MultiStar

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COLLABORATORS

	TITLE : MultiStar		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY	Oliver Tennie	January 31, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

MultiStar

1.1 MultiStar V2.00s

```
          *****************************************
*****M U L T I S T A R   V 2 . 0 0 s*****
*This program is (c)'94-'95 by O. Tennie*
*******This program is
               SHAREWARE
               *******
*****************************************

This program was written using:
   -AmosPro V2.00 & AmosPro Compiler (c) by euroPress
   -AMIPS V1.04 (c) by The Software Society
   -ReqTools.library (c) Nico Francois

Contents:


               DISCLAIMER
               Read it ! IMPORTANT !

               COPYRIGHTS
               Copyrights, Distribution, ...

               SHAREWARE!
               Shareware-informations !

             INSTALLATION
              How to install it !

             HOW TO USE !
              This is the documentation !

             INFORMATIONS
              Other programs, history, ... !
```

1.2 DISCLAIMER ... Read it ! IMPORTANT !

                    THE AUTHOR CAN NOT BE HELD RESPONSIBLE FOR ANY DAMAGES
CAUSED BY THE PROGRAM !!! THE PROGRAM HAS BEEN TESTED AND IT
WORKS FINE BUT IT MAY CAUSE TROUBLE WITH YOUR SYSTEM !!!
YOU USE THIS PROGRAM AT YOUR OWN RISK !!!!

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                    MAIN-MENU
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1.3   COPYRIGHTS ... Copyrights, Distribution, ...

                    Copyrights
The program (MULTISTAR),
the documentation (MULTISTAR.GUIDE),
the installation-script (INSTALL_MULTISTAR),
the registration-form (REGISTER.TXT),
the example startup-sequence (STARTUP-SEQ) and
the icons (INSTALL_MULTISTAR.INFO, MULTISTAR.GUIDE.INFO,
          REGISTER.TXT.INFO and MULTISTAR2_00S.INFO)
are copyright (c) '94-'95 by Oliver Tennie.

ReqTools.library is copyright (c) by Nico Francois.

Amiga is a registered trademark of Amiga Technologies.
Amiga Technologies is a subsidiary of ESCOM.

Distribution
The unregistered version of MultiStar may be freely distributed
as long as the following conditions are kept:

    * all files are copied (including the documentation)
    * no changes are made to any of the files
    * the copy-costs do not exceed 10DM (about 7US$) for a disc
    * the copy-costs do not exceed 30DM (about 22US$) for a CD-ROM

It may be included in PublicDomain librarys, it may be uploaded
to BBS's and it may be archived on CD-ROMs.

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1.4   SHAREWARE! ... Shareware-informations !

                    This program is SHAREWARE. If you think it's worth using, then it
should be worth buying the registered version, too. You may try
the unregistered version for 14 days afterwards you'll have to pay
the Shareware-fee to: Oliver Tennie
                        Efeuweg 9
                        22299 Hamburg
                        GERMANY

or you are not allowed to use the program any longer !

```
   The    ||      |       |       |
Shareware|| US$ | DM  |U.K.£|
 -fee is ||      |       |       |
=========##=====+=====+=====+
         ||30,--|35,--|20,--|
```

You will get the full working version of MultiStar !
The unregistered version is limited in its functionality. A delay-window
pops up every time MultiStar is started and nearly all functions (except
from 'new') of the SETUP-menu are disabled as well as each list is
limited to 4 (four) entries.

To register MultiStar just print out the registration-form (REGISTER.TXT)
fill it in and send it (together with the registration fee) to me !

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                MAIN-MENU
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1.5   INSTALLATION ... How to install it !

                    Installation couldn't be easier !
Just boot up your Amiga (from Harddisk) and wait until the Workbench
appears. Then insert the disk into any drive and click twice on the
installation-icon. The installation-script will do all necessary things
and on next bootup, you may activate MultiStar by pressing the fire-button
(see section
                HOW TO USE
                 !).

If you want to install MultiStar by hand you'll have to do the following:
First create the following directories: s:MultiStar
                                        s:MultiStar/Games
                                        s:MultiStar/Tools
Then copy the file s:Startup-Sequence to your s:MultiStar/ -directory and
rename it to: startup-sequence2 . Then copy the File MultiStar to your
C: -directory and copy the file startup-seq to your S: -directory and
rename it to Startup-sequence.
You may also copy the documentation to any place you like !

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                MAIN-MENU
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1.6   HOW TO USE ! ... This is the documentation !

                    MultiStar should usually be one of the first commands of your
S:STARTUP-SEQUENCE. This is normally done by the install-script
(see
                INSTALLATION

for further details).

MultiStar needs the ReqTools.library ((c) Nico Francois) to be
installed in your LIBS:-directory. If it does not exist, MultiStar
will tell you and exit !

Usage:
MultiStar <Option>

where Option is one of the following:
  ALWAYS - The window to select a script-file appears ALWAYS
  CHOICE - The program will check whether the joystick-firebutton
           was pressed (or not) and the window will appear (or not)
  NEVER - The window will NEVER appear even if the button was pressed !

If no option is specified, MultiStar will use NEVER-option as default !

The window:
The window is devided in four zones. The upper left is a list
of games which can be started. The upper right is a list of tools.
The lower Button will continue with your original startup-sequence
(S:MultiStar/Startup-Sequence2). Clicking the close-gadget will quit
the program without doing anything (a requester will ask you, if
you are sure you want to quit). This can be useful for a save
shutdown (as normally no resident program should be loaded at that time).
You may select a game or a tool from the lists at the top of the window
(if the list is too long, you may scroll with the buttons at the lower
right side of each list). To start a program just click once on it, to
continue with your normal startup-sequence, click on the button:
            »»CONTINUE WITH NORMAL STARTUP-SEQUENCE««
The fourth zone of the window is the menu.

The menu:
The menu looks like the following:

```
 +-------+       +-----+
 |Project|       |Setup|
 +===========+ +======================+           NOTE:
 |About  (A)?| |New entry         (A)N|            (A)
 |-----------| |Kill entry        (A)K|          is your
 |Quit   (A)Q| |----------------------|           right
 +-----------+ |Change entry      (A)C|         Amiga-Key
               |----------------------|            !!!
               |Activate entry    (A)A|
               |Deactivate entry  (A)D|
               +----------------------+
```

 - About .... This shows the ABOUT-Requester
 - Quit .... This will quit the program (same as
                           if you click on the windows close-gadget)
 - New entry .... This option creates a new entry (see below)
 - Kill entry .... This will remove an entry (see below)
 - Change entry .... This calls the workbench-editor (C:ED)
                           and you can edit an entry (see below)
 - (De-)Activate entry ... This (De-)Activates an entry (see below)

NOTE: All changes first take effect when you start MultiStar again.

If you select an option from the SETUP-Menu first of all, MultiStar
will ask you on which topic you want to work, this can be either
GAMES or TOOLS.
 After that a fileselector will pop up (note: this is only valid for
the options 'kill', 'change', 'activate' and 'deactivate' but NOT for
the option 'new' which will be explained later on) which asks you to
select the script you want to work with. You can either click ONCE on
the entry and confirm your selection with the >OK<-button or you can
click twice on the entry.
 - If you selected Activate entry or Deactivate entry from the menu,
   MultiStar will work a moment on your harddisk and inform you that
   the entry has been (de-)activated.
 - If you selected Change entry from the menu, your editor (C:ED)
   will appear and you can alter the script.
   NOTE1: Do not change or delete the FIRST line of the script !
   NOTE2: See your Commodore-manuals for more informations on how
           to use the editor
 - If you selected Kill entry, MultiStar will ask you if you
   are sure you want to delete the script. If you select >YES<, then it
   will be removed from your harddisk.

Creating the scripts:
NOTE: Scripts from earlier versions of MultiStar are still 100%
      compatible with version 2.00.

To create a script select the option New Entry from the Setup-Menu.
A requester will appear and ask you if you want to create a script for
the GAMES- or the TOOLS-list. Afterwards you'll be asked to give a name
for the script. Enter the name of the program or whatever you want there
and press <Return> or click on the >OK<-button. MultiStar will open a
fileselector where you can select the keymap you want to use. Click twice
on the keymap or once on it and confirm wit >OK< if you want MultiStar
to set a spezial keymap for the program or click on >Abort< if you do not
want MultiStar to set a spezial keymap. Then MultiStar will ask you if you
want to degrade your system. This can be useful for example if you have
a fast processor (68020, 030 or whatever) and an old game. In that case
you can for example slow down your system using the program CPU which comes
along with Workbench 3.0 or SetCPU (which is (c) Dave Haynie). Anyway, click
on >YES< if you want to degrade your system or on >NO< if you do not want
to degrade it. If you click on yes, a fileselector will ask you to select
the program which will degrade your computer, as always, click twice on it
or once on it and confirm with the >OK<-button. Then MultiStar asks you
for the CLI-options it'll use with the program, read the documentation of
the program which you use to degrade your system for more informations
(NOTE: The options for CPU or SetCPU to slow down your machine are
        NOCACHE NOBURST).
Then MultiStar will ask you to give names to assign to your program-
directory. You can enter up to 20 names, if you have finished, just give
an empty string. Assigns are useful if, for example, you copied a program
from floppy-discs into a directory on your harddisc. If the program needs
to be 'cheated' (if it looks for its files on a disc which has a spezial
name) you can assign the name of the disc to the directory. (Example: If
the program you copied onto your harddisk came on two disks labeled Disc1:
and Disc2: and you copied them onto your harddisc into the directory GAME you
can assign Disc1: and Disc2: to your directory GAME. If the program now tries
to read a file from the disc named Disc1: or Disc2:, your Amiga will look for
it in the directory GAME on your harddrive, and that's it, so you have to

tell MultiStar the names Disc1: and Disc2: when it asks for the names to
assign to the program-directory.) For more informations about assigns read
your Amiga-manual !
Next thing you have to do is to select the program-directory. A directory-
selector appears and you can select the directory where your program can
be found. Click on >OK< when finished. Then the last fileselector will
appear. MultiStar shows you all files in you program-directory and you can
select the execcutable or the batch to run. Make your selection by either
clicking twice on the file or by clicking once on it and then confirm it
with the >OK<-button. Last but not least MultiStar will ask you if the file
you selected is a batch or an executable (Note: a batch is a file which
consists of AmigaDOS-commands, an executable is a program which can be
run 'normally').

Then MultiStar will create the entry for your program. It might be a good
idea to restart your computer and check if the entry works. If not,
check/change the entry using the option Change entry and read
the manual of your program to get help.

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                MAIN-MENU
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1.7   INFORMATIONS ... Other informations (other programs,..) !

                Requirements:

In order to use MultiStar you need:
   - AmigaOS 2.04 (or higher)
   - A harddisk (not necessary, but recommended)
   - A joystick in port 2 (or you'll have to use the ALWAYS-option)
   - ReqTools.library installed in your LIBS:-directory

Other programs by O.Tennie:

|Name |Short description |Status |Can be found on/ ←
   at...|
+----------------+--------------------------------------+---------+-------------------+ ←

|DMS-GUI |An interface for DMS |Shareware|Time 336 ←
               |
|PROGRAM-CONTROLER|A tool to start/stop programs easily|Shareware|Time 336 ←
               |
|Prometheus-TOOLS |Some tools for the Prometheus-BBS |Shareware|Prometheus- ←
   Network |
|TPC |A catalogue for pictures |Shareware|not yet released ←
     !!!!|
|SimpleTerm |A very easy to handle terminal-prg. |Shareware|not yet released ←
     !!!!|

History:

```
V0.01 - first internal ß-version

V1.00 - first public version
          * many bugs from V0.01 removed
          * some new features
          * documentation added
          * installation-script added

V2.00 - second public version
          * menus added
          * creating the scripts is *MUCH* simpler now
            (this is now done by the program, you had to create
            the scripts by yourself in version 1.00)
          * script-managing added
            > scripts can be deleted
            > scripts can be (de-)activated
          * now uses ReqTools.library ((c) Nico Francois) instead of
            the standard Commodore/Amiga requesters
          * Quit-ask-requester added

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              MAIN-MENU
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```