

**BootUte**

**COLLABORATORS**

	<i>TITLE :</i> BootUte		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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# Chapter 1

## BootUte

### 1.1 BootUte Contents

Documents for BootUte v1.0

BootUte was written by Paul Toyne  
Released on 01/03/94.

1)	What is bootute ?
2)	BootUte's Options
3)	Error Messages
4)	Disclaimer
5)	Distribution
6)	A1200 Compatability
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BootUte was written in 100% assembler.

### 1.2 What is BootUte

What is BootUte ?

BootUte is a program that enables the loading, saving and executing of bootblocks.

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BootUte requires Kickstart and Workbench 2.0 or above, it also requires any version of reqtools.library.

reqtools.library is © Nico Francois.

My main aim in producing this program was to make games and demos that wouldn't work on my 1200 work.

I have expanded somewhat on my original idea so that it will be useful to all people with accelerators, or with kickstart 2.0 and above.

BootUte was written over a period of a couple of months on-off work.

It was written in 100% assembler using Devpac 3.

Why kickstart 2.0 and above only ?

I have two reasons for that :

- 1) It is a lot easier to provide a good user interface under 2.0+.
- 2) If you are an acclerator owner you should have at least 2.0, and if you don't I would suggest upgrading.

### 1.3 BootUte's Options

BootUte's options

Bootblock operations

Read bootblock from DF0:

Reads the bootblock from drive DF0: to the buffer.

Write bootblock to DF0:

Writes the bootblock from the buffer to drive DF0:, re-calculating the checksum so that it is correct.

File operations

Load bootblock to buffer

Loads a file from disk to the buffer.

The file must be one of the following :

- Raw data (1024 bytes long)
- Executable with only 1 code hunk (1052 bytes long)
- An executable with a BootUte header. (1220 bytes long)

The checksum can be invalid, because BootUte corrects it automatically when the file is loaded.

Save from buffer

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Saves the buffer to a file, using the file type specified in the preferences section.

## Buffer Operations

### Execute

Executes the file in the buffer using the options specified in the General Preferences section.

### Clear

Clears the bootblock from the buffer.

### Information

Displays the following information about the bootblock that is in the buffer :

- Bootblock type (OFS, FFS etc.)
- Correct checksum.
- Whether the current checksum is valid.
- An ASCII dump of the bootblock.

### Quit BootUte

Exits BootUte.

### About BootUte

This displays information about the current version of BootUte being used, and information about your Amiga system.

## Preferences

The preferences section is a set of six check boxes, split into two sections, where options are either on or off.

### General Preferences

#### Disable CPU Caches

This option disables the Instruction and Data caches found on the 68020 processor and above.

It is only selectable if a 68020 or above is present in the system.

#### Trap MOVE SR,<ea>

This option traps the assembler command MOVE SR,<ea> because it is a 'Supervisor Mode' instruction on the 68010 and above, whereas on the 68000 it can be used in 'User Mode' and 'Supervisor Mode'.

It is only selectable if a 68010 or above is present in the system.

#### No OS

This option disables multi-tasking and the systems interrupts, making the program think that the operating system isn't initialised.

#### No AGA

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This option disables the AGA chipset, enabling more AGA incompatible programs to run.

Save Preferences

NOTE : Only one of the below, or neither can be selected at the same time, both cannot be selected at the same time.

Raw Binary

This option makes the 'Save bootblock from buffer' option save the data as a binary file, so that it can't be run.

BootUte Header

This option makes the 'Save bootblock from buffer' option save the data using a special header that enables demo's to be run from the CLI.

## 1.4 BootUte's error messages - descriptions

This is a list of the possible error messages BootUte can give

If BootUte quits straight away, without displaying any error messages, it means that it couldn't allocate the memory that it needs to function.

Alert number 0003 8004

BootUte was unable to open v36 or above of the intuition.library, this should only ever appear if you are running less than kickstart 2.0 (v36)

You must be running Kickstart 2.0 or above

BootUte was unable to open all of the libraries it needs as v36 or better, this should only appear if you have a mixture of pre 2.0 libraries and post 2.0 libraries in your libs: drawer.

Unable to open reqtools.library

BootUte was unable to open the 'reqtools.library', it needs this file in the libs: directory for all of it's requesters.

Unable to open screen.

BootUte was unable to open it's screen, this may be due to the fact that the 'PAL' monitor file hasn't been run.

Unable to open window.

BootUte was unable to open the window that it uses.

Unable to open trackdisk.device.

BootUte was unable to open the 'trackdisk.device' that it needs for the reading and writing of the bootblocks.

Unable to allocate ReqTools file requester.

BootUte was unable to allocate the structure necessary for the 'reqtools.library' file requester, this may be due to low memory conditions.

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Unable to read the bootblock

BootUte was unable to read the bootblock of the disk in DF0:  
A possible cause is that there wasn't actually a disk in DF0:

Unable to write the buffer because it is empty.

BootUte was unable to write the bootblock buffer to DF0: because  
the buffer was empty.

Unable to save the buffer because it is empty.

BootUte was unable to save the bootblock buffer to disk because  
the buffer was empty.

Unable to execute the buffer because it is empty.

The buffer couldn't be executed because it was empty.

Unable to clear the buffer because it is empty.

The buffer couldn't be cleared because it was already clear.

Unable to write the bootblock.

BootUte couldn't write the bootblock to the disk in DF0:  
A possible cause is that there isn't a disk in the drive.

There was an error reading the file.

BootUte couldn't read a bootblock to the buffer.  
A possible cause is that the disk has got a read/write error.

There was an error writing the file

BootUte couldn't write the buffer to a file.  
Possible causes are : the disk in the drive is write protected.  
the disk is full.  
the disk has got a read/write error.

Sorry, the file you are trying to

load isn't a valid bootblock

You are trying to load a file as a bootblock, and it isn't a  
valid format.

## 1.5 Disclaimer

Disclaimer

This software is provided "as is" without warranty of any kind,  
either expressed or implied. By using it, you agree to accept the  
entire risk as to the quality and performance of the program. Should  
the software prove defective, you assume the cost of all necessary  
servicing, repair or correction.

## 1.6 Distribution

Distribution

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BootUte is ©1994 TLS and may only be distributed by a PD library with prior permission from me, to get this permission print out the file called PD\_Register.doc, fill it in and post it, along with a small stamped self addressed envelope, to the address on the bottom of the form.

The program can be distributed by any other means (BBS, mail etc.) as long as the following conditions are met :

- 1) No money changes hands.
- 2) The following files are included, in their original state and are not modified in any way :

```
BootUte           - 5844 bytes long.
BootUte.doc       - 11777 bytes long.
BootUte.guide     - 12636 bytes long.
PD_Register.doc   - 1820 bytes long.
Install.doc       - 404 bytes long.
reqtools.library - Any version.
```

## 1.7 A1200 Compatability Information

This information is only useful for users with A1200's

A lot of compatability problems are due to the fact that the new Amiga 1200's don't have any fast ram fitted as standard. If you own an A1200, then I suggest that you buy a fast ram expansion as it makes lots more programs run.

## 1.8 Greetings

Greetings

I would like to greet the following people :

```
Oliver Norton (Edge) - Betatester (A4000/040)
    Hope to see some AGA stuff now!!
    You lucky g!t, do you think I might be able to do the same?
```

```
Michael Morris - Betatester (A500+)
    Come on, when are you going to get a new Amiga, it's about
    time isn't it?
```

## 1.9 Possible future additions

Future Additions

The following options will definately be added to future versions of BootUte :

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- »» 'Delay' option to allow for bootblocks/files that require mouse buttons to be held down to access a 'hidden' part.
- »» 'No Fast Ram' option to turn off fast ram, if it is fitted.
- »» 'VBR to zero' option to reset the Vector Base Register to zero.
- »» 'Localisation' - For workbench 3.0+ to enable users in other countries to have the menus etc in their own language.
- »» Ability to use other screen modes apart from the built in 'PAL: Hires', using the ReqTools Screen mode requester.
- »» Ability to use drives other than DF0:
- »» Ability to load and execute executable files.
- »» 'No Fast Ram' option for programs that don't like fast ram.

The following options may be added to future versions of BootUte, providing I get enough feedback from you (the users).

- »» 'Fake Fast Ram' option for users unable to afford a fast ram expansion.
- »» 'Arexx interface'

If you think of any more options, or want the 'possible' options added then write/or e-mail me (see further down this file for my address.)

## 1.10 Configurations tested with.

Testing BootUte

BootUte has been tested on the following platforms/configurations.

Amiga 1200

2 mb Chip, 4 mb Fast & 20Mhz 68881  
80 mb Seagate 2.5" IDE Hard Drive  
External Power XL High Density floppy drive.

Kickstart 3.0 ROM (v39)

Amiga 4000/040

2 mb Chip, 2 mb Fast  
120 mb Seagate 3.5" IDE Hard Drive

Kickstart 3.0 ROM (v39)

Amiga 500+

1 mb Chip, 0 mb Fast

Kickstart 2.04 ROM (v37)

BootUte has been tested fully with 'Enforcer', and has been found to produce no enforcer hits.

## 1.11 How to contact me

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Contacting me

I can be contacted in the following ways:

E-Mail (Internet) : selpt@dmu.ac.uk

Snail-Mail :

Paul Toyne,  
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Sileby,  
Leicestershire  
LE12 7SG  
ENGLAND

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