BlitzDms

COLLABORATORS

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WRITTEN BY		October 17, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

BlitzDms

1.1   BlitzDms Guide Contents

```
           +----------------------------------------------------------------
    |   -+ ** BlitzDms V1.0 by Anthony Brice & Paul Juhasz, 1996 ** +-    |
    |                                                                    |
    |                (C) Binary Systems 1996 - Shareware                 |
    |                                                                    |
    |  Gui window for use with multiple versions of the Dms executable   |
    +------------------------------------------------------------------+


              Contents:
              ---------


        What is BlitzDms?
         ...............an overview of this program


        Features
         ...............The all important bits...


        Main GUI
         ...............How do I use it then?


        Config GUI
         ...............How do I set it all up?


        Menus
         ...............Other ways to use it.


        ToolTypes
         ...............I want to customize it.
```

1.2 BlitzDms License

```
                        Amiga developers and damn proud of it! :-)

                  License and program restrictions
                  --------------------------------
```

We make no heavy clauses to anyone wishing to use
            BlitzDms
            . We specify that
the program is supplied as is, and we will NOT be held responsible for any
damage, or problems it causes to the end user, no matter who it may be.

This program is distributed as
            Shareware
            , and the evaluation version remains
freely distributable via bulletin boards, magazine coverdisks, and other
mediums such as the internet or public domain libraries etc. XDms remains
the copyright of
            Adam Chapman
             who's permission we obtained to include support
for its usage within BlitzDms.

If the evaluation version of this program is given away on a magazine
coverdisk then we insist that a free copy is sent to us as a license fee
for distributing the evaluation version, and an optional plug in the magazine
should the editor see fit. You can find
            contact
             details at the end of this
document.

Public domain Libraries and PD Bulletin Boards are free to supply the evaluation
version of BlitzDms with no restrictions.

This program remains copyrighted to
                Anthony Brice
                 and
                Paul Juhasz
                , with the
exception of the DMS executables themselves which belong to the authors stated
within the relevant documentation for those programs. Any attempts to hex edit,
mess with the documentation, or change the original archive structure counts as
breaking the few restrictions we apply, and negates your right to have this
program on your computer.

No versions of the
                DMS
                 executable are included with this archive, as these
docs do not apply to that program, which has its own usage conditions which
you should also read prior to using this gui. (XDms 2.0 compatibility has been
included by prior arrangement with Adam Chapman.)

Apart from that we hope you get some use out of it, and pass it onto as many
people as you like, provided the original archive containing this doc file,
and the program, icon etc are not changed or any parts removed, and any
keyfile you may have licensed from us remains in your possession only.

BlitzDms Keyfiles are supplied by
                registering
                 the program with us (see details
later in the text) and we supply them to registered users under a license which
states that they may keep the key for their own use for as long as they wish,
but it remains ours and may not be transferred, or sold to anyone else under
any circumstances without consultation with either myself or Paul Juhasz and
confirmation in writing with a PGP signature.

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1.3 Brief Overview

                                What is BlitzDms ?

BlitzDms is a
                fully featured
                 Gui handler for the DMS disk masher system as
popular with demo coders and magazines. There's one hell of a lot of these out
there already, and we'd be the first to admit that we did this program just as
an exercise in programming, rather than to beat some of those, although we have
in fact done just that. Make no mistake, BlitzDms is better than any other gui
that performs the same functions, and we hold that opinion until anyone else
can prove otherwise. And we've both seen more than a few in our time :-)

This gui window has been specifically written to work with multiple versions
of

DMS
, something that no other window has ever offered to my knowledge, ←
and
is just one of the reasons why we make the bold claim above. If you have a
version of DMS that is not supported by BlitzDms then please tell us about
it and we'll add support into a future version. We welcome any suggestions
that will help us improve BlitzDms to its maximum potential.

BlitzDms supports all of the functions that can be used from the shell for
DMS, including test file and view file information, as well as reading a DMS
file from hd and writing it to a disk, and compressing a disk to a file on
hd, or another floppy. Note that the commands available depend upon what
version of the DMS executable you are using, and the program automatically
reflects this with the options available via the
Main GUI
, the
Config GUI
,
the
menus
 or the
Tooltypes
.

The gui also has options to bypass validating the disk (if you feel brave
enough), not display text files stored in the dms file when writing to a disk
(such as those all-too-common BBS adverts) and other bits like removing delay
prompts such as press return to continue, if you're all set to go and don't
want to hang around. In fact every feature of BlitzDms from the font type
(BlitzDms is font sensitive of course) to the sizing of the console window
can be customised via the gui, menus or tooltypes. The features are many
and varied which was a deliberate effort on our part. A dms gui is meant
to simplify use of DMS, and BlitzDms does this to the maximum.

Requirements

  Reqtools Library by Nico Francois. Freely available and included with the
  archive.

  PackDev1.3+ - © 1994-1995 Christian Wasner, freely distributable and FreeWare.

  Lzx V1.0+   - © 1995/96 Johnathan Forbes - Not included. Available as an
                evaluation archive from any good bbs, or the Aminet.

  Kickstart 2.0+ and Wb2.0+ are required to run BlitzDms as it uses a GadTools
  gui system. We love Mui. But not THAT much :-)

  This program has been tested on an A500, A2000, A3000 and an A4000. It should
  work just fine on any Amiga, and we've yet to find one it doesn't like yet.

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1.4 The Main Window Gadgets

                    Here's a break down of the gui gadgets and what they do.

                                  Main Window

        Load o Selects a file to load in for decompressing to disk

               Note: this gadget is ghosted when BlitzDms is in Read/Append
                     mode as this information is not needed.

        Save o Selects a file to save to when compressing a disk to a file.

               Note: this gadget is ghosted when BlitzDms is in Write Mode
                     as this information is not needed.

    Compress o This is the compression gadget. Cycle it to choose your preferred
               mode for DMS to work in. BEST,NONE,HEAVY1 or HEAVY2.

       Drive o This gadget selects the floppy drive you wish to extract dms
               files onto. It will configure itself with all relevant devices
               available when you first run the program so if you have a Rad:
               device, and the dms version you are using supports it, then the
               option will become available. If you mount a device after you
               have run BlitzDms then it will need to be restarted to use the
               newly available list.

     Density o If you have a high density drive then you can tell Dms to take
               that into account by using this gadget. Normally it would default
               to Double.

               Note: We have been unable – at this time – to find a way of
                     automatically detecting if a drive is high density or
                     normal so this option's usage is entirely up to the user.
                     If it doesn't work because you don't have a high density
                     drive, then why bother trying it? :-)

       Start o This button will start DMS off doing its stuff.
               If no paths are selected when this gadget is clicked then it
               will prompt you for a load or save path depending on whether you
               are in Read or Write mode. The same applies to the AppWindow
               functions which will automatically trigger the start button when a
               dms file or a disk icon are dragged onto the main window, and
               start in that mode. More on the AppWindow events later.

 Preferences o This will simply switch you over to the BlitzDms Configuration
               window where you can set up even more options.

  MX Buttons o This is the way to select what mode you wish DMS to run in. You
               can have Read,Append,Write,Repack,View,Test and Text. Some other
               gadgets may ghost out depending on what options your version of
               the dms executable supports. I.e. with SDS (DMS v1.11) selected,
               Append will not be selectable as it is an unsupported option
               with that version of Dms, so please don't make out a bug report :)

Prompt o Tick this for confirmation requesters when BlitzDms is about to
go ahead with an action. This is a precaution for those who get
confused as to the action of DMS in read or write mode, but as
the n/a gadgets are ghosted when an option is invalid, then it's
usually very clear exactly what DMS will do anyway.
If you do have the program in Read mode, and the file it will
write to already exists, then naturally BlitzDms will inform you
that it is about to overwrite a file that already exists and you
can abort if you wish.

Pause o If this is ticked then BlitzDms will pause after every action has
been completed so you can see the console output. This means you
will need to close the shell window manually after a disk has
been written for example, but it means you can see what has
happened at your own pace with a utility such as KCon with a
scrollback shell buffer which BlitzDms works with. It also acts
as the DMS NoPause switch to avoid the "Press Return" after a.
Banner was shown.

Pause is never automatically used for operations such as test
and view, as the drag and drop capabilities of BlitzDms mean you
can test multiple files by dragging them onto the BlitzDms window.

The

Binary Systems

logo on the BlitzDms window actually functions as an
AppWindow so you can drag .dms files onto it and they will appear in the load
path and BlitzDms will startup in Write mode, whereas dragging a disk icon onto
it will put BlitzDms into Read mode and start going. If you don't have filepaths
set up when you do this, you will be prompted to select them before Dms begins.

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1.5 The Config Window Gadgets

Here's a break down of the gui gadgets and what they do.

The Configuration window

Banner o If the text gadget is ticked, then this filepath becomes active
and you can select a text file of any kind to add into the .dms
file when it is created. Naturally this is of no use when you
are decompressing a file to a disk.

Text o Tick this to suppress output of any of those text files when you
are decompressing a disk. If you have it ticked in Read mode
then BlitzDms will use an ascii banner, which is defined in the
Banner filepath, to store with the created .DMS file that will
be viewed when it's decompressed normally. If this banner does
not exist and Text is ticked, then you will be prompted.

Password o If you have the Crypt gadget ticked, then you can put a password
              into this string gadget and it will be used to encrypt/decrypt
              the .dms file as it is created/read. Remember the password
              though, as you will need it if you ever hope to decompress the
              disk file again.

    Crypt o If you tick this gadget then you will need to enter a password
              to compress a disk to a .dms file in the Password field. If
              you're Decompressing a file to a disk and it is encrypted with a
              password, then tick this option and put the password into the
              password field. If you don't know the password then I'm afraid
              that's beyond the capabilities of BlitzDms to help :(

      Run o If you use KCon: as an alternative console device, and don't have
              it mounted as a Con: replacement, you can select it here. If you
              do have it set up to automatically replace the Con: device, then
              just select Con: as the CLI window will be correct anyway.

              Note: in a later release we hope to be able to use this gadget
                    for running dms as a background task enabling multiple
                    operations asynchronously and progress monitors. The gadget
                    is here for that purpose and functions as a console device
                    selector until we put support for that in.

     Vers o This is a cycle gadget to select the version of
             DMS
                               you wish to use with BlitzDms. If BlitzDms has no ↩
                                  path set up
              for the Dms executable then cycling to the relevant version will
              prompt you to select it via a file requester before continuing.
              The same applies if it can not be found whenever it is selected
              in future, so you can reselect it if you moved the program since
              last using BlitzDms.

Custom Font o Clicking in here will let you select the font you want to use for
              the BlitzDms gui window. Remember that BlitzDms is font sensitive,
              but it will default to topaz 8 if it can't use the defined font,
              it doesn't exist, or the gui would be taller than the screen by
              using it.

    NoVal o This gadget tells dms to not validate the disk after it has been
              written to. This means workbench will automatically update it on
              the screen without having to remove, and insert the disk again
              after an operation.

   NoZero o Ticking this option will tell DMS to not display the bootblock
              of a disk as it is worked on.

   NoVrfy o Ticking this gadget will tell dms to NOT verify each track of
              the disk as it reads or writes to it. From DMS v1.53 upwards.

     Load o Click on this to load the prefs defined in the icon. Handy if you
              don't like how you've just configured it and want the last saved.

      Use o Click on this to use the current settings. They won't be written
              to disk so you'll have the old configuration when you reload the
              program. The same thing can be done by clicking the close gadget

while in the prefs window, and also note that the quit confirm
requester will not be displayed if you quit the main program
after selecting use.

Save o Click on this to save the current configuration to the icon file.
This will save all of BlitzDms' settings, including window
positions, paths to all the executables of DMS itself, the paths
(but not filenames) of the load and save gadgets and the gadgets
current settings.

Note: Saving configuration in the unregistered version will not
work. You can still customise the program by editing the
tooltype lines manually, but registering the program to
receive a keyfile will let you save the config from the
gui which is so much more practical :-)

Slider o The slider gadgets are used to define the start and end track
from where DMS should work on the disk.

Note: If you select Hi-Density then the slider gadgets will
automatically update to allow for the extra tracks
available on your disk drive.

XDM: Mode o If you have the Dms version gadget toggled to XDM, then you can
select the way XDM will work on the disk when writing to a file.

ALL - XDM will crunch all of the tracks.
DOS - XDM will compress only valid dos tracks, ignoring empty
tracks.
TRK - not implemented.

LowMem o This is a setting for LZX and will only become active when DMS
version is selected as XDM. If you are low on memory, or run a
very tight ship, then clicking on this will prompt for a temp dir
for LZX to use instead of Ram: while compressing a disk image.
In order to satisfy LZX, a Device path has to be used, choosing
a directory or Assign will not be accepted. This setting and path
are saved with the rest of the configuration so you don't need
to set it every time.

All of BlitzDms' configuration options are stored as
tooltypes
so you can
manually edit them should you wish to do so, but saving config with the Config
gadget will store the active configuration for all options anyway, including
window positions for iconified and normal. You MUST keep an icon for BlitzDms
with the main program for this reason alone. The save config button does not
function in the evaluation version unless a valid keyfile is found!

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1.6 The Menus

```
                                    The Menu commands
                        ----------------
```

```
            BlitzDms
              has several options available on the menus to avoid cluttering up
the gui too much as we wanted it font sensitive, and some people have been
known to prefer huge fonts :)
```

```
  LoadPath      o Lets you select the load file. Same as the Load Gadget.
                   Key: RAmiga L
```

```
  SavePath      o Lets you select the save file. Same as the Save Gadget.
                   Key: RAmiga S
```

```
  StartDms      o Let her rip and stand back :) Same as the Start Gadget.
                   Key: RAmiga D
```

```
  MenuBar       o Sheer cosmetics :-)
```

```
  Select font   o Pops up a font requester so you can choose your preferred
                   font for BlitzDms to use from the main window. See note about
                   fonts in the prefs notes elsewhere in the documentation.
                   Key: Ramiga F
```

```
  About         o Pops up a little information requester about the program, and
                   will show
                  registration
                  details if applicable.
                   You can also call this by pressing Ramiga A, or Help.
```

```
  Quit          o Will NOT let you quit the program :-)
                   Key: RAmiga Q
```

```
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```

1.7 The Icon ToolTypes

```
                        ToolTypes available for customising BlitzDms
            -------------------------------------------
```

```
  FontName    o Name of font you want the BlitzDms gui to use.
```

```
  FontSize    o Size of font above. It must exist or BlitzDms will default
                to your system default font. Note that BlitzDms is fully
                font sensitive and will adjust its gui accordingly. If it
```

can not fit in the current screen size then it will default
to the system default font.

PubScreen   o Name of preferred public screen to bump BlitzDms onto. Note
              that this is case sensitive and will default to Workbench
              if it can't find the specified one, or it isn't public.

WindowX   o The X coordinate of the top/left BlitzDms window.

WindowY   o The Y coordinate of the top/left BlitzDms window.

Icon_X   o The X coordinate of the top/left Iconified window.

Icon_Y   o The Y coordinate of the top/left Iconified window.

Con_Left   o The X coordinate of the console output window.

Con_Top   o The Y coordinate of the console output window.

Con_Width   o The width in pixels of the console window.

Con_Height o The height in pixels of the console window.

Alt_Left   o The top/left X coordinate of the zoomed console window.

Alt_Top   o The top/left Y coordinate of the zoomed console window.

Alt_Width   o The width in pixels of the zoomed console window.

Alt_Height o The height in pixels of the zoomed console window.

SDS_Path   o The path to DMS version 1.11 - SDS software

PDX_Path   o The path to DMS version 1.53 - Paradox software

TRB_Path   o The path to DMS version 2.02 - ParCon software

PKD_Path   o The path to the XDM binary PackDev. Normally C:

LZX_Path   o The path to LZX. Normally C:

DMSVersion o Which version of
               DMS
               .
              Currently supports: SDS,PDX,TRB or XDM.

              * See notes on DMS later in this documentation.

Prompt   o Yes or No. Do you want confirmation requestors when Start is
              clicked ?

DMSMode   o READ,APPEND,WRITE,REPACK,VIEW,TEST,TEXT.

              * These options are dependent upon what version of Dms is used.
                With Version XDM selected, Repack will Write a .DMS file to a
                floppy and repack it as a .xdm file.

```
   Compress    o BEST/NONE/HEAVY1 or HEAVY2

   Drive       o Default drive to use. Usually Df0:

   Density     o DD or HD - double density, or high density.

   NoVerify    o On or Off.

   NoVal       o On or Off.

   Text        o On or Off.

                  * In READ mode this will need a BannerFile configured.

   Banner      o Full path/name of text file to include when writing a .dms file.

   Pause       o On or Off. This will pause the shell instead of closing it.

   Shell       o BRUN,$^2$ KCN:$^1$ or CON: to be used for output console.

                  $^1$ Normally use KCon: only if you have it mounted as a separate
                     device, else it is only possible to use the Con: device.

                  $^2$ BRUN isn't implemented yet...

   XDMMode     o TRACK,DOS or ALL.

   XDMLowMem   o On or Off.

   VirtMem     o Path to virtual memory device for LZX if applicable.

   LoadPath    o Choose a default path gadget for Load

   SavePath    o Choose a default path gadget for Save

   NoZero      o On or Off. Suppress the bootblock display.




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```

1.8 The Features

```
                              Features ( The good bit :) )
                     ----------------------------


            BlitzDms
              has an impressive feature list, some of which is listed below.  ←
                 You'll
see just how powerful the program is on daily use, but we like to show off
a touch :)
```

Font Sensitive. BlitzDms will autoadjust the gui dependent on the font type
               and size requested.

Public screen. BlitzDms lets you choose a public screen via the
               tooltypes
               . If
               it can't be found when BlitzDms first runs, it will auto run on
               Workbench. Public screen names are case sensitive, so if it
               doesn't appear to work, then check that it is a valid name,
               and that the screen is set as public.

Multiple Dms.   You can use just about every version of Dms out there with this
               program. Just a matter of selecting the right one with the gui.
               BlitzDms will also keep track of the file paths and names of
               every one of them, if you use several for some reason, and
               store this information within the config, so it knows instantly
               where the executable is, no matter where you keep them if they
               are in separate drawers/partitions.

Dms options.   BlitzDms supports all the options available in
               DMS
                executables.
               Obviously it won't let you dms to a high density drive if the
               executable you use doesn't have that option, and will ghost
               the options on the gui so you know instantly what's possible,
               and what's not. It handles all the usual commands such as Read,
               Write, Test and Repack. And will handle any compression method
               that the executable offers.

BlitzDms also supports the XDms idea by
               Adam Chapman
                of packing a device-image.
To use it, you will need to install PackDev v1.3+ and LZX v1.0+ on your system.
Both these programs are freely distributable. PackDev, now v1.7, which reads a
disk-image, is (c)
               Christian Wasner
                and Lzx, a new archiver to rival Lha and is
(c)
               Johnathan Forbes
               . are not included in this distribution as both have their
separate distribution restrictions. You can pick up an evaluation version of
LZX and the latest version of PackDev from most popular BBS', coverdisks, or
ye-olde and faithful AmiNet.

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1.9 How to Register

                                        Registering BlitzDms

BlitzDms is distributed as
                shareware
                 and while the evaluation archive is freely
distributable, you are required to register the program if you wish to use it
after a 14 day evaluation period. Registering the program with us will entitle
you to a keyfile which we will send to you by whatever means you require and
will unlock some of the BlitzDms options for your use. Please note that a
keyfile given to you on receipt of your registration remains our property, but
can be held by you indefinitely for using BlitzDms V1.0 and later
                updates
                 as
long as the keyfile is kept for your use only, and is neither sold or passed
on to anyone else without the prior written permission of either of the BlitzDms
authors, and signed with a PGP signature. Our PGP public keys are available
on request.

When you receive your BlitzDms keyfile you should rename it to BlitzDms.key
and put it in the same path as the BlitzDms program to unlock the restrictions
of the program.

In the evaluation version of BlitzDms the option for saving the config file
is not available, and you have a forced requester which you can cancel 5-10
seconds after running the program.

Please remember that supporting shareware is the key to ensuring that the
Amiga, which we all know and love, has a long future. A lot of time and effort
has gone into making this program, and we're confident you can see the results.
Please
                don't pirate
                 this program or attempt to hack the executable, as you are
not only ripping us off, but killing the Amiga as well.

BlitzDms has a registration price of 10 english pounds. You can send either
cash, PO or cheque (in English currency) to the either of the
                addresses
                 below,
and receive your keyfile by any means you prefer, and we will endeavour to
process your registration as quickly as possible. Please note that if you
must send cash, then please send it recorded delivery to cover both yourself
and us, should it get mislaid in the post.

A print out of this document is available should it be required, but please
enclose an extra pound to cover the costs of mailing. When registering
BlitzDms don't forget to stipulate how you want the keyfile sent. If by email
then we will need your PGP Public Key so we can send it as a secure UUEncoded
message to your email address upon receipt of fee, or if you want it sent via
fidonet, then we will crash mail it to your point or node address also in
UUEncoded format. Should you wish for it to be sent by sack-mail then we will
post you a disk WB 2.04+ formatted with your keyfile, and the latest version
of BlitzDms on as well.

If requesting your keyfile via fidonet or Email, then please stipulate if you
want the latest version of the BlitzDms program sent to you as well and we
will do so.

Please note that all BlitzDms keys will work with future updates to the
program, but we reserve the right to discontinue work on BlitzDms at

any time, so you will NEVER have to pay more than once for updates no matter
how many there are!

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1.10   How to contact us

                                Authors contact details

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             Balham,
             London,
             SW17 8QH

Comments and Support

Any comments may be directed to either of us, and we will do our best to
answer your questions.
                Registrations
                 can also be sent to either one of us,
or handled at Anthony's bulletin board, detailed below.

Comments regarding PackDev and LZX may be directed to the appropriate authors
as we only use these programs, and didn't write them :-)

We will endeavour to process your registrations within 3 days of receipt, but
please allow up to two weeks before querying the process. All messages that
are regarding registration will be answered guaranteed. Naturally support for
this program will be of a priority to registered users, should we be swamped
with feedback.

        Support BBS: +44 (181) 424 2065 - The BackYard BBS.

Should you wish to pick up your keyfile via a mailer, you can specify so and
it will be put on hold for your fidonet address. Please specify a session
password for this case so noone else can access the keyfile but yourself. You
can then poll a few days later, allowing time for your cheque to clear, and

collect your key plus, if requested, an updated version of BlitzDms.

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1.11   Thanks

                Without the support of the following people BlitzDms would ←
                    probably have
never been as good a program as it is today. Our thanks go to:-

 - Simon Archer for his excellent gui generating program which was used to
    create the gui for BlitzDms, and for his help in beta testing BlitzDms.

 - Leslie Olding and Paul Lathwell who are outstanding beta testers and, due
    to their verbose reports, we didn't need to take on many others.

 - Adam Chapman for allowing us to include the distribution archive of XDms2.0
    with BlitzDms and giving permission for us to support it in the program. As
    it happened, only the idea was used as all the action takes place inside
    BlitzDms itself instead of through a script.

 - Johnathan Forbes for creating the efficient LZX archiver

 - Christian Wasner for writing PackDev.

 - Janice Bailey for her help in the layout of this guide and for keeping up
    the morale between long hours at the screen... And not to mention the fact
    that she cooks a great Spaghetti Bolognaise :-)

 - Phillip Snell and Paul Nuzzo for beta testing right near the end to ensure
    we got it working properly before releasing the program for once :-)

 - To Mat Bettinson for our intensive IRC chat discussing the program and ways
    to improve upon it, and the quickest rapid fire list of problems I've ever
    seen. Dunno if you still hate it Mat, but you have to admit it's come a long
    way :-)

 - And mostly our thanks go out to the Amiga and the community spirit it has
    always managed to instil into its users.

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1.12   DMS Executables

DMS is used to literally compress every block on a normal floppy ←
disk into
a crunched block which is stored in a file. That file can then be stored on
a hard drive, or multiple disks can even be put onto one disk as compressed
files which makes it rather handy for transporting PD software via bulletin
boards or magazines. DMS isn't a bad program to use from the cli, but it can
be confusing as hell for beginners, so why make life hard for yourself when
a Gui can be used instead to take the trauma out of the dreaded shell.

The versions as BlitzDms sees them:

    SDS   -   Dms V1.02, V1.03 and V1.11 by SDS software

    PDX   -   Dms V1.53 by SDS Software - Blackhawk/PARADOX

    TRB   -   Dms V2.02 Turbo by ParCon Software

    XDM   -   PackDev by Christian Wasner and LZX by Jonathan Forbes. Both
                 available as archives from the AmiNet.

                 From an idea in Adam Chapman's XDms script.

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