and

COLLABORATORS			
	TITLE : and		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		January 17, 2023	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

and

1.1   Martin Gierich

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Name:       Martin Gierich
e-Mail:     uj3w@rz.uni-karlsruhe.de
Directory:  debug
Amiga:


SAMPLE SOLUTION!

Description of task:

      Describe the administrator of the debug directory as
      precisely as possible!


Given:
      Name:
            Martin Gierich

      Adress: (fix point)
            Narzissenweg 7
            76297 Stutensee (Germany)

            (Stutensee-Blankenloch, in the vicinity of Karlsruhe)

      EMail adresses:
            uj3w@rz.uni-karlsruhe.de
            uj3w@ibm3090.rz.uni-karlsruhe.de

      Studies:
            Elektrotechnics, at the "Universität Fridericiana zu
            Karlsruhe", 6th Semester (linearly growing)

      Height (time invariant reference value):
            173 cm

      Birth date:
            21.8.1971
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        Relation Age:Height:
                13,3 years/m
                (directly deducted from the birth date)

        Relation shoe size:height (especially important):
                24,27 1/m

        Hobbies:
                Time absorber No. 1: Amiga
                doing electronic experiments
                windsurfing at good-weather conditions
                light athletics, especially long distance (10 km)


Desired:
        A more precise description


Permitted auxiliary items for solving the task:

        A500 w/ flicker fixer and SVGA monitor
        1 MB Chip-RAM
        Kickstart switcher 1.3/2.04
        NTSC/PAL switcher for ECS-Agnus
        HP-Deskjet-500C printer

        one of either:
                210 MB AT-Bus harddisk
                unused SCSI-2-Controller
                2 MB real Fast-RAM

        or:
                A570-CDROM drive (makes up for a CDTV together with the A500)
                no harddisk, no Fast-RAM
                (how could Commodore ever sell something like this ?!)

        further peripherals:
        video digitizer
        sound digitizer


Derivation of programming projects (trivial):

        1993: DMAP
                My first great project. A multi-purpose tool that is very useful
                in the startup-sequence of floppy disks. Nowadays, in the age
                of the harddisk, it has lost part of its importance.
                Combined in just 5 KBytes are: screen blanker, mouse accelerator,
                virus checker, setmap etc.

        1993-95: ZShell
                This is probably what I have used most of my time on. As the name
                implies: It's a replacement for the standard shell. In the  ←
                    beginning
                it was the ZShell by Paul Hayter which I then gradually modified  ←
                    to
                meet my needs. In the meantime I have even developed a concept:
```

          Similarity to the standard shell, simple to use, extended editing
          capabilities (like file name completer), iconify-like function, ←
            lots
          of built-in commands.

     1994: United Manager
          As I'm taking part in a mail football game of the "United" type, I
          have written this program to save me a lot of the writing work.

     1995: MiniXpkGuide
          This represents a display program like Amigaguide or Multiview.
          As most of the work is done by the amigaguide.library, I could
          reduce the size of this program to about 500 bytes. Contrary
          to Amigaguide/Multiview it is capable of displaying XPK-packed
          documents.

Interim results (unreleased projects):

     Video backup:
          "Why shouldn't one store the harddisk on a video tape?", I thought
          with myself. The program was supposed to run in the background and
          send its data to the videorecorder over the disc drive port. ←
            However,
          because I had forgotten that the video head has to be synchronized ←
            ,
          I could dump all the source codes (and the hardware as well).
          Frustrated, I dropped the project.

     Mousic:
          MOUSIC=MOUSe+baSIC, this was supposed to become a new programming
          language, designed to easily and quickly let you create a program
          (as Basic was), and being mouse-controlled (that is, with a ←
            graphical
          user interface). The best thing about it, however, was that it ←
            should
          be possible to write a compiler for it on other computer systems
          so that the source code of one Mousic program could be taken to
          a new platform without modification, which results in portable
          graphical user interfaces.

Picture 1: Older sketch from 1987
       This one shows me getting an ear banger.

Picture 2: Image of me taking part in the "Badische Meile" 1993
       (Running competition over 8,9km in Karlsruhe)
       I was way off from the winning place. :-)

Picture 3: You can only get total power with at least two
       remote controls, 1991

Picture 4: Graphical display of my last vacations, 1994