any number of available bitplanes. In your case it'll be

only one bitplane. But you can use this in other situations too.

You cannot use an OR operation to do collision checks because it would

tell you there was a collision all the time. If drawing in OR mode you

want to activate channel D, while if drawing in AND mode you want to

deactivate channel D.

I am pretty sure I have these minterms right. <g> If $0A20 for the

and-operation won't work, try $0A80 or $0AC0. Given that channel B is

inactive there shouldn't, I don't think, be any difference between

what these do.

So provided what thingy said about clipblit mode is true - that it

lets you bypass the `too many planes' error, you use:

ClipBlitMode $0A20

ClipBlit ObjectNumber,x,y

Then read the word at $DFF002 and check bit 13. If it is zero, there

was a collision. It's up to you how you do this. A little bit of

assembler or blitz's own bit-test instruction if there is one. Don't

forget to reset ClipBlitMode if you need to as it will affect all

subsequent ClipBlits. Other blit types will not be affected mind you.

I don't see there being much point using $0B20 as the minterm because

it doesn't output the whole graphic. To do that you have to use the

seperate operation with $0BFA. I've probably made it a bit more

complicatd than it actually is. It boils down to those few lines of

code just above, there. If I've got the minterm value right, and I'm

pretty sure it is, it should work.

In other situations you could use other custom minterms with the

existing blitz blit instructions (Any of them, not just ClipBlit), to

do different operations with the mask and stuff.. The alternative to

`EraseMode' would be the `or' mode I described above, which would

place the object's mask into all the bitplanes producing the highest

possible colour (255 perhaps), which you might set to white.

Alternatively a minterm to AND grahics data with existing background,

and yet while cookiecutting, would be kind of interesting.

Let me know if this doesn't work or you don't understand it. I'm

banking on the likelyhood that ClipBlit ignores the collision flag, because as soon as you read the flag once it will erase it to 0. If you want to access it more than once store it in a variable. I think ClipBlit ignores the flag so you might be in luck. Failing this, I don't really know any other way you can do it but to have a physically seperate shape object in one bitplane.

-- .Paul.

IRC: #amiga, Dalnet: #blitz

WWW: http://www.stationone.demon.co.uk

E-M: paul@stationone.demon.co.uk

1.97   Collision Detection

From: "Paul West" <paul@stationone.demon.co.uk>

Date: 28 May 98 01:29:47 +0000

Subject: Collision Detection

Hi All.

I have been thinking a little more about collision detection. I took a look at the BlitColl() instruction. I also looked into blitter collision-detection some while ago. Does anyone use this kind of detection, ie where if your graphic overlaps anything in the existing background during a masked blit (with a cookie) it reports that there was a collision?

I wondered what would happen if you had something like SBlit that rendered enemy bobs into a stencil, and then you used the single-bitplane stencil to report wether a subsequent plotting of the player sprite resulted in a collision.

I have decided to add pixel-collision detection to my cpu-blit routines. It isn't all that much extra work. I will do it so that either it can work with a single bitplane collision-buffer, or as normal, direct onto the bitmap. As data is being read from the destination during a masked (cookie cut) blit anyway, and the graphic's mask is logically `and'ed with it, the flags of the status register (assembler) are set. All that needs be added is a BEQ straight after the `and' operation, to jump to some other place. Then when it's set a return-code somewhere it jumps into an identical blit routine but one without the BEQ bit, as there is no need for further checking. At least, this is the only way I can think to do it.

I don't think there is, but there /should/ be some way of telling

wether the previous normal blit caused a collision, instead of having

to do a seperate graphics operation with BlitColl(). So I'm gunna add

that in.

I think that using a single-bitplane stencil-like setup for detecting

blitter collisions is probably quite efficient for a larger number of

objects, as all it really needs is an extra single-plane clearscreen.

Internally in my library I've made bobs use the same structure as

bitmaps so there is essentially no difference between them, and this

means bitmaps can have a mask. This could be put to use as a

collision-detection buffer, like a stencil.

It's a pity that SBlit doesn't return or store a collision status.

I suppose that pixel-perfect collision detection might not be suitable

for some situations, but very suitable for others. Does anyone

actually use it? What for?

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: http://www.stationone.demon.co.uk

E-M: paul@stationone.demon.co.uk

1.98   Re: Collision Detection

From: Paul West <paul@stationone.demon.co.uk>

Date: 29 May 98 14:58:17 +0000

Subject: Re: Collision Detection

> Yes. I use this method for my game. With about four 32x32 256 colour

> shapes moving around on a screen it works nice and fast and of course

> gives very nice collision detection :)

What are your objects? Humanoid figures or something?

> Interesting. I use a seperate 2 bitplane bitmap to handle the collisons.

Why 2 bitplanes?

> As I said I use it for my game which is basically a simple arcade game.

> Almost exactly like the old game Archon but of course with additional cool

> stuff ;)

Oh yes, mustn't forget the obligatory cool stuff. :)

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: http://www.stationone.demon.co.uk

E-M: paul@stationone.demon.co.uk

1.99   collision detection and frame rates

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

Date: 7 May 98 18:52:29 -0500

Subject: collision detection and frame rates

Hi,

I am making a simple game where you race through a tunnel but i do not

know how to detect if a shape hits the bitmap the area that the shape

is allowed on is black any other colour like the tunnels ceiling and

floor should destroy the shape how can i tell wheather the shape has

hit anything.

how can you control the frame rate in your code and test it so that i

could put a frames per second counter on the screen.

1.100   Re: Comparing games

From: Michael Smith <mrsmith@hangman.demon.co.uk>

Date: Tue, 05 May 1998 21:08:48 +0500

Subject: Re: Comparing games

On 04-May-98, Paul West wrote:

>> if we don't make any games that look as good as or better than the

>> current on PC's, people will laugh at the old Dinosaur!

>Why look up to the PC rather than down to it? Why look at the PC at

>all?

By looking at the current crop of games on the PC, youre looking at some

great games that are netting developers millions of bucks. You are also

looking at inferior clones and terrible dross that developers are making

good money on also. The PC world is probrably laughing its socks off as

the Amiga world raves about the DOOM and QUAKE ports. Not because they

are crap games, just old.

>> If we do the old Amiga thing of pushing the machine to it's limits,

>> with a PPC we could easily beat PC games- no worries :-)

>Wether we beat pc games or not is at the end of the day not important.

>What's important is wether the game, in its own right, is a good game.

>Wether it has something to stand up for itself, something to stand it

>on its own two feet individually, not just as something to compare to

>others, something that is at war with others. Good games are simply

>good games, they don't care what other games are like. Truth is

>/self-evidence/, not the aquisition of evidence by indirect

>relationship with other status symbols. Think about it. All of my
>favourite games are games which I could get into, and when I got into
>them I could forget that any other games ever existed. It wasn't a
>good game simply because there were other worse games, it was just
>good on its own, in an empty room with no other games around. It was
>/enough/ in its own right. I used tobe able to play zool or sonic or
>datastorm or zombie apocalypse or scorched tanks and many others and
>enjoy them without having to find that enjoyment by way of how it
>compared to other games. It didn't feel good to play just because it
>was in competition with other games. I'm not interested in that kind
>of competition. Truth is self-evident, factual, it let itself be, it
>doesn't need cross-platform wars or any such lark. Ok, so go get a PPC
>and make a game without ever looking at another game while you're
>doing it, make it original, make it unique, make it stand alone
>untouchable. THAT's what makes it a good game. Not that it is some
>clone of something else or that it follows in the footsteps of
>something that has come before. Where's your ingenuity man?
If only the gaming puplic were all like you! Anyone who could write a
Pac-Man clone would be rich ;) I agree that a good game is a good game.
But *any* game "in an empty room with no other games around" is going to
be good... If games were judged by how they stand on their own two feet
we would have a lot of 10/10 games out there! Comparing games of the same
genre has and always will be one factor on how good the game is. I dont
think anyone would consider a DOOM clone on a PC as good anymore...
>> we have to start thinking a
>> bit, of what we will be doing next, and that means games on a 200 PPC,
>> 800x600 (or 1024x768, or even 1600x1200 on a 17 inch monitor), at 50 or
>> more fps. Masses more if the Pre\Box comes out at the end of the year.
>> And how many 1200's are out there anyway- bugger all compared with
>> PC/PSX's!
>This might be nice, it might be an ideology, but is it /necessary/? If
>you had a game like that wouldn't it just look like a big pile of
>messy crap? Ok so there'd be more colours, nicer resolution, and more
>happening on screen, but where would be the spirit of the thing, the
>lifeforce of it, where would be the gameplay, the feeling, the
>subtleties, all hidden and buried under such immense visual overload?
I agree with this, but a high % of gamers probrably would not :(
Cheers,
MICHAEL.
--|---
& M I C H A E L S M I T H
{_} mrsmith@hangman.demon.co.uk

1.101   Re: Completely Off-topic... 2.5

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Wed, 20 May 1998 08:04:07 +0500

Subject: Re: Completely Off-topic... 2.5" Hard drive installation

On 19-May-98, Liz Tucker flashed:

>Hi,

>When looking at the IDE connector on a 1200 motherboard with the

>keyboard nearest you, pin 1 is nearest the front of the machine.

>If a 2.5" hard drive is inserted into the carrage with its pins

>nearest to the IDE connector (ie to the left of the drive) is pin 1

>of the drive also nearest the front of the machine?? ie. does the

>ribbon cable connect the two without needing to be twisted??

Yes, if the drive is right-side up! @;u)>

That is the standard, with pin 1 on the end where the 4 seperate

power pins are. All 4 of my 2.5" drives follow the standard, but

just to be completely safe, I would check the specs for your

particular drive. These are sometimes included on a sheet with

the drive, if not, ask your dealer or call the toll-free tech line

which most manufacturers have, or try their web-site for email help.

Two of my drives have pin 1 marked, one in white print on the

inside of the plastic socket (very small) and the other molded into

the plastic (also small and very hard to see) on the outside of

the socket. Pin 22 is also marked (on the other end) on one of them.

>I need to be sure as the power is passed up the ribbon cable on a 2.5"

>drive.

Yep. Some cables have a tab in the center on one edge that matches

a slot in the socket which most sockets have. Unfortunately, very

few cables have this for some reason (or no reason). Because standards

are a mess in the wintel/IBM realm we all have to suffer for it.

Catcha later,

Donovan Reeve (bubby.lnk@ispi.net)

1.102   Completely Off-topic... 2.5

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

Date: Tue, 19 May 1998 11:51:05 +0100

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

Subject: Completely Off-topic... 2.5" Hard drive installation

Hi,

When looking at the IDE connector on a 1200 motherboard with the

keyboard nearest you, pin 1 is nearest the front of the machine.

If a 2.5" hard drive is inserted into the carrage with its pins

nearest to the IDE connector (ie to the left of the drive) is pin 1

of the drive also nearest the front of the machine?? ie. does the

ribbon cable connect the two without needing to be twisted??

I need to be sure as the power is passed up the ribbon cable on a 2.5"

drive.

See you,

Liz.

tucks@pavilion.co.uk

Amiga Programmer Blitz/C/Asm

"""

Corruption Software - Team Leader http://deskcorruption.home.ml.org

Email us at............ deskcorruption@thehub.u-net.com

Current Project.......... Dafel:Bloodline

"""

1.103   Re: Completely Off-topic... 2.5

From: Rick Hodger <rick.thehub@bigfoot.com>

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

Date: Tue, 19 May 1998 15:14:18 -0000

Subject: Re: Completely Off-topic... 2.5" Hard drive installation

On 19-May-98, Liz Tucker tapped "Completely Off-topic... 2.5" Hard drive

installation" on his keyboard...

>Hi,

>When looking at the IDE connector on a 1200 motherboard with the

>keyboard nearest you, pin 1 is nearest the front of the machine.

>If a 2.5" hard drive is inserted into the carrage with its pins

>nearest to the IDE connector (ie to the left of the drive) is pin 1

>of the drive also nearest the front of the machine?? ie. does the

>ribbon cable connect the two without needing to be twisted??

Yep, you shouldn't need to twist anything.

>I need to be sure as the power is passed up the ribbon cable on a 2.5"

>drive.

Don't worry, I've put the cable on the wrong way round before, didn't do mine

any damage.

/Rick/

--

===

Rick Hodger - Comms Programmer for #Corruption Software#

^^

Visit us at .... http://corruption.home.ml.org

EMail us at .... /corruption@thehub.u-net.com/

^^

PGP Key now available - Mail "getpgpkey" in body to -

/deskcorruption@thehub.u-net.com/

===

1.104   Re: Converting structs to newtypes

(envelope-from MD.BE4.Student.eee.rgu.ac.uk@eee-student.eee.rgu.ac.uk)

14 May 98 12:48:37 0

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

Date: Thu, 14 May 1998 12:48:23 GMT0BST

Subject: Re: Converting structs to newtypes

On 13 May 98 at 19:27, Peter Thor opened wide and rumbled:

> I've been converting some structs (include-headerfiles in C) and i've stumbled

> upon

> some questionmarkes i would like to share =) Ok here goes:

>

> What value does a "#define <constant>" get without a following value? ehh =)

> ("#define <constant> <value>" <- the <value> is omitted)

This is simply to define a constant, not give it a value. The point

in this is to use it when including header files i.e.

#ifndef HEADER_INCLUDED /* If not defined */

#define HEADER_INCLUDED /* Define it */

#endif

I think it doesn't have a value (or is maybe 0) as it is not used as

a value.

> How would i convert these values to be used as constants? (if possible):

> (These are only a few examples, more examples are in there)

>

> 1. #define FD_SET(n, p) ((p)->fds_bits[(n)/NFDBITS] |= (1 << ((n) %

> NFDBITS)));

> 2. #define FD_ZERO(p) bzero((char *)(p), sizeof(*(p)));

> 3. #define howmany(x, y) (((x)+((y)-1))/(y));

These should be converted as macros, for that is what they are. C

uses #define to define its macros as well, damned annoying.

1. (I can't remember how to do macros in blitz but the code in the

centre is correct (possibly). It depends whether the fds_bits field

is an actual array or a pointer, as if it is a pointer, you will

have to find some other way of accessing the data.)

Macro FD_SET{`1,`2}

`2\fds_bits[`1/NFDBITS] = `2\fds_bits[`1/NFDBITS] | (1 ASL (`1 MOD

NFDBITS))

End Macro

> And have a look at this struct, how would that beast be converted to a

> newtype?:

>

> extern struct RtgScreen * _ saveds _ asm OpenRtgScreen(register _ a0 struct

> ScreenReq *sreq, register _ a1 struct TagItem *taglist);

This is not a struct but a function prototype - where you define

what the function parameters and such will be like later on.

extern shows that the definition (of the struct) is from an external

file, struct RtgScreen* is what is returned (pointer to a RtgScreen

structure), _saveds_asm is a keyword used in that C compiler (dunno

what is doies), and the rest is the function and parameters, with

register_xx saying that the parameter should be passed in

register_xx.

.oO David McMinn Oo.

-=-=-=-=-==-=-=-=-=-

A1200T 1.3Gb 16xCD

-=-=-=-=-==-=-=-=-=-

1.105 Converting structs to newtypes

Wed, 13 May 1998 19:28:52 +0200 (MET DST)

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

Date: Wed, 13 May 1998 19:27:44 -0500

Subject: Converting structs to newtypes

I've been converting some structs (include-headerfiles in C) and i've stumbled

upon

some questionmarkes i would like to share =) Ok here goes:

What value does a "#define <constant>" get without a following value? ehh =)

("#define <constant> <value>" <- the <value> is omitted)

How would i convert these values to be used as constants? (if possible):

(These are only a few examples, more examples are in there)

1. #define FD_SET(n, p) ((p)->fds_bits[(n)/NFDBITS] |= (1 << ((n) %

NFDBITS)));

2. #define FD_ZERO(p) bzero((char *)(p), sizeof(*(p)));

3. #define howmany(x, y) (((x)+((y)-1))/(y));

And have a look at this struct, how would that beast be converted to a

newtype?:

extern struct RtgScreen * _ saveds _ asm OpenRtgScreen(register _ a0 struct

ScreenReq *sreq, register _ a1 struct TagItem *taglist);

That was all, for now, more might be coming =)

//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! -.

1.106   Re[2]: Converting structs to newtypes

Fri, 15 May 1998 00:16:57 +0200 (MET DST)

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

Date: Thu, 14 May 1998 23:26:34 -0500

Subject: Re[2]: Converting structs to newtypes

The 14-Maj-98, David Mcminn wrote:

>> What value does a "#define <constant>" get without a following value? ehh

=)

>> ("#define <constant> <value>" <- the <value> is omitted)

> This is simply to define a constant, not give it a value. The point

>in this is to use it when including header files i.e.

>#ifndef HEADER_INCLUDED/* If not defined */

>#define HEADER_INCLUDED/* Define it */

>#endif

> I think it doesn't have a value (or is maybe 0) as it is not used as

>a value.

Well, isn't it a non-zero value? (like -1 or something)

>> How would i convert these values to be used as constants? (if possible):

>> (These are only a few examples, more examples are in there)

>> 1. #define FD_SET(n, p) ((p)->fds_bits[(n)/NFDBITS] |= (1 << ((n) %

>> NFDBITS)));

Cut

> These should be converted as macros, for that is what they are. C

>uses #define to define its macros as well, damned annoying.

So the macro is identified by the define taking arguements in count?

Ok, sounds fair to me =)

Cut

What about voids then?

For example this one, what does the void put to the blitzversion?

void GetRtgScreenData(struct RtgScreen *MyScreen, struct TagItem *taglist);

.. would be something like:

GetRtgScreenData(*MyScreen.RtgScreen, *taglist.TagItem)

Or this one:

ULONG GetSegment(void)

What about the diffrent usages of the void?

Thats all for now, thanx for the help there.

//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! -.

1.107   RE: CopperSplits

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

Subject: RE: CopperSplits

Date: Wed, 27 May 1998 17:59:46 +0100

> I don't mean any offence but I don't know why people are so uppety

> about keeping secrets. ;-) If somebody wants to get your graphics

> badly enough they can and will. You should just ensure that it isn't

> merely the graphics that make your game good. ;)

>

[C.J.R.Jarvis] Actually, I find that if I can access the games

music, graphics, or data files by simply clicking on them in Dopus, or

just by loading them into PPaint, then I do look at them, even if I

don't want to spoil the game for myself. I just can't help it. If I

can't get at it that easily, I usually just give up, so converting

object files to binary does help some people like me who have no self

discipline.

I've been wondering about this, as in my next game I

want to have lots of cut-animations to progress the story, and even to

contain answers to puzzles, and I want to stop people like me ruining

the game for themselves. People who want to get at the stuff really

badly will have no trouble, but then it's their problem.

Chris Jarvis

>

1.108 Re: CopperSplits

Date: Tue, 26 May 1998 13:12:12 +0200

From: Manfred Linzner <Manfred.Linzner@munich.netsurf.de>

Subject: Re: CopperSplits

>

> Hello Blitzers,

> ok, todays problem is concerning CopperSplits (when you use the

> copper to split a single colour into many more, vertically down the

> display). Right, i`m using DisplayRGB to split a colour on a coplist,

> the problem is that FadePalette does not affect colours that have been

> CopperSplitted, and i need to fade the screen out. Any solutions to

> this?

You have to fade those line yourself. BB2 cant handle it. You can i.e.

precalc the needed copperfades and then just displaying it..

> One more thing, when you use the Bitmap command to allocate the mem

> needed, does it ALWAYS put the bitplanes one after another in memory.

no. every plane can be at another position

> Also when reading the help about the command DecodeILBM it mentions that

> you can use this to store iff`s as files, as well as being able to

> IncBin them.

EXAMPLE:

Bitmap 0,320,256,8

DecodeIlBM 0,?gfx

END

gfx

INCBIN "mygfx320x256x8.iff"

> If this is correct how is this done. I would like to know

> this because i don`t want people messing with my gfx in my game, i know

> that they could use a ripper when it`s all in memory, but at least it

> might stop people just casually messing about. It was suggested that i

> could IncBin my gfx, but this is not possible becuase they would not all

> fit in memory.

--

-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+

Manfred.Linzner@munich.netsurf.de aka Pink/aBYSS

http://homepages.munich.netsurf.de/Manfred.Linzner/

http://ABYSS.HOME.ML.ORG

-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+

1.109 Re: CopperSplits

From: Paul West <paul@stationone.demon.co.uk>

Date: 26 May 98 17:50:26 +0000

Subject: Re: CopperSplits

> Hello Blitzers,

> ok, todays problem is concerning CopperSplits (when you use the

> copper to split a single colour into many more, vertically down the

> display). Right, i`m using DisplayRGB to split a colour on a coplist,

> the problem is that FadePalette does not affect colours that have been

> CopperSplitted, and i need to fade the screen out. Any solutions to

> this?

The only thing I can think of is that you use a palette object to

display your colour-rainbow, fade the palette and re-output the

palette to the display while it's happening. I have used

`coloursplits' in my thing, but I use a palette object.

> One more thing, when you use the Bitmap command to allocate the mem

> needed, does it ALWAYS put the bitplanes one after another in memory.

I don't think it does, no. That is why it has 8 seperate bitplane

pointers, partly. I found that I had to re-design some of my custom

bitmap routines to allow for the possibility that the bitplanes were

not contiguous.

> Also when reading the help about the command DecodeILBM it mentions that

> you can use this to store iff`s as files, as well as being able to

> IncBin them. If this is correct how is this done. I would like to know

> this because i don`t want people messing with my gfx in my game, i know

> that they could use a ripper when it`s all in memory, but at least it

> might stop people just casually messing about. It was suggested that i

> could IncBin my gfx, but this is not possible becuase they would not all

> fit in memory.

I don't mean any offence but I don't know why people are so uppety

about keeping secrets. ;-) If somebody wants to get your graphics

badly enough they can and will. You should just ensure that it isn't

merely the graphics that make your game good. ;)

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: http://www.stationone.demon.co.uk

E-M: paul@stationone.demon.co.uk

1.110   Re: CopperSplits

Wed, 27 May 1998 11:33:52 +0100

27 May 98 11:33:52 +0000

From: "S.J.CROY" <ap6013@qmw.ac.uk>

Date: Wed, 27 May 1998 11:33:40 +0000

Subject: Re: CopperSplits

hello

> ok, todays problem is concerning CopperSplits (when you use

> the

> copper to split a single colour into many more, vertically down the

> display). Right, i`m using DisplayRGB to split a colour on a

> coplist, the problem is that FadePalette does not affect colours

> that have been CopperSplitted, and i need to fade the screen out.

> Any solutions to this?

>

Try this

start=0

finish=255

counter=1

repeat

vwait

for loop=0 to 200

temp=loop/counter

displayrgb 0,0,temp,temp,temp

next

counter+1

until counter=255

I think this might do the trick. Could be wrong though, cause I

haven`t tested it out

Regards

Steven

1.111 CopperSplits

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

Subject: CopperSplits

Date: Tue, 26 May 1998 11:58:53 +0100

Hello Blitzers,

ok, todays problem is concerning CopperSplits (when you use the

copper to split a single colour into many more, vertically down the

display). Right, i`m using DisplayRGB to split a colour on a coplist,

the problem is that FadePalette does not affect colours that have been

CopperSplitted, and i need to fade the screen out. Any solutions to

this?

One more thing, when you use the Bitmap command to allocate the mem

needed, does it ALWAYS put the bitplanes one after another in memory.

Also when reading the help about the command DecodeILBM it mentions that

you can use this to store iff`s as files, as well as being able to

IncBin them. If this is correct how is this done. I would like to know

this because i don`t want people messing with my gfx in my game, i know

that they could use a ripper when it`s all in memory, but at least it

might stop people just casually messing about. It was suggested that i

could IncBin my gfx, but this is not possible becuase they would not all

fit in memory.

Hmmm.... actually one more thing 8) anyone got any code which can

decrunch StoneCracked data files using Blitz?

thanks,

James

1.112   CPU Blit!!?!?

From: Jake Frederick <gonzo@acadia.net>

Date: Fri, 06 Jan 1978 19:06:05 +0500

Subject: CPU Blit!!?!?

Could someone please explain how to code and implement a CPU blit routine for

a person who how hasn't ever touched assembly?

--

-iF-

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

-iNFINITE-

1.113   Re: CPU Blit!!?!?

Date: Mon, 11 May 1998 07:53:07 +0200

From: Manfred Linzner <Manfred.Linzner@munich.netsurf.de>

Subject: Re: CPU Blit!!?!?

>

> Could someone please explain how to code and implement a CPU blit routine for

> a person who how hasn't ever touched assembly?

It would be possible to code a cpu-blit routine in bb2 without assembly

but the

speed would be horrible. So ASM is necessary.. you also have to know

how

bb2 handles its object o that you can ue them in conjunction with+your

cpu-blit routine.

But make your life easier! I did already some cpu-lit stuff that i put

into generic

STATEMENTS. So i hope you have no problems to use it:

http://homepage.esoterica.pt/~grim/gfx.html

--

-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+

Manfred.Linzner@munich.netsurf.de aka Pink/aBYSS

http://homepages.munich.netsurf.de/Manfred.Linzner/

http://ABYSS.HOME.ML.ORG

-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+

1.114   Re: CPU Blit!!?!?

From: "Paul West" <paul@stationone.demon.co.uk>

Date: 10 May 98 21:48:07 +0000

Subject: Re: CPU Blit!!?!?

> Could someone please explain how to code and implement a CPU blit routine for

> a person who how hasn't ever touched assembly?

This is really not very feasible Jake. The point of doing blitting

with the CPU is that it's going to be faster than with the blitter,

but if you aren't going to write it in assembler it isn't going to

work very fast using normal blitz instructions.

And if you are planning to do it in assembler, you really do need to

learn some assembler first, otherwise the person telling you how to do

it is going to have to basically code the entire thing for you. If you

don't know any assembler you can't really set about writing cpu-blit

routines.

Look to some already existing cpu-blit routines from other people.

--

Paul.

1.115   Re[2]: Crashing Blitz 2.1 executables

From: Adrian Mackenzie <adrian@morefield.demon.co.uk>

Date: Sat, 09 May 1998 13:21:17 +0000

Subject: Re[2]: Crashing Blitz 2.1 executables

Hello Jeroen

On 09-May-98 at 13:04:52, you wrote:

JP> Hello Gary

JP> =

JP> Op 09-mei-98 schreef Gary Leach:

JP> =

JP> > Dear all,

JP> > =

JP> > I'm new to Blitz Basic (but not new to programming!).

JP> > =

JP> > I've installed 2.1 extras and the support suite from the Ultimate B=

litz CD.

JP> > =

JP> > I can compile example programs OK but when I create an executable, =

the

JP> > programs don't exit cleanly. They run as expected but when a progr=

am exits,

JP> > it brings the old 'Software failure' box up with 87000004 code.

JP> > =

JP> > I'm running under OS3.0 on an Amiga A4000 with a cyberstorm 060 MKI=

I board.

JP> > =

JP> > Before I like stripping out all the various commodities/patches etc=

=2E I'd

JP> > like to know if there is a known 060 problem with Blitz ?

JP> > =

JP> > Any other suggestions would also be appreciated.

JP> > =

JP> > regards

JP> > =

JP> > Gary Leach

JP> > =

JP> > =

JP> Regards

Hmmm, it's always the simple things that get people. This

crashing problem occurs when you don't put the WBStartUp command

at the beginning of your program. This is essential if you wish

to run your program from WB, however, it is not needed if you

intend to run your program fron Cli

Hope that helped

See you later.

-- =

Adrian Mackenzie, Ullapool, Scotland.

=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=

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=3D=3D>

Net :) E-Mail =3D adrian@morefield.demon.co.uk

:) Homepage =3D http://www.morefield.demon.co.uk

IRC :) Nicks =3D Adrian_M

:) Channels =3D #Amigatalk

=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=

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=3D=3D>

MS-Dos =3D Error: No keyboard. Press F1 to continue.

MacOS =3D If the operating system doesn't crash, the

software will.

1.116   Crashing Blitz 2.1 executables

From: Gary Leach <gary@psi-corps.demon.co.uk>

MMDF-Warning: Parse error in original version of preceding line at post.mail.demon.net

Subject: Crashing Blitz 2.1 executables

Date: Sat, 9 May 1998 12:16:40 +0100

charset="iso-8859-1"

Dear all,

I'm new to Blitz Basic (but not new to programming!).

I've installed 2.1 extras and the support suite from the Ultimate Blitz CD.

I can compile example programs OK but when I create an executable, the

programs don't exit cleanly. They run as expected but when a program exits,

it brings the old 'Software failure' box up with 87000004 code.

I'm running under OS3.0 on an Amiga A4000 with a cyberstorm 060 MKII board.

Before I like stripping out all the various commodities/patches etc. I'd

like to know if there is a known 060 problem with Blitz ?

Any other suggestions would also be appreciated.

regards

Gary Leach

1.117   Re: Crashing Blitz 2.1 executables

From: Gary Leach <gary@psi-corps.demon.co.uk>

MMDF-Warning: Parse error in original version of preceding line at post.mail.demon.net

Subject: Re: Crashing Blitz 2.1 executables

Date: Sat, 9 May 1998 12:45:51 +0100

charset="iso-8859-1"

Further to my earlier posting, it appears that this software failure occurs

when launching a blitz exe from the workbench. Launching from cli is OK.

Does blitz2.1 not create correct WB entrant apps ?

What do I have to do to achieve this.

I'll use cli for now.

Gary Leach

1.118   Re: Crashing Blitz 2.1 executables

From: Jeroen Petrick <djroon@xs4all.nl>

Date: Sat, 09 May 1998 14:04:52 +0100

Subject: Re: Crashing Blitz 2.1 executables

Hello Gary

Op 09-mei-98 schreef Gary Leach:

> Dear all,

>

> I'm new to Blitz Basic (but not new to programming!).

>

> I've installed 2.1 extras and the support suite from the Ultimate Blitz CD.

>

> I can compile example programs OK but when I create an executable, the

> programs don't exit cleanly. They run as expected but when a program exits,

> it brings the old 'Software failure' box up with 87000004 code.

>

> I'm running under OS3.0 on an Amiga A4000 with a cyberstorm 060 MKII board.

>

> Before I like stripping out all the various commodities/patches etc. I'd

> like to know if there is a known 060 problem with Blitz ?

>

> Any other suggestions would also be appreciated.

>

> regards

>

> Gary Leach

>

>

Regards

--

Hi Gary,

I'm also using an A4000 with CyberStorm MK-II 68060 and find no troubles with

Blitz 2.11 and the support suite. The only way to crash Blitz 2 is when i

tried to change the screenmode from the settings instead of wb clone. (could

be an cybergraphx problem or an cv643d problem) but in general everything

works fine (and fast :). All compiled executables are working ok. I gues there

is an error in the source code of the executable and when you disable 'runtime

error debugger' any error would lead into a crash. So make sure the final

executable is a valid one. Maybe checking your config could help. check if

you using setpatch 43.6, the latest 68060.library 43.1c from ftp.phase5.de

and trying to disable some program's in the startup-sequence/user-startup/

wbstartup to find out which one could be not compatible with your setup.

I'm running a lot of utils (including Birdie) and still have found *no*

program or util which let my Blitz 2 editor/executable crash.

Greetings, and if you need more help just mail me.

Jeroen (alias Krimson on #amiganl IRC)

Proud owner of an A4000 Original, CyberStorm MKII 68060, CyberVision 64/3D

24x CyberDrive CD,Funai 15 inch SVGA monitor, 2.1Gb HD, 52Mb Fast,

RocGen+ Genlock, Toccata 16Bit Audio,Trust Communicator 33K6.

-= 10 y e a r s o f A M i G A E x p e r i e n c e ! =-

1.119   Re: Crashing Blitz 2.1 executables

From: Matt Daniels <mattd@underused.u-net.com>

Date: Sat, 09 May 1998 13:24:55 +0000

Subject: Re: Crashing Blitz 2.1 executables

Hi Gary, On 09-May-98 you wrote...

> Further to my earlier posting, it appears that this software failure occurs

> when launching a blitz exe from the workbench. Launching from cli is OK.

>

> Does blitz2.1 not create correct WB entrant apps ?

Usually, Amiga programs need special startup code for workbench. This can

be added to Blitz by slotting the command "WBStartup" to the top of your

code.

I think you can tell if you have started from WB by the fact that no

parameters

have been passed. When launched from ClI, the first parameter is the exe name

Ciao!

--

Matt Daniels

mattd@underused.u-net.com

www.personal.u-net.com/~underused

1.120   Creating a game

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

Date: 10 May 98 18:35:47 +0000

Subject: Creating a game

Hi,

I am trying to write a simple game in blitz and would like to know how

to do collision detection the are which the bobs are on is the

background colour 0 do i test to see what color the shape is on source

code would be very help full.

Also how do you set up a interlaced display using initcoplist.

1.121 Cyclegadget

From: Andreas Etzrodt <the_shark@gmx.de>

Date: Mon, 25 May 1998 15:04:11 +0100

Subject: Cyclegadget

Hi there,

my latest problem...

I open a window and attach a gtlist to it.

Now the user can input something (gtstring) or

select something with a cycle-gadget.

It does not need to get the input at once. The

user should be able to alter his input. And when

he closes the window the program should get the

resulting data from the gadgets.

I could do this:

if gadgethit =50 then a$=gtgetstring (1,50) ;stringgadget

if gadgethit =51 then a =eventcode ;cyclegadget

But this will get the results everytime the user selects

a gadget.

I want to get the data when the window is going to be closed.

For a stringgadget I use:

a$=gtgetstring (1,50)

But how is it possible to get the selected item from a

cyclegadget this way?

I could use "GTGetAttrs" but the manual says it is OS3.x-only.

Is this correct? Is there any other way to do it?

Thanks for any help!

Bye,

Andy

--

Andreas Etzrodt "THE SHARK" - APC&TCP-AMIGA Club

1.122 Data to printer

From: Roger Beausoleil <vision_fx@citenet.net>

Date: Mon, 11 May 1998 12:42:14 +0500

Subject: Data to printer

Hi All,

Does anyone can teach me how to send Data stored in a Newtype to the printer

with Tabulation, plz?

I want to print these data in three different "colonne" (<- do not the

english word) like this:

(Newtype is: Number.w, Name.s & Adress.s)

Colonne 1 Colonne 2

Colonne3

Name Name

Name

Adress Adress

Adress

Thx a lot.

Roger Beausoleil

1.123 DecodeModule bug?

From: BootBlock of Carnage <BootBlock@GeoCities.com>

Date: Wed, 13 May 1998 15:52:32 +0100

Subject: DecodeModule bug?

Is there something wrong with the DecodeModule command (XBonesTracker library)

? Whenever I try to do:

ptr.l = start of TRACKER module

DecodeModule 0,ptr

it just plays a load of crap - does anyone know why this happens? I'm using

the version that came with an issue of BUM, and I've also got the BSS.

This is really messing up the code as I have to load in the mod, decrunch it

(StoneCracker) and save it to RAM:, and then load it back in with

LoadTrackerModule.

So, anyone?

--

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

| A1200T/28Mhz/2+4Mb/2.1GbHD/K56Flex/HyperCOM | Blitz2 Amiga Programmer! |

| EMAIL: BootBlock@GeoCities.com | Grimsby, England .-------'

|---------------------------------------^-----------------^-------.

| HTTP://www.geocities.com/SiliconValley/Lab/4868/ Updated: 10/05/1998 |

`--'

1.124   Re: DecodeModule bug?

Date: Thu, 14 May 1998 08:09:22 +0200

From: Manfred Linzner <Manfred.Linzner@munich.netsurf.de>

Subject: Re: DecodeModule bug?

BootBlock of Carnage wrote:

>

> Is there something wrong with the DecodeModule command (XBonesTracker library)

> ? Whenever I try to do:

>

> ptr.l = start of TRACKER module

>

> DecodeModule 0,ptr

>

> it just plays a load of crap - does anyone know why this happens? I'm using

> the version that came with an issue of BUM, and I've also got the BSS.

>

> This is really messing up the code as I have to load in the mod, decrunch it

> (StoneCracker) and save it to RAM:, and then load it back in with

> LoadTrackerModule.

>

You know that the Module must be placed in CHIPRAM! I suppose you have

just

given the include address of the mod to the DECODE routine. Ofcoure

this data is in fastmem. So just alocate some chipmem and copy the

memory

from fast to chip via MEMCOPY_ (or was it COPYMEM_?)

--

-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+

Manfred.Linzner@munich.netsurf.de aka Pink/aBYSS

http://homepages.munich.netsurf.de/Manfred.Linzner/

http://ABYSS.HOME.ML.ORG

-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+

1.125   Directory to List

From: Manfred Fessler <fredy@vol.at>

Date: Sat, 30 May 1998 11:38:31 +0200

Subject: Directory to List

Hello Blitzers!

Anyone out there who can give

me a example-code how to read

in a directory into a List ??

--

cu Fredy

_____

1.126 Do You Have Text Routines To Offer?

Tue, 12 May 1998 16:58:13 -0700

From: "Rudolf Sanchez" <childrenofsun@email.msn.com>

Subject: Do You Have Text Routines To Offer?

Date: Tue, 12 May 1998 16:54:45 -0700

Dear Friends In Blitz,

As I am still not officially subscribed to your group, I thought that maybe

I could contact you directly.

Can you steer me in the right direction in locating text routines like word

wrap, page flipping, etc. or do you have your own routines which you might

be willing to share with me?

I am working on a disk mag. Can you send info directly to my email address

childrenofsun@msn.com

Thanks,

Rudy the Rejected (Subscriber)

1.127 Re: Dynamic Arrays

From: Dave Newton <Dave@nbsamiga.demon.co.uk>

Date: Sun, 10 May 1998 09:21:55 -0000

Subject: Re: Dynamic Arrays

>Shuffling through some old linked list code of mine, wondering if POKEing

>the values into the allocated memory structure would be faster than

>assigning them:

>Poke.w mem,variable

>instead of

>*ptr\variable=variable

Hmmm, well the assign should be faster (about 3/4 of the time using poking)

mainly because of the blitz poke command and not much else. If your using

arrays, then poking may be faster for multiple index arrays (ie, you would

use your own method to get to (index1,index2) in the array, and poke it

yourself). List should be quicker because it just uses an offset from the

type, using the currentitem pointer (only a few commands in asm). Using

asm would be the fastest (some kind of move instruction), but this would

be restrictive, and getreg and putreg are awful :).

Dave

--

____ _____

/ __ \/ ___/ __ \

/ / _/ / / _/__/ / / /\

/_____/____/_/ /_/ / IRC - COolWAve

__________\\/_\/ Dave Newton - Dave@nbsamiga.demon.co.uk (NBS)

1.128 Dynamic Arrays

From: Michael Smith <mrsmith@hangman.demon.co.uk>

Date: Sun, 10 May 1998 15:10:20 +0500

Subject: Dynamic Arrays

Hi,

Shuffling through some old linked list code of mine, wondering if POKEing

the values into the allocated memory structure would be faster than

assigning them:

Poke.w mem,variable

instead of

*ptr\variable=variable

I prefer to assign cos its easier and more readable, but if POKEing is

going to speed up the code slightly Ill opt for it.

Cheers,

MICHAEL.

--|---

& M I C H A E L S M I T H

{_} mrsmith@hangman.demon.co.uk

1.129 Re: encode/decode

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

Date: Thu, 21 May 1998 13:38:04 -0500

Subject: Re: encode/decode

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.1747722136.1

Hi,

On 21-May-98, Wright J.A wrote:

> hello ppl,

> ok, just a quick question..... what does the decode set of

> commands actually do? as in "DecodeMedModule". Does it enable you to

> save MedModules encoded so that other people can`t just load your music

> into OctaMED and mess about with it? If it doesn`t do this, how do you

> do this for MedModules, pictures (in ILBM) and sounds (in 8SVX) too...

The Decode commands are used for allowing the MedModule, pictures, etc. to be

included (Using INCBIN) in your executable program, rather than loading them

from separate files. The files themselves are not encrypted. So the actual

MedModule would exist, as is, somewhere in your program code. More difficult

for someone to get to, but not impossible.

For that matter, there are "rippers" available that can rip the modules

directly from memory once it has been loaded, so even doing some sort of

encryption is not safe...

>

> As regard to my question about pointers to arrays, i was not getting

> mixed up between floats and quicks.... i`m sure that you could somehow

> put pointers to arrays, and get array arithmetic to be faster..... i

> compared arrays to normal variables, just adding a few million times,

> and got these results.....

>

>

> result=a+b+c ;took 73 ticks

>

> result=stuff(0)+stuff(1)+stuff(2) ;took 260 ticks

>

> Dimming Stuff() as a list and doing the same took about 250 ticks.....

>

>

> so is there any way to speed up things like this?

>

AAAAARRRRGGGGHHHHHHHH! And I thought that lists were supposed to be faster

than arrays!

I have attached a short test code that shows how to set a pointer to an array.

The drawback is that this should work fine for an array of bytes, as shown.

To access an item, it is simply *Array+(index).

But for an array of words, it would be *Array+(2*index) which is probably

slower than "normal" access due to the multiplication. Or maybe

*Array+(index+index) wolud be better?

Anyway, I hope this helps.

And thanks for offering to test BeatBox2. I'll send you a copy as soon as

it's ready (probably Sat. or Sunday)

>

Later...

--

Let not the sands of time get in your lunch.

Yours electronically,

Curt Esser

camge@ix.netcom.com

--BOUNDARY.1747722136.1

#Attachment stripped#

--BOUNDARY.1747722136.1--

1.130   Re: encode/decode

From: "Paul West" <paul@stationone.demon.co.uk>

Date: 21 May 98 20:51:31 +0000

Subject: Re: encode/decode

> hello ppl,

> ok, just a quick question..... what does the decode set of

> commands actually do? as in "DecodeMedModule". Does it enable you to

> save MedModules encoded so that other people can`t just load your music

> into OctaMED and mess about with it? If it doesn`t do this, how do you

> do this for MedModules, pictures (in ILBM) and sounds (in 8SVX) too...

J.A.Write, I believe that the encode and decode things are so that you

can include the data of, for example, a module, within your program so

that it gets put into the executable when it is compiled. So you get a

standalone program with no extra files. Then you use the decode thing

to extract the stored information (it's not encrypted or anything) and

put it in the right place so that blitz can use it.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: http://www.stationone.demon.co.uk

E-M: paul@stationone.demon.co.uk

1.131   Re: encode/decode

Fri, 22 May 1998 01:55:29 +0200 (MET DST)

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

Date: Fri, 22 May 1998 01:50:48 -0500

Subject: Re: encode/decode

The 21-Maj-98, Paul West wrote:

>> hello ppl,

>> ok, just a quick question..... what does the decode set of

>> commands actually do? as in "DecodeMedModule". Does it enable you to

>> save MedModules encoded so that other people can`t just load your music

>> into OctaMED and mess about with it? If it doesn`t do this, how do you

>> do this for MedModules, pictures (in ILBM) and sounds (in 8SVX) too...

>J.A.Write, I believe that the encode and decode things are so that you

>can include the data of, for example, a module, within your program so

>that it gets put into the executable when it is compiled. So you get a

>standalone program with no extra files. Then you use the decode thing

>to extract the stored information (it's not encrypted or anything) and

>put it in the right place so that blitz can use it.

Just a small note there, be careful when you use decode*, because everything

you include in your sourcecode gets loaded into the chipmem (goes for

gfx/msx), so keep an eye on that amount of chipmem you've got.

//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! -.

1.132   encode/decode

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

Subject: encode/decode

Date: Thu, 21 May 1998 15:53:44 +0100

hello ppl,

ok, just a quick question..... what does the decode set of

commands actually do? as in "DecodeMedModule". Does it enable you to

save MedModules encoded so that other people can`t just load your music

into OctaMED and mess about with it? If it doesn`t do this, how do you

do this for MedModules, pictures (in ILBM) and sounds (in 8SVX) too...

As regard to my question about pointers to arrays, i was not getting

mixed up between floats and quicks.... i`m sure that you could somehow

put pointers to arrays, and get array arithmetic to be faster..... i

compared arrays to normal variables, just adding a few million times,

and got these results.....

result=a+b+c ;took 73 ticks

result=stuff(0)+stuff(1)+stuff(2) ;took 260 ticks

Dimming Stuff() as a list and doing the same took about 250 ticks.....

so is there any way to speed up things like this?

1.133   Enforcer Hits

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

Date: Fri, 08 May 1998 18:52:56 -0500

Subject: Enforcer Hits

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.1747265784.1

Hi Everyone,

I am getting an Enforcer hit when my program's screens open.

We are using 2 screens, both made with taglists.

The first one is only to show the title picture. It is opened with Blitz's

Screentags command.

The main program's screen is opened through Intuition, as a PublicScreen.

I have traced it down to the opening of the screens that is causing the hits.

When each opens, I get:

Word read from 00000000

Word read from 0000000C

I have attached my code. Can anyone see what I am doing wrong? Is there

something missing in my taglists?

The program itself runs fine, without problems and no other enforcer hits.

BTW, I also get these exact same hits when I start Blitz. And also DPaint IV.

Is it possible that this is due to some patch on my system, rather than the

program itself?

Thanks for any ideas...

Yours electronically,

Curt Esser

camge@ix.netcom.com

--BOUNDARY.1747265784.1

#Attachment stripped#

--BOUNDARY.1747265784.1--

1.134   Re: Enforcer Hits

Date: Mon, 11 May 1998 13:51:07 +0200 (MET DST)

From: Ferraris Luca <st940110@educ.di.unito.it>

Subject: Re: Enforcer Hits

On Fri, 8 May 1998, Curt Esser wrote:

> Hi Everyone,

>

> I am getting an Enforcer hit when my program's screens open.

>

> We are using 2 screens, both made with taglists.

>

> The first one is only to show the title picture. It is opened with Blitz's

> Screentags command.

>

> The main program's screen is opened through Intuition, as a PublicScreen.

>

> I have traced it down to the opening of the screens that is causing the hits.

>

> When each opens, I get:

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> I have attached my code. Can anyone see what I am doing wrong? Is there

> something missing in my taglists?

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> The program itself runs fine, without problems and no other enforcer hits.

>

> BTW, I also get these exact same hits when I start Blitz. And also DPaint IV.

>

> Is it possible that this is due to some patch on my system, rather than the

> program itself?

>

> Thanks for any ideas...

> Yours electronically,

> Curt Esser

> camge@ix.netcom.com

>

Well, i got the same problem testing my last application. Enforcer

generates some hits when i try to open my window and during

event-handling (ex. when i click on a gadget Enorcer generates an hits).

However my program doesn't crash and it has been tested on various

configurations (it has been also included on the latest italian Amy Resource

CD-Rom).

Regards,

****

* Luca Ferraris - mail to: ferraris.luca@educ.di.unito.it *

* http://www.geocities.com/SiliconValley/Bay/9883/ *

* A1200 Blizzard 1230IV/882/18Mb RAM *

* --- *

* Now working on APHASIA for all Amigas *

* --- *

* Current Projects: *

* SeaShell V1.2 - Completed 95% *

* ShockED - Completed 10% *

****

1.135   Re: Executing Files

From: David Hodge <electrus_sw@geocities.com>

Date: Wed, 29 Oct 1997 18:11:34 -0000

Subject: Re: Executing Files

On 26-Oct-97, Julian Kinraid wrote:

>Hi,

>>I want to be able to run an executable file from within my program but I

need

>>the file to be executed as if it was loaded from WB so that all of the

>>programs icon data such as stack, tooltypes, etc is loaded.

>>

>>Any Ideas?

>There is a library on Aminet which will let you do what you want, called

>wbstart.library I think.

I managed to grab a copy of this library but I've come across a bit of a

problem :(. I've installed it in Blitz using FDConvert and the commands can

now be called from Blitz but I haven't got a clue how to use them, the only

examples are in C and ASM :(, have you (or anyone else) every used this

library with Blitz and can give me an example on how to use it?, if anyone

wants to take a look I can file attach the WbStart archive.

Thanks in Advance,

Dave.

1.136   Re:Re[2]: future of computer (Anton)

From: Rui de Carvalho <grim@esoterica.pt>

Date: Fri, 08 May 1998 20:51:14 +0000

Subject: Re:Re[2]: future of computer (Anton)

Anton wrote to us,

> In my game I use some simple AI to see which direction the monsta

> should go. It sees where the player is and goes in their direction (in

> the direction (x or y), which is bigger), ie: it covers the bigger of

> the two gaps (x or y) first. If it can't go down the x direction, it

> goes down the y, if it can't do either it goes random for a few

> intersections in the maze- this makes it look like it's trying to find =

a

> way through to your player- no-one would ever know different ;-) It

> also makes the monstas a lot less predictable, and makes the gameplay

> much better :-) =

> The original game mine is based on, seems to play similarly, so I

> think they must have done something similar. =

This is why some Pacman games *suck*! The monsters always know where you =

are

and are always after you!

A Pacman game sounds real easy to program, until you have to come up with=

the

monsters AI's...

Regards

-- =

Rui de Carvalho =ABgRiM=BB

#Http://homepage.esoterica.pt/~grim# - /Last Update: 03.05.98/

EXPO 98 - Lisbon (Opens 21.05.98)

1.137 Re:Re[2]: future of computer games

From: Michael Smith <mrsmith@hangman.demon.co.uk>

Date: Sat, 09 May 1998 12:56:29 +0500

Subject: Re:Re[2]: future of computer games

On 09-May-98, Rui de Carvalho wrote:

>Anton wrote to us,

>> In my game I use some simple AI to see which direction the monsta

>> should go. It sees where the player is and goes in their direction (in

>> the direction (x or y), which is bigger), ie: it covers the bigger of

>> the two gaps (x or y) first. If it can't go down the x direction, it

>> goes down the y, if it can't do either it goes random for a few

>> intersections in the maze- this makes it look like it's trying to find a

>> way through to your player- no-one would ever know different ;-) It

>> also makes the monstas a lot less predictable, and makes the gameplay

>> much better :-)

>> The original game mine is based on, seems to play similarly, so I

>> think they must have done something similar.

>This is why some Pacman games *suck*! The monsters always know where you are

>and are always after you!

Heh, isnt that the whole idea of Pacman? ;)) I know what you mean tho. Some

clones dont allow for ghosts/monsters to make a wrong decision, therefore

theyre constantly beating you down without a chance.

>A Pacman game sounds real easy to program, until you have to come up with the

>monsters AI's...

Although ive never written a Pacman game I wouldnt thought it would be too

difficult to program the ghosts AI. Its funny how AI is now starting to be

a major design/talking point in most games. You read in the mags about a

producer boasting that the game is really clever. The thing is, hes not the

programmer, so hes just taking the programmers word that theres complex AI

at work within the game. Truth is, if you just wack a load of random

actions for enemies based loosely on the current situation, you usually get

away with it as players think its all complex stuff. Same goes for the

above producer, hes duped.

While on the subject of the future of games, I think the most important

part of a game is its replay factor. This could be tied to AI in some ways

to. While theres nothing wrong with a game blasting you with a storyline

and visuals (stand up FFVII, Resident Evil 1&2, Tomb Raider 1&2 etc...),

but shelling out 40-50 quid for these "experiences" is expensive. Ok, they

all usually throw in secrets and alternate storylines but this is only to

prolong a spent experience. Resident Evil 2: Complete the game with the

bloke, the girl, the bloke with a bigger bloke on his tail, the girl with

the bigger bloke on her tail... until you end up playing as a lump of Tofu.

Ok, the first time you play the games its cool. Its not a tough game to

complete, its immense fun blowing undead and mutants away with big guns, but

its over too soon.

What *would* be smart is a mode that creates a random maze of corridors and

rooms, scatter various monsters, guns,ammo and herbs around (the ammount of

which could depend on the difficulty setting). Throw in a link-up mode (or

maybe network play on the PC) and you would have a game that really rocks.

People like RE because its got big guns, lots of gore and atmosphere. Take

away these bits and youre left with a flick screen arcade adventure not to

dissimilar to one of those CodeMasters Dizzy games.

Also zombies that pick up stuff like weapons and shoot back at you would

add to the fun (Resident Evil 3 maybe?). Time consuming maybe, but

certainly not too tough to implement. Hey! Throw in a level designer...

See ya

MICHAEL.

--|---

& M I C H A E L S M I T H

{_} mrsmith@hangman.demon.co.uk

1.138   Re: fpu

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

Date: 11 May 98 18:51:56 -0400

Subject: Re: fpu

On Mon, 11 May 1998 13:59:50 +0100 C.J.R.Jarvis said......

> I'm getting an FPU at the show - anyone have any ideas how I can

> use this in stuff from blitz? Or would I need ASM routines and if so

Get MazFpuLib from Aminet dev/basic :-)

--

Tony Docker - coventry : docker@enterprise.net

: 2:2500/702.3

1.139   fpu

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

Subject: fpu

Date: Mon, 11 May 1998 13:59:50 +0100

hey there,

I'm getting an FPU at the show - anyone have any ideas how I can

use this in stuff from blitz? Or would I need ASM routines and if so

how?

Chris

1.140   Re: fpu

Date: Tue, 12 May 1998 00:43:18 +0100 (BST)

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

Subject: Re: fpu

Alternatively, you can call the math libraries. Much Easier.

1.141   Re: fpu

Date: Mon, 11 May 1998 15:51:53 +0200

From: Manfred Linzner <Manfred.Linzner@munich.netsurf.de>

Subject: Re: fpu

>

> hey there,

> I'm getting an FPU at the show - anyone have any ideas how I can

> use this in stuff from blitz? Or would I need ASM routines and if so

> how?

>

> Chris

AFAIK some functions like SIN,COS,ARC,... are using the mathffp library

and so

also the FPU (if available).

--

-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+

Manfred.Linzner@munich.netsurf.de aka Pink/aBYSS

http://homepages.munich.netsurf.de/Manfred.Linzner/

http://ABYSS.HOME.ML.ORG

-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+

1.142   Re: fpu

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Mon, 11 May 1998 01:41:18 +0200

Subject: Re: fpu

On 11-May-98, C.J.R.Jarvis wrote:

> hey there,

> I'm getting an FPU at the show - anyone have any ideas how I can

> use this in stuff from blitz? Or would I need ASM routines and if so

> how?

The only way is to do ASM. :(If I could have writen library for blitz I

would have done that for ages ago, but writing library, that generates as=

m

commands, is just not explained nowhere. So if somebody know how to make

those blitz assembler support codes, tell me too!!!

Well there is another draw back too. Blitz float is single precision floa=

t,

which wont be enough for usefull FPU calculations!!! :(

If you want use FPU, you have to write the asm code with other assembler

and then compile it to absolute code. Then you can use the bininc to

include it to the program.

| |

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

| EMail: sami.naatanen@dlc.fi |

| |

`--'

1.143   Future Blitz?

Date: Tue, 26 May 1998 14:22:02 -0400

Subject: Future Blitz?

X-Juno-Line-Breaks: 0-13

From: tc_silvey@juno.com (troy silvey)

I am new to the list and have been working mainly

with C. I was about to pick up my own copy of blitz

and start working with it too. But I'm wondering what

effect the announcements from AI will have. The

4.0 and 5.0 amiga's will emulate current software

(they say) but how compatible will it really be? And

even if PPC is continued, Blitz codes for 68k right?

No matter which path you go with future amiga, 68k

blitz seems to be with out a home. Can anyone give

me your thoughts on this? I would like to do blitz, but

not if it's life span is tied to the 68k :(

thanks

troy

_____

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1.144   Re: future of computer games

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

Date: Fri, 08 May 1998 14:22:23 +1200

Subject: Re: future of computer games

On 08-May-98, C.J.R.Jarvis wrote:

>I personally believe that complex AI is, and should be, a cheat. The

>basis of 'intelligent' life is a large number of simple functions,

which

>combine together to create complexity.

>Take 'Settlers' for example. Each person only had a simple task:

>woodcutter gets tree - dumps it outside house.

>men simply move objects from flag to flag

>tree gets chopped in mill

>etc etc

>so, these elements combine to give the appearance of community

>intelligence

>so each `part' of the games' enemy forces have a couple of

>fairly simple instructions, and the group interaction creates the

>illusion of complexity.

This was true in the days of the C64 and 500, as you didn't have the

CPU power for much AI, and even Doom used most of it's CPU time in the

3D graphics.

But with modern processors the amount of CPU time that AI uses is much

smaller compared to that used in the 3D engine, so we should be thinking

of putting much more complex AI into our games- it's effect is subtle,

but makes a game much more atmospheric!

On 08-May-98, Paul West wrote:

>> furthermore - based on Paul West comments about aliens attacking each

>> other, it's worth noting that in DOOM the enemies will starting

>killing

>> each other if they accidently catch each other in the crossfire:)

>>

>I was thinking like, why doesn't some big baddie pick up the little

>ones and throw them at the player?

Hee, hee, hee ;-) Let's play throw the Orc!

> Apart from the relationship between

>the player and the enemies I would like to see more relationship

>between the different types of enemies as well. Be nice to see a bit

>of in-fighting. There is usually the idea that some big evil bloke has

>sent absolutely all the baddies to be against the player only, but it

>would be a bit better I think if not all the baddies got along.

I haven't played it, but doesn't Dungeon Keeper on the PC/Mac have a

bit of AI like that- I think your monstas start stealing from you if you

mistreat them, or don't dicipline them enough etc.

Ps: I think the RPG I mentioned last post was `Curse of the

Enchantress'

--

Anton Reinauer <anton@ww.co.nz>

1.145   Re: future of computer games

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

Date: Thu, 07 May 1998 21:07:11 +1200

Subject: Re: future of computer games

On 07-May-98, Paul West wrote:

>> ts like, I think playing a game is like daydreaming, better and

better

>gfx enables the player to use their

>> imagination less and so just enjoy it more. Now that the gfx side is

>very good the next step is AI. I think thats

>> what we should think about whilst making new games.

>I think you are right to some extent. I have been thinking about AI

>for a little while, not anything fancy like neural nets or any of that

>lark, just what /actually/ it is your're interacting with in a game.

>IF there's some sprite on the screen that has a simple attack pattern
>like if you go close enough to it is `sees' you and starts charging or
>something, it's pretty simple and predictable and you can defeat it
>once you learn its behaviour. But it can get a bit boring when they
>all react the same way. Another idea I had to spice this up was to
>have the same /type/ of enemy but have actual different graphics, so
>like there are three or more variations of the same character so it
>doesn't just look like it's one baddy repeated loads of times. That
>can give it a bit of a feel of there being more individual
>intelligence. If taken to an extreme you start going into designing a
>character which is what some companies do with their big games.
In my game I use some simple AI to see which direction the monsta
should go. It sees where the player is and goes in their direction (in
the direction (x or y), which is bigger), ie: it covers the bigger of
the two gaps (x or y) first. If it can't go down the x direction, it
goes down the y, if it can't do either it goes random for a few
intersections in the maze- this makes it look like it's trying to find a
way through to your player- no-one would ever know different ;-) It
also makes the monstas a lot less predictable, and makes the gameplay
much better :-)
The original game mine is based on, seems to play similarly, so I
think they must have done something similar.
>I think one of the first things that contribute to good realism and
>therefore intelligence in an enemy is that the graphical appearence,
>the sound, and the behaviour of the enemy has to `fit' and belong to a
>whole. Good to look at animals in nature to see how certain
>characteristics belong and how certain other's don't. Designing a good
>`feasible' character is one of the first steps to conveying
>intelligence and something to be reckoned with. Then you have to start
>trying to program its behaviour in a way that isn't simply defined by
>coordinates. In lots of games, especially platform games, there's a
>lot of dependency on the measured relationship between the player
>position and the enemy position, to determine how the enemy is gunna
>react. But in better games the enemy has `instincts'. An example if
>Gloom, in which there are different zombie types and they all have a
>different character and they stick to their character relentlessly.
>This can be fun but it can also be a bit tiresome after a little
>while.
I think the main reason for this is, in the past, CPUs weren't fast

enough to have too much AI (especially in action games), but with a

PPC, you should have much more scope for this sort of thing :-)

>Seeing /teamwork/ amongst enemies would be a good thing. A scene from

>Jurassic Park springs to mind with the velociraptors (sp). I mean it

>doesn't have to rely heavily on strategy or anything but the designer

>needs to think about the whole lifestyle of whatever it is he's

>creating, how it lives in a community, how it gets food and reproduces

>and how the social hierarchy works and stuff. Character need to have

>these sorts of /long term/ considerations in order t make them more

>feasible and realistic. In many games you'll just get some

>big-bloke-baddy with a gun who appears many times in a level or game

>and it's always pretty much the same, he's on his own or there might

>be a few of them, and they all look identical (not likely amongst

>higher intelligences), and there is no indication that they have any

>relationship with another of their species whatsoever. Take alienbreed

>for example, the black enemies spring to mind, they just plonk a load

>of them on-screen all they eventually do is home in on you. Might be

>some simple variations but not much. Doesn't exactly tell the player

>that they're dealing with some serious creation here, something that

>has evolved over many years, something that is completely integrated

>in the ecosystem. No all they do is home in and kill the player. Not

>terribly exciting or real IMHO. I want the player's mind to be

>transported to feasible world locations that you could possibly find

>in reality, not just some surface-scratching programmer-oriented

>collection of dodgily animated sprites with coordinate-related

>attacks. In real nature there is an element of respect which is

>totally absent in most games - that respecting the enemy will be your

>only chance to survive and the less you respect them the more they are

>likely to attack you.

Someone told me that in DoomII (it's not from a very reliable source

though), that some of the week monsters wouldn't attack unless there was

enough of them, and if you wasted a lot of them, the last one would get

a worried look on it's face and turn and run away! Could anyone confirm

this? Even so, it's a nice idea, just a start for your ideas above.

One RPG on the Amiga had some of the above ideas, some of the gameplay

was set pieces like The Secret of Monkey Island, but the rest was a

fully independant town. People worked in their shops (or whatever)

during the day and went home to their houses to sleep at night. You

could easily talk to them in a shop, but if you banged on their door

in the middle of the night they got very annoyed with you, and might

call the city guard! Some of these interactions were critical for the

completion of the game as well. It sounded a very wicked concept, and I

don't know of any other game that's done that to that extent. If you

added in 3D, things would get very interesting! This is something that

has interested me for a while now :)

--

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 [97%]- an Internet multi-player code, test-bed

for my game Pyro-Mid- grab it on Aminet: dev/basic/UDP_Chat.lha

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

1.146   RE: future of computer games

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

Subject: RE: future of computer games

Date: Thu, 7 May 1998 13:41:56 +0100

I personally believe that complex AI is, and should be, a cheat. The

basis of 'intelligent' life is a large number of simple functions, which

combine together to create complexity.

Take 'Settlers' for example. Each person only had a simple task:

woodcutter gets tree - dumps it outside house.

men simply move objects from flag to flag

tree gets chopped in mill

etc etc

so, these elements combine to give the appearance of community

intelligence

so each `part' of the games' enemy forces have a couple of

fairly simple instructions, and the group interaction creates the

illusion of complexity.

probably

Chris

1.147   RE: future of computer games

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

Subject: RE: future of computer games

Date: Thu, 7 May 1998 13:43:49 +0100

furthermore - based on Paul West comments about aliens attacking each

other, it's worth noting that in DOOM the enemies will starting killing

each other if they accidently catch each other in the crossfire:)

1.148   RE: future of computer games

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Thu, 07 May 1998 23:51:26 +0500

Subject: RE: future of computer games

On 07-May-98, C.J.R.Jarvis flashed:

>I personally believe that complex AI is, and should be, a cheat. The

>basis of 'intelligent' life is a large number of simple functions, which

>combine together to create complexity.

>Take 'Settlers' for example. Each person only had a simple task:

>woodcutter gets tree - dumps it outside house.

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>etc etc

>so, these elements combine to give the appearance of community

>intelligence

>so each `part' of the games' enemy forces have a couple of

>fairly simple instructions, and the group interaction creates the

>illusion of complexity.

>probably

I believe that your analisys is correct on that level. Even human

actions and reactions are often based on layering of concepts, actions,

feelings and perceptions. Stimuli, influences and reactions are on

many levels and so are the processes of thought, feeling and decision.

In order to create interesting A.I. there need to be several layers

of logic, reaction and random action which build on each other and upon

the actions of the human players, as well as random enviromental events

and the preset game conditions.

On the lowest level you have the 'personality traits' or presets which

partly govern the low-level actions and are themselves not governed by

anything except perhaps long-term influences if you care to deal with

that in the program. These also effect high level decisions, actions

and planing to a lesser degree.

On the next level you have physical and mental influences and conditions

such as health, tiredness, hunger, strength, relationships, training, etc.

These can amplify some personality traits and negate others while also

effecting medium level actions and planning and dulling high level thought.

On the next level you have the basic low level 'gut' or imediate

reactions and actions which respond to circumstances and stimuli present

at the time and/or preset random 'feelings' and morale factors.

At the next level you have basic thought and planning of a self-serving

nature which is highly affected by the lower three levels.

At the very top level, and when present affected very little by the lower

levels, are the higher thoughts and unselfish planning, actions and

reactions. Training can affect this level either possitively or adversely

depending on the training. The self-serving level can also affect this

level adversly only when it controls the thought processes.

Even if these different levels are simulated only very simply, a very

complex-seeming A.I. personality will emerge, making the artificial

character seem very real. If you leave any of these levels out entirely

though, the character will seem very flat and unconvincing as a sentient

being. Leaving out the highest level will make a character very malvoyant

and sinister. Leaving out the top two levels will make the character very

stupid. Leaving out the top two levels and the next to the lowest level

will make a character seem very machine-like.

Designing A.I. personalities is to me one of the 'funnest' and most

interesting part of games programing, as well as one of the most

challanging and rewarding.

Cacha later,

Donovan Reeve (bubby.lnk@ispi.net)

1.149   Re: future of computer games

From: "Paul West" <paul@stationone.demon.co.uk>

Date: 7 May 98 14:17:20 +0000

Subject: Re: future of computer games

> furthermore - based on Paul West comments about aliens attacking each

> other, it's worth noting that in DOOM the enemies will starting killing

> each other if they accidently catch each other in the crossfire:)

>

I was thinking like, why doesn't some big baddie pick up the little

ones and throw them at the player? Apart from the relationship between

the player and the enemies I would like to see more relationship

between the different types of enemies as well. Be nice to see a bit

of in-fighting. There is usually the idea that some big evil bloke has

sent absolutely all the baddies to be against the player only, but it

would be a bit better I think if not all the baddies got along.

--

Paul.

1.150   Re: future of computer games

From: Paul West <paul@stationone.demon.co.uk>

Date: 6 May 98 16:29:24 +0000

Subject: Re: future of computer games

Steven Dobbs:

> ts like, I think playing a game is like daydreaming, better and better gfx enables the player to use their

> imagination less and so just enjoy it more. Now that the gfx side is very good the next step is AI. I think thats

> what we should think about whilst making new games.

I think you are right to some extent. I have been thinking about AI

for a little while, not anything fancy like neural nets or any of that

lark, just what /actually/ it is your're interacting with in a game.

IF there's some sprite on the screen that has a simple attack pattern

like if you go close enough to it is `sees' you and starts charging or

something, it's pretty simple and predictable and you can defeat it

once you learn its behaviour. But it can get a bit boring when they

all react the same way. Another idea I had to spice this up was to

have the same /type/ of enemy but have actual different graphics, so

like there are three or more variations of the same character so it

doesn't just look like it's one baddy repeated loads of times. That

can give it a bit of a feel of there being more individual

intelligence. If taken to an extreme you start going into designing a

character which is what some companies do with their big games.

> I think that fellow blitz coders might want to start experimenting with ginnetic algorithms and other techniques

> borrowed from nature like virtual ants to solve network problems. For example in a game I am trying to make, a

> kind of fancy LoreOfConquest - a PD space strategy game where you move ships about conquering things, I

> plan to use a bunch of vitual ant networks to locate threats and balance out the defencive and agressive

> responses to the players activities.

> And in future 3d combat space game I want to try, I will attempt to evolve an algorithm to fly the virtual ships.

>

> I think perhaps, we should discuss this aspect of computer games on the list and exchange ideas.

I think one of the first things that contribute to good realism and therefore intelligence in an enemy is that the graphical appearence, the sound, and the behaviour of the enemy has to `fit' and belong to a whole. Good to look at animals in nature to see how certain characteristics belong and how certain other's don't. Designing a good `feasible' character is one of the first steps to conveying intelligence and something to be reckoned with. Then you have to start trying to program its behaviour in a way that isn't simply defined by coordinates. In lots of games, especially platform games, there's a lot of dependency on the measured relationship between the player position and the enemy position, to determine how the enemy is gunna react. But in better games the enemy has `instincts'. An example if Gloom, in which there are different zombie types and they all have a different character and they stick to their character relentlessly. This can be fun but it can also be a bit tiresome after a little while.

Seeing /teamwork/ amongst enemies would be a good thing. A scene from Jurassic Park springs to mind with the velociraptors (sp). I mean it doesn't have to rely heavily on strategy or anything but the designer needs to think about the whole lifestyle of whatever it is he's creating, how it lives in a community, how it gets food and reproduces and how the social hierarchy works and stuff. Character need to have these sorts of /long term/ considerations in order t make them more feasible and realistic. In many games you'll just get some big-bloke-baddy with a gun who appears many times in a level or game and it's always pretty much the same, he's on his own or there might be a few of them, and they all look identical (not likely amongst higher intelligences), and there is no indication that they have any relationship with another of their species whatsoever. Take alienbreed for example, the black enemies spring to mind, they just plonk a load of them on-screen all they eventually do is home in on you. Might be some simple variations but not much. Doesn't exactly tell the player that they're dealing with some serious creation here, something that has evolved over many years, something that is completely integrated in the ecosystem. No all they do is home in and kill the player. Not terribly exciting or real IMHO. I want the player's mind to be

transported to feasible world locations that you could possibly find
in reality, not just some surface-scratching programmer-oriented
collection of dodgily animated sprites with coordinate-related
attacks. In real nature there is an element of respect which is
totally absent in most games - that respecting the enemy will be your
only chance to survive and the less you respect them the more they are
likely to attack you.

I don't know all that much about AI in the traditional sense - like
what has already been used in games or methods for this ant thing you
refer to (I've seen an ant screensaver, probably with blitzblank
actually). But it's a pretty low-level form of life really and I don't
understand quite how it can be applied to higher lifeforms. Most games
seem to put enemies in the environment for the sole purpose of
annoying the player, rather than that these things really have any
desire to /live/ in the environment or that they will have been doing
so for some time regardless of wether the human player is there or
not. What else do the enemies eat apart from players? Why don't they
attack each other, and why can't the player use this fact? And
although robotised and computerised technologically advanced
designer-created machines might be an easy enemy to implement in a
game, it is rather artificial and something of an easy option. I think
people try to create new enemies entirely from their own imagination
rather than drawing upon nature or reality to any extent, and it only
gives rise to unlikely and uninteresting foes. Surely gameplay has to
be more exciting than ploughing through 100 zombies in the space of a
few minutes. I would think that killing one single zombie would be
quite a trauma for any human. All very well being a computer
super-hero but I think it could be a bit more challenging if the
enemies were more realistic and more intelligent so that you didn't
need to just throw hundreds of them at the player to try and make some
kind of tension or whatever. Although that might well succeed.

Having said that though, I had an experience once in a dream, at a
point in life where things were getting me down. I was stood in my
bedroom looking out of the window and all around from every direction
as far as the eye could see were malformed, pale humanoid figures
walking towards me. They ALL were. This was the only thing they were
interested in. It was their utter sole focus - taking my life away. I
was faced with complete helplessness, there was no way to escape. This
is where I had a sudden wave of immense honesty and selflessness and

was saved. So it was a happy ending, both in the dream and in life.
But fact is that it wasn't particularly enjoyable being faced with a
bunch of zombies whose sole purpose is to destroy you. It's like they
are from hell or something, they just want you dead and that's it. And
I think this is where most games are heading with their approaches
these days. /BUT/, it is what things look like down in hell. I feel
that the increase in negative games and negative things in general
isn't so much that it is increasing, just that we are becoming more
aware of what is already there. And this applies to everyone including
non-gamers and computer illiterates. Bringing on the hoards of zombies
and conquering them is a manifestation of the increasing enlightenment
of humanity. That might sound a bit new-age or something but it's just
my observation. So in some ways there is a good reason to have
hell-like games because if you can conquer them it is somewhat
healthy. But in the end the only way to conquer such a thing is to get
in touch with reality and just surrender your self into the whole.
It's all about marriage and psychological attitudes, which all needs
to be looked at when designing a game or anything. Well it's what I
look at anyway. I feel that good hellish games should be only there
as a challenge to the human spirit, not that dwelling in the
hellishness should feed the ego particularly. It should be a form of
release and liberation more than a form of dwelling and getting
attatched. And that is mainly my perosonal angle on things. So when
I'm thinking about computer AI I'm thinking about all of this
relationship that we have with everything and trying to draw upon good
tests for the gamesplayer, fair tests, good paths, and then of course
final justice at the end of the game. IMO all computer games are just
a demagnified view of life itself and the goals and struggles are the
same. So to look at what you need for AI I would suggest looking at
the world around you, seeing what it gets up to when the player isn't
involved, seeing how the enemies use every part of their character to
survice and how even those single-minded zombie onslaughters might not
necessarily be the /fun/ to combat against but might be the most
rewarding. When you can get the gameplayer to give a dam that's when
you're doing it right. You have to watch what the ego is doing when
you're desining this stuff, and draw upon your life for inspiration
and insight into what makes the game good, fair, challenging and
certaint to be successful.
Just some thoughts, anyway.
--
Paul.

1.151   future of computer games

Date: Wed, 6 May 1998 11:21:03 BST

From: Steven Dobbs <kaum6@central.susx.ac.uk>

Subject: future of computer games

ts like, I think playing a game is like daydreaming, better and better gfx enables the player to use their imagination less and so just enjoy it more. Now that the gfx side is very good the next step is AI. I think thats what we should think about whilst making new games.

I think that fellow blitz coders might want to start experimenting with ginnetic algorithms and other techniques borrowed from nature like virtual ants to solve network problems. For example in a game I am trying to make, a kind of fancy LoreOfConquest - a PD space strategy game where you move ships about conquering things, I plan to use a bunch of vitual ant networks to locate threats and balance out the defencive and agressive responses to the players activities.

And in future 3d combat space game I want to try, I will attempt to evolve an algorithm to fly the virtual ships.

I think perhaps, we should discuss this aspect of computer games on the list and exchange ideas.

Dobbs

1.152   RE: future of computer games

Date: Thu, 7 May 1998 13:54:27 BST

From: Steven Dobbs <kaum6@central.susx.ac.uk>

Subject: RE: future of computer games

On Thu, 7 May 1998 13:41:56 +0100 C.J.R.Jarvis wrote:

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

> Date: Thu, 7 May 1998 13:41:56 +0100

> Subject: RE: future of computer games

> To: Blitzlist <blitz-list@netsoc.ucd.ie>

>

> I personally believe that complex AI is, and should be, a cheat. The

> basis of 'intelligent' life is a large number of simple functions, which

> combine together to create complexity.

> Take 'Settlers' for example. Each person only had a simple task:

>

> woodcutter gets tree - dumps it outside house.

> men simply move objects from flag to flag

> tree gets chopped in mill

>

> etc etc

>

> so, these elements combine to give the appearance of community

> intelligence

> so each `part' of the games' enemy forces have a couple of

> fairly simple instructions, and the group interaction creates the

> illusion of complexity.

>

> probably

>

> Chris

>

but i think that if in an action game, the enemies to be killed are controlled by ginnetic algorithms and you know it then it might add something to the game; that perhaps there was some rudimentry conciousness that was being exterminated, far more satisfying than in my oppinion. Ever seen insects on the telly attack each other? Its so life and death.

1.153 GadTools + Windows

From: Adrian Mackenzie <adrian@morefield.demon.co.uk>

Date: Wed, 06 May 1998 16:27:30 +0000

Subject: GadTools + Windows

Hi there.

I'm having problems with using gadtools and opening windows.

I setup all the gadgets (using GTButton etc), and when I run the

program, all the gadgets are in the correct position. But, when

I change the screen font (in WB prefs), which is the font used

for the window title, the gadgets move up a bit.

Can anyone help??? Any source out there?

See you later.

--

Adrian Mackenzie, Ullapool, Scotland.

==>

Net :) E-Mail = adrian@morefield.demon.co.uk

:) Homepage = http://www.morefield.demon.co.uk

IRC :) Nicks = Adrian_M

:) Channels = #Amigatalk

==>

MS-Dos = Error: No keyboard. Press F1 to continue.

MacOS = If the operating system doesn't crash, the

software will.

1.154   Games Master System

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

Date: Mon, 25 May 1998 14:37:21 +1200

Subject: Games Master System

Here's something people might be interested in:

****

Here it is - the long awaited release of the Games Master System,

Version 1.0. Some developers have waited 2 years for this day,

I'm just glad that it's finally completed :-)

Paul Manias

E-Mail: paul@ethos.co.nz

WWW: http://gms.ethos.co.nz/gms/

TITLE

Games Master System

(GMS)

VERSION

1.0 (Released May 1998)

AUTHOR

Paul Manias (paul@ethos.co.nz)

DESCRIPTION

The Games Master System is a developers kit that is aimed at

enhancing the functionality of the Amiga OS, with emphasis on games

programming. It is based on the Amiga shared library standard,

so will work with any programming language such as C, Assembler,

E, Basic etc.

The system can be ported across to other platforms besides the

Amiga, and in future GMS programs could be run on other platforms

without recompilation (CPU's must match or they have to be

emulated).

Here are just a few of the features:

- Object Oriented kernel design.

- Fast blitter functions, including CPU assisted blitting.

- In-built proportional fading functions.

- Sound support, includes intelligent channel play-back.

- Support for raster/copperlists with built-in special FX.

- Automatic XPK decompression.

- External structure and object pre-processing, allows user

editing of program data.

- Support for automatic picture remapping and resizing features.

- Screen support includes double/triple buffering, and

invisible chunky emulation.

- Full resource tracking.

- Support for all kinds of input devices (joysticks, joypads etc)

- An official system debugger is provided.

- A user preference program that allows editing of things such as

default screen dimensions, resolutions, mode promotion etc.

- Multi-tasking and screen-switching is supported.

The system has a very modern design and includes full resource

tracking and safe task destruction features. The debugger is

incorporated into the system itself, so there is no need for

special patches or debugging tools. Functions are written

with garbage protection features and where possible, software

based memory protection. GMS can recover from many programming

errors that usually result in software failures.

Full documentation and over 70 demo sources in C, Assembler and

E are included within the developer archive.

SPECIAL REQUIREMENTS

A full installation will take up 2 megs of space on your hard

drive. KingCON or any other enhanced shell with a scroll back

buffer is desirable for running IceBreaker.

Support is given for E, SAS/C, StormC, DiceC, DevPac and PhxAss.

AVAILABILITY

GMS is available on all up to date Aminet sites, for example:

ftp://ftp.wustl.edu/pub/aminet/dev/misc/gms_dev.lha (590k)

ftp://ftp.wustl.edu/pub/aminet/dev/misc/gms_user.lha (240k)

Developers will need both archives, Users will only need the second

archive.

PRICE

Developers are required to pay a license fee when a game is

released.

Costs start at $20US for shareware games. Freeware developers do

not

have to pay this fee.

The user package is shareware based. On registration you will get

an unrestricted version of GMSPrefs, access to e-mailed updates,

bug fixes and so on. The cost is $20US, and the registration will

last for 2 years.

DISTRIBUTAILITY

The gms_dev.lha and gms_user.lha archives are freely distributable,

provided they remain unchanged. The Games Master System is (c)

Copyright 1996-1998 Paul Manias / DreamWorld Productions.

--

Anton Reinauer <anton@ww.co.nz>

1.155   Genetic Programming and Genetic Algorithm Source

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

Subject: Genetic Programming and Genetic Algorithm Source

Date: Mon, 11 May 1998 12:42:53 +0100 (British Summer Time)

X-Authentication: IMSP

The sources are 20K and 10K respectively, is it OK to send to the list?

Christos Dimitrakakis (aka Olethros)

Electronic Engineer,

Software Developer for the Amiga computer

University of Essex

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

1.156   Re: Going Nucking Futs

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

Date: Thu, 14 May 1998 16:29:41 +0100

Subject: Re: Going Nucking Futs

On 14-Maj-98, Rodney Norton informed the world about:

>ARRAY NOT FOUND. And the cursor jumps to the GTListVew line...

>But the Array IS THERE !!

Well if I'm not completly wrong the compielr is 100&% right. The

GTLIstView objects needs and addry with the data right? But your

using an LIST, I belive blitz handels them diffrently "Behind the

scenes" so to speak. I think you use a list because you can do

While AddItem()

Wend

BUt try using an array and do somethign like this

n=3D0

Repeat

array(n)=3D<your input>

n=3Dn+1

Until EOF(0)

Ho=E5pe this helps..

BYe!

-- =

—

/ \ NDREAS H=C5KANSSON - andy@bjuv.mail.telia.com - Founder

/ /\ \ of Vivid Imagination - Phoenix Project Supervisor - TJoMMe

/ =AF=AF \ on DALnet/IRC - A4000 604e@200/060@50 50Mb RAM 3.5Gb HD

/ /=AF=AF\ \ 2 Internal Floppies 15" Monitor 28.8K Modem And More

=AF=AF=AF =AF=AF=AF

=

=

=

1.157 Re: Going Nucking Futs

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

Date: Thu, 14 May 1998 18:52:26 -0500

Subject: Re: Going Nucking Futs

Hi Rodney,

On 14-May-98, Rodney Norton wrote:

> Heya

> =

> I'm going damn near crazy here trying to get a GTListView gadget to wor=

k !!!

> I am using Curt's code (thanks !!) and trying to cuts bits for my own u=

se,

but

> I

> wanted to get a GTListView working first before I did the rest of the m=

ain

> program,

> that way I can load test data in...

> =

> Im trying this:

> =

> NewType.text

> pad.w

> text.s

> End NewType

> =

> dim list htxt.text(2000)

> =

> if readfile(0,"filename"

> fileinput 0

> While NOT Eof(0)

> t$=3DEdit$(256)

> If AddItem (htxt())

> htxt()\text=3Dt$

> end if

> wend

> end if =

> =

> ;open screen / window code, blah blah blah....

> =

> GTlistView #opts,#text,24,140,txtwide,txtheight,"",$10,htxt(),0,1

> ;

> ;

> =

> There is a lot more other stuff in there, but this is the bit that is

causing

> me a lot of problems ! If I can get this working then 1/2 my problems

> are gone !!!

> =

> Ok, when I try to compile I get this:

> =

> ARRAY NOT FOUND. And the cursor jumps to the GTListVew line... But th=

e

Array

> IS THERE !!

> I'm loading a file into it !!! I know the file exists too...

If all else fails, try commenting out the GTlistview line, then retyping =

it

again, exactly as it is (or appears to be)

Huh??/Why??

Sometimes, when I cut & paste lines of code, I find that strange invisibl=

e

characters have been tacked on or into the line. This doesn't happen oft=

en,

but when it does, I get inexplicable errors like this.

It may be trying to use a list called ht=BAxt() or something - this would=

explain the "Array not found" error - it is looking for an Array with a

different name than your list! But of course you won't see the alternate=

character in the name.

Or, it could be happening in the Dim command too - retype both, to be sur=

e.

This can also happen when typing too fast, if you accidentally insert an

Alternate character.

> =

> Please, help, I'm bald enough as it is !! =3D)

Hope this saves your hair!

> =

> =

> =

> RodderZ

Later...

-- =

Yours electronically,

Curt Esser

camge@ix.netcom.com

1.158   Re: Going Nucking Futs

(envelope-from MD.BE4.Student.eee.rgu.ac.uk@eee-student.eee.rgu.ac.uk)

14 May 98 12:51:47 0

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

Date: Thu, 14 May 1998 12:51:34 GMT0BST

Subject: Re: Going Nucking Futs

On 14 May 98 at 20:15, Rodney Norton opened wide and rumbled:

> Ok, when I try to compile I get this:

>

> ARRAY NOT FOUND. And the cursor jumps to the GTListVew line... But the Array

> IS THERE !!

> I'm loading a file into it !!! I know the file exists too...

Do you have your program split up into functions/procedures. If you

do then you may have forgotton to SHARED the htxt() list (remembering

to define it globally first).

.oO David McMinn Oo.

-=-=-=-=-==-=-=-=-

A1200T 1.3Gb 16xCD

-=-=-=-=-==-=-=-=-

1.159 Re: Going Nucking Futs

From: Rick Hodger <thehub@cryogen.com>

Date: Thu, 14 May 1998 14:32:55 -0000

Subject: Re: Going Nucking Futs

On 14-May-98, Rodney Norton tapped "Going Nucking Futs" on his keyboard...

>Heya

>I'm going damn near crazy here trying to get a GTListView gadget to work !!!

>I am using Curt's code (thanks !!) and trying to cuts bits for my own use,

but

>I

>wanted to get a GTListView working first before I did the rest of the main

>program,

>that way I can load test data in...

>Im trying this:

>NewType.text

>pad.w

>text.s

>End NewType

>dim list htxt.text(2000)

>if readfile(0,"filename"

> fileinput 0

> While NOT Eof(0)

> t$=Edit$(256)

> If AddItem (htxt())

> htxt()\text=t$

> end if

> wend

>end if

>;open screen / window code, blah blah blah....

>GTlistView #opts,#text,24,140,txtwide,txtheight,"",$10,htxt(),0,1

>;

>;

>There is a lot more other stuff in there, but this is the bit that is causing

>me a lot of problems ! If I can get this working then 1/2 my problems

>are gone !!!

>Ok, when I try to compile I get this:

>ARRAY NOT FOUND. And the cursor jumps to the GTListVew line... But the

Array

>IS THERE !!

>I'm loading a file into it !!! I know the file exists too...

>Please, help, I'm bald enough as it is !! =)

The only thing I can think of, is if you dimmed and loaded stuff into the

array, inside a statement or function. If you did, you need to add "SHARED

htxt()" near the top of it.

If you want, mail me privatly and I can send a you a fully working listview,

doing what you're trying to do, only for a slightly different purpose.

/Rick/

--

===

Rick Hodger - Comms Programmer for #Corruption Software#

^^^

Visit us at .... http://corruption.home.ml.org

EMail us at .... /corruption@thehub.u-net.com/

^^^

PGP Key now available - Mail "getpgpkey" in body to -

/deskcorruption@thehub.u-net.com/

===

1.160 Going Nucking Futs

From: Rodney Norton <rodneyn@speednet.com.au>

Date: Thu, 14 May 1998 20:15:16 +1000

Subject: Going Nucking Futs

Heya

I'm going damn near crazy here trying to get a GTListView gadget to work !!!

I am using Curt's code (thanks !!) and trying to cuts bits for my own use, but

I

wanted to get a GTListView working first before I did the rest of the main

program,

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```
NewType.text
pad.w
text.s
End NewType
dim list htxt.text(2000)
if readfile(0,"filename"
fileinput 0
While NOT Eof(0)
t$=Edit$(256)
If AddItem (htxt())
htxt()\text=t$
end if
wend
end if
;open screen / window code, blah blah blah....
GTlistView #opts,#text,24,140,txtwide,txtheight,"",$10,htxt(),0,1
;
;
```

There is a lot more other stuff in there, but this is the bit that is causing

me a lot of problems ! If I can get this working then 1/2 my problems

are gone !!!

Ok, when I try to compile I get this:

ARRAY NOT FOUND. And the cursor jumps to the GTListVew line... But the Array

IS THERE !!

I'm loading a file into it !!! I know the file exists too...

Please, help, I'm bald enough as it is !! =)

RodderZ

--

```
+-----------------------------------------------+
| Rodney Norton, Sydney AUS. | A1200/060/50. |
| Email :rodneyn@speednet.com.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 sex is a pain in the arse you're doing it the wrong way.

1.161   Re: Going Nucking Futs

From: Rodney Norton <rodneyn@speednet.com.au>

Date: Thu, 14 May 1998 22:30:06 +1000

Subject: Re: Going Nucking Futs

On 14-May-98, David Mcminn couldn't help but dribble:

>On 14 May 98 at 20:15, Rodney Norton opened wide and rumbled:

>> Ok, when I try to compile I get this:

>>

>> ARRAY NOT FOUND. And the cursor jumps to the GTListVew line... But the

>Array

>> IS THERE !!

>> I'm loading a file into it !!! I know the file exists too...

> Do you have your program split up into functions/procedures. If you

>do then you may have forgotton to SHARED the htxt() list (remembering

>to define it globally first).

No, that part of the program is at the very start, and the gtlistview is

in another label, but jumped to via a goto label call...

I am a little loathe to upload the whole source, it isn't big, but the

program I am writing hasn't been done before, and I know I can

trust people, but I would like it kept under wraps until it's pretty well

much finished... Otherwise, I spose it would be fixed easily...

HELP... =)

RodderZ

--

```
+------------------------------------------------+
| Rodney Norton, Sydney AUS. | A1200/060/50. |
| Email :rodneyn@speednet.com.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 am Flanders of Borg, you will be assim-diddly-imulated.

1.162   GP and GA source : here.

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

Subject: GP and GA source : here.

Date: Tue, 12 May 1998 00:04:58 +0100 (British Summer Time)

X-Authentication: IMSP

--Part9805120056.B

Here`s the source. Hope 30K is not too much.

Christos Dimitrakakis (aka Olethros)

Electronic Engineer,

Software Developer for the Amiga computer

University of Essex

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

--Part9805120056.B

#Attachment stripped#

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#Attachment stripped#

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#Attachment stripped#

--Part9805120056.B

#Attachment stripped#

--Part9805120056.B--

1.163   GT-Tags

From: Andreas Etzrodt <the_shark@gmx.de>

Date: Tue, 26 May 1998 00:29:53 +0100

Subject: GT-Tags

Hello,

does someone know how to use the following tags?

GTCB_Scaled (BOOL)

GTMX_Scaled (BOOL)

GTLV_MakeVisible (WORD)

Thanks for any help.

Bye,

Andy

--

Andreas Etzrodt "THE SHARK" - APC&TCP-AMIGA Club

1.164   Re: GT-Tags

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

Date: Tue, 26 May 1998 17:59:04 -0500

Subject: Re: GT-Tags

Hi Andreas,

On 25-May-98, Andreas Etzrodt wrote:

> Hello,

>

> does someone know how to use the following tags?

Yes, but keep in mind these ones work only with Os 39 > (WB 3.0 or better)

Also, Blitzlibs:amigalibs.res must be in your compiler options.

>

> GTCB_Scaled (BOOL)

Try: GTTags #GTCB_Scaled,1

Then make the gadget.

> GTMX_Scaled (BOOL)

Again: GTTags #GTMX_Scaled,1

Then make the gadget.

> GTLV_MakeVisible (WORD)

GtSetAttrs GTlist#, listview id#,#GTLV_MakeVisible,(item # to be shown)

This is done after the GT list is attached to the window.

Note that item #'s start with 0 for the first item.

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

1.165   Re[2]: GT-Tags/GTMenu

From: Andreas Etzrodt <the_shark@gmx.de>

Date: Thu, 28 May 1998 20:30:55 +0100

Subject: Re[2]: GT-Tags/GTMenu

Hello Curt

> Well, for using this and any other tags from the autodocs in Blitz, there are

> two ways:

> 1) To apply the tag when making the GTlist:

> GTTags #GTIN_MaxChars,(number of characters)

> (make the gadget here)

I thought that I have tried this. OK, this works.

> 2) To change a tag after window is open and GTlist attached:

> GTSetAttrs Gtlist#,gadID#,#GTIN_MaxChars,(number of characters)

I'm sure tried this one (and it didn't work).

> To use a tag that asks for (BOOL) just use 1 for yes, or 0 for no

> To use a tag that asks for a string pointer:

> a$="Whatever you want"

> then use &a$ for the tag value.

It sounds that it gets on your nerves...sorry.

>> And one more thing: where do I get a lib with

>> GTMenu-Functions? I know there exists one and I

>> already had it but I lost it somehow.

>

> I don't know this. If you find it, please let me know!

I just found it on Aminet. It was in an archive together

with BlitzGuiGen.

Thank you for your help!

Regards,

Andreas

--

Andreas Etzrodt "THE SHARK" - APC&TCP-AMIGA Club

1.166   GT-Tags/GTMenu

From: Andreas Etzrodt <the_shark@gmx.de>

Date: Wed, 27 May 1998 10:54:24 +0100

Subject: GT-Tags/GTMenu

Hello,

thanks Curt for your help but I have one more

that I *have to know*...

GTIN_MaxChars (UWORD)

And one more thing: where do I get a lib with

GTMenu-Functions? I know there exists one and I

already had it but I lost it somehow.

Thanks for any help.

Bye,

Andy

--

Andreas Etzrodt "THE SHARK" - APC&TCP-AMIGA Club

1.167 Re[3]: GT-Tags/GTMenu

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

Date: Sat, 30 May 1998 09:12:17 -0500

Subject: Re[3]: GT-Tags/GTMenu

Hi Andreas

On 28-May-98, Andreas Etzrodt wrote:

> Hello Curt

>

>> 2) To change a tag after window is open and GTlist attached:

>> GTSetAttrs Gtlist#,gadID#,#GTIN_MaxChars,(number of characters)

>

> I'm sure tried this one (and it didn't work).

Well, some tags are only usable when the gadget list is being created.

And sometimes you must detach the GTlist to make the change, then re-attach it

again. Also you might need to redraw the gadget to show the change.

I always try just using GTsetAttrs first, then ig it doesn't work add the

detach and attach code. And redraw too if necessary.

>

>> To use a tag that asks for (BOOL) just use 1 for yes, or 0 for no

>> To use a tag that asks for a string pointer:

>> a$="Whatever you want"

>> then use &a$ for the tag value.

>

> It sounds that it gets on your nerves...sorry.

No, didn't mean it to sound that way. I was just trying to add some

information in case other people were wondering.

Later...

--

Any fool can paint a picture, but it takes a wise man to sell it.

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

1.168 Re: GT-Tags/GTMenu

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

Date: Wed, 27 May 1998 06:43:46 -0500

Subject: Re: GT-Tags/GTMenu

Hi Andreas,

On 27-May-98, Andreas Etzrodt wrote:

> Hello,

>

> thanks Curt for your help but I have one more

> that I *have to know*...

>

> GTIN_MaxChars (UWORD)

Well, for using this and any other tags from the autodocs in Blitz, there are

two ways:

1) To apply the tag when making the GTlist:

GTTags #GTIN_MaxChars,(number of characters)

(make the gadget here)

2) To change a tag after window is open and GTlist attached:

GTSetAttrs Gtlist#,gadID#,#GTIN_MaxChars,(number of characters)

To use a tag that asks for (BOOL) just use 1 for yes, or 0 for no

To use a tag that asks for a string pointer:

a$="Whatever you want"

then use &a$ for the tag value.

>

> And one more thing: where do I get a lib with

> GTMenu-Functions? I know there exists one and I

> already had it but I lost it somehow.

I don't know this. If you find it, please let me know!

Bye,

--

If you can't learn to do it well,

learn to enjoy doing it badly.

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

1.169   Re: GT-Tags/GTMenu

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

for <blitz-list@netsoc.ucd.ie>; Wed, 27 May 1998 17:43:30 +0000

Date: Wed, 27 May 1998 18:42:16 +0100

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

Subject: Re: GT-Tags/GTMenu

Curt Esser wrote:

> > And one more thing: where do I get a lib with

> > GTMenu-Functions? I know there exists one and I

> > already had it but I lost it somehow.

>

> I don't know this. If you find it, please let me know!

Well I got them with BSS from RWE,

http://www.ldngedge.demon.co.uk/index.html

but I think they might be on the aminet dev/basic/RIBlitzlibs

cya

Dave

1.170   Re: GTMenus problem

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

for <blitz-list@netsoc.ucd.ie>; Wed, 20 May 1998 14:34:11 +0000

Date: Wed, 20 May 1998 15:33:26 +0100

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

Subject: Re: GTMenus problem

Paul West wrote:

>

> Krzysiek:

>

> > I was changing menus from standard to GTMenus in my program lately but

> > I've strange problem: when I "attach" ment to window I CAN'T get rid off

> > it or even change any MenuItem text. Could anybody explain me what I'm

> > doing wrong? Or maybe I've corrupted GTMenu library?

I thnk you need to detachGTMenus from all windows and then call

CreateGTmenus (or some like that.) then use gtsetmenus again.

> I don't know if this is related but when I was trying to use the

> `attach' thing to windows I found that it wouldn't let me attatch a

> gadtools list more than once to any given window, and that both the

> window AND the gadtools list had to be freed and remade before it

> could be reattatched.

Did you try detachGTlist ? I don`t think it documented .

Cya

Dave

1.171   GTMenus problem

From: Krzysiek Jonko <eteacher@amiga.org.pl>

Subject: GTMenus problem

Date: Wed, 20 May 1998 06:19:51 +0100

--V2VkLCAyMCBNYXkgMTk5OCAwNzoxNDoxNSArMDIwMA==

I was changing menus from standard to GTMenus in my program lately but

I've strange problem: when I "attach" ment to window I CAN'T get rid off

it or even change any MenuItem text. Could anybody explain me what I'm

doing wrong? Or maybe I've corrupted GTMenu library?

/// Christopher Jonko

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

\\/// eteacher@amiga.org.pl

\XX/ http://amiga.org.pl/~eteacher/

--V2VkLCAyMCBNYXkgMTk5OCAwNzoxNDoxNSArMDIwMA==

#Attachment stripped#

--V2VkLCAyMCBNYXkgMTk5OCAwNzoxNDoxNSArMDIwMA==--

1.172   Re: GTMenus problem

From: Paul West <paul@stationone.demon.co.uk>

Date: 20 May 98 14:00:26 +0000

Subject: Re: GTMenus problem

Krzysiek:

> I was changing menus from standard to GTMenus in my program lately but

> I've strange problem: when I "attach" ment to window I CAN'T get rid off

> it or even change any MenuItem text. Could anybody explain me what I'm

> doing wrong? Or maybe I've corrupted GTMenu library?

I don't know if this is related but when I was trying to use the

`attach' thing to windows I found that it wouldn't let me attach a

gadtools list more than once to any given window, and that both the

window AND the gadtools list had to be freed and remade before it

could be reattatched.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: http://www.stationone.demon.co.uk

E-M: paul@stationone.demon.co.uk

1.173   Re: GTMX Help

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

Date: Mon, 25 May 1998 08:05:23 -0500

Subject: Re: GTMX Help

Hi Scott,

On 25-May-98, S Beardwood wrote:

> Hello,

>

> 1. how do i check the status of a GTMX button ??

The GTMX gadget gives an event of $20 when hit, NOT $40.

So you must check for $20.

Then you can read it with EventCode to determine which item is selected.

Of course they don't bother telling you this in the $%*#&!$% manual!

Later...

Yours electronically,

Curt Esser

camge@ix.netcom.com

1.174   GTMX Help

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

Date: Mon, 25 May 1998 09:20:04 +0000

Subject: GTMX Help

Hello,

1. how do i check the status of a GTMX button ??

2. has any one got the RICD.Lib to work with a atapi cd rom ??

All The Best,

--

/

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

¡ .---. .---. .---. .---. .---. // FidoNet(xxx/xxx.xx)FidoNet ¡

¡ `---. ¡ ¡ ¡ ¡ | // http://www.online.u-net.com ¡

|`---' `---' `---' · · // MailTo:scott@online.u-net.com|

`----------------------------//-----------------------------'

/

1.175 Help!!!

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

(sender: <Andreas.Falkenhahn@mail.regio.net>)

id <m0ydC0H-002pCuC@rhoen.regio.net>

for <blitz-list@netsoc.ucd.ie>; Sat, 23 May 1998 12:58:17 +0200 (MET DST)

(Smail-3.2.0.100 1997-Dec-8 #1 built 1997-Dec-13)

From: Andreas Falkenhahn <Andreas.Falkenhahn@mail.regio.net>

Date: Sat, 23 May 1998 12:57:36 +0100

Subject: Help!!!

Hi all!

I need some help from you again....

1) Anyone got a source how to fade out and in a 256 color picture on a

CopList? (crossfading would also be nice)

2) On my 320x256 display there are two coplists. One bigger and one smaller.

The user shall be allowed to move the mouse pointer from the bigger to

the smaller. If I do this with normal MouseX and MouseY it doesn`t

work...

because at the end of coplist 1 coordinates of MouseXY are 200,83....if I

display the mousepointer on this coordinates on coplist 2 one cannot see

the pointer....All in one -> How can I set MouseX and MouseY to zero or

a value of my choice...The commnd AbsMouse doesn`t work correctly in

Blitz Mode....Or is there another solution how to do this?? Please help

me

I really need it!!

3) How can I copy a IFF file loaded in #MEMF_FAST to display? For example I

load it in

with LoadBank 0,"file",#MEMF_FAST....and after sometime I want to display

it...How to do

that?

4) The standard question I`m asking now for over 2 months and which noone

seems to

can answer: How can I make shapes to be displayed in front of sprites?

But both objects

need to be infront of bitmap!! Sprites infront of bitmap but behind

shapes, shapes infront

of bitmap and sprites. Isn`t this possible? I really die for a solution!!

5) Anyone got a source how to copy directories? For example: Copy dh3:Cool to

dh4:Yeah with

all subdirectories and so on. I could do this myself too but think

there`s a source flying around

or?

Thanks for your help. The most important questions are 1,2,3,4 :)

Greetings,

--

Andreas

==

email: Andreas.Falkenhahn@mail.regio.net

WWW: www.airsoft.home.pages.de

******* POWERED BY AMiGA *******

A1200/040T, 18MB Ram, 1,7GB HD Space

==

1.176   Re[2]: Help!!!

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

(sender: <Andreas.Falkenhahn@mail.regio.net>)

id <m0ydX9B-002pDBC@rhoen.regio.net>

for <blitz-list@netsoc.ucd.ie>; Sun, 24 May 1998 11:32:53 +0200 (MET DST)

(Smail-3.2.0.100 1997-Dec-8 #1 built 1997-Dec-13)

From: Andreas Falkenhahn <Andreas.Falkenhahn@mail.regio.net>

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

Date: Sun, 24 May 1998 11:32:10 +0100

Subject: Re[2]: Help!!!

Hi BootBlock

Am 23-Mai-98 schrieb BootBlock of Carnage:

> On 23-May-98, Andreas Falkenhahn wibbled:

>

>> 2) On my 320x256 display there are two coplists. One bigger and one

smaller.

>> The user shall be allowed to move the mouse pointer from the bigger to

>> the smaller. If I do this with normal MouseX and MouseY it doesn`t

>> work...

>> because at the end of coplist 1 coordinates of MouseXY are 200,83....if

> I

>> display the mousepointer on this coordinates on coplist 2 one cannot

see

>> the pointer....All in one -> How can I set MouseX and MouseY to zero or

>> a value of my choice...The commnd AbsMouse doesn`t work correctly in

>> Blitz Mode....Or is there another solution how to do this?? Please help

>> me

>> I really need it!!

>

> Right, the solution's a bit dodgey, but I haven't found another way of doing

> it, so I'm/we're stuck with it - do something like this:

>

> SPR_COPLIST.b = 0 ;Coplist the mouse is currently

> ;being displayed on.

>

> BITMAP1_HEIGHT.w = 200 ;Height of the 1st bitmap

> ;(bitmap in CopList #0)

>

> BITMAP2_HEIGHT.w = 56 ;Height of the 2nd bitmap

> ;(bitmap in CopList #1)

>

>

> ;--- Display our pointer every frame...

> ;

> SetInt 5

> DisplaySprite SPR_COPLIST,0,0,MouseX,MouseY,0

> End SetInt

>

> Repeat

> VWait

>

> If MouseY>(BITMAP1_HEIGHT-2)

> DisplaySprite 1,0,MouseX,201,1

> SPR_COPLIST=1

> MouseArea 13,3,575,5 : VWait

> MouseArea 13,3,575,21

> Else

> If MouseY<4 AND SPR_COPLIST=1

> DisplaySprite 2,0,MouseX,50,1

> SPR_COPLIST=0

> MouseArea 0,195,640,200 : VWait

> MouseArea 0,29,640,200

> EndIf

> EndIf

>

> Until Joyb(0)>0

> End

>

>

> This code assumes that your 1st bitmap (the bitmap in the coplist in the

> top-half of your display) is 200 pixels high, and the 2nd coplist (bottom

half

> of the display) is 56 pixels high.

>

> Just experiment a bit so it works on your display properly. I used this code

> in a diskmag I did a while ago, but I've totally recoded it since then so it

> doesn't need the pointer crossing over coplists. Actually, I had to do it

that

> way, because as far as I could tell, Blitz/the Amiga couldn't cope with 2

256

> colour coplists and 2 4 colour coplists. :c

ok, I try to adapt. I think I did something like that before but I`m not sure

>

>> 3) How can I copy a IFF file loaded in #MEMF_FAST to display? For example I

>> load it in

>> with LoadBank 0,"file",#MEMF_FAST....and after sometime I want to

display

>> it...How to do

>> that?

>

> Hmmm.... haven't done this before.. but..

>

> Allocate some memory in ChipRAM (AllocMem_ 1,SizeOfMemYouWant) and then do a

> CopyMEM_ to copy the data across to the allocated ChipMEM and then finally

do

> a "CludgeBitmap" command.

>

> Or, you can use the ILBMGrab command if you've got the RIPackLib library

> installed (available on the Blitz Support Suite or from Mike Carter's lib

page

> - can't remember the URL, sorry!). Like:

>

> ILBMGrab Addr Bitmap(Bitmap#),Bitmap#,Palette#

ok. should wokr

>

>> 4) The standard question I`m asking now for over 2 months and which noone

>> seems to

>> can answer: How can I make shapes to be displayed in front of sprites?

>

> Er... I'm not sure if that's possible - anyone?

yes, it seems to be not possible. Noone knows how to do it.

>

>>

>> 5) Anyone got a source how to copy directories? For example: Copy dh3:Cool

> to

>> dh4:Yeah with

>> all subdirectories and so on. I could do this myself too but think

>> there`s a source flying around

>> or?

>

> This is exactly what I'm looking for as well, but I had some source from

> somewhere, but I'm not sure where it is :C

>

> You'll need an array to hold the sub-directories and things... sorry, it's

too

> much for my brain! :}

>

> gibber...

>

>> Thanks for your help. The most important questions are 1,2,3,4 :)

>

> Hey, 2 out of 4, that's not bad, is it? :)

>

> (better than what I got at school anyway......)

yep, thank you :)

>

Regards

--

Andreas

==

email: Andreas.Falkenhahn@mail.regio.net

WWW: www.airsoft.home.pages.de

******* POWERED BY AMiGA *******

A1200/040T, 18MB Ram, 1,7GB HD Space

==

1.177 Re: Help!!!

Sat, 23 May 1998 16:57:55 -0700 (PDT)

From: BootBlock of Carnage <BootBlock@GeoCities.com>

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

Date: Sat, 23 May 1998 19:27:20 +0100

Subject: Re: Help!!!

On 23-May-98, Andreas Falkenhahn wibbled:

> 2) On my 320x256 display there are two coplists. One bigger and one smaller.

> The user shall be allowed to move the mouse pointer from the bigger to

> the smaller. If I do this with normal MouseX and MouseY it doesn`t

> work...

> because at the end of coplist 1 coordinates of MouseXY are 200,83....if

I

> display the mousepointer on this coordinates on coplist 2 one cannot see

> the pointer....All in one -> How can I set MouseX and MouseY to zero or

> a value of my choice...The commnd AbsMouse doesn`t work correctly in

> Blitz Mode....Or is there another solution how to do this?? Please help

> me

> I really need it!!

Right, the solution's a bit dodgey, but I haven't found another way of doing

it, so I'm/we're stuck with it - do something like this:

SPR_COPLIST.b = 0 ;Coplist the mouse is currently

;being displayed on.

BITMAP1_HEIGHT.w = 200 ;Height of the 1st bitmap

;(bitmap in CopList #0)

BITMAP2_HEIGHT.w = 56 ;Height of the 2nd bitmap

;(bitmap in CopList #1)

;--- Display our pointer every frame...

;

SetInt 5

DisplaySprite SPR_COPLIST,0,0,MouseX,MouseY,0

End SetInt

Repeat

VWait

If MouseY>(BITMAP1_HEIGHT-2)

DisplaySprite 1,0,MouseX,201,1

SPR_COPLIST=1

MouseArea 13,3,575,5 : VWait

MouseArea 13,3,575,21

Else

If MouseY<4 AND SPR_COPLIST=1

DisplaySprite 2,0,MouseX,50,1

SPR_COPLIST=0

MouseArea 0,195,640,200 : VWait

MouseArea 0,29,640,200

EndIf

EndIf

Until Joyb(0)>0

End

This code assumes that your 1st bitmap (the bitmap in the coplist in the

top-half of your display) is 200 pixels high, and the 2nd coplist (bottom half

of the display) is 56 pixels high.

Just experiment a bit so it works on your display properly. I used this code

in a diskmag I did a while ago, but I've totally recoded it since then so it

doesn't need the pointer crossing over coplists. Actually, I had to do it that

way, because as far as I could tell, Blitz/the Amiga couldn't cope with 2 256

colour coplists and 2 4 colour coplists. :c

> 3) How can I copy a IFF file loaded in #MEMF_FAST to display? For example I

> load it in

> with LoadBank 0,"file",#MEMF_FAST....and after sometime I want to display

> it...How to do

> that?

Hmmm.... haven't done this before.. but..

Allocate some memory in ChipRAM (AllocMem_ 1,SizeOfMemYouWant) and then do a

CopyMEM_ to copy the data across to the allocated ChipMEM and then finally do

a "CludgeBitmap" command.

Or, you can use the ILBMGrab command if you've got the RIPackLib library

installed (available on the Blitz Support Suite or from Mike Carter's lib page

- can't remember the URL, sorry!). Like:

ILBMGrab Addr Bitmap(Bitmap#),Bitmap#,Palette#

> 4) The standard question I`m asking now for over 2 months and which noone

> seems to

> can answer: How can I make shapes to be displayed in front of sprites?

Er... I'm not sure if that's possible - anyone?

>

> 5) Anyone got a source how to copy directories? For example: Copy dh3:Cool

to

> dh4:Yeah with

> all subdirectories and so on. I could do this myself too but think

> there`s a source flying around

> or?

This is exactly what I'm looking for as well, but I had some source from

somewhere, but I'm not sure where it is :C

You'll need an array to hold the sub-directories and things... sorry, it's too

much for my brain! :}

gibber...

> Thanks for your help. The most important questions are 1,2,3,4 :)

Hey, 2 out of 4, that's not bad, is it? :)

(better than what I got at school anyway......)

--

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

| A1200T/28Mhz/2+4Mb/2.1GbHD/K56Flex/HyperCOM | Blitz2 Amiga Programmer! |

| EMAIL: BootBlock@GeoCities.com | Grimsby, England .-------'

|---^-----------------^-------.

| HTTP://www.geocities.com/SiliconValley/Lab/4868/ Updated: 17/05/1998 |

`--'

1.178   Re: Help!!!

Sat, 23 May 1998 12:53:01 +0100

23 May 98 12:53:01 +0000

Resent-from: "S.J.CROY" <ap6013@qmw.ac.uk>

Resent-to: blitz-list@netsoc.ucd.ie

Resent-date: Sat, 23 May 1998 12:52:33 +0000

Sat, 23 May 1998 12:51:29 +0100

23 May 98 12:51:29 +0000

From: "S.J.CROY" <ap6013@qmw.ac.uk>

Date: Sat, 23 May 1998 12:51:16 +0000

Subject: Re: Help!!!

Resent-Message-Id: <E0ydCua-00018n-00@mserv1b.u-net.net>

> Hi all!

>

> I need some help from you again....

>

> 1) Anyone got a source how to fade out and in a 256 color picture on

> a

> CopList? (crossfading would also be nice)

Download the RIBlitzlibs, they contain commands like AGAPALBLUE

and use this source

```
steps=50
repeat
for loop=0 to 255
paletteinfo 0
r=agapalred(loop)
g=agapalgreen(loop)
b=agapalblue(loop)
r/steps:b/steps:g/steps
r*counter:b*counter:g*counter
agapalrgb 1,loop,r,g,b
next
counter+1
vwait
displaypalette 0,1
Until counter=steps
```

Cross fading is just a bit more difficult. They way I do it is set

up a bitmap with a one more plane then the picture needs. This plane

is gonna be used to display the shape, message or whatever. Ok, use

Bitsplanebitmap and blit your shape onto it. Now this shape occupies

the colours from 32 to 64 on a 32 colour picture (a 64 colour

screen). If you`re still following what Im getting at, use the

following source.... (Im typing this on a PC so maybe there`s a

few mistakes)

```
steps=50
counter=50
repeat
For loop=0 to 31
paletteinfo 0
r=agapalred(loop)
b=agapalblue(loop)
g=agapalgreen(loop)
r*counter:b*counter:c*counter
r/steps:b/steps:g/steps
agapalrgb 0,loop+31,r,g,b
next
counter-1
```

vwait

displaypalette 0,0

until counter=0

This only works on colour shapes though :(There is probably a

much better way of doing it.

If you add more bitplanes it gets a bitmore complicated. If you need

this, reply to this, and Ill send the source.

Steven

1.179   Re: Help!!!

From: Terry & Tom Stone <tjstone@wkpowerlink.com>

Date: Wed, 02 Sep 1992 14:45:15 +0500

Subject: Re: Help!!!

Andreas,

>I need some help from you again....

>4) The standard question I`m asking now for over 2 months and which noon=

e

>seems to

> can answer: How can I make shapes to be displayed in front of sprit=

es?

>But both objects

> need to be infront of bitmap!! Sprites infront of bitmap but behind=

>shapes, shapes infront

> of bitmap and sprites. Isn`t this possible? I really die for a solut=

ion!!

> =

=

Sorry. This is not possible. Sprites do not affect and in no way are pa=

rt of

a bitmap. Thus they can be placed in front of or behind a bitmap and not=

affect

a bitmap's image.

"Plotted" shapes become phsyically part of a bitmap (part of the bitmap's=

memory).

You can not plot a shape without a bitmap. It becomes part of the bitmap=

=2E

So with a sprite never affecting (or part of) a bit map, there is no way =

to =

have a shape in front of a sprite and bitmap since the shape must be part=

of =

the bitmap (unless you use a dual playfield where a shape is blitted to a=

transparent foreground bitmap with the sprite behind this bitmap but in f=

ront of the background bitmap)

Tom

1.180   Hi everybody

From: "Andrew Gledhill" <andrew@tasone.globalnet.co.uk>

Subject: Hi everybody

Date: Fri, 8 May 1998 20:41:37 +0100

boundary="----=_NextPart_000_005F_01BD7AC1.B25A96C0"

This is a multi-part message in MIME format.

------=_NextPart_000_005F_01BD7AC1.B25A96C0

charset="iso-8859-1"

I new to this list and this is my first posting,

So hi everybody.

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////

(o o)

-oOO--(_)--OOo-

Email : andrew@tasone.globalnet.co.uk

www : www.users.globalnet.co.uk/~tasone/index/htm

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------=_NextPart_000_005F_01BD7AC1.B25A96C0

charset="iso-8859-1"

<!DOCTYPE HTML PUBLIC "-//W3C//DTD W3 HTML//EN">

<HTML>

<HEAD>

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http-equiv=3DContent-Type>

<META content=3D'"MSHTML 4.72.2106.6"' name=3DGENERATOR>

</HEAD>

<BODY bgColor=3D#ffffff>

<DIV><FONT color=3D#000000 size=3D2>   <FONT =

color=3D#000000>I new to=20

this list and this is my first posting,</FONT></FONT></DIV>

<DIV><FONT color=3D#000000 size=3D2><FONT =

color=3D#000000></FONT></FONT> </DIV>

<DIV><FONT color=3D#000000 size=3D2>   So hi =

everybody.</FONT></DIV>

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   Email : <A=20

href=3D"mailto:andrew@tasone.globalnet.co.uk">andrew@tasone.globalnet.co.=

uk</A>
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balnet.co.uk/~tasone/index/htm</A>
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------=_NextPart_000_005F_01BD7AC1.B25A96C0--

1.181 Homepage

From: Paul West <paul@stationone.demon.co.uk>

Date: 12 May 98 00:24:21 +0000

Subject: Homepage

Hello.

My homepage is now on-line for the first time ever. I have only two

pages so far and one of those is the title-screen, but the other page

is all about programming. There are a few bits to download and some

other waffle about my projects.

Anyone interested should point their web browser at:

http://www.stationone.demon.co.uk/index.html

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: http://www.stationone.demon.co.uk

E-M: paul@stationone.demon.co.uk

1.182   Re:AI gone mad???

11 May 98 10:31:35 +0000

From: "Dalai" <A1JONATH@doreen.rainhammark.kent.sch.uk>

Date: Mon, 11 May 1998 10:31:23 GMT

Subject: Re:AI gone mad???

Yeah, let's have an AI contest. Someone will need to work out the rules

and some sort of controlling program, and give us the limitations and a

deadline. Dave? You had the idea... perhaps you could look at one of those

battle games like Warhammer 40K for the battle rules?

Dalai.

1.183   Re:AI gone mad???

Date: Tue, 12 May 1998 12:20:24 BST

From: Steven Dobbs <kaum6@central.susx.ac.uk>

Subject: Re:AI gone mad???

On Mon, 11 May 1998 10:31:23 GMT Dalai wrote:

> From: Dalai <A1JONATH@doreen.rainhammark.kent.sch.uk>

> Date: Mon, 11 May 1998 10:31:23 GMT

> Subject: Re:AI gone mad???

> To: blitz-list@netsoc.ucd.ie

>

> Yeah, let's have an AI contest. Someone will need to work out the rules

> and some sort of controlling program, and give us the limitations and a

> deadline. Dave? You had the idea... perhaps you could look at one of those

> battle games like Warhammer 40K for the battle rules?

>

> Dalai.

okay, I wrote once a very bad slightly bugged, two player 3d space combad thing, when I get some time I'll try and set something up so that it takes its input from multi-tasking programs. It might take some time since I am revising for exams but perhaps somebody else could do something too.

Id prefer it personally if the 'umire' program allocated some memory to share with the cometetitors, saving the two memory locations into a binary file in Ram:

dobbs

1.184   in a lib

From: "Paul West" <paul@stationone.demon.co.uk>

Date: 6 May 98 18:40:57 +0000

Subject: in a lib

Hi.

In a blitz library's code, is it possible to call standard blitz

instructions, or other instructions, to do things like allocating some

memory? Is there some information somewhere about what inputs and

outputs the non-amigados instructions use? Is it something to do with

the `tokejsr' or `asmjsr' or something i remember seeing like that

someplace?

--

Paul.

1.185   Interlaced Displays

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

Date: 14 May 98 20:33:09 +0000

Subject: Interlaced Displays

Hi,

Anyone know how to create a interlaced bitmap using initcoplist

1.186   Re: Interleaved or planar?

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

Date: Mon, 04 May 1998 13:42:08 +0100

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

Subject: Re: Interleaved or planar?

Hi Paul,

> > I am currently using interleaved bitmaps and shapes. The shapes are

> > stored in fast ram and blitted using custom asm routines. However I > > also make use of the blitter for copying gfx between bitmaps (I am > > using a block scroll type display) so by using interleaved displays > > the blitter can get on with its BlockScroll commands while the CPU > > gets on with its own work.

>

> Interesting. So you are making the screen scroll by copying an entire

> screen with a scroll offset sort of thing? I haven't tried that on AGA

> before.

No the screen is a superbitmap which is scrolled using the DisplayBitmap

command. However when it has scrolled by 64 pixels (as I`m using

fetchmode 3) I move it back to the start with the DisplayBitmap command

and alter the bitmap pointers to get the scrolling effect. This has the

advantage over a normal horizontal wrap method of always blitting to

the same bitmap coords which makes the job of keeping track of which

tile goes where a lot easier, especially when the map is scrolling

diagonally.

The same effect is done for scrolling vertically, except this can be

done after 16 pixels are scrolled as it isn`t effected by the fetchmode.

The only drawback is that vertical scrolling takes up a lot more chip

memory than horizontal scrolling, but as each of my bitmaps scrolls

into the space occupied by the one next to it, this is kept as small

as possible. Then when I have scrolled vertically by the height of the

bitmap I shuffle the pointers around so that the bitmaps start again

at the beginning of my allocated memory space. This all takes up around

600K of chip mem which is rather a lot. This is why I am using fast

mem for my shapes as then I can leave the rest of my chip mem for

sound effects and music.

The positive part of this technique is that it is very, very quick to

scroll. I am using a 256 colour display and can do a diagonnal scroll

in only a few raster lines, as the only blitting I do is the tiles

around the edge of the display, and these are split up so I am only

blitting about 3 or 4 tiles for each direction scrolled on each bitmap

per frame. Then the blitter does a blockscroll command to copy the tiles

from the first bitmap to the others while the CPU gets on with the rest

of the game. This keeps the bitmaps identical for double buffering.

> Thanks for the info about you use of interleaved though. I think I am

> going to base my routines on interleaved because it does have some

> benefits especially for assembler blitting routines.

Well the main advantage for me is that the CPU only has to tell the

blitter about 1 plane rather than it having to wait for the blitter

to work on each frame separately. This stops the CPU from getting

held up. Also it means that my asm blitting routines only have 1 loop

which, for a 16*16 tile on the screen copies 1 word 128 times without

having to alter the addresses for each plane.

See you,

Liz.

tucks@pavilion.co.uk

Amiga Programmer Blitz/C/Asm

"""

Corruption Software - Team Leader http://deskcorruption.home.ml.org

Email us at............ deskcorruption@thehub.u-net.com

Current Project.......... Dafel:Bloodline

"""

1.187 Re: Into the unknown

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

Date: Sat, 09 May 1998 21:21:30 +0100

Subject: Re: Into the unknown

On 09-Maj-98, MinuteMan informed the world about:

>oN 09-Mai-98 yOU, James L Boyd, wROTE:

>>On 09-May-98, Paul West churned out *this* drivel:

>>> Hi.

>>> =

>>> Just recently I started having different daydream scenarios. I had

>>> felt that I'd been walking for a very, very long time through a load

>>> of stuff, and that suddenly I emerged as if from the edge of a forest=

=2E

>>> And the thing was that it was all behind me, all finished. And the

>>> only thing that was in front of me was freedom for /ever/ more. Not

>>> just for a while, but for ever. Like a sort of reward or prize or

>>> something. I keep trying to create this as reality, to know that righ=

t

>>> now and for ever more everything is finished with.

>>> =

>>> I read a small bit of text by Jiddu Krishnamurti, good old chap, that=

>>> said we have to be prepared to drop everything on the spot. This ties=

>>> in with the thing I have been encountering just lately. Imagine what

>>> it'd be like to never have a worry again, for there to be absolutely

>>> nothing holding you back, no attatchments or commitments, no struggle=

>>> or striving for answers. Just like a huge never-ending open vista =

>>> stretching further than the eye can see, with no end. Not tomorrow,

>>> not in several years time at the attainment of some status, but right=

>>> now. Just to drop it all right now, on the spot. To just completely

>>> claim freedom immediately and forever, to let yourself believe that

>>> you can immediately transcend everything, that /now/ is judgement day=

,

>>> that at last, finally, after all this time, you are finally at the

>>> end and the beginning.

>>> =

>>> --

>>> Paul.

>>Um,can I do this with Blitz Basic?

>>;)

>lol :))) Uh yeah, it would be damn nice to post that to a philosophic

>newsgroup or something... Not on the blitz list.

>Everybody has his visions, but who carez??? I mean, whats the damn

>matter to post this at all? Hmmm??? Look at this one:

>Giant cyborgs walk over a great plain, behind them a huge black

>city... All of them carry a basket under their arm, and sometimes

>they stoop, pick up an atomic mushroom and put it in their basket...

>Hey, this is much cooler than your lame stuff :)))

Ermm well your crappy posting isnt any better. There is ABSOLUTLY

no need to insult the man for sharing his vision with us. A simple

"please keep the mails to this list blitz related" would have

been enough.

ByE!

>Just my two cents,

>Yours,

>Lukas Hartmann (MinuteMan2606)

-- =

—

/ \ NDREAS H=C5KANSSON - andy@bjuv.mail.telia.com - Founder

/ /\ \ of Vivid Imagination - Phoenix Project Supervisor - TJoMMe

/ =AF=AF \ on DALnet/IRC - A4000 604e@200/060@50 50Mb RAM 3.5Gb HD

/ /=AF=AF\ \ 2 Internal Floppies 15" Monitor 28.8K Modem And More

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=

1.188 Re[2]: Into the unknown

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

Date: Sun, 10 May 1998 15:23:02 +0100

Subject: Re[2]: Into the unknown

Hi :)

On 09-May-98, MinuteMan wrote:

> oN 09-Mai-98 yOU, Andreas H=E5kansson, wROTE:

>> On 09-Maj-98, MinuteMan informed the world about:

>>> oN 09-Mai-98 yOU, James L Boyd, wROTE:

>>>> On 09-May-98, Paul West churned out *this* drivel:

[Huge amounts of totally unnecessary quoting removed!!]

You know what bugs me about this thread? Not the original posting,

anyone can make a mistake.

No, its the fact that *EVERYONE* who replied, totally failed to edit

the text and quoted it all.

-- =

Have fun,

Eoghann

SOLAR FLARE: http://www.thenet.co.uk/~eoghann/ =

AMIGA CHATTER: http://members.tripod.com/~amiga_chatter

MODERATOR Fantasy & Science Fiction discussion list

http://members.tripod.com/~ego2/=

1.189 Re: Into the unknown

From: Jake Frederick <gonzo@acadia.net>

Date: Thu, 05 Jan 1978 22:31:31 +0500

Subject: Re: Into the unknown

On 09-May-98, Paul West wrote:

>Hi.

>Just recently I started having different daydream scenarios. I had

>felt that I'd been walking for a very, very long time through a load

>of stuff, and that suddenly I emerged as if from the edge of a forest.

>And the thing was that it was all behind me, all finished. And the

>only thing that was in front of me was freedom for /ever/ more. Not

>just for a while, but for ever. Like a sort of reward or prize or

>something. I keep trying to create this as reality, to know that right

>now and for ever more everything is finished with.

>I read a small bit of text by Jiddu Krishnamurti, good old chap, that

>said we have to be prepared to drop everything on the spot. This ties

>in with the thing I have been encountering just lately. Imagine what

>it'd be like to never have a worry again, for there to be absolutely

>nothing holding you back, no attatchments or commitments, no struggle

>or striving for answers. Just like a huge never-ending open vista

>stretching further than the eye can see, with no end. Not tomorrow,

>not in several years time at the attainment of some status, but right

>now. Just to drop it all right now, on the spot. To just completely

>claim freedom immediately and forever, to let yourself believe that

>you can immediately transcend everything, that /now/ is judgement day,

>that at last, finally, after all this time, you are finally at the

>end and the beginning.

>--

>Paul.

Have you ever read anything by Adi Da? I am reading "The Knee Of Listening"

right now and it's the most incredible book I have ever read. He talks a lot

about the way we are contstantly seeking something and why that gets in the

way of seeing the ultimate truth. I think he makes some references to

Krishnamurti.

--

-iF-

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

-iNFINITE-

1.190   Re: Into the unknown

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

Date: Sat, 09 May 1998 16:20:06 +0000

Subject: Re: Into the unknown

On 09-May-98, Paul West churned out *this* drivel:

> Hi.

>

> Just recently I started having different daydream scenarios. I had

> felt that I'd been walking for a very, very long time through a load

> of stuff, and that suddenly I emerged as if from the edge of a forest.

> And the thing was that it was all behind me, all finished. And the

> only thing that was in front of me was freedom for /ever/ more. Not

> just for a while, but for ever. Like a sort of reward or prize or

> something. I keep trying to create this as reality, to know that right

> now and for ever more everything is finished with.

>

> I read a small bit of text by Jiddu Krishnamurti, good old chap, that

> said we have to be prepared to drop everything on the spot. This ties

> in with the thing I have been encountering just lately. Imagine what

> it'd be like to never have a worry again, for there to be absolutely

> nothing holding you back, no attatchments or commitments, no struggle

> or striving for answers. Just like a huge never-ending open vista

> stretching further than the eye can see, with no end. Not tomorrow,

> not in several years time at the attainment of some status, but right

> now. Just to drop it all right now, on the spot. To just completely

> claim freedom immediately and forever, to let yourself believe that

> you can immediately transcend everything, that /now/ is judgement day,

> that at last, finally, after all this time, you are finally at the

> end and the beginning.

>

> --

> Paul.

Um,can I do this with Blitz Basic?

;)

See ya,

--

James L Boyd

jamesboyd@velvety.demon.co.uk

Team *AMIGA*

1.191   Re: Into the unknown

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

Date: Sat, 09 May 1998 21:57:49 +0100

Subject: Re: Into the unknown

oN 09-Mai-98 yOU, James L Boyd, wROTE:

>On 09-May-98, Paul West churned out *this* drivel:

>> Hi.

>>

>> Just recently I started having different daydream scenarios. I had

>> felt that I'd been walking for a very, very long time through a load

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>> And the thing was that it was all behind me, all finished. And the
>> only thing that was in front of me was freedom for /ever/ more. Not
>> just for a while, but for ever. Like a sort of reward or prize or
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>> now and for ever more everything is finished with.
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>> I read a small bit of text by Jiddu Krishnamurti, good old chap, that
>> said we have to be prepared to drop everything on the spot. This ties
>> in with the thing I have been encountering just lately. Imagine what
>> it'd be like to never have a worry again, for there to be absolutely
>> nothing holding you back, no attatchments or commitments, no struggle
>> or striving for answers. Just like a huge never-ending open vista
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>> now. Just to drop it all right now, on the spot. To just completely
>> claim freedom immediately and forever, to let yourself believe that
>> you can immediately transcend everything, that /now/ is judgement day,
>> that at last, finally, after all this time, you are finally at the
>> end and the beginning.
>>
>> --
>> Paul.
>Um,can I do this with Blitz Basic?
>;)
lol :))) Uh yeah, it would be damn nice to post that to a philosophic
newsgroup or something... Not on the blitz list.
Everybody has his visions, but who carez??? I mean, whats the damn
matter to post this at all? Hmmm??? Look at this one:
Giant cyborgs walk over a great plain, behind them a huge black
city... All of them carry a basket under their arm, and sometimes
they stoop, pick up an atomic mushroom and put it in their basket...
Hey, this is much cooler than your lame stuff :)))
Just my two cents,
Yours,
Lukas Hartmann (MinuteMan2606)

1.192   Re: Into the unknown

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

Date: Sat, 09 May 1998 23:45:29 +0100

Subject: Re: Into the unknown

oN 09-Mai-98 yOU, Andreas H=E5kansson, wROTE:

>On 09-Maj-98, MinuteMan informed the world about:

>>oN 09-Mai-98 yOU, James L Boyd, wROTE:

>>>On 09-May-98, Paul West churned out *this* drivel:

>>>> Hi.

>>>> =

>>>> Just recently I started having different daydream scenarios. I had

>>>> felt that I'd been walking for a very, very long time through a load=

>>>> of stuff, and that suddenly I emerged as if from the edge of a fores=

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>>>> And the thing was that it was all behind me, all finished. And the

>>>> only thing that was in front of me was freedom for /ever/ more. Not

>>>> just for a while, but for ever. Like a sort of reward or prize or

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>>>> now and for ever more everything is finished with.

>>>> =

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>>>> in with the thing I have been encountering just lately. Imagine what=

>>>> it'd be like to never have a worry again, for there to be absolutely=

>>>> nothing holding you back, no attatchments or commitments, no struggl=

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>>>> or striving for answers. Just like a huge never-ending open vista =

>>>> stretching further than the eye can see, with no end. Not tomorrow,

>>>> not in several years time at the attainment of some status, but righ=

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>>>> now. Just to drop it all right now, on the spot. To just completely

>>>> claim freedom immediately and forever, to let yourself believe that

>>>> you can immediately transcend everything, that /now/ is judgement da=

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>>>> that at last, finally, after all this time, you are finally at the

>>>> end and the beginning.

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>>>> --

>>>> Paul.

>>>Um,can I do this with Blitz Basic?

>>>;)

>>lol :))) Uh yeah, it would be damn nice to post that to a philosophic

>>newsgroup or something... Not on the blitz list.

>>Everybody has his visions, but who carez??? I mean, whats the damn

>>matter to post this at all? Hmmm??? Look at this one:

>>Giant cyborgs walk over a great plain, behind them a huge black

>>city... All of them carry a basket under their arm, and sometimes

>>they stoop, pick up an atomic mushroom and put it in their basket...

>>Hey, this is much cooler than your lame stuff :)))

>Ermm well your crappy posting isnt any better. There is ABSOLUTLY

>no need to insult the man for sharing his vision with us. A simple

>"please keep the mails to this list blitz related" would have

>been enough.

> ByE!

Sorry... wasnt meant to be an insult :)) I apologize. And my

crappy posting... was the hell meant to be a crappy

posting, you see ? :)))

Yours + Sorry,

Lukas Hartmann (MinuteMan2606)=

1.193 Into the unknown

From: "Paul West" <paul@stationone.demon.co.uk>

Date: 9 May 98 14:02:17 +0000

Subject: Into the unknown

Hi.

Just recently I started having different daydream scenarios. I had

felt that I'd been walking for a very, very long time through a load

of stuff, and that suddenly I emerged as if from the edge of a forest.

And the thing was that it was all behind me, all finished. And the

only thing that was in front of me was freedom for /ever/ more. Not

just for a while, but for ever. Like a sort of reward or prize or

something. I keep trying to create this as reality, to know that right

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stretching further than the eye can see, with no end. Not tomorrow,
not in several years time at the attainment of some status, but right
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claim freedom immediately and forever, to let yourself believe that
you can immediately transcend everything, that /now/ is judgement day,
that at last, finally, after all this time, you are finally at the
end and the beginning.

--

Paul.

1.194   Re: Into the unknown

From: Paul West <paul@stationone.demon.co.uk>

Date: 9 May 98 20:43:38 +0000

Subject: Re: Into the unknown

> > Just recently I started having different daydream scenarios. I had

> > felt that I'd been walking for a very, very long time through a load

> > of stuff, and that suddenly I emerged as if from the edge of a forest.

> > And the thing was that it was all behind me, all finished. And the

> > only thing that was in front of me was freedom for /ever/ more. Not

> > just for a while, but for ever. Like a sort of reward or prize or

> > something. I keep trying to create this as reality, to know that right

> > now and for ever more everything is finished with.

> Um,can I do this with Blitz Basic?

Sorry blitzers, wrong mailing list. (oops!)

--

Paul.

1.195   Re: Isometric maps

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Sun, 17 May 1998 18:51:37 +0500

Subject: Re: Isometric maps

On 17-May-98, Mark Neesam flashed:

>Hello.

> I'm currently writing a Civilization 2 rip-off style game which

>is coming along quite nicely, and have a quick question about

>isometric maps. It's probably a really silly one, but here goes

>anyway...

> I'd guess that standard practise for isometric maps would be to

>have the x and y axes both running diagonally (one running NW to SE

>and the other running from NE to SW if you like).

> My question is:- Is there a good reason why you shouldn't have the

>x axis running from W to E and the y axis running from NE to SW?

> The reason I ask is because using this way would take less memory

>for the map because you end up with a slanted map that will tesselate

>nicely - allowing for the whole map array to be used, wheras the

>first way produces a diamond shaped map that wastes half the array.

>I am using the second way at the moment, and it does work (although it

>takes some getting used to) - I just want to know if there is a valid

>reason why I shouldn't before I get too far in.

Not that I know of. In fact, The Settlers did that in a way, by

positioning triangles next to each other in such a way that they formed

E-W rows with the N & S boundrys being esentially directly E-W when

viewed on flat terrain.

Donovan Reeve (bubby.lnk@ispi.net)

1.196   Re: Isometric maps

Date: Mon, 18 May 1998 22:57:09 +0100

From: Edward W Hartley <ewh197@soton.ac.uk>

Subject: Re: Isometric maps

Donovan Reeve wrote:

>

> On 17-May-98, Mark Neesam flashed:

> >Hello.

> > I'm currently writing a Civilization 2 rip-off style game which

> >is coming along quite nicely, and have a quick question about

> >isometric maps. It's probably a really silly one, but here goes

> >anyway...

>

> > I'd guess that standard practise for isometric maps would be to

> >have the x and y axes both running diagonally (one running NW to SE

> >and the other running from NE to SW if you like).

>

> > My question is:- Is there a good reason why you shouldn't have the

> >x axis running from W to E and the y axis running from NE to SW?

>

> > The reason I ask is because using this way would take less memory

> >for the map because you end up with a slanted map that will tesselate

> >nicely - allowing for the whole map array to be used, wheras the

> >first way produces a diamond shaped map that wastes half the array.

> >I am using the second way at the moment, and it does work (although it

> >takes some getting used to) - I just want to know if there is a valid

> >reason why I shouldn't before I get too far in.

> Not that I know of. In fact, The Settlers did that in a way, by

> positioning triangles next to each other in such a way that they formed

> E-W rows with the N & S boundrys being esentially directly E-W when

> viewed on flat terrain.

>

> Donovan Reeve (bubby.lnk@ispi.net)

Civ 2 uses a square map but changes the relationship between the squares

by shifting every other column down one (or rows across). It is

dispalyed as diamonds but it's still squares. And so uses the whole

array.

So moving left 1, x+2

Moving down and left x+1 y+0 or y+1 (depending on x odd or even)

1,1 3,1 5,1

2,1 4,1

1,2 3,2 5,2

You have to be cunning with the gfx to make it look correct though.

1.197   Isometric maps

From: "Mark Neesam" <mark@markspace.u-net.com>

Date: 17 May 98 14:17:52 +0000

Subject: Isometric maps

Hello.

I'm currently writing a Civilization 2 rip-off style game which

is coming along quite nicely, and have a quick question about

isometric maps. It's probably a really silly one, but here goes

anyway...

I'd guess that standard practise for isometric maps would be to

have the x and y axes both running diagonally (one running NW to SE

and the other running from NE to SW if you like).

My question is:- Is there a good reason why you shouldn't have the

x axis running from W to E and the y axis running from NE to SW?

The reason I ask is because using this way would take less memory

for the map because you end up with a slanted map that will tesselate

nicely - allowing for the whole map array to be used, wheras the

first way produces a diamond shaped map that wastes half the array.

I am using the second way at the moment, and it does work (although it

takes some getting used to) - I just want to know if there is a valid

reason why I shouldn't before I get too far in.

Cheers in advance.

--

Mark.

Mark Neesam.

Email: mark@markspace.u-net.com

http://WWW.markspace.u-net.com/

(Scruffiest site on the net, and proud of it!)

1.198   Re: Isometric maps

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

Date: Mon, 18 May 1998 20:32:33 +0000

Subject: Re: Isometric maps

Hi,

> I'd guess that standard practise for isometric maps would be to

> have the x and y axes both running diagonally (one running NW to SE

> and the other running from NE to SW if you like).

> My question is:- Is there a good reason why you shouldn't have the

> x axis running from W to E and the y axis running from NE to SW?

no, I'd say this was the only logical way to do it. Just because

the display is Isometric (diamond shaped), it doesn't stop your array

from being perfectly square.

> I am using the second way at the moment, and it does work (although it

> takes some getting used to) - I just want to know if there is a valid

> reason why I shouldn't before I get too far in.

I think you're going about it the right way.

Cheers,

--

Paul Burkey <burkey@bigfoot.com>

http://burkey.home.ml.org

1.199   Re: KillItem in a GTListView Gadget

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

Date: Thu, 14 May 1998 22:30:18 -0500

Subject: Re: KillItem in a GTListView Gadget

Hi Roger

On 12-May-98, Roger Beausoleil wrote:

> Hi all Blitzers,

>

> I would like to know why when I used "Killitem" in a GTlistView Gadget I

> always see the good one dissappear in the gadget, but when I "click" in the

> list to get the information from the next one that been killed, I always

> received the information from the Killed one??? Strange!

>

> Exemple:

>

> Init list Kill an item Choose the next

> _____ _____ _____

> | Item One | Item One | Item One

> | Item Two | Item Three | (Item Three)

> | Item Three | |

>

> If I look for Item One everything is alright, but when I look for Item Three

I

> receive the information from Item Two.

>

> Thanks for any suggestions

> Roger Beausoleil

Are you using the GTChangelist commands to detach and re-attach the new list

after killing the item?

>

>

Later...

--

"I do not fear computers. I fear the lack of them."

-- Isaac Asimov

Yours electronically,

Curt Esser

camge@ix.netcom.com

1.200   KillItem in a GTListView Gadget

From: Roger Beausoleil <vision_fx@citenet.net>

Date: Wed, 13 May 1998 08:00:18 +0500

Subject: KillItem in a GTListView Gadget

Hi all Blitzers,

I would like to know why when I used "Killitem" in a GTlistView Gadget I
always see the good one dissappear in the gadget, but when I "click" in the
list to get the information from the next one that been killed, I always
received the information from the Killed one??? Strange!

Exemple:

Init list Kill an item Choose the next

_____ _____ _____

| Item One | Item One | Item One

| Item Two | Item Three | (Item Three)

| Item Three | |

If I look for Item One everything is alright, but when I look for Item Three I
receive the information from Item Two.

Thanks for any suggestions

Roger Beausoleil

1.201   KillItem in a GTListView Gadget

Date: 14 May 98 23:28:23 GMT

X-Plug: Xenolink, No. 1 BBS Software for the Amiga!

From: Simon Archer <bml@darkside.demon.co.uk>

Subject: KillItem in a GTListView Gadget

I watched as Roger Beausoleil entered 'KillItem in a GTListView Gadget' into
the terminal. "What's a Syntax Error?" asked Roger

RB> If I look for Item One everything is alright, but when I look for Item

RB> Three I

RB> receive the information from Item Two.

You need to DetachGTList from the gadget first before you
modify the list, then reattach it.

Simon Archer

1.202   Re: kinda related to Some Questions

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

Date: Sat, 09 May 1998 13:33:34 +1200

Subject: Re: kinda related to Some Questions

On 08-May-98, Steven Dobbs wrote:

>>

>> I would like to find a fast way of sorting a list of variables from

>> smallest to highest -basically because I'm work on a 3d game where I

>> would obviously like the furthest awayobjects to be drawn first (I

>don;t

>> have time for z-buffering), and since this will be changing all the

>time

>> it's important it gets recomputed

>>

>I will describe the method I am planning on using for the 3d side of my

>strategy space game, I havent done this part

>yet- it will primarily depends on the speed of the $(x^2+y^2+z^2)$. I
hope

>it is of some use.

> These are the distances^2 of one point on a polygon relative to the

>viewpoint (in a 3point polygon there is an extra

>defined refference point in the centre. I plan to do a bouble sort on

>this array that holds the distance^2 and pointers to

>polygon point data.

>Do you know what a bubble sort is?

>If not, a bouble sort is were you scan through the array, if the next

>record is lower than the last one then the records

>are exchanged. sort of lightest rises to the top, eventually after

>several passes the list is sorted perfectly.

A bubble sort is /very/ slow, the fastest sort that I know of is a

`Tree' sort (it's much faster than a `Quick' sort)- there was some Arexx

code on how to do it, in Amiga Format at the end of last year, and

there's some in the NRS Developer book for Blitz.

--

Anton Reinauer <anton@ww.co.nz>

1.203   kinda related to Some Questions

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

Subject: kinda related to Some Questions

Date: Thu, 7 May 1998 19:56:55 +0100

I would like to find a fast way of sorting a list of variables from

smallest to highest -basically because I'm work on a 3d game where I

would obviously like the furthest awayobjects to be drawn first (I don;t

have time for z-buffering), and since this will be changing all the time

it's important it gets recomputed

chris

1.204   Re: kinda related to Some Questions

Date: Tue, 12 May 1998 13:46:44 +0200

From: Manfred Linzner <Manfred.Linzner@munich.netsurf.de>

Subject: Re: kinda related to Some Questions

> >

> Bubble sort is the slowest but in the situation were things stay almost as well sorted from one frame to the next, it might

> be more efficient than the others. Is this logic correct?

>

For a small number of items bubble sort is quite good.

I would say if your item-number is less fifty then a

bubble-sort can be used without a big decrease in performace

(compared to other sort-algos)

--

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Manfred.Linzner@munich.netsurf.de aka Pink/aBYSS

http://homepages.munich.netsurf.de/Manfred.Linzner/

http://ABYSS.HOME.ML.ORG

-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+

1.205   Re: kinda related to Some Questions

Date: Fri, 08 May 1998 07:57:58 +0200

From: Manfred Linzner <Manfred.Linzner@munich.netsurf.de>

Subject: Re: kinda related to Some Questions

>

> I would like to find a fast way of sorting a list of variables from

> smallest to highest -basically because I'm work on a 3d game where I

> would obviously like the furthest awayobjects to be drawn first (I don;t

> have time for z-buffering), and since this will be changing all the time

> it's important it gets recomputed

>

One of the fastest sorts for very many polygons is RADIX SORT.

It´ used in the most games from the PLAYSTATION. Its not too accurate

but really fast.

Another solution would be a big linked list for every z value.

I.e. say that Z is between 0 - 65536

Now set up a linked list for all those entries. If you calculate your

polygons

then just put the polygone number into the z offset from your

linked-list.

You dont have to sort the list then. Just cruise through your list

when all polygons are inserted and just skid empty linked-list entries.

I dont know if this sorting method has a name or if its new or old..

i used it years ago for some demo thing..

--

-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+

Manfred.Linzner@munich.netsurf.de aka Pink/aBYSS

http://homepages.munich.netsurf.de/Manfred.Linzner/

http://ABYSS.HOME.ML.ORG

-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+

1.206   Re: kinda related to Some Questions

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Sun, 10 May 1998 23:44:38 +0200

Subject: Re: kinda related to Some Questions

On 09-May-98, Anton Reinauer wrote:

> >> I would like to find a fast way of sorting a list of variables from

> >> smallest to highest -basically because I'm work on a 3d game where I=

> >> would obviously like the furthest awayobjects to be drawn first (I

> >don;t

> >> have time for z-buffering), and since this will be changing all the

> >time

> >> it's important it gets recomputed

> >>

> >I will describe the method I am planning on using for the 3d side of m=

y

> >strategy space game, I havent done this part =

> >yet- it will primarily depends on the speed of the (x^2+y^2+z^2). I

> hope

> >it is of some use.

> > These are the distances^2 of one point on a polygon relative to the

> >viewpoint (in a 3point polygon there is an extra =

> >defined refference point in the centre. I plan to do a bouble sort on=

> >this array that holds the distance^2 and pointers to =

> >polygon point data.

Well, if you are making 3D GFX you do not need to calculate the distance!=

In fact this can lead to distorded picture, because the projection distan=

ce

is calculated to the projection plane not to the view point. So the Z

cordinate sorting is enough. There are of course some distortion due to t=

he

planes form, but the only way to avoid this is to make the planes from

smaller peaces or use zbuffering to avoid it completly.

> >Do you know what a bubble sort is?

> >If not, a bouble sort is were you scan through the array, if the next

> >record is lower than the last one then the records =

> >are exchanged. sort of lightest rises to the top, eventually after

> >several passes the list is sorted perfectly.

> A bubble sort is /very/ slow, the fastest sort that I know of is a

> `Tree' sort (it's much faster than a `Quick' sort)- there was some Arex=

x

> code on how to do it, in Amiga Format at the end of last year, and

> there's some in the NRS Developer book for Blitz.

Do you mean Binarytree sorting? it can be sorted with one pass, but it wi=

ll

take quite a while memory. This memory hungryness how ever doesn't matter=

when there are just say 1000 or less elements to sort out (takes about

(2n*log n) bytes of memory).

There where somebody who needed string sorting too. This can be sorted

kind a same way.

_____

| |

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

| EMail: sami.naatanen@dlc.fi |

| |

`--'

1.207   Re: kinda related to Some Questions

Date: Tue, 12 May 1998 11:56:03 BST

From: Steven Dobbs <kaum6@central.susx.ac.uk>

Subject: Re: kinda related to Some Questions

On Sat, 09 May 1998 13:33:34 +1200 Anton Reinauer wrote:

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

> Date: Sat, 09 May 1998 13:33:34 +1200

> Subject: Re: kinda related to Some Questions

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

>

> On 08-May-98, Steven Dobbs wrote:

>

> >>

> >> I would like to find a fast way of sorting a list of variables from

> >> smallest to highest -basically because I'm work on a 3d game where I

> >> would obviously like the furthest awayobjects to be drawn first (I

> >don;t

> >> have time for z-buffering), and since this will be changing all the

> >time

> >> it's important it gets recomputed

> >>

>

> >I will describe the method I am planning on using for the 3d side of my

> >strategy space game, I havent done this part

> >yet- it will primarily depends on the speed of the (xˆ2+yˆ2+zˆ2). I

> hope

> >it is of some use.

> > These are the distancesˆ2 of one point on a polygon relative to the

> >viewpoint (in a 3point polygon there is an extra

> >defined refference point in the centre. I plan to do a bouble sort on

> >this array that holds the distanceˆ2 and pointers to

> >polygon point data.

>

> >Do you know what a bubble sort is?

> >If not, a bouble sort is were you scan through the array, if the next

> >record is lower than the last one then the records

> >are exchanged. sort of lightest rises to the top, eventually after

> >several passes the list is sorted perfectly.

>

> A bubble sort is /very/ slow, the fastest sort that I know of is a

> `Tree' sort (it's much faster than a `Quick' sort)- there was some Arexx

> code on how to do it, in Amiga Format at the end of last year, and

> there's some in the NRS Developer book for Blitz.

>

> --

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

>

>

Bubble sort is the slowest but in the situation were things stay almost as well sorted from one frame to the next, it might be more efficient than the others. Is this logic correct?

dobbs

1.208   Re: kinda related to Some Questions

Date: Fri, 8 May 1998 10:57:58 BST

From: Steven Dobbs <kaum6@central.susx.ac.uk>

Subject: Re: kinda related to Some Questions

Blitzlist <blitz-list@netsoc.ucd.ie>

>

> I would like to find a fast way of sorting a list of variables from

> smallest to highest -basically because I'm work on a 3d game where I

> would obviously like the furthest awayobjects to be drawn first (I don;t

> have time for z-buffering), and since this will be changing all the time

> it's important it gets recomputed

>

I will describe the method I am planning on using for the 3d side of my strategy space game, I havent done this part yet- it will primarily depends on the speed of the $(x^2+y^2+z^2)$. I hope it is of some use.

These are the distances^2 of one point on a polygon relative to the viewpoint (in a 3point polygon there is an extra defined refference point in the centre. I plan to do a bouble sort on this array that holds the distance^2 and pointers to polygon point data.

Do you know what a bubble sort is?

If not, a bouble sort is were you scan through the array, if the next record is lower than the last one then the records are exchanged. sort of lightest rises to the top, eventually after several passes the list is sorted perfectly.

The reason why I'll use distance^2 is because it doesnt change much in a 3d game if the distances are large compared to velocity- it doesnt alter with alignment. This means that the bouble sort can be done slowly, so if youve got 100 polygons, you only go down say, 10 down the array. In 10 frames one pass is achieved, but it may take several passes to get it exactly right. Also, every frame, N number of polygons have their distance^2 reprocessed. The idea is that the

processing is kept to a minimun and you dont worry too much about the occasional error.

This way you many distant polygons hardly ever need to be reprocessed.

remember to reprocess the distance^2 of the nearest polygons if possible as these of obviously change the most

rapidly.

I hope this is of some help.

dobbs

1.209 Listview

From: Andreas Etzrodt <the_shark@gmx.de>

Date: Fri, 08 May 1998 15:11:22 +0100

Subject: Listview

Hello,

I managed myself to find a way to show the selected

item in Listview (-> that the bar stays there).

Just use "GTTags #GTLV_ShowSelected, GTGadPtr (0,1)"

where "0" is the # of the GTList and "1" is the

Gadget-ID. This works for me.

But I have a different problem now: I want to adjust

the listview right to the InnerHeight of a Window.

Do I have to pay attention to the Screenfont, the

loaded Font (e.g. Loadfont "XEN.font",11), the

border height and/or the InnerHeight of the window?

It should be somehow font-sensitive.

Bye,

Andy

--

Andreas Etzrodt "THE SHARK" - APC&TCP-AMIGA Club

I have made this letter longer than usual because I lack the time to

make it shorter.

-- Blaise Pascal

1.210 Re: Listview

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

Date: Fri, 08 May 1998 16:58:29 -0500

Subject: Re: Listview

Hi Andreas

On 08-May-98, Andreas Etzrodt wrote:

> Hello,

>

> I managed myself to find a way to show the selected

> item in Listview (-> that the bar stays there).

>

> Just use "GTTags #GTLV_ShowSelected, GTGadPtr (0,1)"

> where "0" is the # of the GTList and "1" is the

> Gadget-ID. This works for me.

>

> But I have a different problem now: I want to adjust

> the listview right to the InnerHeight of a Window.

> Do I have to pay attention to the Screenfont, the

> loaded Font (e.g. Loadfont "XEN.font",11), the

> border height and/or the InnerHeight of the window?

> It should be somehow font-sensitive.

Yes, all of these. Well, you don't need the font's NAME, but you must know

it's height. Also, be aware that a listview always opens to show an even

number of text lines so it may open a bit less than your requested height.

To make it open at the exact innerheight of a window, I calculate the

listview's height in text lines, then adjust the window height to fit to this,

it is not possible to accurately do this the other way.

I have sent an example to do this to Aminet/dev/basic (it makes a text reader

in a window, but this is really a GTlistview gadget that fills the entire

window.)

It is totally font-sensitive, and shows how to do all the needed calculations.

I have forgotten the name I sent it as, something to do with a text reader ;)

If you want, I can send it to you direct.

>

Yours electronically,

Curt Esser

camge@ix.netcom.com

1.211   Re[2]: Load Font problem

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

Date: Wed, 20 May 1998 05:23:53 -0500

Subject: Re[2]: Load Font problem

Hi Krzysiek

On 20-May-98, Krzysiek Jonko wrote:

> On Mon, 18 May 1998 16:08:36 -0500

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

>

>> Use IntuiFont (# of the font you wish to use for the GTgadgets)

>> Note that this must be a Blitz-recognized font - I'm not sure how you do

this

>> with OpenDiskFont_ ?

> To use command "Use Intuifont" I've to use font loaded by "LoadFont" but

> I CAN'T use LoadFont - I want to put my fonts in program directory

> instead in FONTS: So the only one solution is using "OpenDiskFont_"

>

>> Maybe the OpenFont_ command would work for this ?

> No, it doesn't.

> The problem is how to use command like "Use IntuiFont" with font opened

> by "OpenDiskFont_"... I've no idea how to solve this problem.

You could do it like this. First I make a temporary assign before loading any

fonts:

; add our fonts drawer to FONTS: assign

x$="Assign BeatBox2: "+Chr$(34)+Chr$(34) ;Assign to current dir.

Execute_ x$,0,0

Execute_ "Assign Fonts: BeatBox2:Fonts/ ADD",0,0 ;add our Fonts/ to Fonts:

Then, when program is ending I remove the assigns:

Execute_ "Assign FONTS: BeatBox2:Fonts/ REMOVE",0,0

Execute_ x$+" REMOVE",0,0

This allows the program directory to be moved to anywhere, yet always works

correctly. And doesn't need anything copied to Fonts: or added to user

startup, etc. The normal Fonts: assign is not altered, so the font can be

loaded from your own font drawer, or the main Fonts: drawer.

This way it is optional to the user if they want to copy your fonts to their

Fonts: they can, or they can just leave them where they are.

Another way might be to alter the information found in the Blitz font objects

to make it point to your font loaded by OpenDiskFont_ command.

But you would then need to restore this to it's original values before trying

to end your program.

Later...

--

Desk: A wastebin with drawers.

Yours electronically,

Curt Esser

camge@ix.netcom.com

1.212   Re[2]: Load Font problem

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

Date: Mon, 18 May 1998 16:08:36 -0500

Subject: Re[2]: Load Font problem

Hi FreeJack

On 18-May-98, FreeJack wrote:

> Hello Christopher,

>

>>> If you use OpenDiskFont_ *you CAN* use a path in fontname - *VERY* useful

>>> :)

>> OK, I know this solution 8)

>> Of course I can attach loaded font to any window but how can I change

>> font for any GT gadgets?

>> I want to have few gadgets - each one with different font. I was looking

>> for any tags but I couldn't find anything interesting.

> No idea ... when I had such problems in the past, I decide for shape Gadget

> which contains the Text (Shaded, 3D-Text, etc.)

Use the command:

Use IntuiFont (# of the font you wish to use for the GTgadgets)

Note that this must be a Blitz-recognized font - I'm not sure how you do this

with OpenDiskFont_ ?

Maybe the OpenFont_ command would work for this ?

You can change fonts as often as you like - even in the middle of creating a

GTgadget List.

>

>

Later...

--

In unanimity there is cowardice and uncritical thinking.

Yours electronically,

Curt Esser

camge@ix.netcom.com

1.213   Re: Load Font problem

(envelope-from MD.BE4.Student.eee.rgu.ac.uk@eee-student.eee.rgu.ac.uk)

20 May 98 11:29:03 0

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

Date: Wed, 20 May 1998 11:28:50 GMT0BST

Subject: Re: Load Font problem

On at , Krzysiek Jonko opened wide and rumbled:

> > Maybe the OpenFont_ command would work for this ?

> No, it doesn't.

> The problem is how to use command like "Use IntuiFont" with font opened

> by "OpenDiskFont_"... I've no idea how to solve this problem.

Can't you fill in the Blitz IntuiFont structure with the data you

get by using OpenDiskFont_. I can't remember the structures but both

will probably have a pointer to some font data and point size.

the type BlitzIntuiFont is not called that but is shown at the back

of the reference manual, or will be defined in one of the include

files in your blitzlibs: directory.

i.e.

*bif.BlitzIntuiFont=addr IntuiFont(0)

.

.

; OpenDiskFont_ stuff

.

.

*bif\FontData = *odf\FontData

.oO David McMinn Oo.

-=-=-=-=-==-=-=-=-

A1200T 1.3Gb 16xCD

-=-=-=-=-==-=-=-=-

1.214   Re: Load Font problem

Date: 18 May 98 17:57:48 +0100

From: FreeJack <klein21@ibm.net>

Subject: Re: Load Font problem

Hello Christopher,

>> If you use OpenDiskFont_ *you CAN* use a path in fontname - *VERY* useful

>> :)

>OK, I know this solution 8)

>Of course I can attach loaded font to any window but how can I change

>font for any GT gadgets?

>I want to have few gadgets - each one with different font. I was looking

>for any tags but I couldn't find anything interesting.

No idea ... when I had such problems in the past, I decide for shape Gadget

which contains the Text (Shaded, 3D-Text, etc.)

--

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

1.215   Re: Load Font problem

Date: 14 May 98 17:02:13 +0100

From: FreeJack <klein21@ibm.net>

Subject: Re: Load Font problem

>Standard LoadFont function is looking for desired font in FONTS:

>directory. I would like to specify WHERE this font is placed i.e.

>Work:/Directory/AntFont.font

>How can I do it?

If you use OpenDiskFont_ you can specify the path for example

"Work:Blitz/Biniries/Fonts/"

--

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

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

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

1.216   Re: Load Font problem

Date: 15 May 98 14:57:54 +0100

From: FreeJack <klein21@ibm.net>

Subject: Re: Load Font problem

Hi Rick,

>On 14-May-98, Krzysiek Jonko tapped "Load Font problem" on his keyboard...

>>Standard LoadFont function is looking for desired font in FONTS:

>>directory. I would like to specify WHERE this font is placed i.e.

>>Work:/Directory/AntFont.font

>>How can I do it?

>You can't. All the font commands in Blitz automatically look in the FONTS:

>assign. I can't speak for using the diskfonts.library directly tho.

If you use OpenDiskFont_ *you CAN* use a path in fontname - *VERY* useful :)

--

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

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

--

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

——— _ _

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

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

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

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

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

MS-DOS: the worst text adventure. Poor vocabulary and boring storyline.

1.217   Re: Load Font problem

From: Krzysiek Jonko <eteacher@amiga.org.pl>

Subject: Re: Load Font problem

Date: Wed, 20 May 1998 07:35:51 +0100

On Mon, 18 May 1998 16:08:36 -0500

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

> Use IntuiFont (# of the font you wish to use for the GTgadgets)

> Note that this must be a Blitz-recognized font - I'm not sure how you do this

> with OpenDiskFont_ ?

To use command "Use Intuifont" I've to use font loaded by "LoadFont" but

I CAN'T use LoadFont - I want to put my fonts in program directory

instead in FONTS: So the only one solution is using "OpenDiskFont_"

> Maybe the OpenFont_ command would work for this ?

No, it doesn't.

The problem is how to use command like "Use IntuiFont" with font opened

by "OpenDiskFont_"... I've no idea how to solve this problem.

>

> You can change fonts as often as you like - even in the middle of creating a

> GTgadget List.

OK 8)

/// Christopher Jonko

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

\V// eteacher@amiga.org.pl

\XX/ http://amiga.org.pl/~eteacher/

1.218   Load Font problem

From: Krzysiek Jonko <eteacher@amiga.org.pl>

Subject: Load Font problem

Date: Thu, 14 May 1998 07:43:05 +0100

Standard LoadFont function is looking for desired font in FONTS:

directory. I would like to specify WHERE this font is placed i.e.

Work:/Directory/AntFont.font

How can I do it?

PS. I don't want to uase ASSIGN command!

/// Christopher Jonko

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

\V// eteacher@amiga.org.pl

\XX/ http://amiga.org.pl/~eteacher/

1.219   Re: Load Font problem

From: Krzysiek Jonko <eteacher@amiga.org.pl>

Subject: Re: Load Font problem

Date: Mon, 18 May 1998 07:51:15 +0100

On 15 May 98 14:57:54 +0100

FreeJack <klein21@ibm.net> wrote:

> If you use OpenDiskFont_ *you CAN* use a path in fontname - *VERY* useful :)

OK, I know this solution 8)

Of course I can attach loaded font to any window but how can I change

font for any GT gadgets?

I want to have few gadgets - each one with different font. I was looking

for any tags but I couldn't find anything interesting.

/// Christopher Jonko

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

\V/// eteacher@amiga.org.pl

\XX/ http://amiga.org.pl/~eteacher/

1.220   Re: Load Font problem

From: Rick Hodger <thehub@cryogen.com>

Date: Thu, 14 May 1998 14:35:34 -0000

Subject: Re: Load Font problem

On 14-May-98, Krzysiek Jonko tapped "Load Font problem" on his keyboard...

>Standard LoadFont function is looking for desired font in FONTS:

>directory. I would like to specify WHERE this font is placed i.e.

>Work:/Directory/AntFont.font

>How can I do it?

You can't. All the font commands in Blitz automatically look in the FONTS:

assign. I can't speak for using the diskfonts.library directly tho.

/Rick/

--

==

Rick Hodger - Comms Programmer for #Corruption Software#

^^

Visit us at .... http://corruption.home.ml.org

EMail us at .... /corruption@thehub.u-net.com/

^^

PGP Key now available - Mail "getpgpkey" in body to -

/deskcorruption@thehub.u-net.com/

==

1.221   Re: Lock Windows

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

Date: Thu, 14 May 1998 18:52:48 -0500

Subject: Re: Lock Windows

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.1747868352.3

Hi Krzysiek

On 14-May-98, Krzysiek Jonko wrote:

> When I opening a window I want to lock ALL others window.

> I know - I can use RTLockWindow but this isn't the best method because I

> have to lock ALL other windows and I've to include one more library to

> EXE. In RKRM I've found some information about it - the best way to

> achieve this is opening a requester (size 0x0 or 1x1) ON my window. It

> locks ALL other windows. When I free this requester all is OK again.

> Is anybody using procedure like that in BLITZ?

I use the following code, which locks each window, and also sets the system

busy pointer (also works with pointer-spinning patches, etc.)

I call these statements from another which de-activates all the window gadgets

as well, otherwise they still can be "pressed", although nothing happens.

This all uses system commands, no libraries needed.

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

--BOUNDARY.1747868352.3

#Attachment stripped#

--BOUNDARY.1747868352.3--

1.222   Lock Windows

From: Krzysiek Jonko <eteacher@amiga.org.pl>

Subject: Lock Windows

Date: Thu, 14 May 1998 07:59:23 +0100

When I opening a window I want to lock ALL others window.

I know - I can use RTLockWindow but this isn't the best method because I

have to lock ALL other windows and I've to include one more library to

EXE. In RKRM I've found some information about it - the best way to

achieve this is opening a requester (size 0x0 or 1x1) ON my window. It

locks ALL other windows. When I free this requester all is OK again.

Is anybody using procedure like that in BLITZ?

/// Christopher Jonko

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

\V/// eteacher@amiga.org.pl

\XX/ http://amiga.org.pl/~eteacher/

1.223   Magic Ted Dock

From: Daniel Allsopp <dallsopp@enterprise.net>

Date: Thu, 07 May 1998 14:31:17 +0000

Subject: Magic Ted Dock

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.4269472.2

Hi all,

I've just spent all morning creating these dockicons for the TedDock program

which comes with the BSS.

To use them, if you want.....makesure you use the workbench palette (if you're

running MagicWB) and unarc this archive into Blitz2:SupportSuite/TEDDock/

Run TED Dock and choose the images from the TedDock drawer in the drawer

you've just un archived.

The blank one is for Run....which I couldn't get an icon for.....BTW i've

ripped the icons from YAM 2......as if you couldn't have noticed.

Copy the teddock.prefs file to envarc and/or env. Just copying to envarc will

require a reboot.

--

Cheers,

Daniel

--BOUNDARY.4269472.2

#Attachment stripped#

--BOUNDARY.4269472.2--

1.224   malloc of strings sux!!

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

Subject: malloc of strings sux!!

Date: Mon, 18 May 1998 20:59:13 +0100 (British Summer Time)

X-Authentication: IMSP

I had problems with memory allocation of strings.

In my BGP program, for example, I have one subroutine that takes a load

of strings, recombines them in different ways (by storing them in 4

temporary strings) and then puts them back. The problem is that while

that subroutine (crossover) is always using the same strings to do

stuff, it eats up my memory like mad.

Argh!

Christos Dimitrakakis (aka Olethros)

Electronic Engineer,

Software Developer for the Amiga computer

University of Essex

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

1.225   Re: malloc of strings sux!!

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

Date: Mon, 18 May 1998 15:59:43 -0500

Subject: Re: malloc of strings sux!!

Hi Christos,

On 18-May-98, C Dimitrakakis wrote:

> I had problems with memory allocation of strings.

> In my BGP program, for example, I have one subroutine that takes a load

> of strings, recombines them in different ways (by storing them in 4

> temporary strings) and then puts them back. The problem is that while

> that subroutine (crossover) is always using the same strings to do

> stuff, it eats up my memory like mad.

> Argh!

You can use the MaxLen command to force your strings always to use the same

memory space. Of course this is only good if you know ahead the maximum

length string you will be using.

Later...

--

The Law of Least Astonishment:

The most obvious way of doing something is the correct way.

Yours electronically,

Curt Esser

camge@ix.netcom.com

1.226   Menu and shortcuts

From: Krzysiek Jonko <eteacher@amiga.org.pl>

Subject: Menu and shortcuts

Date: Thu, 14 May 1998 07:50:44 +0100

Standard Menus and GTMenus don't supports BarLabels.

Besides there is a problem with Amiga Key shortcuts - whwn I use larger

font (i.e. 12 or 15 pixels height) Amiga key is still 8 pixel height.

Kickstart 3.0 supports scaling AMiga key logo - is anybody using an own

procedures to create menus (standard intuition)?

Most important for me are BarLabels - thanks!

/// Christopher Jonko

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

\V/// eteacher@amiga.org.pl

\XX/ http://amiga.org.pl/~eteacher/

1.227 Menu and shortcuts

Date: 14 May 98 23:31:46 GMT

X-Plug: Xenolink, No. 1 BBS Software for the Amiga!

From: Simon Archer <bml@darkside.demon.co.uk>

Subject: Menu and shortcuts

I watched as Krzysiek Jonko entered 'Menu and shortcuts' into the terminal.

"What's a Syntax Error?" asked Krzysiek

KJ> Most important for me are BarLabels - thanks!

Only GTMenus will support BarLabels. To acheive this leave the name field

blank:

GTMenuItem mlist,0,1,1 ; notice no "" on the end

That'll do it.

Simon Archer

1.228 More on Strings

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

Subject: More on Strings

Date: Tue, 19 May 1998 12:45:08 +0100 (British Summer Time)

X-Authentication: IMSP

OK, and what about strings declared within newtypes?

Newtype .blah

..

..

mystr.s

end newtype

How is the memallocation done in that?

Does the newtype keep a pointer to a dynamically allocated string, or

does it create a string of fixed length? (ie 255)

Christos Dimitrakakis (aka Olethros)

Electronic Engineer,

Software Developer for the Amiga computer

University of Essex

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

1.229   Re: More on Strings

(envelope-from MD.BE4.Student.eee.rgu.ac.uk@eee-student.eee.rgu.ac.uk)

20 May 98 11:38:49 0

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

Date: Wed, 20 May 1998 11:38:39 GMT0BST

Subject: Re: More on Strings

On 19 May 98 at 12:45, C Dimitrakakis opened wide and rumbled:

> How is the memallocation done in that?

> Does the newtype keep a pointer to a dynamically allocated string, or

> does it create a string of fixed length? (ie 255)

Pointer to a dynamically allocated string. Check this by doing a

program which changes a string within a newtype. Use the debugger to

stop the program before you change it and compare the address pointed

to with the address after it gets changed, i.e.

a\str = "Hello" ; Check contents of variable a using memory windows

Stop

a\str = "Goodbye" ; And again

.oO David McMinn Oo.

-=-=-=-=-==-=-=-=-

A1200T 1.3Gb 16xCD

-=-=-=-=-==-=-=-=-

1.230   Re: More on Strings

From: Matt Daniels <mattd@underused.u-net.com>

Date: Tue, 19 May 1998 20:47:21 +0000

Subject: Re: More on Strings

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.2017881776.2

HI,

Stuff about "More on Strings" kinda just happened,

so Christos Dimitrakakis got this together...

> OK, and what about strings declared within newtypes?

>

> Newtype .blah

> ..

> ..

> mystr.s

> end newtype

>

> How is the memallocation done in that?

> Does the newtype keep a pointer to a dynamically allocated string, or

> does it create a string of fixed length? (ie 255)

I did a quick test, and have included a little source that shows that

the newtype holds a pointer to the start of the string, terminated with

a null.

Use SizeOf .type to find out how long your Newtypes are. They seem

to be word aligned so a newtype holding 2 bytes is the same size as a

newtype holding 1 byte.

Ciao!

--

Matt Daniels

mattd@underused.u-net.com

www.personal.u-net.com/~underused

--BOUNDARY.2017881776.2

#Attachment stripped#

--BOUNDARY.2017881776.2--

1.231   Re: MUI problems...

Paris Sat, 30 May 1998 15:16:32 +0200 (MET DST)

Paris Sat, 30 May 1998 15:16:29 +0200 (MET DST)

From: Erwan Fouret <Erwan.Fouret@wanadoo.fr>

Date: Sat, 30 May 1998 14:55:03 +0100

Subject: Re: MUI problems...

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.7454.160.2016117872.1

Hi MinuteMan!

You wrote:

>I am working with the great EFMuiLib since some time

>and I gathered a lot of experience. Only one thing

>is sets me up: I cant get these damn popup-gadgets

>to work. ("Popstring.mui")

>The problem is this Hook-Stuff. Can anybody

>explain that to me or give me some example

>code how to code these gadgets? It should

>display a string-gadget with a button next to it, and

>when you press the button, a small list-window

>appears, in which you can select a string that is

>then displayed in the string gadget.

>Does anybody know how to do this?

You don't need a hook for that! I send an example

showing how to use it.

Bye!

/*************************************\

\ *Erwan Fouret* /

/ Erwan.Fouret@wanadoo.fr \

\ http://perso.wanadoo.fr/wanoo /

/ Alias #WanOO# (IRCNet/DALNet) \

\ Coder/Co-partner of Vivid Imagination /

/ Coder in the Phoenix Compiler Project \

*************************************/

--BOUNDARY.7454.160.2016117872.1

#Attachment stripped#

--BOUNDARY.7454.160.2016117872.1--

1.232   MUI problems...

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

Date: Mon, 09 Jan 1978 11:58:42 +0100

Subject: MUI problems...

Hi blitzers and mui-experts!

I am working with the great EFMuiLib since some time

and I gathered a lot of experience. Only one thing

is sets me up: I cant get these damn popup-gadgets

to work. ("Popstring.mui")

The problem is this Hook-Stuff. Can anybody

explain that to me or give me some example

code how to code these gadgets? It should

display a string-gadget with a button next to it, and

when you press the button, a small list-window

appears, in which you can select a string that is

then displayed in the string gadget.

Does anybody know how to do this?

Thanks in advance,

L. Hartmann

1.233   Multiplayer games (was... Re: More Planar Cpu Blitting stuff)

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

Date: Tue, 05 May 1998 19:28:07 +0100

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

Subject: Multiplayer games (was... Re: More Planar Cpu Blitting stuff)

Donovan Reeve wrote:

> Programers should think in terms of offering the player options to

> play as a team or allied with other players more often. I think games

> programers would be surprised to find how many people there are that don't

> want stupidly impossible or ego-trip games. People just want to have fun.

I must agree with this point totally. One of my sons favourite games is

still Parasol Stars because he can play with a friend _together_ as a

team.

This is cause for a lot of noise and laughter, more than with any other

game he has, including many on other platforms (PC and PSX).

This is a rare quality in a game and one I hope to impliment in one

of my future projects. I just hope that I can make a game which is as

enjoyable to play as he finds Parasol Stars, because at the end of

the day we all play games for the fun of it, after all that is what

games should be for.

See you,

Liz.

tucks@pavilion.co.uk

Amiga Programmer Blitz/C/Asm

"""

Corruption Software - Team Leader http://deskcorruption.home.ml.org

Email us at............ deskcorruption@thehub.u-net.com

Current Project.......... Dafel:Bloodline

"""

1.234 MULU.L

From: Paul West <paul@stationone.demon.co.uk>

Date: 8 May 98 01:23:57 +0000

Subject: MULU.L

Hi.

I am very annoyed to have just found a serious bug in my programming.

It's not so much an error of algorithm nor of syntax. Fact is that

the `MULU' instruction cannot handle big enough numbers.

I use MULU a LOT to work out byte values such as how many bytes are in

a bitplane or how many bytes are in total of all bitplanes.

If I try to allocate a bitmap any larger than about 800x600 the number

of bytes in one bitplane gets close to and goes beyond 65536 - the

maximum allowed for a word, and MULU only takes word operands. 800x600

might be a screen resolution but it is totally unacceptable because

I'm supposed to be handling very large superbitmaps in fastram. Even

if I could deliberately reserve enough memory, much of the program

still wouldn't work properly.

So it seems that the MULU that has been implemented is only the one

which takes two 16-bit inputs and produces one 32-bit output. The

32-bit output is fine, plenty big enough, but the inputs are too

limiting.

In all processors from 020 upwards there are other MULU instructions -

`MULU.l' mainly, which can take two 32-bit inputs and produce a 64-bit

output in two regs. That would be fine because it would let me have

larger inputs which are not likely to exceed a single 32-bits of

output. But this is of course not part of the blitz language. And

blitz's restraint on higher processors is one of the things I hate

about it.

Can anyone see a way I might be able to get around this? I need to be

able to multiply two numbers which can be anything up to 32000 or so,

produce an output, and then multiply that output by another number. In

other words, I am allowed a bitmap width of up to 32000, height of up

to 32000, and depth of up to 8. These all have to be multiplied

together, and similarly sized operations are performed in many places

in my library code. I was none too pleased for the miggy to crash when

I tried a 3000x2000 bitmap - and on hardcoding it to return the result

in d0, it had a piddly little number, obviously because the input was

too large.

Any ideas? Any way out of this? There's no way I can hardcode seperate

adds and shifts because I don't know what the variables will be. Do I

have to use those blasted `dc.l' things? I've got a lot of MULU's

using a lot of different registers. Do I have no choice but to limit

the size of my bitmaps? For my OWN game I was wanting something at

least like 1280x1024. I'm really annoyed about this.

Help. Please, before I start crying.

--

Paul.

1.235 MULU.L

From: Paul West <paul@stationone.demon.co.uk>

Date: 8 May 98 02:28:49 +0000

Subject: MULU.L

Hi.

I've worked out a way to get around the mulu.w problem I reported just

recently.

I wanted to be able to find out the amount of bytes that a given

bitmap would consume. The width could be up to 32000, the height up to

32000, and the depth up to 8.

So I figured mulu.w wasn't up to the job.

`But wait', it suddenly dawned on me... I /actually/ am working with a

variable called "ByteWidth", and it stores the width in bytes, not

pixels. And it just so happens that it is therefore 8 times smaller.

And what other 8 do we have? The 8 bitplanes. So by rearranging the

mulu's, I can not attain my result:

move.w #32000/8,d0 ; ByteWidth

move.w #8,d1 ; Depth

mulu.w d0,d1 ; ByteWidth*Depth - result will not be >32000

move.w #32000,d0 ; Height

mulu.w d0,d1 ; (ByteWidth*Depth)*Height

Isn't that nice! It can handle screens up to nearly 1 gigabyte in

capacity! :)

My actual data is not immediate values like that, it's data registers,

but it's to describe what's going on. The numbers are theoretical

maximums.

My other alternative was to have a single mulu.w to handle a

multiplaction up to 32000x32000, and then to do a non-mulu multiply to

handle the bitplane depth (1..8). This could be a combination of

shifts and adds. Would be a bit messy though and need more code.

And if you're wondering why I limit my sizes to 32000 instead of

whatever 2ˆ15 is, or even 65536, it's because I'm lazy.

:)

--

Paul.

1.236   My lil bot game.....

From: Dave Newton <Dave@nbsamiga.demon.co.uk>

Date: Wed, 13 May 1998 13:47:34 -0000

Subject: My lil bot game.....

Hi again,

It seems that my lil bot example game has a variable clash with a userlib

(I don't use them thesedays) function. Just search and replace all the

'length' assigns to '_length' (Their are 2 on one line, so watch out!!).

It never clashed before (because I used BB2 V1 to write it). I have the

corrected version if anyone wants it. Thanks to Rui de Carvalho for pointing

that out (and you can put it on your web site too if you want...it's

free......).

Dave

--

____ _____

/ __ \/ ___/ __ \

/ /_/ / /__/ / /\

/_____/____/_/ /_/ / IRC - COolWAve

_____\/_\/ Dave Newton - Dave@nbsamiga.demon.co.uk (NBS)

1.237   Need help

From: "Paul West" <paul@stationone.demon.co.uk>

Date: 6 May 98 18:32:39 +0000

Subject: Need help

Hi.

I need some speedy help, if you can.

In my lib I have run into a design difficulty with the format in which

I am storing my bobs. I have a CPUBobs structure. At the beginning of

the structure there is one longword for every bob, which is an offset

in bytes to get to the base of the CPUBob structure for each
individual bob. Following that jumptable is a series of CPUBobs. The
CPUBob structure is about 20 bytes of fixed data, but then any
variable size depending on the size of the bob and the optimisations
of its storage (to speed up data retrieval).

At present I set up a CPUBitmap, which is a custom structure, which
points to some memory but does not specifically hold any bitmap data
of its own. Then I have another custom structure - a CPUPseudo, which
is like a bob but does not hold data either. It describes where the
bob is going to be picked up from and some things which are going to
be done to the data during compilation, such as turning it upside
down, masking bitplanes, etc. Then there is a compile instruction
which is supposed to go through the bank of CPUPseudos and compile
them into a single bank of CPUBobs, processing the data extracted via
the CPUBitmap.

You then end up with a single bank of memory containing standalone
CPUBob objects ready for blitting. This bank would be saved perhaps
and loaded into the game where blitting would take place. I designed
it like this because I wanted to have a map editor and some way of
describing the whereabouts of bobs on resource bitmaps and what to do
with them to get them ready for the game to display. This is kind of
an `off-line' process with the basic idea that you're gunna know what
all of the bobs are gunna be before the game starts, their dimensions,
what type they are, what bitplanes they use, what masking is to be
done, etc... There is to be at some stage some kind of a script
language like the old AMOS's `AMAL' (AMos Animation Language), perhaps
called BLAL (obviously). This would be used to create much of what
goes on in the game.

However. It has come to my attention that it would be useful to be
able to specify some bobs in a single program that wants to use them
in that same program, and that they might be stored somewhat variably.
This causes havock with the compilation method. How would I possibly
handle individual bobs that the program wants to add and use straight
away? It could be possible to set up dummy bobs of the right
dimensions at the start of the program and compile space for them, and
then grab data into existing bob-space. Which I might have to do. But
still there is this somewhat predefined limit on how many bobs can be
created. Presently you are allowed an unlimited number of CPUPseudo
banks containing up to something like 32000 in each, and each of those

banks has a single pointer to the number of a CPUBitmap. So you can

have multiple bitmaps as your resource. You are also allowed as many

CPUBitmap banks as you like, and as many CPUBob banks as you like.

Presently you have to tell the lib which bank you are currently using,

and at the moment it is designed to compile only one bank of Pseudos,

which means only one bitmap resource, into one CPUBob bank. I feel

this is limiting.

What can I do to provide greater flexibility and the ability to handle

individually created bobs without causing mass fragmentation of memory

space? I notice blitz has a `maximum' bob number. Is that the same

kind of limitaton? I can allocate empty bob space I suppose but it

would have to be for bobs of a preset size. How can I overcome that?

Does blitz use a linked list or something?

Any ideas would be welcome. I am working on this straight away so I

might solve it myself but I would really appreciate any suggestions or

approaches that might cover more applications without sacrificing

speed. I presume a grab-bob command could be created that compiles a

bob during the grab (it would have to, to support the blit routines

anway). But I'm not sure how to handle the fact that the bobs you want

to add might be any size, and that I have multiple Pseudo resources

and possibly multiple bob banks. Should I compile all Pseudo banks

into one bank? How can I tell the lib which Pseudo banks to compile?

Normally I have to `use' one bank at a time, which tells the lib a

base address and number of things that can be stored there, only. Do I

need some other structures? A linked list attatched to my jump table?

Could turning the structures into `real' blitz objects be a way to

solve some of these problems? Or should I perhaps set a limit to how

many banks can be used and store all the addresses of them in a table

in the lib (dc.l's)?

I'm working feaverishly on this right now but any help would be

appreciated.

--

Paul.

1.238   Need Help?

From: Jake Frederick <gonzo@acadia.net>

Date: Fri, 06 Jan 1978 19:14:31 +0500

Subject: Need Help?

I am starting a web page about Amiga games and I would like to include a
section where people can find projects that need help. If you have a project
and need some assistance with programming, music, graphics, etc. then e-mail
me with the name of the team or current programmers, details about the game,
what you are looking for, and your ambitions for the project (freeware,
shareware, commercial, etc.) If you're looking for a project or just people to
collaborate with feel free to write as well.

--

-iF-

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

-iNFINITE-

1.239   Needed: a few brave souls

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

Date: Thu, 21 May 1998 09:53:31 -0500

Subject: Needed: a few brave souls

Hi Everybody,

Well, thanks to all your help, our BeatBox2 program is almost complete.

Now we need a few beta-testers. Especially needed is someone with an ECS
system, someone with a GFX card, and someone who uses Visual Prefs.

BeatBox2 is a music editing program, but with a (hopefully) easy to use GUI
interface rather than the hex-number system used by trackers.

And no, it does NOT (not yet anyway) load or save in standard tracker format.

It should work with NTSC or PAL, and any Amiga system.

Program requires: WB 2.xx >

HD

Some musical instrument (or other) iff sound samples

If you don't have any instrument samples and are interested, I can send you
some of these too, if requested.

Anyone who is interested, please reply direct to me. The beta version should
be ready this weekend. Let me know if you prefer the program arced with LHA
or LZX, and also what your system is.

Oh, and of course beta-testers get a free keyfile, which will work with all
future versions of the program.

Thanx...

--

Facts do not cease to exist because they are ignored.

Yours electronically,

Curt Esser

camge@ix.netcom.com

1.240   Re[2]: Needed: a few brave souls

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

Date: Fri, 22 May 1998 07:01:49 -0500

Subject: Re[2]: Needed: a few brave souls

Hi Everyone,

Thanks to all of you who responded to my request for beta-testers.

We have plenty now, so no more please.

I only hope we get as many registered users ;)

All beta-testers will recieve the beta version over the weekend.

Thanx...

--

You have the right to remain silent. Anything you say will be

misquoted, then used against you.

Yours electronically,

Curt Esser

camge@ix.netcom.com

1.241   Re: Neural networks (Was: future of computer games)

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

Date: 8 May 98 20:33:55 +0100

Subject: Re: Neural networks (Was: future of computer games)

Previously in Life Paul West(paul@stationone.demon.co.uk) had this to say:

> > I think that fellow blitz coders might want to start experimenting with ginnetic algorithms and other techniques

> > borrowed from nature like virtual ants to solve network problems. For example in a game I am trying to make, a

> > kind of fancy LoreOfConquest - a PD space strategy game where you move ships about conquering things, I

> > plan to use a bunch of vitual ant networks to locate threats and balance out the defencive and agressive

> > responses to the players activities.

For those of you interested in neural networks and genetic algorithms,

I will upload a few sources for these techniques to my homepage

tonight. I chose a module on these techniques at Uni last semmester

and the sources are my courseworks. They cover the basics of the

techniques and are reasonably commented, but if you have any questions

then feel free to mail me and I'll try and help you out. The sources

are for Borland C but should be easy enough to convert to Blitz. My

URL is in my .sig, look in the programming link.

later..

--

Stevie W.

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

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

1.242   New Amiga :)

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

Date: Sat, 16 May 1998 01:08:43 +0000

Subject: New Amiga :)

Hi everyone,

Don't want to start anything (don't reply!),but for

those not paying attention,check out www.amigainc.com

New Amiga OS 4 due in November :)

And new system!

YAAAAYYY!!!!

See ya,

--

James L Boyd

jamesboyd@velvety.demon.co.uk

Team *AMIGA*

1.243   Re[2]: New Amiga :)

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

Date: Sat, 16 May 1998 10:06:01 +0000

Subject: Re[2]: New Amiga :)

On 16-May-98, Peter Thor churned out *this* drivel:

> The 15-Maj-98, James L Boyd wrote:

>

> > Hi everyone,

>

> > Don't want to start anything (don't reply!),but for

> > those not paying attention,check out www.amigainc.com

>

> > New Amiga OS 4 due in November :)

>

> > And new system!

>

> New system? Its old, its aged - its intel.

Apparently,it seems that OS 4 will be mainly for developers,

using a PCI card to develop for the big one,which will be OS 5...

So this card plugs into a PC,and developers can program for the

next generation of hardware - see CU Amiga's news section on their

site... www.cu-amiga.co.uk

Hey,this isn't really the place for this stuff - it was just to

let the slow people know ;)

See ya,

--

James L Boyd

jamesboyd@velvety.demon.co.uk

Team *AMIGA*

1.244   Re: New Amiga :)

Sat, 16 May 1998 02:45:35 +0200 (MET DST)

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

Date: Sat, 16 May 1998 02:45:10 -0500

Subject: Re: New Amiga :)

The 15-Maj-98, James L Boyd wrote:

>Hi everyone,

>Don't want to start anything (don't reply!),but for

>those not paying attention,check out www.amigainc.com

>New Amiga OS 4 due in November :)

>And new system!

New system? Its old, its aged - its intel.

--

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! -.

1.245   Re[2]: Newtype, List()

From: Andreas Etzrodt <the_shark@gmx.de>

Date: Thu, 21 May 1998 17:22:35 +0100

Subject: Re[2]: Newtype, List()

Hello Anton

On 21-Mai-98 Anton Reinauer wrote about:

> On 21-May-98, Andreas Etzrodt wrote:

>> Hello,

>

>> my latest problem:

>

>> I have NewType like this:

>

>> NEWTYPE.Eintrag

>> Dummy.w

>> Titel$

>> Darst$

>> End NEWTYPE

>

>> And a List-Object with the type of my NewType:

>

>> Dim List Liste.Eintrag (999)

>> USEPATH Liste()

>

>> Now I would like to store *one* Item of this List

>> into another variable of the type .Eintrag - Not

>> the list, like a=b where a is newvariable.Eintrag

>> and b is the current List-Item.

>

>> What do I have to write?

>

> Deftype newvariable.Eintrag

>

> newvariable\Titel= Liste()\Titel

>

> When you are at the appropriate point in your list

>

thanks, but what do I have to write to copy the whole newtype

contents (not just \Titel)?

Regards,

Andreas

1.246   Newtype, List()

From: Andreas Etzrodt <the_shark@gmx.de>

Date: Wed, 20 May 1998 14:06:45 +0100

Subject: Newtype, List()

Hello,

my latest problem:

I have NewType like this:

NEWTYPE.Eintrag

Dummy.w

Titel$

Darst$

End NEWTYPE

And a List-Object with the type of my NewType:

Dim List Liste.Eintrag (999)

USEPATH Liste()

Now I would like to store *one* Item of this List

into another variable of the type .Eintrag - Not

the list, like a=b where a is newvariable.Eintrag

and b is the current List-Item.

What do I have to write?

Thanks in advance for your answer,

Andy

--

Andreas Etzrodt "THE SHARK" - APC&TCP-AMIGA Club

Politicians should read science fiction, not westerns and detective

stories.

-- Arthur C. Clarke

1.247   Re[3]: Newtype, List()

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

Date: Fri, 22 May 1998 13:48:29 +1200

Subject: Re[3]: Newtype, List()

On 22-May-98, Andreas Etzrodt wrote:

>>> What do I have to write?

>>

>> Deftype newvariable.Eintrag

>>

>> newvariable\Titel= Liste()\Titel

>>

>> When you are at the appropriate point in your list

>>

>thanks, but what do I have to write to copy the whole newtype

>contents (not just \Titel)?

newvariable\Dummy= Liste()\Dummy,Titel,Darst

That should fix your problem :-)

Anton Reinauer <anton@ww.co.nz>

1.248   Re: Newtype, List()

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

Date: Thu, 21 May 1998 15:28:17 +1200

Subject: Re: Newtype, List()

On 21-May-98, Andreas Etzrodt wrote:

>Hello,

>my latest problem:

>I have NewType like this:

>NEWTYPE.Eintrag

> Dummy.w

> Titel$

> Darst$

>End NEWTYPE

>And a List-Object with the type of my NewType:

>Dim List Liste.Eintrag (999)

>USEPATH Liste()

>Now I would like to store *one* Item of this List

>into another variable of the type .Eintrag - Not

>the list, like a=b where a is newvariable.Eintrag

>and b is the current List-Item.

>What do I have to write?

Deftype newvariable.Eintrag

newvariable\Titel= Liste()\Titel

When you are at the appropriate point in your list

--

Anton Reinauer <anton@ww.co.nz>

1.249   nothing to do with blitz

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

Subject: nothing to do with blitz

Date: Thu, 14 May 1998 19:43:11 +0100

I just thought you's all appreciate this tag I was sent:-

"The day Microsoft make a product that doesn`t suck is the day they

start

making vacuum cleaners."

1.250 Re:Into the Unknown

11 May 98 10:27:08 +0000

From: "Dalai" <A1JONATH@doreen.rainhammark.kent.sch.uk>

Date: Mon, 11 May 1998 10:26:40 GMT

Subject: Re:Into the Unknown

I thought Paul West's thoughts were a refreshing change from 'Blit this'

and 'Gadtools that'. And Minuteman's cyborgs were even better... :)

Dalai.

1.251 NTSC/PAL

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

Subject: NTSC/PAL

Date: Tue, 5 May 1998 20:39:23 +0100

how do I force my game to open a PAL display when the workbench is set

to open all at Ntsc?

1.252 okay, what is it then?

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

Subject: okay, what is it then?

Date: Sun, 24 May 1998 13:25:04 +0100

Right, I really would like to know what a COPList is. Everybody seems to

agree that it's an essential thing, and I don't understand it. Probably

because most of my blitz knowledge until joining the list consisted of

what I read in the oh-so-helpful manual for 2.15.

please please explain

Chris

1.253 Re: okay, what is it then?

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Sun, 24 May 1998 17:06:44 +0500

Subject: Re: okay, what is it then?

On 24-May-98, C.J.R.Jarvis flashed:

>Right, I really would like to know what a COPList is. Everybody seems to

>agree that it's an essential thing, and I don't understand it. Probably

>because most of my blitz knowledge until joining the list consisted of

>what I read in the oh-so-helpful manual for 2.15.

>please please explain

A coplist, or copper list, or co-processor list to spell the full real

name out is simply a list of instructions directly to the video co-processor

directing it exactly what to do in controlling the raster beam as it scans

down the crt (cathode ray tube) of the monitor. Thru creating special

coplists you can do lots of cool visual effects. In Blitz it makes it

possible (among other things) to split the display into several totally

different sections one above the other but not overlaping which can be

very useful as the sections do not have to have the same charecteristics

such as pixel resolution or color resolution. Blitz actually creates the

special coplists for you, all you have to do is set the parameters.

Catcha later,

Donovan Reeve (bubby.lnk@ispi.net)

1.254   Re: okay, what is it then?

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Sun, 24 May 1998 00:21:07 +0200

Subject: Re: okay, what is it then?

On 24-May-98, C.J.R.Jarvis wrote:

> Right, I really would like to know what a COPList is. Everybody seems t=

o

> agree that it's an essential thing, and I don't understand it. Probably=

> because most of my blitz knowledge until joining the list consisted of

> what I read in the oh-so-helpful manual for 2.15.

Those are Copperlists ie CoProcessor Execution lists. List contains

instructions that are executed independently from the CPU.

Copper can control display, audio and even blitter.

It can change colours at 8 pixel resolution (faster if higher fetch mode)=

=2E

_____

| |

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

| EMail: sami.naatanen@dlc.fi |

| |

`--,

1.255   Re: Online Games

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

for <blitz-list@netsoc.ucd.ie>; Tue, 5 May 1998 19:46:43 +0000

Date: Tue, 05 May 1998 20:45:08 +0100

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

Subject: Re: Online Games

Paul Burkey wrote:

> It's not hype. It's just something that appeals to a lot of people.

> I could easily say that Quake is just hype, simply because it doesn't

> really interest me. While we're at it I think Football is just hype :)

Well if we were to talk in percentages here it would be different

Even if only 10-20 percent of PC owners were on the net thats a lot

because of the amount of PC owners, But computer mags seem to say

that you need to be on the net because everyone else is on it, Now

this IS hype, as at least 60% of computer owners wouldn`t be on the

net.

I know Quake is popular on the net but, I`m sure there are a lot of

Quake players who aren`t on the net also , don`t forget them!.

> > I agree that it`s mainly hype, How many people can afford to spend

> > allday playing C&C online?

>

> I spend an hour most days on IRC, I'd quite like to spend that time

> playing a game. Maybe play it for a few hours on weekends. It dosn't

> have to be all day.

I didn`t say it needed to be all day! but you cut that part!

I said You need to play all day to stand a chance of getting to the

top of the score board. I tried to get to the top my self but I could

only play about 5-10 games a night and when I checked the score board

others had played 30+ games by the next day.

Someone also said people can afford to spend all day playing C&C, this

is wrong , some can for sure but if you check the score board the top

200 - 300 maybe play a lot of game but after that the number of games

a person lower down has played drop very fast the further down you go.

I know you might disagree so check it your self :)

http://www.Westwood.com/westwoodonline/tournaments/redalert/heroes.html

And I don`t think 200 - 300 World Wide is many people.

Actually I just checked it and is not so bad right because westwood

must have reset the scores again , check it in a week :)

> > I agree games should be multiplayer online if they can be, but it`s

> > not everything.

>

> For me and many others it IS everything :) We're just getting into personal

> tastes here though.

I know some people love playing games online , I do ! although as I

said

I don`t like throwing money down the Toilet when the other guy is

clearly

cheating.

But when I said not everything I was actually talking about market

size.

Btw: Do you play Founation online or is that something your going to

add.

Dave

1.256   Re[2]: Online Games

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

Date: Tue, 05 May 1998 22:28:05 +0000

Subject: Re[2]: Online Games

Hi,

> > I spend an hour most days on IRC, I'd quite like to spend that time

> > playing a game. Maybe play it for a few hours on weekends. It dosn't

> > have to be all day.

>

> I didn`t say it needed to be all day! but you cut that part!

> I said You need to play all day to stand a chance of getting to the

> top of the score board.

You're talking about one game though. C&C isn't the be all and end all of

online games. Online gaming is more about gathering people together to

enjoy their hobby together. That could be taken to all kinds of directions

from the basic "killing eachother" idea of C&C to the opposite end where

people can meet eachothr and become friends using IRC. I introduced a friend

of mine to IRC about 18 months ago and now he's married to a woman he met

who lived thousands of miles away. Sure, IRC isn't a game but games can

allow such features as chatting and sharing experiences.

> And I don`t think 200 - 300 World Wide is many people.

> Actually I just checked it and is not so bad right because westwood

> must have reset the scores again , check it in a week :)

There are *many* thousands of people playing online games every day. As

I said before C&C isn't the only choice. It's probably the worst example

of them all but it is a popular example.

>

> I know some people love playing games online , I do ! although as I

> said I don`t like throwing money down the Toilet when the other guy is

> clearly cheating.

> But when I said not everything I was actually talking about market

> size.

Yes and the market size is huge.

> Btw: Do you play Founation online or is that something your going to

> add.

It's somthing I'm adding when my beta testers have all got their CD's.

The game was too big to distribute durring development.

Cheers,

--

Paul Burkey <burkey@bigfoot.com>

http://burkey.home.ml.org

"I had a friend who was a billionaire. He got all that money cause he's

the guy that designed those little diagrams that show you which way

the batteries go in..."

-- Stephen Wright

1.257   Re: OpenDev

From: Dave Newton <Dave@nbsamiga.demon.co.uk>

Date: Sun, 10 May 1998 06:05:21 -0000

Subject: Re: OpenDev

> *CUT*

There's my example of opening the keyboard.device (which is the same,

as you still need an iorequest) at http://homepage.esoterica.pt/~grim

under misc/example of reading the keyboard. Hope that helps

Dave

--

```
____ _____
/ __ \/ ___/ __ \
/ /_/ / /__/ / / /\
/_____/____/_/ /_/ / IRC - COolWAve
_____\/\_\/ Dave Newton - Dave@nbsamiga.demon.co.uk (NBS)
```

1.258 OpenDev

From: Rodney Norton <rodneyn@speednet.com.au>

Date: Sun, 10 May 1998 14:03:18 +1000

Subject: OpenDev

Folks...

I have been having trouble with my Apollo 060 board, with it not

recognising the CPU60 command unless the SCSI-Apollo.device

has been accessed (opened). I can do this by running SCSI Mounter

and sticking a Zip disk in my Zip drive, but this gets cumbersome

quite easily.

I was wondering though, if I could write a small prog that opens

the SCSI-Apollo.device and then closes it again, plain and simple,

it would fix my problems...

So I tried to do this:

OpenDevice_(devName,unit,ioRequest,flags)(a0,d0/a1,d1)

CloseDevice_(ioRequest)(a1)

There is only one problem... What are the 'ioRequest' and 'flags'

components meant to be ?

The code should be:

OpenDevice_(SCSI-Apollo.device,6,?????,?????)

CloseDevice_(?????)

HELP ! :)

RodderZ

--

+--+

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

| Email :rodneyn@speednet.com.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.

1.259 OpenDiskFont_

Mon, 11 May 1998 23:39:09 +0200 (MET DST)

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

Date: Mon, 11 May 1998 23:29:40 -0500

Subject: OpenDiskFont_

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.7435.2020.119103256.2

Attached is an example of how to use the *OpenDiskFont_* to attach a font to a

window.

What i'm wondering is how legal this peice of source is becuase i did it in

about 15 mins not really thinking about what i did, though it worked =)

What i've been thinking is about why the diskfont.library doesnt have to be

opened? or does it automatically get opened in some way?

//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! -.

--BOUNDARY.7435.2020.119103256.2

#Attachment stripped#

--BOUNDARY.7435.2020.119103256.2--

1.260 Re: Optimizing

Sat, 23 May 1998 10:35:10 -0400

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

Subject: Re: Optimizing

Date: Sat, 23 May 1998 10:50:25 -0400

>> I've thought about this before but switched to C (on a PC) coding

>> before actually implementing anything. :)

> Will you be planning on going back some day? =)

Well, I still have my Amiga, just haven't "fired it up" recently.

Every so often I get the urge to mess around with the Amiga,

check out some program, etc.

>> I think this sort of design could result in a SIGNIFICANT speed

>> increase if written in Assembler, of course. I wouldn't be surprised

>> if even the BLITZ version could outperform the for...next rectshit

>> style either.

> yes, and is should be written in pure asm to accomplish the speed,

> i mean, i'm tired of the darn slowdown when checking for hits and

> so on and it would be really nice to have a faster way of doing the

> coll-detects.

True. I'd probably write it in BLITZ first, then when it's working

perfectly and the design is optimized to the max convert it to Asm

to max out the processing speed.

> How does a system where you put up something like this sound for

> a start:

> Setup an array who holds all the information you need when doing

> the coll, maybe you could use an array or a list, in it you store all

> that you need to know, limits of shape, current position, maybe even

> a variable who can determine IF the shape should be taken into

> account in the current colldetect?

Sounds good. The flag stating whether the object is active (ie. should

be considered in the collision-detection process) or not is something

I considered as well as there are many times when enemies and

such are off-screen and there's simply no sense in wasting the time

to perform the collision detection. On the other hand, it adds one

additional check to the inner loop which is not good.

If you're using a static array then it would be the way to go.

> Or should the whole array/list ONLY contain the shapes who WILL be

> taken into account? (eg. you setup the array/list with shapes you

> want to check for colldetect as you go along moving and updating

> them etc rather than having a controlling variable within the

> array/list) - did you get that?? =) phew hehe

Yes, while the aforementioned static array would work quite well,

I think a dynamically managed list (not the BLITZ list, rather our

own linked-list) would be the best method for both maximum

flexibility as well as speed.

This way, you simply have two lists: The "inactive" list which

contains the objects currently NOT on screen and a second "active"

list which contains all objects currently on screen.

Objects would simply pass from one list to another as they enter/

exit the visible display.

All objects present in the "active" list would be processed in the

collision-detection system.

This would limit the usefulness of such a collision detection system

as only those people who use the active/inactive system of object

management would fully benefit from the collision routine, but

any serious project is probably already using such a system.

Hmm... talking about this is really tempting me to take a crack at

the basic collision-detection model. I doubt that I will have time,

but if I do then I will throw something together and e-mail you

directly.

Garfield Benjamin e-mail:gbenjam@sosbbs.com

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

1.261   Optimizing

Fri, 22 May 1998 20:16:47 +0200 (MET DST)

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

Date: Fri, 22 May 1998 20:13:54 -0500

Subject: Optimizing

Hi Blitzers!

I've though about something, now with all the talk about Chunky CPU Routines

but also new fastram blitting routines i stumbled upon a though the other day.

How fast is Blitz shapeshit/spriteshit (etc) detection???

Could it be speeded up with own custom routines, or is it really as fast as

possible already?

Does anybody have any opinions about this?

--

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! -.

1.262   Re: Optimizing

Sat, 23 May 1998 02:53:22 +0200 (MET DST)

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

Date: Sat, 23 May 1998 02:22:05 -0500

Subject: Re: Optimizing

The 22-Maj-98, Garfield Benjamin wrote:

> I've thought about this before but switched to C (on a PC) coding

> before actually implementing anything. :)

Will you be planning on going back some day? =)

> Anyway, I'm quite sure the Blitz shapeshit/rectshit routines could

> be improved.

> I remember when I first threw together my BLITZ game Turbo

> Invaders (available from my Amiga/BLITZ page), I had around

> sixteen small aliens flying around with no slowdown, but when I

> added rectshit for the collision detection, the speed dropped to

> about half!!!

> This was on the A600 and I soon upgraded to an A1200 (well,

> CD32+SX-1 expansion actually) with FastRAM which accelerated

> everything dramatically.

Know that one, well adding FastRAM always speeds things up, we all know that.

> From that experience I would say that rectshit is a major bottleneck

> in games performance.

Agreed.

> I don't think an optimized version of that routine would give much

> of a speed increase (maybe 25-30%), but what I considered doing

> was creating a multiple object collision system.

> This is the way to achieve maximum speed: a routine that checks

> for collisions between one object and many other objects all "at

> once" so to speak. Say, the player's character is checked against

> fifteen enemies, or a player's shot is checked against fifteen

> enemies. This removes the overhead of the for next loop and

> repeated passing of parameters to the rectshit function.

> I was thinking of something like this:

> Create an .object NewType...

> Create player.object

> Create enemy(20).object array

> Create pointers to player and enemies array

>

> Check collisions with one call to function...

> collision=CheckMany{*player, *enemy(0), NumEnemiesToCheck}

I've though about something similar too, though maybe an array where you store

what shapes you wanna do the coll-detection with should exist (or something

similar)

> this routine would then pull the info directly from the RAM and

> check the full list of enemies in this case. -1 would be returned

> if no collision was found, else the first enemy collision would be

> returned (0-19 in this case).

> I think this sort of design could result in a SIGNIFICANT speed

> increase if written in Assembler, of course. I wouldn't be surprised

> if even the BLITZ version could outperform the for...next rectshit

> style either.

yes, and is should be written in pure asm to accomplish the speed, i mean, i'm

tired of the darn slowdown when checking for hits and so on and it would be

really nice to have a faster way of doing the coll-detects.

How does a system where you put up something like this sound for a start:

Setup an array who holds all the information you need when doing the coll,

maybe you could use an array or a list, in it you store all that you need to

know, limits of shape, current position, maybe even a variable who can

determine IF the shape should be taken into account in the current colldetect?

Or should the whole array/list ONLY contain the shapes who WILL be taken into

account? (eg. you setup the array/list with shapes you want to check for

colldetect as you go along moving and updating them etc rather than having a

controlling variable within the array/list) - did you get that?? =) phew hehe

Time to live some, nighty!

//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! -.

1.263 Re: OS 4 & INTEL

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

Date: Sun, 17 May 1998 08:37:51 -0500

Subject: Re: OS 4 & INTEL

Hi Everyone,

On 17-May-98, Eoghann Irving wrote:

> No. The chip which the 1999 Amiga will use is currently unrevealed.

> It may or may not be Merced. They aren't saying yet.

>

>> In the meanwhile OS4 is going to be the bridge between Amigas and

> the new

>> computers that will soon appear.

>

> Yes a bridge system because whatever this chip is all its development

> tools are currently x86 so developers need that. The bridge system

> will run *all* of the current Amiga apps, probably natively using

> something /like/ Index's InsideOut card. Amiga Inc have said it will

> be a boosted Amiga so we /could/ be looking at one running on the new

> faater 060's.

>

> There are a lot of details we haven't been given yet. The key thing

> is that the x86 move is a TEMPORARY step.

I think everyone is getting hung up on what the chip is going to be...

Whatever chip is used is of little importance, the overall system

archeitecture and the OS are what really matters (have you forgotton that the

Macintosh used the same Motorola processor as the Amiga - yet quite a

different machine!)

Some points to keep in mind:

Gateway is a very ca[able and independant company. They have built a

successful business from nothing, and are one of the few US companies with the

guts to stand up to MicroSoft. I am sure that whatever they come up with will

NOT be another PC clone (they already make those anyway, so why would they

bother with the Amiga for that?)

Don't lose heart now, good things are underway.

>

Later...

--

Don't eat yellow snow.

Yours electronically,

Curt Esser

camge@ix.netcom.com

1.264   Re: OS 4 & INTEL

Sun, 17 May 1998 12:24:55 +0100 (BST)

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

Nuno Mitelo <centro.amiga@ip.pt>

Date: Sun, 17 May 1998 12:06:35 +0100

Subject: Re: OS 4 & INTEL

Hi Rui de Carvalho :)

On 16-May-98, Rui de Carvalho wrote:

This is *incorrect*

> The new chip from INTEL is called Mercedes (so i've been told), it is 100%

> incompatible with any available software at the moment (I can see some

> fortunes colapsing Eh! Eh!) it is going to be part of the next generation

> of computers (goodbye PC).

The chip you are referring to is Merced. It has vast support already throughout the industry.

> Amiga as been chosen to write the operating system for the new computers

> (OS 5?) based on Mercedes chip.

No. The chip which the 1999 Amiga will use is currently unrevealed. It may or may not be Merced. They aren't saying yet.

> In the meanwhile OS4 is going to be the bridge between Amigas and the new

> computers that will soon appear.

Yes a bridge system because whatever this chip is all its development tools are currently x86 so developers need that. The bridge system will run *all* of the current Amiga apps, probably natively using something /like/ Index's InsideOut card. Amiga Inc have said it will be a boosted Amiga so we /could/ be looking at one running on the new faater 060's.

There are a lot of details we haven't been given yet. The key thing is that the x86 move is a TEMPORARY step.

--

Have fun,

Eoghann

SOLAR FLARE: http://www.thenet.co.uk/~eoghann/

AMIGA CHATTER: http://members.tripod.com/~amiga_chatter

MODERATOR Fantasy & Science Fiction discussion list

http://members.tripod.com/~ego2/

1.265 OS 4 & INTEL

Sun, 17 May 1998 09:22:17 GMT

From: Rui de Carvalho <grim@esoterica.pt>

Date: Sat, 16 May 1998 18:21:43 +0000

Subject: OS 4 & INTEL

Hello everyone,

The new chip from INTEL is called Mercedes (so i've been told), it is 100=

% =

incompatible with any available software at the moment (I can see some =

fortunes colapsing Eh! Eh!) it is going to be part of the next generation=

=

of computers (goodbye PC).

Dam, and i was just waiting to try out WIN 98...

INTEL as decided to break the rules and design a state-of-the-art brand n=

ew,

totaly incredible, ultra fast, totaly Bill Gates free chip 8).

Amiga as been chosen to write the operating system for the new computers =

(OS 5?) based on Mercedes chip.

In the meanwhile OS4 is going to be the bridge between Amigas and the new=

=

computers that will soon appear.

I personaly don't hate INTEL, in fact i even admire them!

Just imagine what must have been to design a retard chip to work with a

deficient OS ;).

Amiga figths back!

Best Regards =

<sb>

Rui de Carvalho

<sb>

"Software suppliers are trying to make their software packages more

'user-friendly'.... Their best approach, so far, has been to take all

the old brochures, and stamp the words, 'user-friendly' on the cover."

-- Bill Gates

"Moron"

-- Rui de Carvalho

"Watch the pie!"

-- The man with the pie

<tsb>

Nuno! Espero bem que as informa=E7=F5es que me deste estejam correctas!

1.266   os4 -> os5

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

Subject: os4 -> os5

Date: Sun, 17 May 1998 13:29:12 +0100

Hello there,

from what I understand, many people are reasking the same

questions, and I thought I would put a few comments based on people's

fears and what I have read of the various IRC's.

-OS4 is an OS5 emulator for PCs with an amiga card. All the

initial titles for the os5 amigas will be written on PC's with amiga

cards so that there are some games/utilities for the new O/S.

-Then, os5 is totally 100% amiga, will run old 68k amiga titles,

will run the os4-based software and will also be open to os5

development.

-also from what I gather os5 will be (*downwardly*) compatible

with IBM software :) he he he

hope this clears up some fears and is not a waste of space

Chris Jarvis

1.267   Re: os4 -> os5

From: Rick Hodger <thehub@cryogen.com>

Date: Sun, 17 May 1998 23:04:27 -0000

Subject: Re: os4 -> os5

On 17-May-98, C.J.R.Jarvis tapped "os4 -> os5" on his keyboard...

Okay, I was at the developers conference...and then asked everyone to clear up

the rumours...

>-OS4 is an OS5 emulator for PCs with an amiga card. All the

>initial titles for the os5 amigas will be written on PC's with amiga

>cards so that there are some games/utilities for the new O/S.

No. OS4 will be on the bridge system, the bridge system hasn't been

confirmed...but it will be a link to PC's of some sort.

>-Then, os5 is totally 100% amiga, will run old 68k amiga titles,

>will run the os4-based software and will also be open to os5

>development.

OS5 will be on the next new _Amiga_, I can't give any more details than this,

sorry!

>-also from what I gather os5 will be (*downwardly*) compatible

>with IBM software :) he he he

Huh? where'd you get this one from? no mention of this whatsoever.

/Rick/

--

===

Rick Hodger - Comms Programmer for #Corruption Software#

^^

Visit us at .... http://corruption.home.ml.org

EMail us at .... /corruption@thehub.u-net.com/

^^

PGP Key now available - Mail "getpgpkey" in body to -

/deskcorruption@thehub.u-net.com/

===

1.268   Re:Soundperiod

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

Subject: Re:Soundperiod

Date: Tue, 26 May 1998 17:31:31 +0100

Hello, there,

this is to do with the crap way acid put some of the Editor

functions together. Basically Setperiod works, but the bitzlist cleared

this up for me ages ago. You have to switch use RunnersOff and RunnersOn

to switch the compile-time debugger off when you use the command. No

other way to get the command to work. Sorry :(

1.269   Overscan

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Tue, 12 May 1998 07:09:53 +0500

Subject: Overscan

Hi all,

Does anyone know how to achieve a full overscan display in Blitz2,

or am I dreaming. I need the display on the monitor to 'bleed' (as

they say in the publishing industry) on BOTH sides of the screen.

There is no problem making it bleed on the right edge of the monitor

but I can't seem to figure out how to do it on the left edge.

In other words, I don't want no stinkin' borders, either visible

or invisible on the display. But how do I do that!?

Thanks in advance for any help offered,

Donovan Reeve (bubby.lnk@ispi.net)

1.270   Re: Overscan

From: "Paul West" <paul@stationone.demon.co.uk>

Date: 12 May 98 13:40:46 +0000

Subject: Re: Overscan

Donovan:

> In other words, I don't want no stinkin' borders, either visible

> or invisible on the display. But how do I do that!?

>

> Thanks in advance for any help offered,

I have used the DisplayAdjust command in my own program. I have to use

it because of a split screen with different horizontal resolutions, to

force the dam thing to display in the right place. I notice it is

possible to alter the position and size of the window.

Each of the parameters in DisplayAdjust are /relative/. It takes

whatever is the current display size and adds on `offsets' to each of

the values. So to move the screen to the left 1 word I would presume

it'd be something like DisplayAdjust 0,2,-2,-2,0,0. Something like

that. You'll have to experiment. You might have some minor problems if

you're using 64-bit fetch because that seemed to mess things around a

bit for me.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: http://www.stationone.demon.co.uk

E-M: paul@stationone.demon.co.uk

1.271   Re: PC-relativity

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

Subject: Re: PC-relativity

Date: Tue, 19 May 1998 02:44:27 +0100 (British Summer Time)

X-Authentication: IMSP

On 19 May 98 02:26:22 +0000 Paul West

<paul%stationone.demon.co.uk@uk.ac.essex.smtp> wrote:

> Hi.

>

> In blitz's assembler, like when writing a library <g>, I quite often

> use pc-relative addressing. Is it necessary? It might be habit from

> when I used to do some asm with amos, which needed everything to be

> pc-relative. Does blitz require it or will it sort it out with one of

> those reallocation table things?

Hm.. I dont think it uses realoc tables.

>

> I currently use pc-relative mainly with JSR and LEA. Is this necessary

> for either of these? Does PC-relative effect execution speed?

>

PC-relative is faster.

blah(pc) is always PC-relative

blah is never PC-relative

Christos Dimitrakakis (aka Olethros)

Electronic Engineer,

Software Developer for the Amiga computer

University of Essex

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

1.272   Re: PC-relativity

From: Dave Newton <Dave@nbsamiga.demon.co.uk>

Date: Mon, 18 May 1998 16:04:35 -0000

Subject: Re: PC-relativity

> *CUT*

> Does blitz require it or will it sort it out with one of those

> reallocation table things?

Ummm, I wouldn't like to risk not using pc relative in librarys....though

in a subroutine of a main program it should be fine (pc relative and

absolute addresses).

> I currently use pc-relative mainly with JSR and LEA. Is this necessary

> for either of these? Does PC-relative effect execution speed?

> Often in my code I have something like:

> lea CPUBobs(pc),a0

> or

> jsr GetCPUBitmapAddr(pc)

> Would these work equally okay without the pc-relativity? ie...

> lea CPUBobs,a0

> and

> jsr GetCPUBitmapAddr

> ?? Does blitz accept that? What is the execution speed difference?

> Also, if I am just moving data in from a store, with something like:

Yes blits excepts that and there's probably very little in speed difference

(unless your executing a hundred of them in a row!!)

> move.l CPUBobs(pc),a0

> can it be replaced with

> move.l CPUBobs,a0

> ? I think full-assembler lets you do these things but I am not sure

> about wether blitz does. So any enlightenment would be appreciated.

Yes, either of those is fine.

In general, I think the pc relative mode is the better, I think you have to

use that for library writting, otherwise it's just down to personal choice

(and if it's +32767/-32768 away from the instruction). And shouldn't

you be using

bsr label

instead of

jsr label(pc)

My opinion...stick with pc relative.........

Dave

--

____ _____

/ __ \/ ___/ __ \

/ /_/ / /__/ / /\

/_____/____/_/ /_/ / IRC - COolWAve

_____\/_\/ Dave Newton - Dave@nbsamiga.demon.co.uk (NBS)

1.273 PC-relativity

From: "Paul West" <paul@stationone.demon.co.uk>

Date: 19 May 98 02:26:22 +0000

Subject: PC-relativity

Hi.

In blitz's assembler, like when writing a library <g>, I quite often

use pc-relative addressing. Is it necessary? It might be habit from

when I used to do some asm with amos, which needed everything to be

pc-relative. Does blitz require it or will it sort it out with one of

those reallocation table things?

I currently use pc-relative mainly with JSR and LEA. Is this necessary

for either of these? Does PC-relative effect execution speed?

Often in my code I have something like:

lea CPUBobs(pc),a0

move.l #0,(a0)

or

jsr GetCPUBitmapAddr(pc)

Would these work equally okay without the pc-relativity? ie...

lea CPUBobs,a0

and

jsr GetCPUBitmapAddr

?? Does blitz accept that? What is the execution speed difference?

Also, if I am just moving data in from a store, with something like:

move.l CPUBobs(pc),a0

can it be replaced with

move.l CPUBobs,a0

? I think full-assembler lets you do these things but I am not sure

about wether blitz does. So any enlightenment would be appreciated.

Thanks.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: http://www.stationone.demon.co.uk

E-M: paul@stationone.demon.co.uk

1.274   Re: Pheonix URL

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Sat, 16 May 1998 16:59:22 +0500

Subject: Re: Pheonix URL

On 02-Sep-92, Steven Wojciechowski flashed:

Was it really that long ago!??? #;u)>

>I can't remember the URL for the Pheonix web site, could someone

>please remind me.

The Phoenix Development web sight is at:

http://www.bigfoot.com/~awingrove/phoenix/

>thanks

Your welcome!

Donovan Reeve (bubby.lnk@ispi.net)

1.275 Pheonix URL

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

Date: 2 Sep 92 13:58:16 +0100

Subject: Pheonix URL

I can't remember the URL for the Pheonix web site, could someone

please remind me.

thanks

--

Stevie W.

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

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

1.276 pipeline/ntsc/screen x,y

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

Subject: pipeline/ntsc/screen x,y

Date: Thu, 7 May 1998 13:56:27 +0100

I Have three today

1) after the comments on pipelining - can someone explain to me how to

find out what 'pipes' exist? i.e. how do I know how to pipeline if I

don't know what they are?

2) I didn't explain my NTSC question properly - I had a complaint about

my game, that on an amiga that runs in ntsc, the game is opened on an

NTSC screen, which means that the bottom 56 lines of the game cannot be

seen. How do I force the computer to open an PAL screen when it starts.

3) Also, if I am running another program from blitz, how do I find out

what screen is opened when the program starts running, and then how do I

alter the screen position of the program. i.e. if I am running a program

which play animations from hard disk, and the animation is 160x128,

which the animplayer plays in the top left hand corner of the screen,

then how do I move the screen to centralise the anim?

thanks again

Chris

1.277   Re: pipeline/ntsc/screen x,y

Date: Thu, 07 May 1998 15:52:05 +0200

From: Manfred Linzner <Manfred.Linzner@munich.netsurf.de>

Subject: Re: pipeline/ntsc/screen x,y

>

> 1) after the comments on pipelining - can someone explain to me how to

> find out what 'pipes' exist? i.e. how do I know how to pipeline if I

> don't know what they are?

>

As long as your dont programm directly in ASM you can forget about

´pipelining´.

Pipelining means that i.e. two commands could be executed within the

same cycles.

Example 1:

sub.w #1,d0

move.l d1,(a0)

This isnt pipelined on a 68030,

but if we just swap those instructions we get the SUB for free!

The processor can do them in the same cycles..

move.l d1,(a0)

sub.w #1,d0

I hope you dont want now some further details =)

--

-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+

Manfred.Linzner@munich.netsurf.de aka Pink/aBYSS

http://homepages.munich.netsurf.de/Manfred.Linzner/

http://ABYSS.HOME.ML.ORG

-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+

1.278   Re: pipeline/ntsc/screen x,y

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

Date: Thu, 07 May 1998 14:21:01 +0000

Subject: Re: pipeline/ntsc/screen x,y

Hi,

> 1) after the comments on pipelining - can someone explain to me how to

> find out what 'pipes' exist? i.e. how do I know how to pipeline if I

> don't know what they are?

I think pipeline coding is more of a coding guideline rather than

something you can specificaly code for. You just try to design your

code to benefit from the rules of pipelining. It's a bit like

optimizing your code for cpu caches... It's not somthing you would

specificaly cater for but somthing to bare in mind while writing

your code.

> 2) I didn't explain my NTSC question properly - I had a complaint about

> my game, that on an amiga that runs in ntsc, the game is opened on an

> NTSC screen, which means that the bottom 56 lines of the game cannot be

> seen. How do I force the computer to open an PAL screen when it starts.

I would imagine that if you're opening your screen with a PAL ModeId

it should open on a PAL screen. Make sure you're using ScreenTags rather

than the normal Screen command and be sure you're using the PAL ModeId

or allow the user to choose his/her own screen mode. It's better to

use this method than it is to start poking about forcing the screen

to change from NTSC to PAL. Also, the user may have a screen Promotor

setup to redirect ModeId's which complicates matters further.

> 3) Also, if I am running another program from blitz, how do I find out

> what screen is opened when the program starts running, and then how do I

> alter the screen position of the program. i.e. if I am running a program

> which play animations from hard disk, and the animation is 160x128,

> which the animplayer plays in the top left hand corner of the screen,

> then how do I move the screen to centralise the anim?

You can't mess with other tasks screens. Maybe the "anim player" has

some command line options to center the screen?

Cheers,

--

Paul Burkey <burkey@bigfoot.com>

http://burkey.home.ml.org

"If you saw a spherical cow, and you had a gun, would you shoot it?"

-- Brass Eye

1.279 Re: pipeline/ntsc/screen x,y

From: "Paul West" <paul@stationone.demon.co.uk>

Date: 7 May 98 17:33:09 +0000

Subject: Re: pipeline/ntsc/screen x,y

> > 3) Also, if I am running another program from blitz, how do I find out

> > what screen is opened when the program starts running, and then how do I

> > alter the screen position of the program. i.e. if I am running a program

> > which play animations from hard disk, and the animation is 160x128,

> > which the animplayer plays in the top left hand corner of the screen,

> > then how do I move the screen to centralise the anim?

>

> You can't mess with other tasks screens. Maybe the "anim player" has

> some command line options to center the screen?

I thought there were instructions like findscreen and wbtoscreen to do

this sort of thing? Surely there is no illegality about that, nothing

to shut the blitz program out? Not that I'd know cus I haven't really

used those instructions.

--

Paul.

1.280   Re: pipeline/ntsc/screen x,y

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Thu, 07 May 1998 19:21:18 +0200

Subject: Re: pipeline/ntsc/screen x,y

On 07-May-98, Paul Burkey wrote:

> > 3) Also, if I am running another program from blitz, how do I find ou=

t

> > what screen is opened when the program starts running, and then how d=

o I

> > alter the screen position of the program. i.e. if I am running a prog=

ram

> > which play animations from hard disk, and the animation is 160x128,

> > which the animplayer plays in the top left hand corner of the screen,=

> > then how do I move the screen to centralise the anim?

> You can't mess with other tasks screens. Maybe the "anim player" has

> some command line options to center the screen?

Well moving alien screens is allowed in OS, but not recommended.

In this particular case it though have no frightning side effects. So you=

just should find the screen, then take the width and height of the screen=

and the width and height of the screens modeid normal values. Then addjus=

t

the offsets using these differences. It would be better to use command li=

ne

parameters though if it's possible as Paul succested.

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

1.281 Re: pointers to arrays

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

Date: Thu, 21 May 1998 18:47:05 +0000

Subject: Re: pointers to arrays

Hi,

> As regard to my question about pointers to arrays, i was not getting

> mixed up between floats and quicks.... i`m sure that you could somehow

> put pointers to arrays, and get array arithmetic to be faster..... i

> compared arrays to normal variables, just adding a few million times,

> and got these results.....

> result=a+b+c ;took 73 ticks

> result=stuff(0)+stuff(1)+stuff(2) ;took 260 ticks

> so is there any way to speed up things like this?

Yes, try this... It's not the best example of "perfect timing" but no

matter how good your timing system is, it's obvious that you get a

large speedup from pointers. On my machine, the pointers method was

faster than normal variables. If you ever need to access an array element

many times then you could try using a pointer.

result.w=a+b+c ; took 52 ticks

result.w=stuff(0)+stuff(1)+stuff(2) ; took 114 ticks

result.w=*stuff0+*stuff1+*stuff2 ; took 42 ticks

;----------------

Dim stuff.w(3)

stuff.w(0)=100 ; setup normal array

stuff.w(1)=100

stuff.w(2)=100

*stuff0.w=stuff(0) ; setup pointers

*stuff1.w=stuff(1)

*stuff2.w=stuff(2)

a.w=100 ; setup normal variables

b.w=100

```
c.w=100
ResetTimer
For t.l=0 To 1000000
result.w=a+b+c
result.w=a+b+c
Next t
NPrint Timer
ResetTimer
For t.l=0 To 1000000
result.w=stuff(0)+stuff(1)+stuff(2)
result.w=stuff(0)+stuff(1)+stuff(2)
Next t
NPrint Timer
ResetTimer
For t.l=0 To 1000000
result.w=*stuff0+*stuff1+*stuff2
result.w=*stuff0+*stuff1+*stuff2
Next t
NPrint Timer
MouseWait
End
;---------------
```

Cheers,

--

Paul Burkey <burkey@bigfoot.com>

http://burkey.home.ml.org/FoundSupport.html

Guru: 00008001 ExecLibrary

1.282   Re: PPC stuff

From: "Donovan Reeve" <bubby.lnk@ispi.net>

Date: Tue, 05 May 1998 15:04:19 +0500

Subject: Re: PPC stuff

On 05-May-98, C.J.R.Jarvis flashed:

>hello all

>I know people are still interested in keeping the low-end market

>happy for a while, but surely the way forward is to consider the

>possibilities of PPC. Am I right in assuming that the PPC Chip will

>totally negate any need for planar graphics at all, and will make Chunky

>displays and CPU rendering the standard?

I hope not as planer graphics are superior to chunkey for some types

of things. The ideal would be to have built-in support for both. I

would also much rather have a dedicated blitter as long as it is much

better than the present one. An up-to-date graphics chip including a

good blitter is not only a distinct possibility but a probability.

There are many such chips on the market allready, in use on various

graphics cards and systems. Possibly one of these will be chosen as

the standard. That would be MUCH better than expecting the CPU to do

everything. Standard co-processors was one of the strengths of the

Amiga in the past, and should be in the future also. One of the huge

drawbacks of wintel systems is the mish-mash of standards (or lack of

standards).

A system which allows for retargeting will solve the issue of keeping

pace with the state-of-the-art, while a good, modern graphics system

as standard will assure that the minimum standard for all software will

be kept to a good level for software designed to run on minimal systems.

I believe the Amiga needs a new, high quality minimum hardware spec.

in all areas including I.O., graphics, CPU, data busses, sound, ram,

memory management, ports, drives, etc. I also believe that when Amiga,

Inc. announce their plans that is exactly what we are going to get.

Have a good one,

--

Donovan Reeve (bubby.lnk@ispi.net)

1.283   Re: PPC stuff

From: Matt Daniels <mattd@underused.u-net.com>

Date: Thu, 07 May 1998 00:50:53 +0000

Subject: Re: PPC stuff

Hi Paul, On 05-May-98 you wrote...

>> I know people are still interested in keeping the low-end market

>> happy for a while, but surely the way forward is to consider the

>> possibilities of PPC. Am I right in assuming that the PPC Chip will

>> totally negate any need for planar graphics at all, and will make Chunky

>> displays and CPU rendering the standard?

>

> I think you are correct. Even if people do not buy a graphics card or

> do not have one already, a PPC accelerated chunky-to-planar routine

> would take a very small percentage of the total possible processing

> power, even for the lowest end PPC-board, and would make chunky

> graphics highly attractive, while also lending good support to

> graphics card owners. Chipram displays will still be something of a

> bottleneck though. I personally prefer planar method for 2d but chunky

> can give good results too if the c2p conversion doesn't gobble up too

> much of your processor time.

ADoomPPC reports the following times on my AGA 603e@200Mhz:

for NTSC 300 x 200 x 8 Bitplanes

- average c2p time 14800 us per frame

- approx average frame rate 30fps

for PAL 640 x 512 Laced x 8 Bitplanes

- average c2p time 75506 us per frame

- approx average frame rate 5fps

ADoomPPC may not use the best routines, but it is the only benchmark

I have. The frame rate for Hi-res increases to 10fps with a reduced

playing area, but low res maintains roughly the same speed no matter

the size of the window.

In my opinion Chunky to planar is a "make do" option, and not something

I want to plan on. Why should I use my PPC card to bludgeon bits into the

AA hardware at a pretty slow rate when a GFX card should be cheaper and

faster. (of course then I would have a PPC and a GFX card, but I hope you

get my point) In an ideal world we would have a card that could do Planar,

Chunky and 3d acceleration.... But this will not happen anytime soon.

Thanks

--

Matt Daniels

mattd@underused.u-net.com

www.personal.u-net.com/~underused

1.284   Re: PPC stuff

From: "Paul West" <paul@stationone.demon.co.uk>

Date: 5 May 98 17:46:17 +0000

Subject: Re: PPC stuff

C.J.R.Jarvis wrote:

> I know people are still interested in keeping the low-end market

> happy for a while, but surely the way forward is to consider the

> possibilities of PPC. Am I right in assuming that the PPC Chip will

> totally negate any need for planar graphics at all, and will make Chunky

> displays and CPU rendering the standard?

I think you are correct. Even if people do not buy a graphics card or

do not have one already, a PPC accelerated chunky-to-planar routine

would take a very small percentage of the total possible processing

power, even for the lowest end PPC-board, and would make chunky

graphics highly attractive, while also lending good support to

graphics card owners. Chipram displays will still be something of a

bottleneck though. I personally prefer planar method for 2d but chunky

can give good results too if the c2p conversion doesn't gobble up too

much of your processor time.

> I have an 030/50 at the moment, but I would certainly not like

> to see the industry held down by AGA and motorola in the same way the

> 1200 and AGA was held back by the 500/ECS market. The phase5 board are

> terribly cheap, and if enough PPC software is written people WILL

> upgrade.

I wouldn't mind one myself but as you say it's a software thing

mainly. Especially the scuffle between the WarpUp and PPClibrary

approaches. Also having that much processing power makes one start to

think wether they want to get that /serious/ about their computing.

The games prospects are certainly attractive though, so long as people

don't just go for the obvious avenues.

> Anyhow, I would also like to see some benchmarks for CPU based

> rendering, as I would like my next game to be done entirely in fastram

> and CPU. How practial is this on 030/50? (for flashback/abe's oddyssey

> style-game)

It's not an altogether impractical approach for an 030/50. Flashback

didn't have screen scrolling as such which radically reduces the

necessary cpu power. Will you want scrolling? And how much action will

there be on the screen? I did a recent post in which I put down some

fairly accurate estimates of what sort of levels of blitting you could

do with CPU and Fastram, which included some figures for 030/50.

--

Paul.

1.285   Progname$

>X-Dummy: YES

X-ZC-VIA: 19980509000000S+2@dame.de

Subject: Progname$

From: Robocop@dame.de (Frank Otto)

Date: Thu, 8 May 1997 16:48:54 +0200

X-Gateway: ZCONNECT dame.de [UUWORLD RFC/ZC V2.2 SER#A4583577]

Hi,

does anyone know the source behind "Progname$" ? I need to use a

command like this but do not want because it's the only command from

the library and so would make the Blitz-executable bigger.

Maybe a library function that does the same?

Thanks

--

Frank

1.286   Progname$

Newsgroups: BLITZ-LIST

X-FTN-To: Frank Otto

Date: 13 May 98 22:36:43 GMT

X-GateSoftware: AmiGate 1.4b (26.6.95)

X-Plug: Xenolink, No. 1 BBS Software for the Amiga!

From: Simon Archer <bml@darkside.demon.co.uk>

Subject: Progname$

I watched as Frank Otto entered 'Progname$' into the terminal. "What's a Syntax

Error?" asked Frank

FO> does anyone know the source behind "Progname$" ? I need to use a

FO> command like this but do not want because it's the only command from

FO> the library and so would make the Blitz-executable bigger.

FO> Maybe a library function that does the same?

Here's a little subroutine you can include that does the same:

Function GetProgName.s{}

*us.Task= FindTask_(0)

Function Return Peek$(*us\tc_Node\ln_Name)

End Function

Calling this function: PROGRAMNAME$ = GetProgName{} will return the name of the

exceutable.

Please bear in mind it will only work from a compiled executable, not from TED.

Simon Archer

1.287   Re: Progress report

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

Date: Wed, 27 May 1998 11:36:08 +1200

Subject: Re: Progress report

On 26-May-98, Paul West wrote:

>As most probably know I have been working on a cpu-based library of

>routines to do graphic stuff - bitmaps that can be in fastram, and

>shapes that are blitted with the CPU, for example.

>At the moment my routines can only grab bobs (Blitter OBjects) from

>8-pixel aligned x coordinates. I have decided to change that to

>provide grabbing of any sized objects.

[Lots of cool things snipped :-]

Wow, kick-arse!! That should solve a few problems for Blitz users! :)

I remember with the AMAL language, people gave up using it because it

was too clumsy for lots of objects, or complicated routines- I think

this was mainly because it had too few internal AMAL registers- this

shouldn't be a problem in Blitz though :-)

--

Anton Reinauer <anton@ww.co.nz>

1.288   Progress report

From: Paul West <paul@stationone.demon.co.uk>

Date: 25 May 98 18:33:07 +0000

Subject: Progress report

Hi.

As most probably know I have been working on a cpu-based library of

routines to do graphic stuff - bitmaps that can be in fastram, and

shapes that are blitted with the CPU, for example.

At the moment my routines can only grab bobs (Blitter OBjects) from

8-pixel aligned x coordinates. I have decided to change that to

provide grabbing of any sized objects.

I have also decided to do away with preset object widths of

8,16,32,64,128 and 256. Objects will be up to 32000 pixels wide, and

up to 32000 pixels high. This is to better support higher resolutions

and also so that I can use parts of the blitting code for a

screen-copy/scroll command.

At the moment I handle 8 bitplanes of data simultaneously in an

interleaved dataformat, which includes the mask interleaved in with the data. But I am finding that handling 8 bitplanes at once is very difficult in assembler. The aim was so eliminate the need to read the mask in for every bitplane, as the optimised storage format would mean only having to read the mask once which I thought might increase throughput by up to 25%. Blitz's normal blit routines, however, read the mask in once for every bitplane, and I am going to take that approach also. Doing so will be necessary to support the object width flexibility, and also will make grabbing of the bob much faster. The current grab routine is so choked by the number of registers available that it has severel sets of data on the stack and has to work in a temporary memory buffer. I find this unacceptable.

I think it would probably have been impossible to support pixel-precision positioning if having to handle all 8 bitplanes at once as there aren't enough dataregisters. So I will be taking the approach that blitz does where the mask is read in for each bitplane. The upside of this is that I now do not have to hardcode a routine for every possible depth in bitplanes. It also means I have more registers spare to support other data-input channels. This means I will now be adding functionality. I will provide support for mask-only output, whereby the mask is cut from the background graphic but is not filled in with new graphic data. I will also be providing a customised `stencil' support, to use a single-bitplane custom-bitmap as a fixed mask which will allow parts of the scenery to be in front of or behind the object. I will also provide a rub-through mode in which if there is no graphics data present but graphics have to be output, it will obtain data on-the-fly from a different bitmap (the index number of which will be a bit limited), so that the shape of the object will show through another bitmap's content.

I am retaining my plans to support animated masks - global masks the same size as the object - which are combined with the data just before output. The index number of the animated mask can be changed to animate it for special effects like a global dissolve or something. I will be doing specific routines for byte, word, and longword aligned objects. This doesn't just mean a 32xSomething block, as width can be up to 32000 pixels. But it does provide longword-aligned blocks, whereas blitz works in word-alignment only.

I am going to be providing pre-scroll of 3 standards instead of the original one. You will be able to pre-scroll the data to 8, 16, or 32

pixel positions. This facilitates being able to use the byte, word, or longword aligned `block' routines to blit shapes to non-aligned coordinates. Byte-prescroll will not just apply to 8-pixel-wide objects, as doing longword output to byte-aligned addresses for very wide objects might prove to be faster than the processing necessary to scroll the graphics within the CPU.

I have created what is called a pip - picture in picture - a sort of window. At the moment their width and coordinates are aligned to the nearest 8 pixels. That might change. A pip is like a cludged bitmap. My custom bitmaps also now allocate their own memory if you want them to, or they can cludge onto existing memory or blitz bitmap objects. I have not decided what to do about the `scroll' command yet. I might do a straight copy routine and a positionable copy routine. I will likely do some blit routines that work with the pips, to perhaps provide fastram superbitmap windows. Pips are mainly used for map-editing where you want to adjust the definition before making a standalone object. Possibly at some point a pip will be used to create a clipping window to affect bob-blits.

Considering all this I am basically planning to completely rewrite the whole of the shape-handling system. I am not planning to use buffers, queues or stencil objects, and my custom objects are not `blitz' objects. I feel that from a programmers point of view there is really very little difference wether the objects are handled by blitz or internally within my library. Stencils in my system will be the first bitplane of a custom bitmap. I have not considered buffers yet, or background preservation as for myself I am planning to update the whole screen every frame. But I might add buffers. I will probably add queues or something similar and more powerful. I am not sure about clipped blits. Part of the reason for changing the bitplane handling system I mentioned earlier is that it makes clipping feasible.

I have automatic support for interleaved bitmaps. All graphics routines will work with interleaved or planar destinations. As far as I am concerned there are in most cases no difference in speed. The reason for interleaved used to be to let you do a single blitter operation to handle all the bitplanes. But with CPU-blitting this does not apply any more, and in some cases interleaved is slower than non-interleaved. Of course all the routines will work independent of memory type. They do not care wether they are working in fastram or chipram, and you will not need any fastram to use any of the commands,

although it is /highly/ reccommended.

At the moment I only have one bob grabbing routine which is a bit
complicated and handles every veriable. But I will also provide other
commands along the lines of existing blitz commands, such as block32,
block64, prescroll8, maskonly, rubthrough32, etc. Any given bob will
be useable with all the blit routines - blit, bblit, clipblit, sblit,
etc. I might add rblit for rubthrough blits and mblit for mask-only
blits. I am not providing any real emulation of the blitter's minterm
or what it is capable of. It is very, very low-level and even
assembler is at a higher level. I am however emulating most of the
more important minterms with my bob routines, in the form of the
various blit types - mask only, rubthrough, masked blits, anim masks,
replace-mode (Blit), etc. I cannot see much use for many other
possibilities. Or'ing maybe has some minor uses but there isn't much
else unless you can think of something. I will basically be providing
the standard: CookieMode, EraseMode, InvMode, SolidMode. Well, not
sure about InvMode. Does anyone use that?

Once this lib is finished and ready for use I will probably do html
documentation and a number of example programs. I will then set about
the next phase of my masterplan to bring something akin to AMAL (AMos
Animation Language) to blitz, using all my new routines but also
probably to play around with screen displays, copperlists, and other
facets of the blitz system. I am not sure that `BLAL' is exactly a
catchy title, mind you.! For those who do not know, AMAL is a
tokenised program written in a text string which is compiled in some
fashion and operates alongside interrupts or under manual control. It
has a number of standard basic approaches, if's, for's, labels, etc.
But it also has commands for moving bobs certain distances at certain
speeds, and changing the animation frame (bob number) to change at a
certain rate or in a certain `script' order. It can also do a number
of other tasty things which will bring simplicity and power to your
programs.

I have also been considering graphics commands such as circle,
circlef, box, line, plot, etc... which will work with my custom
bitmaps. I presume the standard blitz commands will not work in
fastram. I don't think I'll provide font support, at least not yet.
But I might support the old Amos `pattern's and maybe some
gradient-fills. Might go the whole hog actually but that's for much
later. I will probably add a few other things that I will need to be

using for myself, such as an optimised screen update and scrolling

thing.

I am at this moment considering extra possible `flags' in my CPUBob

structure to provide other features with little or no extra cost. I

have just come up with the rub-through idea and the stencilling. I

have anim-masks and mask-only type blits. If you have any other ideas

of what might be possible let me know. I did consider having real-time

routines to turn the object upside down but I scrapped that. I might

add realtime verticle zooming, ala llamatron, but I'm not sure yet.

I assure you that I am programming this for myself and am not adding

any features that I will not need. But if you have any suggesions I am

more than happy to listen and consider their possible inclusion. This

library was never originally meant to be a public thing, but I do hope

that it will be of use to a number of people and I might approach it

as a project in its own right.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: http://www.stationone.demon.co.uk

E-M: paul@stationone.demon.co.uk

1.289   Re: Progress report

From: "Paul West" <paul@stationone.demon.co.uk>

Date: 27 May 98 01:31:02 +0000

Subject: Re: Progress report

> [Lots of cool things snipped :-]

>

> Wow, kick-arse!! That should solve a few problems for Blitz users! :)

>

> I remember with the AMAL language, people gave up using it because it

> was too clumsy for lots of objects, or complicated routines- I think

> this was mainly because it had too few internal AMAL registers- this

> shouldn't be a problem in Blitz though :-)

On looking at my AmosPro manual, which strangely looks a whole lot

different than it used to, I read that amal had 10 local registes

numbered 0 to 9 and 26 global registers numbered A to Z.

Yes it was a bit clumsy and it didn't have a lot of interactive

capabilities other than getting in the basic mouse or joystick status

and doing `autotests' and stuff.

Most of the work I've done on my library so far has been in parallel
with the design of the actual system. Now that I am near the end I
look back and see a lot of things that can be improved, so I will
probably do a quick spring clean shortly. Too many MULU's for my
liking. Needs a good tidy up.

But when that's done I personally am going to need some sort of system
that keep track of enemy attack patterns, handles enemy intelligence,
and sorts out all the animation and movement. So something like amal
will definately be on the cards.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: http://www.stationone.demon.co.uk

E-M: paul@stationone.demon.co.uk

1.290   Questions

From: Paul West <paul@stationone.demon.co.uk>

Date: 6 May 98 19:00:05 +0000

Subject: Questions

Hi.

I actually have a few questions now come to think of it...

Is there a way to find the base address of a given blitz bitmap
object, without having to pass "Addr Bitmap(0)" as a parameter into
one of my tokens?

Is there a way to allocate memory inside a library, and will it be
automatically freed?

What are the pro's and con's of creating true blitz object types
rather than just having internal structures? Does anyone have
load/save code for a library that has true blitz objects implemented?

What are all the commands which affect true blitz objects? Ones I can
think of are use, free, addr, load, and save. Any others?

Do you have to have a limit on the number of true objects you're
allowed. Is this set in the compiler options only? Can it be accessed
by the library program?

How do you access your custom blitz objects from the library?

You see, originally my library was never meant to be made public. But
there has been a lot of public interest in the kinds of things it does
and I need to make it more user friendly. Any help would be greatly
appreciated

--

Paul.

1.291   Re9:future of computer games

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Sat, 09 May 1998 10:05:07 +0500

Subject: Re9:future of computer games

On 09-May-98, Michael Smith flashed:

>Although ive never written a Pacman game I wouldnt thought it would be too

>difficult to program the ghosts AI. Its funny how AI is now starting to be

>a major design/talking point in most games. You read in the mags about a

>producer boasting that the game is really clever. The thing is, hes not the

>programmer, so hes just taking the programmers word that theres complex AI

>at work within the game. Truth is, if you just wack a load of random

>actions for enemies based loosely on the current situation, you usually get

>away with it as players think its all complex stuff. Same goes for the

>above producer, hes duped.

>While on the subject of the future of games, I think the most important

>part of a game is its replay factor. This could be tied to AI in some ways

>to. While theres nothing wrong with a game blasting you with a storyline

>and visuals (stand up FFVII, Resident Evil 1&2, Tomb Raider 1&2 etc...),

>but shelling out 40-50 quid for these "experiences" is expensive. Ok, they

>all usually throw in secrets and alternate storylines but this is only to

>prolong a spent experience. Resident Evil 2: Complete the game with the

>bloke, the girl, the bloke with a bigger bloke on his tail, the girl with

>the bigger bloke on her tail... until you end up playing as a lump of Tofu.

>Ok, the first time you play the games its cool. Its not a tough game to

>complete, its immense fun blowing undead and mutants away with big guns, but

>its over too soon.

>What *would* be smart is a mode that creates a random maze of corridors and

>rooms, scatter various monsters, guns,ammo and herbs around (the ammount of

>which could depend on the difficulty setting). Throw in a link-up mode (or

>maybe network play on the PC) and you would have a game that really rocks.

>People like RE because its got big guns, lots of gore and atmosphere. Take

>away these bits and youre left with a flick screen arcade adventure not to

>dissimilar to one of those CodeMasters Dizzy games.

>Also zombies that pick up stuff like weapons and shoot back at you would

>add to the fun (Resident Evil 3 maybe?). Time consuming maybe, but

>certainly not too tough to implement. Hey! Throw in a level designer...

Your right about the fact that the A.I. in most games is simplistic,

a fact hidden under loads of action and gimmickry.

The addition of some realy clever, fully developed A.I. with personality

to games would mean that the player would make replays much more fun.

The playere would gradually realise as the game progressed that the opponents

were learning and surprising them. It's like... 'Hey, they can't do that!',

but then you realise that they can,... now. And then the player has to

refigure his strategy and find a way to overcome the new abilities of his

opponants, thus making them seem to be alive and thinking. This can partly

be simulated by a series of precanned routines 'triggered' by various

circumstances, but if you mix good A.I. personality into it then the player

can have fun learning to second-guess the opponant and figure out their

personality, thereby having a better chance of out-manouvering them.

By mixing randomeness into the A.I. personality routine so that the

opponants are never the same from game to game the interest level is kept

much higher. It is best, however, to have some pre-set personalities for

those who want a known opponent and also to allow user configuration of

opponents for even more flexibility and fun.

--

Donovan Reeve (bubby.lnk@ispi.net)

1.292   Re: Reading Audio Data on Squirrel

Date: 07 May 98 02:23:55 +0100

From: "Jonas Thorell" <jonasth@bahnhof.se>

Subject: Re: Reading Audio Data on Squirrel

X-System: Amiga 1200/030@50 Mhz, 34 Meg, 1.5 Gig HD, 28k8

X-Software: Aweb, Miami, Thor

X-Misc-info: Who's reading this??

Mark Thompson (mark@sleepy.u-net.com) wrote:

>Does anyone know what settings (buffers?) to use to read

>audio data correctly from my Yamaha CD-R/RW 4260, via

>a Surf Squirrel?

Have no experience with that particular burner but...

>Can a Squirrel play audio correctly or is it one of 'those' SCSI

>interfaces that the manual says are not compatible?

It can. I've done it on my Goldstar CD-ROM and a borrowed Yamaha

CD-burner CDD-2600 with no problems.

>I tell you what,

>I'll be bloody glad when my Blizzard PPC 603e+ arrives, the Squirrel

>is a total chocolate teapot when it comes to using CD writers.

Agreed. It's no fun using it with a streamer either.

What we don't like, we destroy. Reptal brains with lethal toys. Don't be concerned,

don't bother at all. Amuse yourself with phenobarbitals. At the age of 80 in my

rockingchair, I don't wanna think I didn't dare.

Multitasking?? But I only have one PC!

1.293   Reading Audio Data on Squirrel

From: Mark Thompson <mark@sleepy.u-net.com>

Date: Thu, 07 May 1998 00:29:44 -0000

Subject: Reading Audio Data on Squirrel

Hi,

Does anyone know what settings (buffers?) to use to read

audio data correctly from my Yamaha CD-R/RW 4260, via

a Surf Squirrel? At the moment if I try and play a track

it either jumps or plays for 2 or 3 seconds and then screeches.

Can a Squirrel play audio correctly or is it one of 'those' SCSI

interfaces that the manual says are not compatible? I tell you what,

I'll be bloody glad when my Blizzard PPC 603e+ arrives, the Squirrel

is a total chocolate teapot when it comes to using CD writers.

Mark

1.294   Re: ReadMem and Arrays

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

Date: Wed, 27 May 1998 06:30:58 -0500

Subject: Re: ReadMem and Arrays

Hi Damir,

On 27-May-98, Damir Arh wrote:

> How could I fill an array with values from a file using ReadMem command. To

> explain things a bit:

> I have a file 350 bytes long and I would like to fill an array (5,7,10) with

> the values from this file. The ReadMem command needs 3 arguments and I have

> a problem with the second one: Address. In C I could just enter the name of

> the array as it is actually the address of the first element in the array.

> How can I get the address of the array?

& lvlmap(0,0,0) will give the address of the first element.

I'm not sure how a multiple-dimension array is stored in memory, but if your

file was made using WriteMem from the same array, I think this will restore

all correctly. You will need to dim the array to the appropriate size first

of course.

I hope this helps...

>

Later...

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

1.295   Re[2]: ReadMem and Arrays

Thu, 28 May 1998 09:03:49 +0200

Thu, 28 May 1998 09:03:38 +0200 (MET DST)

From: Damir Arh <damir.arh@guest.arnes.si>

Date: Thu, 28 May 1998 08:53:53 +0100

http://www.yam.ch

Subject: Re[2]: ReadMem and Arrays

Hello Curt

On 27-Maj-98, you wrote:

>> How can I get the address of the array?

=

> & lvlmap(0,0,0) will give the address of the first element.

=

> I'm not sure how a multiple-dimension array is stored in memory, but if=

#

> your file was made using WriteMem from the same array, I think this wil=

l =

> restore all correctly. You will need to dim the array to the appropria=

te =

> size first of course.

> I hope this helps.

Thanks, it does. The whole loading routine now works. I assumed that you

get the address as you told me, but the real problem was in the way the

array is stored in memory. I presumed that it is the same way as in C, bu=

t

it's in the reversed order.

I'll explain it if somebody else will need to know this. If you

/DIM a(2,2)/, the order in the memory is following:

a(0,0), a(1,0), a(2,0), a(0,1), a(1,1), a(2,1), a(0,2), a(1,2), a(2,2)

as I already said *the importance of indexes is reversed* to the one in C=

=2E

After I changed the dimensions of my array accordingly and remembered, th=

at

the indexes *start with 0 and not 1* everything was fine.

Thanks once again and thanks to Sami who reminded me once more that index=

es

begin with 0.

Kind 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

---=

1.296   ReadMem and Arrays

Wed, 27 May 1998 13:12:42 +0200

Wed, 27 May 1998 13:12:28 +0200 (MET DST)

From: Damir Arh <damir.arh@guest.arnes.si>

Date: Wed, 27 May 1998 13:11:45 +0100

http://www.yam.ch

Subject: ReadMem and Arrays

How could I fill an array with values from a file using ReadMem command. =

To

explain things a bit:

I have a file 350 bytes long and I would like to fill an array (5,7,10) w=

ith

the values from this file. The ReadMem command needs 3 arguments and I ha=

ve

a problem with the second one: Address. In C I could just enter the name =

of

the array as it is actually the address of the first element in the array=

=2E

How can I get the address of the array?

Is this possible or should I rather use something like (which works but i=

s

not elegant at all):

Dim lvlmap(5,7,10)

FileInput 0

For i=3D1 To 5

For j=3D1 To 7

For k=3D1 To 10

lvlmap(i,j,k)=3DAsc(Inkey$)

Next k

Next j

Next i

Thanks ahead,

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

---=

1.297 Re: ReadMem and Arrays

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

Date: Sat, 07 Jan 1978 20:07:57 +0100

Subject: Re: ReadMem and Arrays

oN 27-Mai-98 yOU, Damir Arh, wROTE:

>How could I fill an array with values from a file using ReadMem command. To

>explain things a bit:

>I have a file 350 bytes long and I would like to fill an array (5,7,10) with

>the values from this file. The ReadMem command needs 3 arguments and I have

>a problem with the second one: Address. In C I could just enter the name of

>the array as it is actually the address of the first element in the array.

>How can I get the address of the array?

Hi!

Thats no problem. I do it like this:

Dim.w myarray(5,7,10) ; I used .w as an example

If OpenFile(0,"mydatafile")

For z=0 to 9

For y=0 to 6

For x=0 to 4

ReadMem 0,&myarray(x,y,z),SizeOf.w ; Replace the .w in

SizeOf.w with the type you use

Next

; for your array

Next

Next

Endif

CloseFile 0

Of course you have to write the file the same way,

just replace ReadMem with WriteMem.

I hope that helps!

Yours,

L.Hartmann

1.298   Re: Really Bizzare Bug

Thu, 28 May 1998 16:52:27 +0200 (MET DST)

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

Date: Thu, 28 May 1998 16:51:41 -0500

Subject: Re: Really Bizzare Bug

The 27-Maj-98, Rick Hodger wrote:

>I just found a /really/ odd bug in blitz.

>I was writing a program that has a couple of statement's in it. One was

>originally a function, but was changed a few days ago. Now I've been
altering

>and compiling this thing all day, and suddenly Blitz started crashing when I

>attempted to compile it.

Did you remember to use *AsmExit* if you've did any Asmcoding in them?

//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! -.

1.299   Really Bizzare Bug

From: Rick Hodger <rick.thehub@bigfoot.com>

Date: Wed, 27 May 1998 17:09:22 -0000

Subject: Really Bizzare Bug

I just found a /really/ odd bug in blitz.

I was writing a program that has a couple of statement's in it. One was

originally a function, but was changed a few days ago. Now I've been altering

and compiling this thing all day, and suddenly Blitz started crashing when I

attempted to compile it.

The soloution was: I'd left a "Function Return ret" in at the end of said

statment by accident. But ot only started doing this after about the tenth

compile, now every time I try it, it crashs instead of giving one of those

wierd errors!

(Insert Twilight Zone Music)

/Rick/

--

===

Rick Hodger - Comms Programmer for #Corruption Software#

^^ _ICQ UIN_

Visit us at .... http://corruption.home.ml.org 12861907

EMail us at .... /corruption@thehub.u-net.com/

^^^

PGP Key now available - Mail "getpgpkey" in body to -

/corruption@thehub.u-net.com/

===

1.300   register content error

From: Paul West <paul@stationone.demon.co.uk>

Date: 11 May 98 23:51:35 +0000

Subject: register content error

Hello.

I have found an error in the documentation for writing blitz

libraries. Or at least, it seems to be an error. I don't know if this

has been updated with the ultimate blitz cd, but I have the floppy

version of blitz and for me there is an error.

I normally have been avoiding having more than 6 parameters for my

new tokens, but decided to have an 8-parameter one to make things

friendlier than splitting things amongst two seperate tokens. This is

where something odd happened. The documentation sais that you are

allowed up to 7 parameters which are passed in d0-d6, and that any

other ones can be access via -(a2) or -(a7) - ie they are on the

stack.

Now i've checked my routine thoroughly and even right at the start, at

entry point, blitz has shuffled the last to parameters. Parameter 7 is

coming to me via the stack, and parameter 8 is coming to me via

register d6. It should be the other way around I would have thought.

Is this an error? A feature? Is there some reason for this?

The documentation reads as follows:

--8<--

Parameters are normally passed to library routines through data registers

D0 through D6. However, in the case of string variables, or when a command

requires more than 7 parameters, parameters may end up on the stack. To help

in keeping track of stacked parameters, Blitz 2 copies the stack pointer to

address register A2 before anything gets placed on the stack. This allows

you to step through stacked parameters using the -(A2) addressing mode instead

of having to play around with offsets from A7. <small snip>

Also remember that if you're wanting to use A2 in this way, you must not

use A2 in the !libs macro.

--8<--

Following this to the letter I still end up receiving the last two

parameters shuffled around. I don't know what would happen if I had 9

or 10 parameters - if maybe the last one would be substituted for

parameter 7, or wether it only affects 7 and 8. I have worked around

this `bug' and my library is working perfectly, but it does rather

worry me that I have had to do that.

Does anyone have the slightest idea why blitz is behaving in this way?

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: http://www.stationone.demon.co.uk

E-M: paul@stationone.demon.co.uk

1.301   Re: Reqtools

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

Date: 10 May 98 14:37:58 -0400

Subject: Re: Reqtools

> can someone please send me a Blitz-converted Reqtools.lib ? Or how

> can I convert it myself?

You should allready have it, its called "neilsreqtoolslib" and it came

with the BlitzBasic package :-)

--

Tony Docker - coventry : docker@enterprise.net

: 2:2500/702.3

1.302   Re: Reqtools

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

Date: Sun, 10 May 1998 08:29:17 -0500

Subject: Re: Reqtools

Hi Frank

On 08-May-97, Frank Otto wrote:

> Hello,

>

> can someone please send me a Blitz-converted Reqtools.lib ? Or how

> can I convert it myself?

There is already a full set of ReqTools commands in Blitz.

Look in your Neils Reqtools doc - they aren't shown in the Blitz manual.

Yours electronically,

Curt Esser

camge@ix.netcom.com

1.303   Reqtools

>X-Dummy: YES

X-ZC-VIA: 19980509000000S+2@dame.de

Subject: Reqtools

From: Robocop@dame.de (Frank Otto)

Date: Thu, 8 May 1997 16:45:07 +0200

X-Gateway: ZCONNECT dame.de [UUWORLD RFC/ZC V2.2 SER#A4583577]

Hello,

can someone please send me a Blitz-converted Reqtools.lib ? Or how

can I convert it myself?

--

Frank

1.304 Re: Re[10]:future of computer games

From: Rick Hodger <thehub@cryogen.com>

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

Date: Sun, 10 May 1998 18:44:05 -0000

Subject: Re: Re[10]:future of computer games

On 10-May-98, Anton Reinauer tapped "Re[10]:future of computer games" on =

his

keyboard...

> An interesting point on Resident Evil- me and some friends have sat

>around a Playstsation several times, and played RE, and another

>movie-like graphic adventure, Overblood, on a Saturday night like we

>would a movie. We all took turns at controlling the character(s), and

>offered suggestions to the puzzles- this was *really* fun!

> It ended up like an interactive movie which you were never sure the

>main character would survive :-) This could be a future gaming genre

>with the advent of DVD!

> We finished Overblood in two nights! About 9 hours total! We rented

>it, but you would have been really p*ssed off if you'd paid lots of

>money for it!! I needed to be about 4-5 times longer, as it was quite

>easy, and gave lots of hints- this made good as an interactive movie

>though. =

Yes, it's very dissapointing. RE was a huge game, I mean HUGE. And then=

everyone was looking forward to the sequel, which got put back some, and =

then

finally came out, even with specially made controllers. And to play it, =

is so

dissapointing. I completed the entire thing, in just under 4 hours, and

coders are expecting people to pay =A350 for this?! (I borrowed it from a=

friend) Just as you're starting to get into the atmosphere of the game, i=

t

ends (with credits to Microcyst, a possible cause of why it's sh*t?)

>>>What *would* be smart is a mode that creates a random maze of

>corridors

>>and =

>>>rooms, scatter various monsters, guns,ammo and herbs around (the

>>ammount of =

>>>which could depend on the difficulty setting).

> Although this makes it harder to tweak the gameplay- some games are =

>/very/ nice to play as they have been well though out and tweaked to

>perfection. Maybe the first time through they can be a standard well

>tweaked setting, and then made random the times through after that. =

> =

>>>People like RE because its got big guns, lots of gore and atmosphere.

=

It was *very* gory tho heheh ;)

/Rick/

-- =

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Rick Hodger - Comms Programmer for #Corruption Software#

^^^

Visit us at .... http://corruption.home.ml.org

EMail us at .... /corruption@thehub.u-net.com/

^^^

PGP Key now available - Mail "getpgpkey" in body to -

/deskcorruption@thehub.u-net.com/

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1.305   Re: Re[2]: 2 questions

From: Luca Carminati <toffi@spm.it>

Date: Mon, 04 Sep 1995 12:10:04 -0500

Subject: Re: Re[2]: 2 questions

On 02-Mag-98, Dave Newton wrote:

>Your best answer would be to use a vwait in your program (or even better=

,

>Delay_) and then just read the keyboard matrix which would tell you whic=

h

>keys are being held down. You need to use the keyboard.device to do this=

=2E

>I sent an example of this (for multi key press testing) to Rui Carvalho'=

s

>blitz web site (Http://homepage.esoterica.pt/~grim) (you may have to wai=

t

>a lil while for the site to be updated!) .

>Hope that helps you,

Yes, this seems to be the only solution.

Thank you, Dave.

-- =

Best regards,

Luca.

_____

| |

| ----- LUKE'S PROJECTS ----- |

| |

| Luca Carminati <toffi@spm.it> |

| A1200/030/2+4Mb/WB3.0/1.2GbHD |

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1.306   Re: Re[2]: AI Gone Mad???

Tue, 12 May 1998 14:21:04 +0200 (MET DST)

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

Date: Tue, 12 May 1998 14:20:38 -0500

Subject: Re: Re[2]: AI Gone Mad???

The 10-Maj-98, Rui de Carvalho wrote:

>The game is played on a grid where the robots are randomly placed.

>In each turn the the engine will parse your code (robot AI) and produce a

>result acording to the functions.

>I this case if the energy goes below 50 the robot searches for food.

>If the energy goes above 90 and if it encounters another robot it will attack

>it. If energy is between 50 and 90 you'll just move around and if you find

>another robot that is weaker than you you'll kick is ass and then move away!

Ahh! i get the hang of it now! thanx!

>The more commands the engine has the more complex and fun it will be to make

>the robots. (You could make a robot that just went around attacking

>everything, or one that doesn't move and just waits for others)

Well i can see why it gets more and more fun =))

Thanx, this'll be fun!

//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! -.

1.307   Re: Re[2]: Converting structs to newtypes

(envelope-from MD.BE4.Student.eee.rgu.ac.uk@eee-student.eee.rgu.ac.uk)

18 May 98 12:30:24 0

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

Date: Mon, 18 May 1998 12:30:11 GMT0BST

Subject: Re: Re[2]: Converting structs to newtypes

On 14 May 98 at 23:26, Peter Thor opened wide and rumbled:

> > I think it doesn't have a value (or is maybe 0) as it is not used as

> >a value.

>

> Well, isn't it a non-zero value? (like -1 or something)

C compilers replace the #defines into the code at compile time, so

they do not need to store a value, just a note that the constant has

been defined. With conversion to Blitz you will need to do something

clever as if you take a constant as being defined at -1 and not at 0,

what happens when someone defines a constant to have a value at 0?

Maybe you need to create another constant which shows if the constant

has been defined, i.e. in C:

#define BLAHBLAH

and in Blitz:

#BLAHBLAH = 0

#BLAHBLAH_DEFINED = -1

But the has got to be a better way of doing this.

> What about voids then?

> For example this one, what does the void put to the blitzversion?

>

> void GetRtgScreenData(struct RtgScreen *MyScreen, struct TagItem *taglist);

Use a statement, parameters but no result.

> ULONG GetSegment(void)

Use a function with no parameters.

.oO David McMinn Oo.

-=-=-=-=-==-=-=-=-

A1200T 1.3Gb 16xCD

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1.308   Re: Re[2]: Crashing Blitz 2.1 executables

From: "Gary Leach" <gary@psi-corps.demon.co.uk>

Subject: Re: Re[2]: Crashing Blitz 2.1 executables

Date: Sat, 9 May 1998 13:51:54 +0100

charset="iso-8859-1"

Dear all,

Thanks for all the help posted.

After reading the online manual I doscovered the need for the wbatsrtup line

in the code.

I hadn't got round to writing my own apps, I was simply tetsing the provided

examples, since these don't contain the wbstartup stuff, they crashed!

OK off to do my first app....

Gary

1.309   Re: Re[6]: 2 questions

From: Dave Newton <Dave@nbsamiga.demon.co.uk>

Date: Wed, 06 May 1998 14:12:36 -0000

Subject: Re: Re[6]: 2 questions

Hi

> *CUT*

Just wondering, had you tried doing GTSetAttrs after the GTText line.

Instead of doing GTTags before. I sometimes found that this helped when

I was using GTListView :). Just use the same line you used for GTTags,

but add the gtlist number and the gadget id to the start. I'm not sure

that will make any difference, but it's worth a shot!

Good luck,

Dave

--

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/ /_/ / /__/ / / /\

/_____/____/_/ /_/ / IRC - COolWAve

_____\/_\/ Dave Newton - Dave@nbsamiga.demon.co.uk (NBS)

1.310   Re: Re[6]: 2 questions

From: Luca Carminati <toffi@spm.it>

Date: Mon, 04 Sep 1995 12:10:44 -0500

Subject: Re: Re[6]: 2 questions

On 04-Mag-98, Curt Esser wrote:

>Hi Luca

>> =

>> Hi Curt,

>> =

>> I hope I'm not boring you but I tried the following:

>> =

>> =

>> WBStartup

>> =

>> NoCli

>> =

>> FindScreen 0

>> =

>> LoadFont 0,"helvetica.font",13

>> =

>> GTTags #GTTX_Justification,#GTJ_RIGHT|#GTNM_Clipped,1

>> =

>> GTText 0,51,2,2,150,30,"",0,"Test text"

>> =

>> Window 0,50,50,200,50,$100e,"Test",1,2

>> =

>> AttachGTList 0,0

>> =

>> Repeat

>> ev.l=3DWaitEvent

>> Until ev=3D$200

>> =

>> End

>> =

>> =

>> The line:

>> =

>> GTTags #GTTX_Justification,#GTJ_RIGHT|#GTNM_Clipped,1

>> =

>> causes a syntax error, and the line:

>> =

>> GTTags #GTTX_Justification,#GTJ_RIGHT,#GTNM_Clipped,1

>> =

>> works but, again, not correctly with proportional fonts (at least on m=

y

>> machine). The more the gadget text is long, the more it is moved to t=

he

>> left,

>> leaving some blank spaces on the right. I also tried the line:

>> =

>> GTTags #GTTX_Justification,#GTJ_RIGHT,#GTTX_Clipped,1

>> =

>> but the result is the same. What's wrong?

>I tested the code you sent, and it works correctly here. (you are right=

,

>there should be a "," between, not the "|")

>I also made the window and gadget the full width of my screen, and tried=

with

>very long lines of text, but it still works OK. Also I tried many diffe=

rent

>fonts and always it works - the text is all the way to the right side.

For me all the proportional fonts are not correctly put.

>I do not know what could cause this problem on your system. Is there ma=

ybe a

>patch that affects gadtools? =

I tried to remove all the patches but the problem remains.

>Do you have the newest version of acidlibs?

I have the one fixed by Julian Kinraid. I think it's the newest version.=

>Which OS do you have?

>Mine is Kickstart 40.68

> WorkBench 40.42

I have Kickstart 39.106 and Workbench 39.29.

>I may have the value for #GTNM_Clipped incorrect - I just went by the

>autodocs, since I can't test this here (this tag is for v39 really, to f=

ix a

>bug in the OS) so you could try using some different values than 1.

I tried several values but nothing changes.

Is there someone else who has a system like mine who wants to test the co=

de?

-- =

Best regards,

Luca.

_____

| |

| ----- LUKE'S PROJECTS ----- |

| |

| Luca Carminati <toffi@spm.it> |

| A1200/030/2+4Mb/WB3.0/1.2GbHD |

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1.311   Re: Re[6]: 2 questions

From: Luca Carminati <toffi@spm.it>

Date: Mon, 04 Sep 1995 12:15:11 -0500

Subject: Re: Re[6]: 2 questions

On 06-Mag-98, Dave Newton wrote:

>Hi

>> *CUT*

> Just wondering, had you tried doing GTSetAttrs after the GTText line.

>Instead of doing GTTags before. I sometimes found that this helped when

>I was using GTListView :). Just use the same line you used for GTTags,

>but add the gtlist number and the gadget id to the start. I'm not sure

>that will make any difference, but it's worth a shot!

>Good luck,

I tried but nothing changes.

Anyway thank you for the suggestion, Dave.

-- =

Best regards,

Luca.

_____

| |

| ----- LUKE'S PROJECTS ----- |

| |

| Luca Carminati <toffi@spm.it> |

| A1200/030/2+4Mb/WB3.0/1.2GbHD |

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1.312   RTGMaster.library

Sun, 10 May 1998 04:16:39 +0200 (MET DST)

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

Date: Sun, 10 May 1998 04:11:24 -0500

Subject: RTGMaster.library

Hey blitzers!

Has anyone went upon converting and using the RTGMaster.library for use with

Blitz?

If not, i might give it a go. Very happy for information about this.

//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! -.

1.313   Re: Screen flickering with DisplayLib

Sun, 10 May 1998 09:16:14 +0200

Sun, 10 May 1998 09:16:06 +0200 (MET DST)

From: Damir Arh <damir.arh@guest.arnes.si>

Date: Sun, 10 May 1998 09:14:08 +0100

http://www.yam.ch

Subject: Re: Screen flickering with DisplayLib

Hello Frank

On 08-Maj-97, you wrote:

> Hello again,

> =

> my Blitz game was coded with the Display library and sometimes when the=

> game displays a new bitmap the screen display is corrupt and the sound

> plays some strange noises.

> =

> It looks exactly like some older games that need to be run on OCS when =

> they are on an AGA system. I know this would solve my problem too but i=

s =

> there another possibility? I think the command "DisplayBitmap" causes t=

his

> but I am not sure (it only happens sometimes). Notice that the game is =

PAL

> and my Workbench-Screenmode not.

I can tell you what I know from my experience. AFAIK the problem is relat=

ed

to non-PAL Workbench (as you noticed) or more precisely to non-AGA

screenblankers. The problem should not appear as long as you don't have a=

ny

non-AGA screenblankers enabled.

=46rom the programers side, I think (but am by no means sure), that probl=

em

appears when you use the QAMIGA mode to access some files.

> Maybe when I use PAL as WB-Screenmode this would not happen. But it sho=

uld

> not have any limitations.

Yes, you're right, but removing the screenblanker should probably also he=

lp.

Regards

Damir

-- =

_ /// =

/l l\/l l / \ /l /// Damir Arh

/_l l l l / __ /_l\/// damir.arh@guest.arnes.si =

/ l l l l __/ / l \XX/ http://www2.arnes.si/~gkrjes12/

A1200/030 @50MHz, 2MB Chip, 32MB Fast, 1.2GB HD, 2=D7CD

1.314   Re: Screen flickering with DisplayLib

>X-Dummy: YES

X-ZC-VIA: 19980515000000S+2@dame.de

Subject: Re: Screen flickering with DisplayLib

X-ZC-F-TO: Damir Arh

From: Robocop@dame.de (Frank Otto)

Date: Wed, 14 May 1997 10:57:35 +0200

X-Gateway: ZCONNECT dame.de [UUWORLD RFC/ZC V2.2 SER#A4583577]

damir.arh@guest.arnes.si (Damir Arh):

> > my Blitz game was coded with the Display library and sometimes when the

> > game displays a new bitmap the screen display is corrupt and the sound

> > plays some strange noises.

> >

> > It looks exactly like some older games that need to be run on OCS when

> > they are on an AGA system. I know this would solve my problem too but is

> > there another possibility? I think the command "DisplayBitmap" causes this

> > but I am not sure (it only happens sometimes). Notice that the game is PAL

> > and my Workbench-Screenmode not.

>

> I can tell you what I know from my experience. AFAIK the problem is related

> to non-PAL Workbench (as you noticed) or more precisely to non-AGA

> screenblankers. The problem should not appear as long as you don't have any

> non-AGA screenblankers enabled.

> From the programers side, I think (but am by no means sure), that problem

> appears when you use the QAMIGA mode to access some files.

Yes, I think QAMIGA is responsible for this, too. Anyone knowing a solution for this?

Using AMIGA instead of QAMIGA is not a good idea (looks strange).

BTW, I use this code:

QAMIGA

LoadBitmap ...

BLITZ

--

Frank

1.315   Screen flickering with DisplayLib

>X-Dummy: YES

X-ZC-VIA: 19980509000000S+2@dame.de

Subject: Screen flickering with DisplayLib

From: Robocop@dame.de (Frank Otto)

Date: Thu, 8 May 1997 18:50:45 +0200

X-Gateway: ZCONNECT dame.de [UUWORLD RFC/ZC V2.2 SER#A4583577]

Hello again,

my Blitz game was coded with the Display library and sometimes when the game

displays a new bitmap the screen display is corrupt and the sound plays some

strange noises.

It looks exactly like some older games that need to be run on OCS when they are on an

AGA system. I know this would solve my problem too but is there another

possibility? I think the command "DisplayBitmap" causes this but I am not

sure (it only happens sometimes). Notice that the game is PAL and my Workbench-

Screenmode not.

Maybe when I use PAL as WB-Screenmode this would not happen. But it should not

have any limitations.

Thanks,

--

Frank

1.316   serial.device

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

Date: 23 May 98 21:23:25 +0000

Subject: serial.device

Hi,

I have written a small program which lets you send files from one

computer to another using the RI fast serial library for biltz.

I have a hypercom card attached to my computer and wass wondering how

i could support it.

can anybody give me some source a web page or any information you

think might be of use on using serial ports other than the one which

is built in to all amigas.

1.317   Re[2]: Some Questions

From: Andreas Etzrodt <the_shark@gmx.de>

Date: Thu, 07 May 1998 23:07:45 +0100

Subject: Re[2]: Some Questions

Hello Blitzwing

(sorry that you got this answer twice. It was my mistake...)

On 07-Mai-98 Blitzwing wrote about:

> On 07-May-98, Andreas Etzrodt wrote:

>

>> 5. does someone have a fast sorting-algorithm to sort strings?

>

> What exactly are you after, do you mean an array of strings or do you want to

> alphabetise strings ie turn "ADBC" into "ABCD", and how many strings are you

> talking about 10, 10 000, 10 000 000 ?

I am looking for an algorithm to sort arrays (or lists). It (the list) can

contain up to 10.000 items. StringSort is VERY slow (is it a Bubblesort?).

Regards

Andy

--

Andreas Etzrodt "THE SHARK" - APC&TCP-AMIGA Club

Man invented language to satisfy his deep need to complain.

-- Lily Tomlin

1.318 Re[2]: Some Questions

From: Andreas Etzrodt <the_shark@gmx.de>

Date: Fri, 08 May 1998 16:49:55 +0100

Subject: Re[2]: Some Questions

Hello BootBlock

On 07-Mai-98 BootBlock of Carnage wrote about:

> Ah right, you should only use GTBevelBox AFTER you have opened the

> window/attached the gadgets (AttachGTList), and not before. If you're using

> GTB (by Tim Caldwell - anyone know where I can get the latest version?), add 4

> to the X co-ordinate, and 11 to the Y co-ordinate.

Yes, THIS worked! Didn't thought that I have to do it AFTER AttachGTList!

I tried it AFTER opening the Window but this didn't work, too. With your

hint it is possible. Thanks! (I'll have to note this...)

Regards

Andy

--

Andreas Etzrodt "THE SHARK" - APC&TCP-AMIGA Club

look out for "text/misc/SHARKsort.lha" on Aminet

Software suppliers are trying to make their software packages more

'user-friendly'.... Their best approach, so far, has been to take all

the old brochures, and stamp the words, 'user-friendly' on the cover.

-- Bill Gates

1.319 Re[3]: Some Questions

From: Andreas Etzrodt <the_shark@gmx.de>

Date: Fri, 08 May 1998 16:20:47 +0100

Subject: Re[3]: Some Questions

Hello Curt

On 08-Mai-98 Curt Esser wrote about:

> No, multiple selection is NOT possible.

Is something available with multiple selection? I don't want to

use MUI or Triton. (I don't need ms for my database but I'd

like to know).

> DetachGTList 3

> GTSetAttrs 3,50,#GTLV_Top,(top item visible in the

> listview),#GTLV_Selected,(item to be shown as selected)

> AttachGTList 3,2

I tried it and it worked without DetachGTList and AttachGTList!

In fact I would have to rewrite many lines of code if I use

it with them (Refresh-problems).

But: Thanks for this hint!

>>> 3. GTBevelbox causes a "GURU - LINE 1111 EMULATOR" in the Debugger.

>>> What does it mean? And how do I get Bevelboxes (no GZZ-Window)?

>

> You must open the window first before using the GTBevelbox command. This

> can't be done in the gadgetlist creation part of your code.

> Think of it as a drawing command, like wline.

I just tried it like:

1. open the window

2. gtbevelbox x,x,x,x,x...

3. attachgtlist

And it still GURUs in the debugger.

> Yes, GTgadgets assume 0,0 to be BELOW the title bar area (or maybe they go by

> the BOTTOM of the gadget?) Anyway, the way you are doing it with negative

> numbers is correct.

Is this a bug?

> Easier to look in the AutoDocs, I think. There is a complete list of all the

> tags for GTgadgets, Windows, Screens, and everything else.

Thanks, I'll have a look at it.

>

Regards

Andy

--

Andreas Etzrodt "THE SHARK" - APC&TCP-AMIGA Club

look out for "text/misc/SHARKsort.lha" on Aminet

You cannot kill time without injuring eternity.

-- Thoreau

1.320   Some Questions

From: Andreas Etzrodt <the_shark@gmx.de>

Date: Thu, 07 May 1998 14:40:08 +0100

Subject: Some Questions

Hello,

I am working on a video-database (mainly for my own use) and have

some questions:

(sorry for this bad English, but it is very hard to explain)

1. how is it possible to show the bar in a listview gadget?

Maybe if I select an item the blue bar should stay. But it

disappears - even if I use #GTLV_ShowSelected. What am i

doing wrong?

2. I would like to show this bar even If I don't select an item

directly. Maybe If I search the database for a special movie.

If this movie is found it should be displayed in a special

window and the item in the listview should be highlighted.

Is this possible?

3. GTBevelbox causes a "GURU - LINE 1111 EMULATOR" in the Debugger.

What does it mean? And how do I get Bevelboxes (no GZZ-Window)?

4. If I open a NON-GZZ-Window the GTGadgets will be displayed

directly underneath the windowborder. I thought it should be

displayed at 0,0 (in many cases the close-button). If I use

a GZZ-Window I have to use negative numbers (eg. 0,-39) to

put a GTGadget directly to 0,0 (which should NOT be the

close-gadget).

5. does someone have a fast sorting-algorithm to sort strings?

Did you understand what I am trying to explain? Can you help?

Bye,

Andy

--

Andreas Etzrodt "THE SHARK" - APC&TCP-AMIGA Club

look out for "text/misc/SHARKsort.lha" on Aminet

1.321   Re: Some Questions

From: Blitzwing <blitzwing@goldweb.com.au>

Date: Fri, 08 May 1998 04:30:14 +1000

Subject: Re: Some Questions

On 07-May-98, Andreas Etzrodt wrote:

>5. does someone have a fast sorting-algorithm to sort strings?

What exactly are you after, do you mean an array of strings or do you want to

alphabetise strings ie turn "ADBC" into "ABCD", and how many strings are you

talking about 10, 10 000, 10 000 000 ?

Also I am working on a (I hope) very fasting sorting algorhythm (spelling ?)

and would like to know of anybody else who has written one, fast or slow. I'm

doing a timing comparison on how long it take to randomly sort 1 000 to 1 000

000, strings of 8 random aphanumeric characters. I fanybody has some code

they'd like to share for my timings I would be most greatful

Blitzwing

1.322   Re[2]: Some Questions

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

Date: Thu, 07 May 1998 18:39:51 -0500

Subject: Re[2]: Some Questions

Hi Paul,

On 07-May-98, Paul West wrote:

> Andreas:

>

>> 1. how is it possible to show the bar in a listview gadget?

>> Maybe if I select an item the blue bar should stay. But it

>> disappears - even if I use #GTLV_ShowSelected. What am i

>> doing wrong?

If you use "GTTags #GTLV_ShowSelected,0" before creating the gadget, it should

work. Also use the optional parameters at the end of the GtListview command to

tell it which item should be initially shown as selected. They are NOT shown

in the manual, but should come up if you press help.

There are tags you can use for these also, but it is not necessary - it's

built into the command. Then the listview will automatically always put the

bar on the most recently selected item.

>

> I was having a play with this sort of thing when I first got into

> blitz. Unfortunately my source for it since got wiped when the

> partition on the hd went down. But I do remember having some

> difficulty getting it to display the bar for the selected item. It

> isn't simply a matter of using the show selected, I think there is

> another tag which actually holds the number of the item that has been

> selected, and AFAIK multiple selection isn't possible. Although

> someone else might know about that.

No, multiple selection is NOT possible.

>

>> 2. I would like to show this bar even If I don't select an item

>> directly. Maybe If I search the database for a special movie.

>> If this movie is found it should be displayed in a special

>> window and the item in the listview should be highlighted.

>> Is this possible?

Yes, for this you would use the tags:

DetachGTList 3

GTSetAttrs 3,50,#GTLV_Top,(top item visible in the

listview),#GTLV_Selected,(item to be shown as selected)

AttachGTList 3,2

The one for the top item is not needed for this really - I only use it to make

sure my selected item is shown half-way down the list.

>

>> 3. GTBevelbox causes a "GURU - LINE 1111 EMULATOR" in the Debugger.

>> What does it mean? And how do I get Bevelboxes (no GZZ-Window)?

You must open the window first before using the GTBevelbox command. This

can't be done in the gadgetlist creation part of your code.

Think of it as a drawing command, like wline.

>

>> 4. If I open a NON-GZZ-Window the GTGadgets will be displayed

>> directly underneath the windowborder. I thought it should be

>> displayed at 0,0 (in many cases the close-button). If I use

>> a GZZ-Window I have to use negative numbers (eg. 0,-39) to

>> put a GTGadget directly to 0,0 (which should NOT be the

>> close-gadget).

Yes, GTgadgets assume 0,0 to be BELOW the title bar area (or maybe they go by

the BOTTOM of the gadget?) Anyway, the way you are doing it with negative

numbers is correct.

>

> I believe I found this also.

>

>> 5. does someone have a fast sorting-algorithm to sort strings?

>

> Hmm. Not really. Sorry.

>

> But anyway, I think the problems you're finding with the gadtools

> flags are much the same as what I encountered. I got hold of a gui

> creation program (not for blitz) which generated somewhat limited

> assembler sourcecode. I generated a dummy listview with the flags I

> wanted and then looked at the source to find out what the proper tags

> were. You could try that, I suppose.

Easier to look in the AutoDocs, I think. There is a complete list of all the

tags for GTgadgets, Windows, Screens, and everything else.

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

1.323   Re[4]: Some Questions

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

Date: Sun, 10 May 1998 08:24:06 -0500

Subject: Re[4]: Some Questions

Hi Andreas

On 08-May-98, Andreas Etzrodt wrote:

> Hello Curt

>

> On 08-Mai-98 Curt Esser wrote about:

>

>

>> No, multiple selection is NOT possible.

> Is something available with multiple selection? I don't want to

> use MUI or Triton. (I don't need ms for my database but I'd

> like to know).

>

>> DetachGTList 3

>> GTSetAttrs 3,50,#GTLV_Top,(top item visible in the

>> listview),#GTLV_Selected,(item to be shown as selected)

>> AttachGTList 3,2

>

> I tried it and it worked without DetachGTList and AttachGTList!

> In fact I would have to rewrite many lines of code if I use

> it with them (Refresh-problems).

>

> But: Thanks for this hint!

And thank YOU for this hint - I thought you had to detach them....

>

>>>> 3. GTBevelbox causes a "GURU - LINE 1111 EMULATOR" in the Debugger.

>>>> What does it mean? And how do I get Bevelboxes (no GZZ-Window)?

>>

>> You must open the window first before using the GTBevelbox command. This

>> can't be done in the gadgetlist creation part of your code.

>> Think of it as a drawing command, like wline.

>

> I just tried it like:

>

> 1. open the window

> 2. gtbevelbox x,x,x,x,x...

> 3. attachgtlist

>

> And it still GURUs in the debugger.

Sorry, I forgot you must attach the GTlist first too...

>

>> Yes, GTgadgets assume 0,0 to be BELOW the title bar area (or maybe they go

by

>> the BOTTOM of the gadget?) Anyway, the way you are doing it with negative

>> numbers is correct.

> Is this a bug?

Well, call it a bug, undocumented feature, or whatever. And I'm not sure if

it is Blitz or GadTools that does this. It does make things tricky to

calculate, but not so bad once you get the idea...

Bye for now...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

1.324   Re[2]: Some Questions

From: =?iso-8859-1?Q?Fr=E9d=E9ric?= Laboureur <alphasnd@hol.fr>

Date: Fri, 08 May 1998 13:18:58 +0100

Subject: Re[2]: Some Questions

Hi Blitzwing, =

>> 5. does someone have a fast sorting-algorithm to sort strings?

> > What exactly are you after, do you mean an array of strings or do you=

want

to

> alphabetise strings ie turn "ADBC" into "ABCD", and how many strings ar=

e you

> talking about 10, 10 000, 10 000 000 ?

> =

> Also I am working on a (I hope) very fasting sorting algorhythm (spelli=

ng ?)

> and would like to know of anybody else who has written one, fast or slo=

w.

I'm

> doing a timing comparison on how long it take to randomly sort 1 000 to=

1

000

> 000, strings of 8 random aphanumeric characters. I fanybody has some co=

de

> they'd like to share for my timings I would be most greatful

I've done a megablast sort routine for my Database program (F-Base, H=

ave a

look at it if not done ;-). It sort any kind of datas and it does it very=

very fast... But it's not ASM coded, so it could be better... If you can =

send

me your Benchmarks, I can send you my...

Bye,

=

Fred

--=

/\/\/\/\ Fr=E9d=E9ric Laboureur (Fred)

__/ _ =

/^ ^ u^ ^n ^ ^\ E-Mail Address: alphasnd@hol.fr =

(o o_ /(o o)\ _o o) =

_/_ /// | | \\ __ Only Amiga makes it possible

(o_o)// (o o) \(o_o) Quality software for the Amiga

`---' `---' `---' =

F-Base TheBoss F-Bench AlphaSOUND - FANTAISIE Software (1998)

--=

1.325   Re: Some Questions

Date: Thu, 7 May 1998 15:03:48 -0300 (ADT)

From: John Mason <ah210@chebucto.ns.ca>

Subject: Re: Some Questions

On 7 May 1998, Paul West wrote:

> Andreas:

>

> > 1. how is it possible to show the bar in a listview gadget?

> > Maybe if I select an item the blue bar should stay. But it

> > disappears - even if I use #GTLV_ShowSelected. What am i

> > doing wrong?

>

> I was having a play with this sort of thing when I first got into

> blitz. Unfortunately my source for it since got wiped when the

> partition on the hd went down. But I do remember having some

> difficulty getting it to display the bar for the selected item. It

> isn't simply a matter of using the show selected, I think there is

> another tag which actually holds the number of the item that has been

> selected, and AFAIK multiple selection isn't possible. Although

> someone else might know about that.

I have code to do this somewhere. Let me have a look and I'll post it to

the list (remind me if I don't). :)

| John Mason : ah210@chebucto.ns.ca |

| Amiga 1200 020/882 3.0 6MB RAM 80M HD |

| A 500 68020/68881 3.1 7MB RAM 170M HD |

|http://chebucto.ns.ca/~ah210/Profile.html|

1.326   Re: Some Questions

From: "Paul West" <paul@stationone.demon.co.uk>

Date: 7 May 98 17:38:46 +0000

Subject: Re: Some Questions

Andreas:

> 1. how is it possible to show the bar in a listview gadget?

> Maybe if I select an item the blue bar should stay. But it

> disappears - even if I use #GTLV_ShowSelected. What am i

> doing wrong?

I was having a play with this sort of thing when I first got into

blitz. Unfortunately my source for it since got wiped when the

partition on the hd went down. But I do remember having some

difficulty getting it to display the bar for the selected item. It

isn't simply a matter of using the show selected, I think there is

another tag which actually holds the number of the item that has been

selected, and AFAIK multiple selection isn't possible. Although

someone else might know about that.

> 2. I would like to show this bar even If I don't select an item

> directly. Maybe If I search the database for a special movie.

> If this movie is found it should be displayed in a special

> window and the item in the listview should be highlighted.

> Is this possible?

I think so. I seem to recall that I set up my couple of listviews so

that they had the bar showing. I think it was simply a matter of

finding the right tag. I did find it quite fiddly getting that stuff

to work I have to say.

> 3. GTBevelbox causes a "GURU - LINE 1111 EMULATOR" in the Debugger.

> What does it mean? And how do I get Bevelboxes (no GZZ-Window)?

I also seem to recall having guru problems with some of the graphics

commands, particularly that bevel box thing.

> 4. If I open a NON-GZZ-Window the GTGadgets will be displayed

> directly underneath the windowborder. I thought it should be

> displayed at 0,0 (in many cases the close-button). If I use

> a GZZ-Window I have to use negative numbers (eg. 0,-39) to

> put a GTGadget directly to 0,0 (which should NOT be the

> close-gadget).

I believe I found this also.

> 5. does someone have a fast sorting-algorithm to sort strings?

Hmm. Not really. Sorry.

But anyway, I think the problems you're finding with the gadtools

flags are much the same as what I encountered. I got hold of a gui

creation program (not for blitz) which generated somewhat limited

assembler sourcecode. I generated a dummy listview with the flags I

wanted and then looked at the source to find out what the proper tags

were. You could try that, I suppose.

--

Paul.

1.327 Sorry, another reply to

Sat, 16 May 1998 11:36:05 -0700

From: "Rudolf Sanchez" <childrenofsun@email.msn.com>

Subject: Sorry, another reply to

Date: Sat, 16 May 1998 10:18:19 -0700

Sorry, I am again trying to reply to Rui de Carvalho...

Kind of rude of me to not email you back, but in fact I did try twice now,

and wanted to re-state my thanks for your replies and help.

>If you want to i can Remail all of the Blitz List Mails to you.

>Kinda of a Mailing list without mailing!

Yes, I would like to see the Blitz List Mails, if it is not too much of an

inconvenience to you.

>What version of YAM do you have?

That probably is one of my problems. I use Internet Explorer on PC.

X--X

>Have you been able to join the Blitz Mailing List?

No, I have kind of given up right at the moment. Sorry about not getting

back to you sooner, however my domain was blocked due to Spamers...

X--X

Since I know little about Spamers, I did some research and found this

information:

Firewalls-Digest Vol. 6 #4

Subject: Spam Relay Blocks

From: Patrick Larkin Jr <plarkin@Iphase.COM>

Date: Thu, 11 Dec 1997 11:20:25 -0600

I've honestly not done all my research, but that's cause I'm too busy

dealing with complaints to "postmaster" at my domain.... <sigh>

Reader's Digest version: We are using Gauntlet 3.2 from TIS. Spammers

are abusing our SMTP (smap) and using us as a third-party-relay. I know

that Sendmail v8 has some anti-spam mechanisms and Trusted Information

Systems claims they will too in early 1998. Sadly, assuming their

release is on schedule (and what software company ever is), we cannot wait

that long (we've been "hit" several times in the past few weeks).

Repeated attempts at obtaining suggested temporary workarounds

from TRUSTED INFORMATION SYSTEMS have only resulted in their canned

"here's how to block connects to your SMTP port based upon IP-address

or Domain-name" which is worse than useless. [It's a shame Ranum's no longer

there.]

Anyway, my questions for you experts are:

Is there a "patched" version of 'smap' (lifted from the Firewall Toolkit

source) floating around that will drop in to replace the Gauntlet 'smap'

that thwarts relaying? Any problems/warnings/successes with it?

Alternatively, is there a semi-safe way to put 'sendmail v8' in front

of smap (so that we at least do not degrade its security) such that v8's

anti-relay mechanisms can be used? If so, can you supply a synopsys of

what you did, how well it worked, and any pitfalls to avoid? Finally,

as a last resort, any comments whether I should abandon 'smap' altogether

and put sendmail v8 in place?

Please reply via Email - my Usenet time is limitted now.

I'll post a summary soon.

Thanks,

- --

^^^

^^

Patrick Larkin Jr <plarkin@iphase.com> Unix Evangelist and Administrator

X----------------------------X

To be honest, I am not sure exactly what this Spamer Blocking problem

described by this person is, but I have now tried 3 times to get in touch

with the same results. Sorry about that.

X---------------------------------------X

or something like that. You have a nifty looking Blitz site. I checked out

some

of your Blitz source code, but the code looked like compiled code or

something

like that. Well, I thought maybe I need to use the Amiga to look at the

code, but I do not use the Amiga for the net, as it is really under-powered

to do this. I am now using mostly Amiga Forever on my PC to do Amiga work.

I was thinking about just emailing directly to the Blitz group, and worry

about the subscribing problem later. The only possible problem that I can

see is that Microsoft recently started routing my email through

>childrenofsun.email@msn.com rather than

childrenofsun@msn.com which is the correct address

At the moment, I forget why they decided to to this, but I assume there was

some good reason for this.

Sincerely,

Rudy

childrenofsun@msn.com

I was going to refer him to my own website, but it is abit personal and not

really related to Blitz, so I have cut it out.

1.328 Sorting

From: Paul West <paul@stationone.demon.co.uk>

Date: 8 May 98 15:23:30 +0000

Subject: Sorting

This is a MIME encoded multipart message. The fact that you are reading

this means you don't have a MIME capable mail program. You might still

be able to read part of the mail's content, but some of it may require

a MIME capable mail reader to decode. Following are some URLs where

you can find MIME-capable mail programs for common platforms:

Amiga............: MicroDot-II http://www.vapor.com/

Unix.............: Metamail ftp://ftp.bellcore.com/nsb/

Windows/Macintosh: Eudora http://www.qualcomm.com/

General info about MIME can be found at:

http://www.cis.ohio-state.edu/hypertext/faq/usenet/mail/mime-faq/top.html

--=_=8<==MD235532372-7A29C302==8<=_=

There has been a number of discussions about sorting methods lately.

Attatched is some assembler sourcecode for 4 sorting methods. I did

not write them, I found them in the biscuit tin.

They are mostly in 020+ asm, which means you might have to recode some

bits to work in the blitz assembler.

--

Paul.

--=_=8<==MD235532372-7A29C302==8<=_=

#Attachment stripped#

--=_=8<==MD235532372-7A29C302==8<=_=

#Attachment stripped#

--=_=8<==MD235532372-7A29C302==8<=_=

#Attachment stripped#

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#Attachment stripped#

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#Attachment stripped#

--=_=8<==MD235532372-7A29C302==8<=_=--

1.329   Re[4]: Sorting Routine

From: Jeroen Petrick <djroon@xs4all.nl>

Date: Mon, 11 May 1998 15:41:46 +0100

Subject: Re[4]: Sorting Routine

Fr=E9d=E9ric

Op 10-mei-98 schreef Fr=E9d=E9ric Laboureur:

> Hi Jeroen, =

> =

>> Hello Blitzwing, Andreas and all others ;)

>> =

>> Included is an sorting source wich i've been using. It's just plain an=

d

> simple

>> sort but it does it very quickly. I'm not using the blitz sort() comma=

nd

>> because of the need to sort more then one field. I've included some s=

peed

>> results in the source code to give some timing examples. Also notice t=

he

use

>> of the Exchange command wich speeds up sorting *a lot* on my system. I=

guess

> a

>> really good assembler code optimized for 680xx cpu could do a lot bett=

er

but

>> this routine did the job. The source included asks you for the amount =

of

>> strings and the amount of characters in the string. Then it creates th=

e

> amount

>> of strings with random a-z ascii, showing how many ticks it took, and =

then

>> sorts the created strings and also showing how many ticks it took. Cre=

ating

>> the random strings took more time then sorting the data on my system.

>> =

>> If you get some another sorting source i'm very happy to see it, i won=

der

if

>> an faster one could be possible in basic rather then using assember.

> =

> Just some speed result on my system (030/50 - 16 Mo Fast).

> =

> To sort an array of 10000 strings of 10 length each :

> =

> Internal Blitz2 Sort() routine : 71 ticks !!! (Really awesome)

> My routine (QuickSort based algoritheme) 100 % Blitz2 (no ASM): 395 tic=

ks

> Your routine : 2180 ticks.

> =

> Like you can see, the code optimizing is here very efficient : Even =

with

> your 060/50, you're many times slower than the internal Sort() routine =

on my

> 030/50. Some year ago, I've written different sort routine and the bett=

er

was

> the QuickSort routine. And from far. I can send the code once again (I'=

ve

> already post it on the list some months ago ...)

> =

Hello Fr=E9d=E9ric,

You are so right, but my source was only based on an shell sort routine. =

After

reading you're comments about the quick-sort routine i checked

aminet/dev/e/visualsort115.lha to see the *HUGE* different from the known=

sorting routines. QuickSort is incredible fast. If you would upload your

Quicksort source again i would be very happy and i think some others will=

also. The internal

sort() routine of blitz is very fast but incredible buggy (on my 060 it j=

ust

hangs!) and can't be used by more array's with shared information. for ex=

ample

i want to sort a directory on comment, so when i sort the comment$(50) al=

so

the filename$(50) and the filesize$(50) would swap places, that's somethi=

ng

the blitz sort() routine command can't do.

Thanx and Greetings,

Jeroen (alias Krimson on #amiganl IRC)

Proud owner of an A4000 Original, CyberStorm MKII 68060, CyberVision 64/=

3D =

24x CyberDrive CD,Funai 15 inch SVGA monitor, 2.1Gb HD, 52Mb Fast, =

=

RocGen+ Genlock, Toccata 16Bit Audio,Trust Communicator 33K6. =

=

-=3D 10 y e a r s o f A M i G A E x p e r i e n c e ! =3D- =

1.330   Re[3]: Sorting Routine (was Some Questions)

From: =?iso-8859-1?Q?Fr=E9d=E9ric?= Laboureur <alphasnd@hol.fr>

Date: Sun, 10 May 1998 20:35:25 +0100

Subject: Re[3]: Sorting Routine (was Some Questions)

Hi Jeroen, =

> Hello Blitzwing, Andreas and all others ;)

> =

> Included is an sorting source wich i've been using. It's just plain and=

simple

> sort but it does it very quickly. I'm not using the blitz sort() comman=

d

> because of the need to sort more then one field. I've included some sp=

eed

> results in the source code to give some timing examples. Also notice th=

e use

> of the Exchange command wich speeds up sorting *a lot* on my system. I =

guess

a

> really good assembler code optimized for 680xx cpu could do a lot bette=

r but

> this routine did the job. The source included asks you for the amount o=

f

> strings and the amount of characters in the string. Then it creates the=

amount

> of strings with random a-z ascii, showing how many ticks it took, and t=

hen

> sorts the created strings and also showing how many ticks it took. Crea=

ting

> the random strings took more time then sorting the data on my system.

> =

> If you get some another sorting source i'm very happy to see it, i wond=

er if

> an faster one could be possible in basic rather then using assember.

Just some speed result on my system (030/50 - 16 Mo Fast).

To sort an array of 10000 strings of 10 length each :

Internal Blitz2 Sort() routine : 71 ticks !!! (Really awesome)

My routine (QuickSort based algoritheme) 100 % Blitz2 (no ASM): 395 ticks=

Your routine : 2180 ticks.

Like you can see, the code optimizing is here very efficient : Even w=

ith

your 060/50, you're many times slower than the internal Sort() routine on=

my

030/50. Some year ago, I've written different sort routine and the better=

was

the QuickSort routine. And from far. I can send the code once again (I've=

already post it on the list some months ago ...)

For now,

Fred =

---=

/\/\/\/\ Fr=E9d=E9ric Laboureur (Fred)

__/ _ =

/ˆ ˆ uˆ ˆn ˆ ˆ\ E-Mail Address: alphasnd@hol.fr =

(o o_ /(o o)\ _o o) =

_/_ /// | | \\ __ Only Amiga makes it possible

(o_o)// (o o) \(o_o) Quality software for the Amiga

`---' `---' `---' =

F-Base TheBoss F-Bench AlphaSOUND - FANTAISIE Software (1998)

---=

1.331   Re[2]: Sorting Routine (was Some Questions)

From: Jeroen Petrick <djroon@xs4all.nl>

Date: Fri, 08 May 1998 16:26:53 +0100

Subject: Re[2]: Sorting Routine (was Some Questions)

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.136217872.1

> On 07-May-98, Andreas Etzrodt wrote:

>

>> 5. does someone have a fast sorting-algorithm to sort strings?

>

> What exactly are you after, do you mean an array of strings or do you want

to

> alphabetise strings ie turn "ADBC" into "ABCD", and how many strings are you

> talking about 10, 10 000, 10 000 000 ?

>

> Also I am working on a (I hope) very fasting sorting algorhythm (spelling ?)

> and would like to know of anybody else who has written one, fast or slow.

I'm

> doing a timing comparison on how long it take to randomly sort 1 000 to 1

000

> 000, strings of 8 random aphanumeric characters. I fanybody has some code

> they'd like to share for my timings I would be most greatful

>

> Blitzwing

>

Regards

Hello Blitzwing, Andreas and all others ;)

Included is an sorting source wich i've been using. It's just plain and simple

sort but it does it very quickly. I'm not using the blitz sort() command

because of the need to sort more then one field. I've included some speed

results in the source code to give some timing examples. Also notice the use

of the Exchange command wich speeds up sorting *a lot* on my system. I guess a

really good assembler code optimized for 680xx cpu could do a lot better but

this routine did the job. The source included asks you for the amount of

strings and the amount of characters in the string. Then it creates the amount

of strings with random a-z ascii, showing how many ticks it took, and then

sorts the created strings and also showing how many ticks it took. Creating

the random strings took more time then sorting the data on my system.

If you get some another sorting source i'm very happy to see it, i wonder if

an faster one could be possible in basic rather then using assember.

Greetings and i hope this one sorts some problems out ;)

Jeroen (alias Krimson on #amiganl IRC)

Proud owner of an A4000 Original, CyberStorm MKII 68060, CyberVision 64/3D

24x CyberDrive CD,Funai 15 inch SVGA monitor, 2.1Gb HD, 52Mb Fast,

RocGen+ Genlock, Toccata 16Bit Audio,Trust Communicator 33K6.

-= 10 y e a r s o f A M i G A E x p e r i e n c e ! =-

--BOUNDARY.136217872.1

#Attachment stripped#

--BOUNDARY.136217872.1--

1.332   Sound Pitch

Date: Tue, 26 May 1998 14:54:41 +0100 (BST)

From: Duncan JJ Stewart <djjs@st-andrews.ac.uk>

Subject: Sound Pitch

Hi All,

I am currently programming a driving game and I want to use one sample for

the engine which changes in pitch as the revs of the car change. I tried

using the command I thought it should be (SetPeriod I think) but I

couldn't get it to work (maybe the parameters were wrong? I was using

values from 0 to 2 I think, though I did try others).

Does anyone have a solution?

Cheers

Duncan

__

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| |. | | |

1.333   Re: Sound Pitch

Date: Tue, 26 May 1998 16:23:13 +0200

From: Manfred Linzner <Manfred.Linzner@munich.netsurf.de>

Subject: Re: Sound Pitch

Duncan JJ Stewart wrote:

>

> Hi All,

>

> I am currently programming a driving game and I want to use one sample for

> the engine which changes in pitch as the revs of the car change. I tried

> using the command I thought it should be (SetPeriod I think) but I

> couldn't get it to work (maybe the parameters were wrong? I was using

> values from 0 to 2 I think, though I did try others).

>

> Does anyone have a solution?

Afair the command has a bug and cant alter the period after setting it.

But there is nothing holding you back from directly poking into the

hardware regiters...

--

-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+

Manfred.Linzner@munich.netsurf.de aka Pink/aBYSS

http://homepages.munich.netsurf.de/Manfred.Linzner/

http://ABYSS.HOME.ML.ORG

-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+

1.334 Sound questions

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

Date: Sun, 24 May 1998 07:38:05 -0500

Subject: Sound questions

Hi Everyone,

Does anyone know:

1) Is it possible to "lock" out other programs from using the sound channels

when I need them?

2) I am saving multiple sound samples into one file, along with some other

stuff. The only method I came up with is to peek each byte, then write it

into the file one by one. This works OK, but is slow both saving and loading.

Is there a better way? (There MUST be, but I don't know what it is...)

Thanx.

--

The average man does not want much,

and usually gets less.

Yours electronically,

Curt Esser

camge@ix.netcom.com

1.335 Re[2]: Sound questions

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

Date: Tue, 26 May 1998 17:53:36 -0500

Subject: Re[2]: Sound questions

Hi Dave

On 25-May-98, Dave Newton wrote:

>

> Hi Curt,

>

>> 1) Is it possible to "lock" out other programs from using the sound

channels

>> when I need them?

>

> Sort of, you can ask the audio device to lock channels for you, but this

> will only stop other programs sending sounds through the audio device. It

> won't stop any direct hardware hitting stuff :(.

Yes, this would help. How do I do this?

>

>> 2) I am saving multiple sound samples into one file, along with some other

>> stuff. The only method I came up with is to peek each byte, then write it

>> into the file one by one. This works OK, but is slow both saving and

loading.

>> Is there a better way? (There MUST be, but I don't know what it is...)

>

> Just use WriteFile (or ReadFile) to open a file handle, then use WriteMem

> (or ReadMem) to write and read directly from the memory (and to the memory)

> where the sound is to be found (or saved). Just supply the length of

> memory to read (number of bytes) and the start of the memory block. You

> can use multiple Writemem (ReadMem) calls to save (load) seperate blocks

> of memory into one file....is that what ya meant???

Yes, I didn't know it could be done that way. Thanks, I'll try this.

Later...

--

A man forgives only when he is in the wrong.

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

1.336   Re: Sound questions

From: Dave Newton <Dave@nbsamiga.demon.co.uk>

Date: Mon, 25 May 1998 15:00:36 -0000

Subject: Re: Sound questions

Hi Curt,

> 1) Is it possible to "lock" out other programs from using the sound ch=

annels

> when I need them?

Sort of, you can ask the audio device to lock channels for you, but this

will only stop other programs sending sounds through the audio device. It=

won't stop any direct hardware hitting stuff :(.

> 2) I am saving multiple sound samples into one file, along with some o=

ther

> stuff. The only method I came up with is to peek each byte, then write=

it

> into the file one by one. This works OK, but is slow both saving and l=

oading.

> Is there a better way? (There MUST be, but I don't know what it is...=

)

Just use WriteFile (or ReadFile) to open a file handle, then use WriteMem=

(or ReadMem) to write and read directly from the memory (and to the memor=

y)

where the sound is to be found (or saved). Just supply the length of

memory to read (number of bytes) and the start of the memory block. You

can use multiple Writemem (ReadMem) calls to save (load) seperate blocks

of memory into one file....is that what ya meant???

Dave

-- =

____ _____

/ __ \/ ___/ __ \

/ /_/ / /__/ / /\

/_____/____/_/ /_/ / IRC - COolWAve

_____\/_\/ Dave Newton - Dave@nbsamiga.demon.co.uk (NBS)

1.337 Re: Sound questions

From: Rui de Carvalho <grim@esoterica.pt>

Date: Mon, 25 May 1998 22:07:30 +0000

Subject: Re: Sound questions

Hello Curt

On 24-May-98, Curt Esser wrote:

/=BB 2) I am saving multiple sound samples into one file, along with som=

e

other/

/=BB stuff. The only method I came up with is to peek each byte, then wr=

ite it/

/=BB into the file one by one. This works OK, but is slow both saving an=

d/

/=BBloading./

/=BB Is there a better way? (There MUST be, but I don't know what it is.=

=2E.)/

One faster way would be to reserve a memory bank and place all the data y=

ou

want to save in it and then just do *savebank* /bank#,filename$/. It's ve=

ry

fast.

Best Regards

-- =

Rui de Carvalho =ABgRiM=BB

Http://homepage.esoterica.pt/~grim - Last Update: 25.05.98

The world doesn't need anymore NUCLEAR weapons.

1.338 RE: Sound questions

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

Subject: RE: Sound questions

Date: Sun, 24 May 1998 17:04:41 +0100

hello again,

> Does anyone know:

> 2) I am saving multiple sound samples into one file, along with some

> other

> stuff. The only method I came up with is to peek each byte, then

> write it

> into the file one by one. This works OK, but is slow both saving and

> loading.

> Is there a better way? (There MUST be, but I don't know what it

> is...)

>

i`m not sure if this will work, but if you got the mem address of the

Sound, and it`s length, then you could write the whole chunk with the

"WriteMem" command (i think)... not sure if you can use this ok, but i

would imagine that it would be quicker.

laters

James

1.339 Re[2]: Soundperiod

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

Date: Tue, 26 May 1998 16:42:47 -0500

Subject: Re[2]: Soundperiod

Hi All,

On 26-May-98, C.J.R.Jarvis wrote:

> Hello, there,

> this is to do with the crap way acid put some of the Editor

> functions together. Basically Setperiod works, but the bitzlist cleared

> this up for me ages ago. You have to switch use RunnersOff and RunnersOn

> to switch the compile-time debugger off when you use the command. No

> other way to get the command to work. Sorry :(

Yes, this is correct. Also a possibly better way for the engine sound, as you

are doing, would be to use the Freq command. Unlike SetPeriod, this DOES NOT

change the pitch of the sound itself, but simply alters the pitch it is

currently playing at. (ie, if you loop the sound as long as the engine is

running, then you can use Freq to alter the pitch as it accelerates, slows

down, etc without re-playing the sound. And when you stop and restart the

car, or shift gears, you can replay the sound and the sound will always play

at the original pitch again.

Freq also works OK even with the debugger on.

Also, values for the pitch will be much greater than 1 or 2.

After loading the sound, you can do this to determine it's original pitch:

a.w=Peek.w(addr sound (0) +4) then alter it from there.

Lower values will give higher pitches - you'll need to experiment to find the

correct values, depending on the particular sound sample.

>

>

>

>

Later...

--

Love thy neighbour - but don't get caught.

Yours electronically,

Curt Esser

camge@ix.netcom.com

http://members.xoom.com/Curt_Esser/

1.340   Re: StoneCracker

From: BootBlock of Carnage <BootBlock@GeoCities.com>

Date: Tue, 26 May 1998 03:05:07 +0100

Subject: Re: StoneCracker

On 25-May-98, Wright J.A wibbled:

> hello ppl,

> just a quick question (again), does anyone use the file

> cruncher "StoneCracker"? or know of problems with it crashing? I ask

> this because i have no problems with my search utility "TUSE", which is

> crunched with StoneCracker, and i`ve got an 060.... but i had someone

> write to me and asked me not to use it. So anyone found StoneCracked

> exe`s to be unstable?

I've been using StoneCracker for ages now, and I haven't come across any

problems with StoneCrackered .exe files whatsoever. The only problem I do have

is that sometimes StoneCracker itself crashes when I quit out of it. Doh.

Does anyone know what's happened to Mr Spiv (StoneCracker's coder) ? STC is

certainly the best cruncher I've come across, and seeing it not being

developed further is a bit of an arse.

I wonder if he'll give the code away....

--

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

| A1200T/28Mhz/2+4Mb/2.1GbHD/K56Flex/HyperCOM | Blitz2 Amiga Programmer! |

| EMAIL: BootBlock@GeoCities.com | Grimsby, England .-------'

|--^-----------------^-------.

| HTTP://www.geocities.com/SiliconValley/Lab/4868/ Updated: 24/05/1998 |

`--'

1.341   Re: StoneCracker

Date: Tue, 26 May 1998 08:10:21 +0200

From: Manfred Linzner <Manfred.Linzner@munich.netsurf.de>

Subject: Re: StoneCracker

Wright J.A wrote:

>

> hello ppl,

> just a quick question (again), does anyone use the file

> cruncher "StoneCracker"? or know of problems with it crashing? I ask

> this because i have no problems with my search utility "TUSE", which is

> crunched with StoneCracker, and i`ve got an 060.... but i had someone

> write to me and asked me not to use it. So anyone found StoneCracked

> exe`s to be unstable?

>

Stonecracker was in all my projects (and their are many) totally stable

on the 040/060.

CRUNCHMANIA has really problems on the 060!

Stonecracker is in fact the most reliable stand-alone cruncher i know

--

-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+

Manfred.Linzner@munich.netsurf.de aka Pink/aBYSS

http://homepages.munich.netsurf.de/Manfred.Linzner/

http://ABYSS.HOME.ML.ORG

-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+*-*+

1.342   StoneCracker

Mon, 25 May 1998 20:29:59 +0100 (BST)

Content-return: allowed

Date: Mon, 25 May 1998 20:30:49 +0100

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

Subject: StoneCracker

hello ppl,

just a quick question (again), does anyone use the file

cruncher "StoneCracker"? or know of problems with it crashing? I ask

this because i have no problems with my search utility "TUSE", which is

crunched with StoneCracker, and i`ve got an 060.... but i had someone

write to me and asked me not to use it. So anyone found StoneCracked

exe`s to be unstable?

thanks,

James

1.343   System text font

From: Adrian Mackenzie <adrian@morefield.demon.co.uk>

Date: Fri, 08 May 1998 01:40:52 +0000

Subject: System text font

Hi there.

How the hell can i find out what font is being used as the system

text font, which can be set in font prefs? I need to know how to

find out what the name is, and what size is being used.

Ta

See you later.

--

Adrian Mackenzie, Ullapool, Scotland.

===>

Net :) E-Mail = adrian@morefield.demon.co.uk

:) Homepage = http://www.morefield.demon.co.uk

IRC :) Nicks = Adrian_M

:) Channels = #Amigatalk

===>

MS-Dos = Error: No keyboard. Press F1 to continue.

MacOS = If the operating system doesn't crash, the

software will.

1.344   Re: Tasklist?

Tue, 19 May 1998 09:58:53 +0200 (MET DST)

Tue, 19 May 1998 09:58:53 +0200 (MET DST)

Date: Tue, 19 May 1998 09:58:51 +0200 (MET DST)

From: Claus Herrmann <cyclone@rbg.informatik.tu-darmstadt.de>

Subject: Re: Tasklist?

On Sun, 17 May 1998, MinuteMan wrote:

>

> Hi!

>

> I have seen some of those Windoze95-Taskbar programs

> recently, and I wonder how they get the list

> of active tasks.... I couldnt get any solid

> info from my Kernel Reference Manuals or my

> Guru Book. I think I have to get access to a task(via

> FindTask_), and then I can find the memory location

> of the list that all the tasks are linked to.

> Any ideas on how to do this?

>

> Yours,

> Lukas Hartmann (MinuteMan2606)

>

>

first you have to disable all Multitasking with DISABLE() then fetch both

list (yes the amiga has two lists, one WAITING task and one READY task)..

and then ENABLE it again !

1.345   Tasklist?

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

Date: Sun, 17 May 1998 20:46:21 +0100

Subject: Tasklist?

Hi!

I have seen some of those Windoze95-Taskbar programs

recently, and I wonder how they get the list

of active tasks.... I couldnt get any solid

info from my Kernel Reference Manuals or my

Guru Book. I think I have to get access to a task(via

FindTask_), and then I can find the memory location

of the list that all the tasks are linked to.

Any ideas on how to do this?

Yours,

Lukas Hartmann (MinuteMan2606)

1.346   Re: The Amiga Never Left

Date: 20 May 98 14:36:09 +0100

From: FreeJack <klein21@ibm.net>

Subject: Re: The Amiga Never Left

Hi,

here is an article I got from a friend .... maybe the one or other havn't read

it.

---Start------------------------------

>Back? The Amiga Never Left

>by Chris Oakes

>12:57pm 19.May.98.PDT

>For a long time now, the Amiga has looked like another candidate headed for

>the good-technologies-that-might-have-been pile. Like the Betamax videotape

>format and, to a lesser degree, the Macintosh computer, the Amiga is seen by

>devotees as a superior technology betrayed by the commercial success of

>inferior competitors, poor management, market vagaries, and other mysterious

>technology forces.

>But last week, the Amiga underwent another of its periodic rebirths, which

>seem to date back to the debut of the original Commodore Amiga 1000 in 1985.

>Amiga Inc., the Gateway subsidiary that bought the rights to the system's

>patents last year, took the opportunity at the World of Amiga conference to

>officially declare itself open for business. A Web site provides information

>on plans for a fall revival for the operating system some had given up for

>dead. And as Gateway quickly discovered, this revival already has a captive

>audience.

>"We got tens of thousands of email, faxes, (magazine letters), saying 'What

>are you gonna do? What are you gonna do?'" said Amiga Inc. spokesman Bill

>McEwen. "There was this huge community [Gateway] didn't know existed.

>Gateway saw, he said, that these users had "an amazing passion for what this

>device could have been and should have been."

>Loyalists' devotion to their machine is almost eternal in computer years.

>Known for power before the word even began to be applied to personal

>computers, the 1985 Amiga sported advanced on-board processors -- in addition

>to its Motorola 68000 CPU -- for image rendering and sound generation. In the

>pre-PC era of the mid-80s, the Amiga was combining images, animation, and

>video with stereo sound, making it a pioneer in the then-unheard-of field of

>multimedia.

>Built around an architecture originally meant to drive visually-rich video

>games, the Amiga had a latent graphical power that its savvy users and

>developers quickie sought to tap.

>"Among people who care about what their computer can do, it's a very popular

>machine," said Mathew Ignash, leader of the Amiga faction of the Michigan

>Computer User Group.

>The computer also won accolades for its efficient use of memory and drive

>capacity, operating features that are prized to this day. Still relatively

>new for today's computers, 32-bit, "preemptive multitasking" has been part of

>the Amiga's operating system since Day One. (Windows added it with the

>release of Windows 95.) "The OS was written very efficiently and is way ahead

>of its time," Ignash said.

>Under the Hood

>The Amiga's platform is a model of efficiency. Ignash provides an example:

>Running on only a 7-MHz processor (today, even a 233-MHz machine is starting

>to look a little slow to high-end users), Ignash said he browses the Web with

>the machine, "with graphics on."

>But how? "The OS was written from the ground up to be multitasking," Ignash

>said. "It wasn't trying to be backward compatible to an OS like MS-DOS, which

>is a single-tasking system."

>Another example is the use of so-called "shared libraries" -- reusable

>program functions that different programs call on to do common OS tasks.

>Windows 95, for example, knows these as .DLL files. But the Amiga's handling

>of such libraries is unique.

>"When [the Amiga operating system] loads up shared libraries, it only has to

>load them once," Ignash said. "It doesn't have to load them at boot like the

>Mac. It just loads them up as needed then flushes them when it doesn't need

>them any more." And unlike Windows, he said, one library serves each program

>that needs it. By contrast, Windows loads a duplicate library for each

>application.

>Proof of the Amiga's unparalleled technological prowess came with its early

>success in video. In the early 1990s, when the average PC couldn't display,

>let alone edit, video, producers quickly took to the still-available Video

>Toaster, a specially adapted Amiga, getting high-end, high-quality video

>compositing and editing capabilities for a comparatively inexpensive

>US$6,000.

>Suddenly video artists had dream capabilities within budget reach. "We were

>one of the first places to buy one," said Kate Johnson, president of EZTV, an

>avant-garde video production company and digital art center. "We used it

>mainly for its computer graphics capability. It's fast, it's easy to use, and

>it does a great number of things in real time that takes other programs a

>long time to do. And it's fairly crash proof."

>The list of Amiga credits goes on. A file system that was ready to manage

>disks with gigabytes worth of data on them -- this when a 30-megabyte hard

>disk was considered big. Also, video capability demanded drives that could be

>accessed quickly: Thus, many Amigas had fast drive ports built in (so-called

>"wide" SCSI ports) where the drive controller was located near the processor,

>circumventing "bus" circuitry that would otherwise slow them down.

>"On the PC, some of these things have just become popular in the last two

>years. Well, they were on the Amiga in 1985," Ignash said. "They [the Amiga's

>creators] were always forward-looking when they were designing things."

>The Underground Amiga Road

>With all of these features, the platform has seen some prosperity in spite of

>hard times. Companies such as QuikPak and Index have continued assembling

>Amiga motherboards and hardware, while software support has thrived online.

>The Amiga Web Directory is one site rich with evidence of a platform far from

>its deathbed: Companies offering hard-to-find Amiga books, CDs made by

>Amiga-using composers, German vendors of Amiga CD-ROM software,

>Amiga-oriented Internet service providers, software and hardware dealers in

>the Netherlands, Belgium, Perth, Switzerland, Italy, Spain, Finland, and

>Moscow. A company called Vaporware develops software to keep the Amiga

>Internet-ready: connection utilities, chat applications, Telnet software.

>"What they've done as a community is pick up the ball where the corporate

>entities have failed," said Amiga Inc.'s McEwen. "There are over 30 monthly

>publications. They have a global following. They are everywhere."

>Now What?

>This is all well and good, but can McEwen's company succeed in taking the

>Amiga to the next stage after so many others have failed?

>"They definitely seem serious about it," said Ignash. "They've invested money

>in it, they've put together a professional team, they've been very open to

>licensing other parties to make things happen for them."

>Ignash sees one hopeful sign in third-party Amiga development. "I've noticed

>that since the Gateway purchase, there have been a lot of licenses from game

>companies and various applications being ported to the Amiga." Games, the

>Netscape source code, Quake, Myst, and a lot of the popular shareware have

>been ported over, Ignash said.

>In another sign of forward momentum, last week, the makers of the Opera Web

>browser said they would develop a version of their increasingly popular

>alternative Web software for the Amiga.

>Meanwhile, Amiga Inc. has major changes in store for its newly adopted

>platform. The company plans a wholly new multimedia-intensive operating

>system, Amiga OS version 5.0, due by the end of 1999. It will run on a new,

>as-yet-unnamed "multimedia" processor

>(already earning the nickname "mystery chip"). This system would finally take

>the Amiga beyond the outdated Motorola 68000 line that dominates today's

>surviving hardware.

>Indeed, the company is promising that this processor will be so capable,

>integrated, scalable, and efficient that it will achieve performance and

>price breakthroughs. It is expected to run five to 10 times faster than

>today's PCs, while featuring 3D support capable of handling the display of

>400 million pixels per second, playback of up to four simultaneous MPEG video

>streams, and high-speed Internet connections.

>Amiga Inc. sees some versions of the new hardware selling for under $500. And

>some "digital appliances," such as set-top boxes, could be cheaper than that.

>If that's not enough, the company also envisions backward compatibility for

>the operating system throughout.

>In the next 30 days, the company expects to announce a key operating "kernel"

>for the Amiga OS. Speculation includes the possibility the company will try

>to wrap in all or part of the Linux or Java operating systems.

>But other aspects of Amiga Inc.'s plans have some users concerned. Until the

>wholly new Amiga OS and hardware architecture is completed, the company plans

>to provide developers

>(and maybe consumers) with a "bridge" system by this fall that will be based

>on conventional Intel processors including the Pentium.

>That has some folks raising eyebrows over what's percolating behind Amiga

>Inc.'s doors.

>"At this point, I'm somewhat confused about this," said Amiga user Alexander

>Dorn via email. "I know that if Gateway intends to release a stock PC with an

>Amiga label on it

>.. it won't go over well with the masses of Amiga enthusiasts out there."

>Still, Dorn said, he is very excited about where the company may be taking

>his platform of choice. "If they do intend a new platform, based around some

>new 'mystery chip,' that prospect seems extremely exciting."

>"There's the possibility of the Amiga once again becoming the computer

>pioneer that it was at its conception."

--

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

"Mr. Worf, scan that ship." "Aye Captain. 300 dpi?"

1.347   The BLITZ CBL web thing...

release (PO203-101c) ID# 1-55555U125000L125000S0) with SMTP

id AAA22802 for <blitz-list@netsoc.ucd.ie>;

Sun, 10 May 1998 21:33:54 +0000

From: Jason Hayman <jason.hayman@virgin.net>

Subject: The BLITZ CBL web thing...

Date: Sat, 9 May 1998 22:35:58 +0100

Hi all! Can everyone who is testing my blitz cbl please try and finish =

it by Tuesday/Wednesday, even if u have to cheat...I need to write uo my =

project by friday and hand it in!

- Jace.

Jason Hayman - Team Leader of Corruption Software

Game designer, coder and webmaster

http://freespace.virgin.net/jason.hayman/

1.348   Re: thoughts on collision detection

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

Date: Mon, 25 May 1998 14:20:50 +1200

Subject: Re: thoughts on collision detection

On 25-May-98, Paul West wrote:

>Quoting entire messages seems to be the trend so I hope nobody minds

>me doing it here. ;-)

Only if it's necessary :-)

>Traditional methods might provide you with a situation of detecting

>collisions between ALL objects. This would mean that it could report a

>collision between one enemy and another.

I need to check wether my monstas have collided in my maze game,

because otherwise they can end up overlapping, and when they come

towards the player, you shoot one, and the other overlapping one kills

you- bad game play! :-/

>Maybe using some kind of a sorting method would help to eliminate

>collision checks that are too far out of range. If all objects had

>their X and Y coords sorted into order, checking collisions of any

>given object would only be necessary for those that existed within a

>certain range of X and Y coords within the sorted list.

I would think a sort would take up more time than it was worth even
with a large amount of objects- maybe just checking wether say, if the
the x co-ordinate was out of range first, and then only going and
checking the y co-ord if the x was in range, might help speed things up,
as most objects wouldn't pass the first test.

I think with a large amount of objects in say a multiplayer game with
a large area, it would probably be better to use zones, and only check
objects in the same zone.

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2.0

A1200,2M,CD-Rom - Ready to nitro the `Miggy

- I'm gonna be taking RISKs ;-) - Yeeee-hah!

Project: UDP_Chat [98%]- an Internet multi-player code, test-bed

for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V1.9)

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

1.349   thoughts on collision detection

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

Subject: thoughts on collision detection

Date: Sun, 24 May 1998 13:23:29 +0100

Hello there

thought I'd add my forthpenneth on this - if you have 15/16
objects on screen, there are somethings to bear in mind. Most arcade
games don't cross check all collisions every frame, especially if you
want to keep the speed to 50fps. It may be worth check 0 to 7 one frame,
and 8 to 15 next frame.

Alternatively, you could just do a rough check on distance
first. I.e., if the two objects are on opposite ends of the screen,
there's no point doing detailed collision detection. This does, however,
have the problem whereby if all your objects congregate at any point,
you get massive slow down. Which makes me refer to my other point.

Chris

1.350   Re: thoughts on collision detection

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Sun, 24 May 1998 17:33:28 +0500

Subject: Re: thoughts on collision detection

On 24-May-98, Paul West flashed:

>For rectangles you have to do four comparisons to work out if they

>overlap. It's an interesting area actually this because I will have to

>look at this myself shortly.

Actually for rectangles you only need two comparisons, and only

simple math. This is about the fastest way to do it and the one I

generally use. Merely compare the x axis positions of the blits

by subtracting one from the other and taking the absolute value and

check if the result is less than the permisable value, and then do

the same for the y axis positions. If both are less than the

permitted value then bluie!, you have a collision. You can use

several rectangles for odd-shaped objects. Depending on where you

have the 'handles' set on the blits you may have to compensate.

Catcha later,

Donovan Reeve (bubby.lnk@ispi.net)

1.351   Re: thoughts on collision detection

Mon, 25 May 1998 21:00:14 -0400

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

Subject: Re: thoughts on collision detection

Date: Mon, 25 May 1998 21:15:42 -0400

C.J.R. Jarvis wrote:

> thought I'd add my forthpenneth on this - if you have 15/16 objects on

> screen, there are somethings to bear in mind. Most arcade games

> don't cross check all collisions every frame, especially if you want to

> keep the speed to 50fps. It may be worth check 0 to 7 one frame, and

> 8 to 15 next frame.

Very true. This sort of priority-processing technique can be very

effective and I use these tricks as much as possible. However, there

are times when you simply have to check a full set of collisions every

frame. For instance, at the highest firepower levels in TurboInvaders

your shots are flying so fast that alternating the collision-checks

(yes, I tried this technique) resulted in many missed collisions which

was completely unacceptable. The main thing to keep in mind is that

as far as games are concerned (particularly high speed action games),

collision-detection generally needs a very high priority (ie. needs to

be performed very frequently).

The good thing about the multi-object collision system I mentioned

in the previous messages is that it could be used for not only all

checking all objects (within a single frame) but also could be used for

the priority-processing technique you've described above.

Garfield Benjamin e-mail:gbenjam@sosbbs.com

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

1.352   Re: thoughts on collision detection

From: Paul West <paul@stationone.demon.co.uk>

Date: 24 May 98 16:50:43 +0000

Subject: Re: thoughts on collision detection

> Hello there

> thought I'd add my forthpenneth on this - if you have 15/16

> objects on screen, there are somethings to bear in mind. Most arcade

> games don't cross check all collisions every frame, especially if you

> want to keep the speed to 50fps. It may be worth check 0 to 7 one frame,

> and 8 to 15 next frame.

> Alternatively, you could just do a rough check on distance

> first. I.e., if the two objects are on opposite ends of the screen,

> there's no point doing detailed collision detection. This does, however,

> have the problem whereby if all your objects congregate at any point,

> you get massive slow down. Which makes me refer to my other point.

Quoting entire messages seems to be the trend so I hope nobody minds

me doing it here. ;-)

As far as collision detection goes I have hardly dabbled in it at all,

but I was thinking some things through when wondering about writing a

platform game some while ago.

For a start, you mainly have the interaction between computer player

and enemies. Either you have to do a loop within the player handler to

see if it hits any enemies, or you have to do a bit in every enemy to

see if they hit the player. The question is which can be more fully

optimised.

Traditional methods might provide you with a situation of detecting

collisions between ALL objects. This would mean that it could report a

collision between one enemy and another. In many games the programmer

will not use this whatsoever (not saying that they should either) so

it is a waste of processing. Perhaps it would be an idea to develop a

collision detection system which detects collisions between two

/groups/ of objects - one group being the player sprite(s) and

bullets, the other group being the enemies. For each player sprite or

bullet there would have to be a check against every other enemy. This

is what takes all the time - everything being compared to everything

else. Time IS comparison, btw. But it might be a bit quicker to have

two /groups/ of things to check (like checking sprites against

bobs/shapes), than having wasted processor time checking enemies

against enemies for example.

Apart from fancy graphic-oriented detection, like the blitter can do,

the usual way of doing it is like what the RectsHit thing does -

compare a rectangle against another rectangle. It might be possible to

compare single points, like the center of the object, obtaining

`radius' information from somewhere. Either rectangular radius or

circular even. With circles it could be possible to use pythagoras and

a single `radius'- you find the distance between the center or handle

point of two shapes, subtracting the detection-zone-radius from the

distance, and if it is a negative number it will mean they collide.

Depends if you want to really use circles though. Maybe ellipses.

I think pythagoras needs a square root, which might require a lookup

table to be fast enough.

The whole speed problem is going to be having to compare everything to

everything. Maybe the screen should be divided into zones? Maybe

sorting all the rectangles into order would make things faster?

For rectangles you have to do four comparisons to work out if they

overlap. It's an interesting area actually this because I will have to

look at this myself shortly.

A byte-size lookup table for square roots for a 320x256 screen would

take about 80k but this can be radically optimised due to the fact

that the angle and distance between two objects might also be the same

in another position of the screen.

One other way of doing collision detection is to read in a pixel or

set of pixels and if you find one of a particular colour it is a hit.

But this cannot really be used for comparing many objects, only for

collisions with the background.

I think it is the cross-references that need to be done quickly, as a

sort of quick check before doing anything specific. Perhaps just a comparison of object coordinates (hotspots would meddle with this), in a list/array. BTW write collision detection in asm!

It will also depend wether, once you've found one collision detection, you want to stop the detection check. You might have two enemies hitting the player at once, for example.

Other than all that you could just use brute force and ignorance. I have a personal interest in the circular/ellipse detection zone method. The trouble is with all c-d things is that the number of comparisons will increase exponentially as you add extra objects. I'm sure there must be some other way of avoiding that, but I don't know what it is.

Maybe using some kind of a sorting method would help to eliminate collision checks that are too far out of range. If all objects had their X and Y coords sorted into order, checking collisions of any given object would only be necessary for those that existed within a certain range of X and Y coords within the sorted list. So you wouldn't have to compare with everything, just those that are close. That would work for comparing say the player with all the enemy. Comparing lots of bullets with lots of enemy might be trickier. Maybe a binary tree would help with the root of the tree focussed on the particular player or bullet you are wanting to check. Maybe some sort of linked list or tree would remove the need for sorting.

I think a sorted list of X and Y coords (two lists) with `closeness' checking (ie you set out in both directions and stop the search when things get too far away) might be one of the best optimisations. It removes the need to check objects which are not close enough to collide. If, say, you wanted to check enemy number 12 against enemy number 2, you would do a straight comparison. But if you wanted to check enemy 12 against any other enemy - which might be enemy 2 - you would get the width and height of number 12 - which you find the location of in the two lists. Then you check above and below in the list positions and if those objects are positioned within the width and height then it is a collision. YOu can carry on for other collisions, but once there are no more in range you stop. You'd also have to add the width and height of the object you're checking against to the allowable range mind you. But if say most of the objects are on the other side of the screen and there is only one or two within 32 pixels of the player sprite, and you asked the routine what the player

sprite collides with (returns a pointer to a list or table?) you would

only end up doing a few comparisons no matter how many objects there

are out of range. If you didn't have the positions sorted into order

you would have to check ALL objects. Also you could store reference

locations for where `key' objects are in the list, so that you can

jump straight to them to begin locality checking.

So you'd need to do one big sort of all the possible detectable

objects in one go at the start. Then any subsequent detections would

be very quick and efficient. I'm basing this loosely on the

fundamentals of having a fastram buffer copied to chip once all bobs

are drawn - one you get past having a certain number of objects things

are a lot more efficient to have all the objects sorted in one go than

to do individual checks against everything. But this sort method would

only be more efficient for a number of objects. If you've only got a

few you might as well do direct comparisons. Between that small number

and a much higher number there is a chasm, because it's only when the

sorting pays for itself that you start to gain cpu time. But if you

could do the sort pretty fast it would be neat. I am thinking maybe

you just scatter the objects into the list at fairly spaced out

distances and use it as a linked list, so that you can insert entries

and stuff. I don't like the idea of having to find actually where to

store the entry as that needs a number of comparisons. Perhaps a

binary search. A couple hundred dataregisters would be nice. :)

Having equally sized objects would help.

--

Paul.

IRC: #amiga, Dalnet: #blitz

WWW: http://www.stationone.demon.co.uk

E-M: paul@stationone.demon.co.uk

1.353 Re: Timers

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

Date: Wed, 27 May 1998 18:33:20 +1200

Subject: Re: Timers

On 26-May-98, Evan Tuer wrote:

>That sounds like what I want - thanks! Now, I've been looking on

>Aminet for some description of the CIA, but haven't found one, and

>obviously I need to know what to write to CRA and CRB. Also, I need

>to generate half millisecond delays - can the timer do that, or is

>the resolution one millisecond?

I've got the assem code from Aminet- I don't think it was designed for

multi-tasking though, I've also got the C system friendly code- I'll

send them to you :-)

--

Anton Reinauer <anton@ww.co.nz>

1.354   Re: Timers

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

Date: Sun, 24 May 1998 18:01:56 +1200

Subject: Re: Timers

On 23-May-98, Evan Tuer wrote:

>Does anyone have any source for using the CIA timers? I am not sure

>how to do this using the library, and don't have any details about

>the CIA device to hit it directly.

There's C code in the Dev CD, to do it legally, but that's about it-

also there's some asm code on Aminet.

Give us a yell if you get it working, a few of us would be

interested :-)

--

Anton Reinauer <anton@ww.co.nz>

1.355   Re: Timers

From: Dave Newton <Dave@nbsamiga.demon.co.uk>

Date: Sun, 24 May 1998 16:19:00 -0000

Subject: Re: Timers

Hi all,

> *CUT*

Hmmm, well it depends what you want. If you want to multitask, and wait

for a certain number of microseconds then you need to call the timer

device, and then your program goes to sleep, and waits for a reply. This

is never 100% accurate, as other things can and will be using the timer

device too, and your request will be queued.

The other way is to program the hardware directly. It's best to do this

in non multitasking mode (either forbid_ or blitz mode). You need to use

CIA-B Timer A, or Timer B (or both for bigger waits). Timer B can be made

to count all the times Timer A reaches 0 (as these clocks count down). To

set the counter going, all you have to do is poke two bytes (the high

and low bytes of a word) into the register address of the timer high and

low bytes, and then write to the control registers for the cia-b timer

(CRA, CRB). Then you can check the Timer registers to see what the count

currently is. There's more to it than that, but I can't find the code

I used, and I'm not writing something new, because you may not want to

do it like that.

Dave

--

____ _____

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/ /_/ / /__/ / / /\

/_____/____/_/ /_/ / IRC - COolWAve

__________\/_\/ Dave Newton - Dave@nbsamiga.demon.co.uk (NBS)

1.356   Timers

Date: 23 May 98 16:39:05 +0500

From: "Evan Tuer" <et@enterprise.net>

Subject: Timers

Does anyone have any source for using the CIA timers? I am not sure

how to do this using the library, and don't have any details about

the CIA device to hit it directly.

I am trying to write a simple program which has to generate a fast

serial stream, with a really custom format, so I was planning to use

the timer to control lines on the parallel port. I know how to do

the parallel port bit.

cheers,

et.

1.357   Re: Timers

Date: 24 May 98 11:48:18 +0500

From: "Evan Tuer" <et@enterprise.net>

Subject: Re: Timers

>On 23-May-98, Evan Tuer wrote:

>>Does anyone have any source for using the CIA timers? I am not

>>sure how to do this using the library, and don't have any

>>details about the CIA device to hit it directly.

>

> There's C code in the Dev CD, to do it legally, but that's

> about it-

>also there's some asm code on Aminet.

> Give us a yell if you get it working, a few of us would be

>interested :-)

After random messing about, with no timer, I can either draw a black

line or a blank line on the display. I suspect I'm not sending the

data fast enough, the "clock" line which is generated with a for-next

loop has to be about 2 Mhz, and I doubt it's fast enough. Shame

that, it's a 50Mhz computer :) I'll try it in assembler before I give

up though.

The display is only 640x200 pixels, so I doubt many will be

interested.

1.358   Re: Timers

Date: 26 May 98 14:32:55 +0500

From: "Evan Tuer" <et@enterprise.net>

Subject: Re: Timers

Hi Dave,

>The other way is to program the hardware directly. It's best to

>do this in non multitasking mode (either forbid_ or blitz mode).

>You need to use CIA-B Timer A, or Timer B (or both for bigger

>waits). Timer B can be made to count all the times Timer A

>reaches 0 (as these clocks count down). To set the counter

>going, all you have to do is poke two bytes (the high and low

>bytes of a word) into the register address of the timer high and

>low bytes, and then write to the control registers for the cia-b

>timer

>(CRA, CRB). Then you can check the Timer registers to see what

>the count currently is. There's more to it than that, but I

>can't find the code I used, and I'm not writing something new,

>because you may not want to do it like that.

That sounds like what I want - thanks! Now, I've been looking on

Aminet for some description of the CIA, but haven't found one, and

obviously I need to know what to write to CRA and CRB. Also, I need

to generate half millisecond delays - can the timer do that, or is

the resolution one millisecond?

If the timer can't do it, I'll have to use machine cycles, yuk :)

Thanks again!

1.359   Re: Timers

Date: Sun, 24 May 1998 09:34:44 -0300 (ADT)

From: John Mason <ah210@chebucto.ns.ca>

Subject: Re: Timers

On Sun, 24 May 1998, Anton Reinauer wrote:

> There's C code in the Dev CD, to do it legally, but that's about it-

> also there's some asm code on Aminet.

>

> Give us a yell if you get it working, a few of us would be

> interested :-)

Yes, we would! :)

| John Mason : ah210@chebucto.ns.ca |

| Amiga 1200 020/882 3.0 6MB RAM 80M HD |

| A 500 68020/68881 3.1 7MB RAM 170M HD |

|http://chebucto.ns.ca/~ah210/Profile.html|

1.360   Re: tooltypes

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

Date: Mon, 18 May 1998 15:53:49 -0500

Subject: Re: tooltypes

Hi K=FCttner

On 18-May-98, K=FCttner wrote:

> Hi there!

> How can I access/program Tooltypes to work? Is there anything out there=

for

> that purpose?!

> Thanx!

> Kind Regards,

> chris

Yes, look in your RIToolTypes lib doc for all the commands for doing this=

=2E

> =

> =

Later...

-- =

He who hesitates looses the parking spot.

Yours electronically,

Curt Esser

camge@ix.netcom.com

1.361 tooltypes

Subject: tooltypes

Date: Mon, 18 May 1998 19:20:35 +0200

charset="iso-8859-1"

From: Kuettner.world@t-online.de (=?iso-8859-1?B?S/x0dG5lcg==?=)

Hi there!

How can I access/program Tooltypes to work? Is there anything out there for

that purpose?!

Thanx!

Kind Regards,

chris

1.362 Re: tooltypes

Mon, 18 May 1998 23:40:12 +0200 (MET DST)

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

Date: Mon, 18 May 1998 23:39:43 -0500

Subject: Re: tooltypes

The 18-Maj-98, K=FCttner wrote:

>Hi there!

>How can I access/program Tooltypes to work? Is there anything out there =

for

>that purpose?!

>Thanx!

>Kind Regards,

>chris

Just use the RIToolTypes.lib and you should be all fine =3D)

//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

=2E- Amiga is it! -.

1.363   Upgrading from 2.1

From: Blitzwing <blitzwing@goldweb.com.au>

Date: Thu, 07 May 1998 03:11:08 +1000

Subject: Upgrading from 2.1

Hey Blitzers, I live down under in Australia and I've got Blitz 2.1 and keep

hearing things about all 2.6 etc, I'm wondering if you guys can point in the

right direction about upgrading as nobody in my vicinity has got a clue.

Thanx.

1.364   Re: Upgrading from 2.1

From: Rui de Carvalho <grim@esoterica.pt>

Date: Wed, 06 May 1998 19:03:12 +0000

Subject: Re: Upgrading from 2.1

Warning: This is a message in MIME format. Your mail reader does not

support MIME. Some parts of this message will be readable as plain text.

To see the rest, you will need to upgrade your mail reader.

--BOUNDARY.2016476928.1

Hello Blitzwing

On 06-May-98, Blitzwing wrote:

> Hey Blitzers, I live down under in Australia and I've got Blitz 2.1 and=

keep

> hearing things about all 2.6 etc, I'm wondering if you guys can point i=

n the

> right direction about upgrading as nobody in my vicinity has got a clue=

=2E

> =

> Thanx.

Regards

I've recently bougth "Ultimate Blitz Basic CD" and the version it has

from Blitz is 2.1, but it also brings Blitz Suite.

When you install Blitz Suite from the CD Blitz TED and Debuger are

updated to version 2.50.

Blitz version is still 2.1!

The main diference is that the TED is a lot easyer to use (Nice buttons +=

Last

Saved in menu + Arexx port + etc.)

I've included pics for you to see.

-- =

Rui de Carvalho =ABgRiM=BB

#Http://homepage.esoterica.pt/~grim# -* Last Update: 03.05.98*

EXPO 98 - Lisbon (Opens 21.05.98)=

--BOUNDARY.2016476928.1

#Attachment stripped#

--BOUNDARY.2016476928.1--

1.365 Re[11]:future of computer games

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

Date: Mon, 11 May 1998 15:54:54 +1200

Subject: Re[11]:future of computer games

I was wrong about that RPG with lots of AI- it was actually `Lure of

the Temptress' -silly me :-)

--

Anton Reinauer <anton@ww.co.nz>

1.366 Re[10]:future of computer games

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

Date: Sun, 10 May 1998 21:22:56 +1200

Subject: Re[10]:future of computer games

On 09-May-98, Donovan Reeve wrote:

>On 09-May-98, Michael Smith flashed:

While theres nothing wrong with a game blasting you with a

>storyline

>>and visuals (stand up FFVII, Resident Evil 1&2, Tomb Raider 1&2

>etc...),

>>but shelling out 40-50 quid for these "experiences" is expensive. Ok,

>they

>>all usually throw in secrets and alternate storylines but this is only

>to

>>prolong a spent experience. Resident Evil 2: Complete the game with

the

>>bloke, the girl, the bloke with a bigger bloke on his tail, the girl

>with

>>the bigger bloke on her tail... until you end up playing as a lump of

>Tofu.

>>Ok, the first time you play the games its cool. Its not a tough game
to

>>complete, its immense fun blowing undead and mutants away with big

>guns, but

>>its over too soon.

An interesting point on Resident Evil- me and some friends have sat

around a Playstsation several times, and played RE, and another

movie-like graphic adventure, Overblood, on a Saturday night like we

would a movie. We all took turns at controlling the character(s), and

offered suggestions to the puzzles- this was *really* fun!

It ended up like an interactive movie which you were never sure the

main character would survive :-) This could be a future gaming genre

with the advent of DVD!

We finished Overblood in two nights! About 9 hours total! We rented

it, but you would have been really p*ssed off if you'd paid lots of

money for it!! I needed to be about 4-5 times longer, as it was quite

easy, and gave lots of hints- this made good as an interactive movie

though.

>>What *would* be smart is a mode that creates a random maze of

corridors

>and

>>rooms, scatter various monsters, guns,ammo and herbs around (the

>ammount of

>>which could depend on the difficulty setting).

Although this makes it harder to tweak the gameplay- some games are

/very/ nice to play as they have been well though out and tweaked to

perfection. Maybe the first time through they can be a standard well

tweaked setting, and then made random the times through after that.

>>People like RE because its got big guns, lots of gore and atmosphere.

Yeah, yeah, yeah- /more/ , /more/ , hee, heee, heee :->

> By mixing randomeness into the A.I. personality routine so that the

>opponants are never the same from game to game the interest level is

>kept

>much higher. It is best, however, to have some pre-set personalities

>for

>those who want a known opponent and also to allow user configuration of

>opponents for even more flexibility and fun.

Or you could go up against a real live human, in a multiplayer link-

they're much more dangerous ;-)

--

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 [97%]- an Internet multi-player code, test-bed

for my game Pyro-Mid- grab it on Aminet: dev/basic/UDP_Chat.lha

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

1.367   Re: Whats a *ginnetic *GENETIC algorithm?

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

Subject: Re: Whats a *ginnetic *GENETIC algorithm?

Date: Sat, 9 May 1998 14:55:40 +0100 (British Summer Time)

X-Authentication: IMSP

On Fri, 8 May 1998 10:36:16 BST Steven Dobbs

<kaum6%central.susx.ac.uk@uk.ac.essex.smtp> wrote:

Hm, it is genetic algorithms.

Firstly, the antificil ant problem:

In this problem, the ant is evolved so that it can find a PARTICULAR

trail of food, when it starts from a PARTICULAR position... the ant is

not evolved to be able to find any trail from any starting position,

ie. the ant that is created is not intelligent per se, but the process

that creates it is.

In order to evolve intelligent agents, you would have better look into

something like Genetic Programming instead..

Secondly, I have two GA and GP-related programs that I made in Blitz

The first one is a GA that compresses samples. It uses GA techniques to

find optimum coefficients for a linear predictor - then huffman coding

is applied to the resulting error values. This can achieve up to 50%

higher compresion than standard DELTA-HUFFMAN coding for samples, and

extremely high compression ratios if the coding is lossy..

The second one is a general GP environment in blitz, with which I have

been able to evolve intelligent agents that hunt each other in a maze.

Note that GA and GP (and evolutionary algorithms in general) are

computationaly expensive techniques and cannot be realistically applied

in real-time...

Christos Dimitrakakis (aka Olethros)

Electronic Engineer,

Software Developer for the Amiga computer

University of Essex

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

1.368   Whats a ginnetic algorithm?

Date: Fri, 8 May 1998 10:36:16 BST

From: Steven Dobbs <kaum6@central.susx.ac.uk>

Subject: Whats a ginnetic algorithm?

--Part9805081017A

I thought it possible that some people might not of heared about ginnetic algorithms, what I know is mostly from an article in New Scientist, so I have attached an iff to this to hopefully explain. I really feel that this will be one of the ways things are programmed in future.

Also, a virtual ant thing. I think this was in an issue of New Scientist too. They are being used in telecom networks, simulated ants just like real ants find food and follow the shortest route to it as they leave a pherermone trail. In the computer model, as they get older they put down less pheremones at each node. So they come to a node representing a real communcations node and they go in random directions. The older they get, the less pheremones they leave behind. The food is at the destination, ants are delayed at high traffic nodes so they leave less phermones going that way.

I hope to use something similar in my strategy space game where travel is based on jump points. I hope to have differant ant groups attracted to different 'food' ie threats, strategically weak points, at strategically weak points the ants will deposit a special tag pherermone where an over all Ai will 'see' where there threats are so a map can be created where reinforcements must go. Ants will also find the best routes to bases where reinforcements must come.

I speak so much of ants because one type of game seems missing on the amiga, a c&c type one. I have c&c on the playstation and found the Ai not very good, not taking advantage of situations as often as it should. I feel that ants could be used to enhance the Ai, in route planning. If the Ai decides to strike with a bunch of troops then the ants that try to route through dangerous ares in range of big guns are delayed, drop less pheremones so that when a route is decided it will be a complex planned route avoiding pitfalls and generally going in where the player is weakest. Of course there are other ways by adapting the shortest route algorithm the do the same thing.

--Part9805081017A

#Attachment stripped#

--Part9805081017A--

1.369   Re: WindowToFront_ don't work

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

Date: Thu, 14 May 1998 14:24:03 +1200

Subject: Re: WindowToFront_ don't work

On 13-May-98, Dave Newton wrote:

>> WindowToFront_ doesn't seem to work- I've attached the code below,

>>ScreenToFront_ works but not WindowToFront_, have I done anything

>wrong?

>Ummm, your forgot to tell it which window you want to get to front. Try

>WindowToFront_ Peek.l(Addr Window(0))

>Plus, you should use

>ScreenToFront_ Peek.l(Addr Screen(0))

>Easy mistake to make...these are library calls (hence the _ underscore

>after the command name) and don't work with Blitz screen and Window

>objects. The first longword of the blitz screen and window objects are

>the real intuition screen and window objects :)

Yes, I thought so. For some silly reason I only used (Addr Screen(0)),

and when that didn't work I just used ScreentoFront (0), which for some

strange reason worked :-s

>Hope that helped,

Ta, works perfectly now :) - Also thanks for the Arexx example on

Rui's site- I've now got a Rexx port in my UDP_Chat program. So with a

small Rexx program I wrote, you can now log into another UDP_Chat

program on another machine on the net, just by clicking on someone's

name in the AmiComSys window, and accessing an item in the AmiComSys's

Rexx menu! This will make it easy to start up a multiplayer Net game :-)

Seeya- 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 [98%]- an Internet multi-player code, test-bed

for my game Pyro-Mid. Aminet: dev/basic/UDP_Chat.lha

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

1.370   WindowToFront_ don't work

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

Date: Wed, 13 May 1998 14:21:47 +1200

Subject: WindowToFront_ don't work

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.7437.2373.3361744.3

WindowToFront_ doesn't seem to work- I've attached the code below,

ScreenToFront_ works but not WindowToFront_, have I done anything wrong?

--

Anton Reinauer <anton@ww.co.nz>

--BOUNDARY.7437.2373.3361744.3

#Attachment stripped#

--BOUNDARY.7437.2373.3361744.3--

1.371   Re[3]: WindowToFront_ don't work

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

Date: Fri, 15 May 1998 13:50:05 +1200

Subject: Re[3]: WindowToFront_ don't work

On 15-May-98, Dave Newton wrote:

>Yep, I saw that...after I replied :) (as usual!). It's because you were

>using wbtoscreen 0. ScreenToFront_ 0 always pop's the wb to front,

>exactly

>the same as using WBenchTofront_. So mystery solved (And I would have

>gotten away with it, if it hadn't been for those pesky kids!!!!).

Ah, hah, so it was Mr WBench the gardener all along! :))

>> Ta, works perfectly now :) - Also thanks for the Arexx example on

>> Rui's site- I've now got a Rexx port in my UDP_Chat program. So with

a

>> small Rexx program I wrote, you can now log into another UDP_Chat

>> program on another machine on the net, just by clicking on someone's

>> name in the AmiComSys window, and accessing an item in the

AmiComSys's

>> Rexx menu! This will make it easy to start up a multiplayer Net game

>:-)

>Cool :). I've downloaded your UDP_Chat stuff and it's great....just one

>question though, you know the chr$(0) you use to break up the message

>(like into packet types...protocols and headers I think), could this be

>changed to something else...because then instead of using a loop to

read

>the string in, you could simply poke the len of message recieved+1 as

0,

>and then use peek.s, instead of doing c$=c$+chr$(peek.b())??? Just an

>idea...as chr$+peek are very slow in a loop like that......the other

>answer

>is to write a function, but blitz strings are hard to make in asm

>routines

>:(.

Yes, I completely agree. I just kept it with strings to get the

routines working (as it was completely unknown territory for me :-) .

I would like to give the address and length of the read buffer to a

assem routine, and then dump the use of strings altogether (apart from

the printing out of interplayer messages, of course :-)

Although, it seems to run real fast on the 500, even with 8 UDP_Chat

programs connected together locally! But then again, they don't anything

else apart from pass messages :-)

I'll upload the latest version of UDP_Funcs (v2.0), with the Rexx

interface and Amicomsys rexx prog to Aminet soon, but I could send it to

you now if you wanted it :-)

Seeya- Anton

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2.0

A1200,2M,CD-Rom - Ready to nitro the `Miggy

- I'm gonna be taking RISKs ;-) - Yeeee-hah!

Project: UDP_Chat [98%]- an Internet multi-player code, test-bed

for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V1.9)

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

1.372   Re[2]: WindowToFront_ don't work

From: Dave Newton <Dave@nbsamiga.demon.co.uk>

Date: Thu, 14 May 1998 14:12:34 -0000

Subject: Re[2]: WindowToFront_ don't work

> *CUT*

> I just used ScreentoFront (0), which for some strange reason worked :-s

Yep, I saw that...after I replied :) (as usual!). It's because you were

using wbtoscreen 0. ScreenToFront_ 0 always pop's the wb to front, exactly

the same as using WBenchTofront_. So mystery solved (And I would have

gotten away with it, if it hadn't been for those pesky kids!!!!).

> Ta, works perfectly now :) - Also thanks for the Arexx example on

> Rui's site- I've now got a Rexx port in my UDP_Chat program. So with a

> small Rexx program I wrote, you can now log into another UDP_Chat

> program on another machine on the net, just by clicking on someone's

> name in the AmiComSys window, and accessing an item in the AmiComSys's

> Rexx menu! This will make it easy to start up a multiplayer Net game :-)

Cool :). I've downloaded your UDP_Chat stuff and it's great....just one
question though, you know the chr$(0) you use to break up the message
(like into packet types...protocols and headers I think), could this be
changed to something else...because then instead of using a loop to read
the string in, you could simply poke the len of message recieved+1 as 0,
and then use peek.s, instead of doing c$=c$+chr$(peek.b())??? Just an
idea...as chr$+peek are very slow in a loop like that......the other answer
is to write a function, but blitz strings are hard to make in asm routines
:(.
Just an idea,
Dave
--
____ _____
/ __ \/ ___/ __ \
/ /_/ / /__/ / / /\
/_____/ ____/_/ / /_/ / IRC - COolWAve
_____\/_\/ Dave Newton - Dave@nbsamiga.demon.co.uk (NBS)

1.373 Re: WindowToFront_ don't work

From: Dave Newton <Dave@nbsamiga.demon.co.uk>

Date: Tue, 12 May 1998 17:44:46 -0000

Subject: Re: WindowToFront_ don't work

> WindowToFront_ doesn't seem to work- I've attached the code below,

>ScreenToFront_ works but not WindowToFront_, have I done anything wrong?

Ummm, your forgot to tell it which window you want to get to front. Try

WindowToFront_ Peek.l(Addr Window(0))

Plus, you should use

ScreenToFront_ Peek.l(Addr Screen(0))

Easy mistake to make...these are library calls (hence the _ underscore

after the command name) and don't work with Blitz screen and Window

objects. The first longword of the blitz screen and window objects are

the real intuition screen and window objects :)

Hope that helped,

Dave

--
____ _____
/ __ \/ ___/ __ \
/ /_/ / /__/ / / /\
/_____/ ____/_/ / /_/ / IRC - COolWAve
_____\/_\/ Dave Newton - Dave@nbsamiga.demon.co.uk (NBS)

1.374   Re: WindowToFront_ don't work

Wed, 13 May 1998 19:28:56 +0200 (MET DST)

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

Date: Wed, 13 May 1998 18:19:55 -0500

Subject: Re: WindowToFront_ don't work

The 12-Maj-98, Anton Reinauer wrote:

> WindowToFront_ doesn't seem to work- I've attached the code below,

>ScreenToFront_ works but not WindowToFront_, have I done anything wrong?

You need to supply the adresspointer of the windowstructure in order to make

the window pop up as the frontmost window, for example:

*WindowToFront_(Peek.l(Addr Window(0))) ;this should work

//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! -.

1.375   WOA annoucements

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

Date: Sat, 16 May 1998 23:33:00 +1200

Subject: WOA annoucements

If you want the lastest WOA announcements see-

<http://www.primenet.com/~jweb/woa98news.html>

This has the IRC conference logs on it etc.

--

Anton Reinauer <anton@ww.co.nz>