

Yam_Blitz List

COLLABORATORS

	<i>TITLE :</i>		
	Yam_Blitz List		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		July 7, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1 Yam_Blitz List	1
1.1 INFORMATION	1
1.2 Yam_Blitz List.guide	1
1.3 (Off Subject) Paddy solves Y2k	15
1.4 (off subject) Windows source ;)	16
1.5 (off subject) Windows source ;)	19
1.6 Re: (off subject) Windows source ;)	21
1.7 Re: (off subject) Windows source ;)	22
1.8 (Outrageously off-topic) Engine Nine Design	22
1.9 ***** GTString's!	23
1.10 Re: ***** GTString's!	23
1.11 Re: ***** GTString's!	24
1.12 Re: ***** GTString's!	25
1.13 Re: ***** GTString's!	25
1.14 Re: ***** GTString's!	26
1.15 Re: ***** GTString's!	30
1.16 Re: ***** GTString's!	33
1.17 Re: *ON-TOPIC!* : Rubber-bandegg	34
1.18 Re: *ON-TOPIC!* : Rubber-bandegg, sorry ing.	35
1.19 Re: *ON-TOPIC!* : Rubber-bandegg, sorry ing.	36
1.20 Re: *ON-TOPIC!* : Rubber-banding	37
1.21 Re: *ON-TOPIC!* : Rubber-banding	38
1.22 Re: *ON-TOPIC!* : Rubber-banding	39
1.23 Re: *ON-TOPIC!* : Rubber-banding	39
1.24 16Bit Chunky	41
1.25 Re: 16Bit Chunky	41
1.26 Re: 16Bit Chunky	43
1.27 Re: 16Bit Chunky, well, any bit, really...	44
1.28 Re: 16Bit Chunky, well, any bit, really...	44
1.29 Re: 16Bit Chunky, well, any bit, really...	45

1.30 Re: 16Bit Chunky, well, any bit, really...	47
1.31 3dlib	48
1.32 Re: 3dlib	49
1.33 Re: 3dlib	50
1.34 Re: 3dlib	50
1.35 Re: 3dlib	51
1.36 Re: 3dlib	52
1.37 Re: 3dlib	54
1.38 Re: 3dlib	54
1.39 Re: 3dlib	55
1.40 Re: 3dlib	55
1.41 Re: 3dlib	56
1.42 3DLib - New Lib	57
1.43 Re: 3DLib - New Lib	57
1.44 Re: 3DLib - New Lib	58
1.45 Re: 3DLib - New Lib	59
1.46 Re: 3DLib - New Lib	60
1.47 8svx sample compression	62
1.48 Re: 8svx sample compression	62
1.49 Re: 8svx sample compression	63
1.50 Re: 8svx sample compression	64
1.51 Re: 8svx sample compression	65
1.52 Re: 8svx sample compression	65
1.53 Re: 8svx sample compression	66
1.54 Re: 8svx sample compression	68
1.55 A CyberGraphX BUG question. (fwd)	69
1.56 AHI the revenge!	70
1.57 Re: AHI the revenge!	71
1.58 Re: AHI the revenge!	72
1.59 Re: AHI the revenge!	73
1.60 Re: AHI the revenge!	74
1.61 Re: AHI the revenge!	75
1.62 Re: AHI the revenge!	76
1.63 Re: AHI the revenge!	77
1.64 Re: AHI the revenge!	78
1.65 Re: AHI the revenge!	79
1.66 Amiga Inc do it again...	92
1.67 Re: Amiga Inc do it again...	93
1.68 Amiga's First Patent	94

1.69 Amigalibs.res	95
1.70 Re: Amigalibs.res	95
1.71 Re: Amigalibs.res	96
1.72 AmPCS	97
1.73 Arexx again..	97
1.74 Arrays	98
1.75 Re: Arrays	98
1.76 ASL multi-select	99
1.77 Re: ASL multi-select	101
1.78 Re: ASL multi-select	102
1.79 Re: ASL multi-select	103
1.80 Re: ASL multi-select	106
1.81 Re: ASL multi-select	107
1.82 Re: ASL multi-select	108
1.83 Re: ASL multi-select	109
1.84 Re: ASL multi-select	110
1.85 Re: ASL multi-select	111
1.86 Re: ASL multi-select	112
1.87 Re: ASL multi-select	113
1.88 Re: ASL multi-select (pointers)	114
1.89 Re: ASL multi-select (pointers)	117
1.90 Re: ASL multi-select (pointers)	118
1.91 ASL-Tags - NO EHB	118
1.92 Re: ASL-Tags - NO EHB	119
1.93 ASLFilerequester	127
1.94 Re: ASLFilerequester	127
1.95 AudioIO	128
1.96 Baffled.BB2	130
1.97 Re: Baffled.BB2	131
1.98 Re: Blitz Debugger	132
1.99 Blitz Debugger	132
1.100Blitz II Crashes	133
1.101Re: Blitz II Crashes	133
1.102Re: Blitz II Crashes	134
1.103Re: Blitz II Crashes	135
1.104Re: Blitz II Crashes	136
1.105Re: Blitz II Crashes	137
1.106Re: Blitz II Crashes	138
1.107Re: Blitz II Crashes	138

1.108Re: Blitz II Crashes	139
1.109Re: Blitz II Crashes	140
1.110Re: Blitz II Crashes	141
1.111Re: Blitz II Crashes	141
1.112Re: Blitz II Crashes	142
1.113Re: Blitz II Crashes	143
1.114Re: Blitz II Crashes	144
1.115Re: Blitz II Crashes	145
1.116Re: Blitz II Crashes	146
1.117Re: Blitz II Crashes	146
1.118Re: Blitz II Crashes	148
1.119Re: Blitz II Crashes	148
1.120Re: Blitz II Crashes (!NOT!)	149
1.121Blitz-Developer-List	150
1.122Re: Blitz-Developer-List	151
1.123Re: Blitz-Developer-List	151
1.124Re: Blitz-Developer-List	152
1.125Re: Byte to word to long	153
1.126Check this	154
1.127Re: Check this (WOW!)	154
1.128Re: Check this (WOW!)	155
1.129Re: Check this (WOW!)	155
1.130Re: Check this (WOW!)	156
1.131Re: Check this (WOW!)	156
1.132Re: Check this (WOW!)	157
1.133Re: Check this (WOW!)	158
1.134Re: Check this (WOW!)	159
1.135Re: Check this (WOW!)	160
1.136Re: Check this (WOW!)	161
1.137Re: Check this (WOW!)	161
1.138Re: Check this (WOW!)	163
1.139Re: Check this (WOW!)	165
1.140Re: Check this (WOW!)	166
1.141Re: Check this (WOW!)	168
1.142Re: Check this (WOW!)	168
1.143Re: Check this (WOW!)	170
1.144Re: Check this (WOW!)	171
1.145Competition for Fred...	171
1.146Competition for Fred?!	173

1.147cow&chicken maratoOn	174
1.148Re: cow&chicken maratoOn (uh-oh, Daniel's gonna go fuken mental!)	174
1.149Crashing	175
1.150Re: Crashing	176
1.151Re: Crashing	177
1.152Crashing Phone Prog	177
1.153Crashing Phone Prog	194
1.154Re: Crashing Phone Prog	211
1.155Re: Crashing Phone Prog-Whoops	213
1.156Cursor colour	213
1.157Re: Cursor colour	214
1.158Re: Cursor colour	214
1.159Re: Cursor colour	215
1.160Cybergraphics displays :(.	216
1.161Re: Cybergraphics displays :(.	219
1.162Re: Cybergraphics displays :(.	220
1.163Re: Cybergraphics displays :(.	221
1.164Re: Cybergraphics displays :(.	222
1.165Re: Cybergraphics displays :(.	223
1.166datatypes & using only cols 32+	224
1.167Re: Datatypes2bitmap	226
1.168Re: Datatypes2bitmap	227
1.169Re: Datatypes2bitmap	228
1.170Re: Datatypes2bitmap	228
1.171Re: Datatypes2bitmap	229
1.172Re: Datatypes2bitmap	230
1.173Detector V1.00 + DeBlitzer V1.00 (BlitzToolsV1_00)	231
1.174Display Capture	236
1.175Re: Display Capture	237
1.176Re: Display Capture	237
1.177Re: Display Capture	238
1.178Re: Display Capture	239
1.179Re: Display Capture	240
1.180Double Buffering	241
1.181Re: Double Buffering	241
1.182Re: Double Buffering	242
1.183Re: Double Buffering	243
1.184DTLoad - as a Function	244
1.185Re: DTLoad - as a Function	244

1.186Re: DTLoad - as a Function	245
1.187Re: DTLoad - as a Function	246
1.188ElmoreDosLib	247
1.189Re: ElmoreDosLib	247
1.190Re: ElmoreDosLib	249
1.191Re: ElmoreDosLib	250
1.192Enforcer hits	251
1.193Re: Enforcer hits	254
1.194Re: Enforcer hits	255
1.195Re: Enforcer hits	255
1.196Re: Enforcer hits	256
1.197Re: Enforcer hits	257
1.198Re: Enforcer hits	257
1.199Re: Enforcer hits	258
1.200Re: Enforcer hits	259
1.201Re: Enforcer hits	260
1.202Re: Enforcer hits	261
1.203Re: Enforcer hits	262
1.204Re: Enforcer hits	263
1.205Engine Nine Design members	264
1.206Re: Engine Nine Design members	264
1.207Re: Engine Nine Design members	265
1.208Re: Filter stuff (Was: VisualPrefs problems)	266
1.209Re: Filter stuff (Was: VisualPrefs problems)	267
1.210Re: Filter stuff (Was: VisualPrefs problems)	268
1.211fmv	269
1.212Re: fmv	269
1.213Fonts	270
1.214Re: Fonts	270
1.215Re: Fonts	271
1.216Forewarning (sort of) (WAS: Re: GTList problems)	274
1.217Freeze ups	275
1.218Re: Freeze ups	275
1.219Re: Freeze ups	277
1.220Future of Amiga	278
1.221Re: Future of Amiga	279
1.222Re: Future of Amiga	282
1.223Re: Future of Amiga	283
1.224Re: Future of Amiga	284

1.225Re: Future of Amiga	285
1.226Re: Future of Amiga	286
1.227Re: Future of Amiga	287
1.228Re: Future of Amiga	289
1.229Re: Future of Amiga	289
1.230Re: Future of Amiga	290
1.231RE: Future of Amiga	291
1.232RE: Future of Amiga	292
1.233Re: Future of Amiga	293
1.234RE: Future of Amiga	294
1.235Re: Future of Amiga	294
1.236Re: Future of Amiga	295
1.237RE: Future of Amiga	297
1.238Re: Future of Amiga	299
1.239Re: Future of Amiga	299
1.240Getting slightly off-topic (was Re: AHI the revenge!)	300
1.241Re: Getting slightly off-topic (was Re: AHI the revenge!)	301
1.242Re: Getting slightly off-topic (was Re: AHI the revenge!)	301
1.243Re: Getting slightly off-topic (was Re: AHI the revenge!)	302
1.244Re: gfx-board and blitz	304
1.245GOD DAMN PHUCK!NG MUI !!!	304
1.246GTList problems	305
1.247GTList problems	306
1.248Re: GTList problems	307
1.249Re: GTList problems	308
1.250Re: GTList problems	309
1.251Re: GTList problems	309
1.252Re: GTList problems	310
1.253GTshape	311
1.254Re: GTshape	312
1.255Re: GTshape	312
1.256Re: GTshape	313
1.257Re: GTshape	315
1.258Re: GTshape	316
1.259gtshapegadget	316
1.260Re: gtshapegadget	317
1.261Re: gtshapegadget	318
1.262Re: gtshapegadget	319
1.263Re: gtshapegadget	320

1.264Re: gtshapegadget	321
1.265Re: Guru Type.	322
1.266Re: Guru Type.	322
1.267HEX problems (again, for the third time this year!)	323
1.268Re: HEX problems (again, for the third time this year!)	324
1.269Re: HEX problems (again, for the third time this year!)	325
1.270Re: HEX problems (again, for the third time this year!)	326
1.271Re: HEX problems (again, for the third time this year!)	327
1.272HTTP..	327
1.273Re: HTTP..	328
1.274Re: HTTP..	328
1.275Re: HTTP..	329
1.276Re: I hate Planar	330
1.277I hate Planar	330
1.278I hate Planar	331
1.279Re: I hate Planar	332
1.280Re: I hate Planar	333
1.281I'm away	335
1.282IFF Loading	336
1.283Re: IFF Loading	337
1.284Include problems.	337
1.285Re: Include problems.	338
1.286Re: Include problems.	339
1.287Re: Include problems.	340
1.288Re: Include problems.	340
1.289Re: Include problems.	341
1.290Re: Include problems.	342
1.291Re: Include problems.	343
1.292Re: Include problems.	344
1.293Indirect Gosub	344
1.294Re: Indirect Gosub	345
1.295Re: Indirect Gosub	346
1.296RE: Indirect Gosub	347
1.297Re: Indirect Gosub	348
1.298Re: Indirect Gosub	350
1.299Re: Indirect Gosub	350
1.300Re: Indirect Gosub	352
1.301IRC	353
1.302Re: IRC	354

1.303Re: IRC	355
1.304Re: IRC	355
1.305IRC	356
1.306IRC meets	357
1.307Re: IRC meets	357
1.308Re: IRC meets	358
1.309Is there a utility that.....	358
1.310Re: Is there a utility that.....	359
1.311Just incase anyone cares....? ;)	360
1.312loki@satanicdreams.cjb.net	361
1.313MagicWB Daemon	362
1.314Map Editors	363
1.315Re: Map Editors	364
1.316Memory Problem (fixed)	365
1.317Re: Memory Problem (fixed)	365
1.318Re: Memory Problem (fixed)	366
1.319Re: Memory Problem (fixed)	366
1.320Re: Memory Problem (fixed)	367
1.321Re: Memory Problem (fixed)	368
1.322Re: Memory Problem (fixed)	369
1.323Re: Memory Problem (fixed)	369
1.324Memory problems	370
1.325Mildred site on the move....	371
1.326Re: Module converter	372
1.327Mouse movements	375
1.328Re: Mouse movements	375
1.329Re: Mouse movements	376
1.330MUI coding	377
1.331Re: MUI coding	379
1.332Re: MUI coding	379
1.333Re: MUI coding	380
1.334Mui-Prefs	381
1.335Re: Mui-Prefs	381
1.336Re: Mui-Prefs	382
1.337Re: Mui-Prefs	383
1.338Re: Mui-Prefs	384
1.339My little proggy	385
1.340Re: My little proggy	386
1.341Re: My little proggy	387

1.342Re: My little proggy	389
1.343Re: My little proggy	390
1.344Re: My little proggy	391
1.345NCS close screen trouble	393
1.346ncs!	394
1.347ncs.... again	394
1.348New web site	396
1.349Oh! NO! not more AHI!?	396
1.350Re: Oh! NO! not more AHI!?	397
1.351Re: Ohhh	397
1.352OpenScreenTagList_ (LikeWB :)	398
1.353RE: OpenScreenTagList_ (LikeWB :)	400
1.354Re: OpenScreenTagList_ (LikeWB :)	401
1.355Re: OS 3.5	404
1.356Re: OS 3.5	405
1.357Re: OS 3.5	405
1.358Re: OS 3.5	406
1.359Re: OS 3.5	407
1.360Re: OS 3.5	407
1.361Re: OS 3.5 WAS Memory Problem	408
1.362Re: OS 3.5 WAS Memory Problem	410
1.363OS3.5	410
1.364Re: OS3.5	411
1.365Re: OS3.5	412
1.366Re: OS3.5	413
1.367OS3.5 screenshots, etc	413
1.368Re: OS3.5 screenshots, etc	414
1.369Re: OS3.5 screenshots, etc	414
1.370Re: OS3.5 screenshots, etc	415
1.371Re: OS3.5 screenshots, etc	416
1.372Re: OS3.5 screenshots, etc	417
1.373Re: OS3.5 screenshots, etc	417
1.374Re: OS3.5 screenshots, etc	418
1.375Re: OS3.5 screenshots, etc	419
1.376Re: OS3.5 screenshots, etc	419
1.377Re: OS3.5 screenshots, etc	420
1.378Re: OS3.5 screenshots, etc	421
1.379Re: OS3.5 screenshots, etc	421
1.380Re: OS3.5 screenshots, etc	422

1.381PDF & OS 3.5 Muhahaha	422
1.382Re: PDF & OS 3.5 Muhahaha	423
1.383Percentage Problems	424
1.384SV: Percentage Problems	424
1.385Re: Percentage Problems	425
1.386Re: Percentage Problems	426
1.387Re: SV: Percentage Problems	427
1.388Re: Percentage Problems	428
1.389Re: Percentage Problems	429
1.390Phoncode Dilemma	430
1.391Re: Phoncode Dilemma	431
1.392Re: Phoncode Dilemma	432
1.393Re: Phoncode Dilemma	435
1.394Pointers as arrays	436
1.395Re: Pointers as arrays	436
1.396Re: Pointers as arrays	437
1.397Re: Pointers as arrays	438
1.398Re: Pointers as arrays	439
1.399Re: Pointers as arrays	440
1.400Re: Pointers as arrays	441
1.401Re: Pointers as arrays	441
1.402Re: PowerBasic	442
1.403PowerPC (WarpOS) asm coder wanted..	443
1.404Re: PowerPC (WarpOS) asm coder wanted..	443
1.405Re: PowerPC (WarpOS) asm coder wanted..	444
1.406Re: PowerPC (WarpOS) asm coder wanted..	445
1.407Re: PowerPC (WarpOS) asm coder wanted..	446
1.408Printing.	447
1.409Re: Printing.	448
1.410Re: Printing.	450
1.411Re: Printing.	451
1.412Re: Printing.	452
1.413Re: Printing.	459
1.414Problems with 'Bounce9' from Mildred package	460
1.415Re: Problems with 'Bounce9' from Mildred package	460
1.416Qblit	461
1.417Re: Qblit	462
1.418Re: Qblit	463
1.419Re:PowerBasicManual	464

1.420Redirect	465
1.421Re: Redirect	465
1.422Registers.	466
1.423Regular shape gadgets	467
1.424Re: Regular shape gadgets	468
1.425Re: Regular shape gadgets	471
1.426Re: Regular shape gadgets	472
1.427Reinstalling Blitz	473
1.428Re: Reinstalling Blitz	473
1.429Re: Reinstalling Blitz	475
1.430Reset Handler nearly there...	475
1.431Re: Reset Handler nearly there...	480
1.432Re: Reset Handler nearly there...	481
1.433Re: Reset Handler nearly there...	482
1.434Re: Reset Handler nearly there...	486
1.435Saving an IFF	487
1.436Re: Saving an IFF	488
1.437Re: Saving an IFF	489
1.438Re: Saving an IFF	490
1.439Screen Colours	490
1.440Re: Screen Colours	491
1.441Re: Screen Colours	492
1.442Screen titlebars, removal of.	493
1.443Re: Screen titlebars, removal of.	494
1.444Re: Screen titlebars, removal of.	495
1.445Re: Screen titlebars, removal of.	495
1.446Re: Screen titlebars, removal of.	496
1.447Re: Screen titlebars, removal of.	498
1.448Re: Screen titlebars, removal of.	499
1.449Re: Screen titlebars, removal of.	499
1.450Re: Screen titlebars, removal of.	500
1.451Screenmode - Again	500
1.452Re: Screenmode - Again	501
1.453Screenmode ID/name functions	502
1.454Re: Screenmode ID/name functions	504
1.455Search Routines!!	504
1.456Re: Search Routines!!	505
1.457SetPrefs Test	506
1.458Shape palettes	508

1.459Re: Shape palettes	509
1.460Shapes	510
1.461Shapes (pt. 2)	510
1.462Re: Shapes (pt. 2)	511
1.463Re: Shapes (pt. 2)	515
1.464Shared library source	518
1.465Re: Simple Requester	519
1.466slashdot	520
1.467Sorry.	520
1.468Re: Sorry.	521
1.469Re: Sort	522
1.470Sort	522
1.471RE: Sort	523
1.472Spelling	525
1.473Sprites	526
1.474Strange Errors	528
1.475Re: Strange Errors	528
1.476Re: Strange Errors	529
1.477Re: Strange Errors	530
1.478Re: Strange Errors	530
1.479Re: Strange Errors	531
1.480Re: Strange Errors	532
1.481Re: Strange Errors	533
1.482Re: Strange Errors	534
1.483Re: Strange Errors	535
1.484Re: Strange Errors	536
1.485string -> float	537
1.486Re: string -> float	537
1.487Re: string -> float	538
1.488Re: string -> float,... HUH?	540
1.489Re: string -> float,... HUH?	541
1.490Re: string -> float,... HUH?	542
1.491Re: string -> float,... HUH?	542
1.492TCP beginning's	543
1.493Re: TCP beginning's	544
1.494Re: tester(s) wanted	545
1.495Thanks	546
1.496Thanks	547
1.497Thanks!	548

1.498That HEX thing again	548
1.499Re: That HEX thing again	556
1.500The BIG Ones!!	557
1.501Re: The BIG Ones!!	558
1.502Re: The BIG Ones!!	559
1.503Re: The BIG Ones!!	560
1.504Re: The BIG Ones!!	561
1.505Re: The BIG Ones!!	561
1.506Re: The BIG Ones!!	566
1.507Re: This is frying my brain!	567
1.508Re: This is frying my brain!	567
1.509UDP funcs V2.6	568
1.510UDP_Chat V2.6	569
1.511Un-Authorised de-subing	571
1.512Violation of privilages (?!?)	571
1.513Re: Violation of privilages (?!?)	573
1.514Re: Violation of privilages (?!?)	574
1.515Re: Violation of privilages (?!?)	574
1.516Re: Violation of privilages (?!?)	575
1.517Re: Violation of privilages (?!?)	576
1.518Re: Violation of privilages (thanx)	577
1.519VisualPrefs problems	579
1.520Re: VisualPrefs problems	580
1.521Re: VisualPrefs problems	582
1.522Re: VisualPrefs problems	583
1.523WB screen modename	585
1.524Re: WB screen modename	589
1.525Re: WB screen modename	590
1.526WTF?	591
1.527YAPI again	593
1.528Re: YAPI again	598
1.529Re: YAPI again	599
1.530Re: YAPI again	600
1.531Re: YAPI again	601
1.532Re: YAPI again	602
1.533Re: YAPI again	603
1.534Re: YAPI again	604
1.535Re: YAPI again	605

Chapter 1

Yam_Blitz List

1.1 INFORMATION

--- 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.

Encoding: quoted-printable

This transfer standard introduces strange characters into the final guide which may make some individual mail items harder to read.

1.2 Yam_Blitz List.guide

Infomation What is this guide?

(Off Subject) Paddy solves Y2k Andrew Guard

(off subject) Windows source ;) r790@mindless.com

(off subject) Windows source ;) r790@mindless.com

Re: (off subject) Windows source ;) James L Boyd

Re: (off subject) Windows source ;) Ayar Baboon
(Outrageously off-topic) Engine Nine Design Ayar Baboon
***** GTString's! Gaz-JD/FX-s^D
Re: ***** GTString's! Vic E Babes
Re: ***** GTString's! Gaz-JD/FX-s^D
Re: ***** GTString's! James L Boyd
Re: ***** GTString's! Dave
Re: ***** GTString's! David McMinn
Re: ***** GTString's! Dave
Re: ***** GTString's! David McMinn
Re: *ON-TOPIC!* : Rubber-bandegg Ayar Baboon
Re: *ON-TOPIC!* : Rubber-bandegg, sorry ing. Gaz-JD/FX-s^D
Re: *ON-TOPIC!* : Rubber-bandegg, sorry ing. Ayar Baboon
Re: *ON-TOPIC!* : Rubber-banding Daniel Allsopp
Re: *ON-TOPIC!* : Rubber-banding Daniel Allsopp
Re: *ON-TOPIC!* : Rubber-banding Frederic Laboureur
Re: *ON-TOPIC!* : Rubber-banding Gaz-JD/FX-s^D
16Bit Chunky Daniel Allsopp
Re: 16Bit Chunky Paul Burkey
Re: 16Bit Chunky Mathias PARNAUDEAU
Re: 16Bit Chunky, well, any bit, really... Ayar Baboon
Re: 16Bit Chunky, well, any bit, really... Curt Esser
Re: 16Bit Chunky, well, any bit, really... Ayar Baboon
Re: 16Bit Chunky, well, any bit, really... Curt Esser
3dlib Roger Beausoleil
Re: 3dlib Rob Hutchinson
Re: 3dlib Toby Zuijdveld
Re: 3dlib Anton Reinauer
Re: 3dlib Roger Lockerbie
Re: 3dlib Rob Hutchinson
Re: 3dlib Anton Reinauer
Re: 3dlib Anton Reinauer
Re: 3dlib hotcakes@A1bbs.net.au
Re: 3dlib Roger Lockerbie
Re: 3dlib Donovan Reeve
3DLib - New Lib Roger Beausoleil
Re: 3DLib - New Lib Rick Hodger
Re: 3DLib - New Lib Anton Reinauer
Re: 3DLib - New Lib Rob Hutchinson

Re: 3DLib - New Lib Rob Hutchinson
8svx sample compression Curt Esser
Re: 8svx sample compression Rob Hutchinson
Re: 8svx sample compression Sami Näätänen
Re: 8svx sample compression Wiremu TeKani
Re: 8svx sample compression Curt Esser
Re: 8svx sample compression Curt Esser
Re: 8svx sample compression Sami Näätänen
Re: 8svx sample compression Curt Esser
A CyberGraphX BUG question. (fwd) James L Boyd
AHI the revenge! Chris Deeney
Re: AHI the revenge! Daniel Allsopp
Re: AHI the revenge! Rob Hutchinson
Re: AHI the revenge! James L Boyd
Re: AHI the revenge! Curt Esser
Re: AHI the revenge! Daniel Allsopp
Re: AHI the revenge! Paul Burkey
Re: AHI the revenge! Mikkel Løkke
Re: AHI the revenge! Oliver Marks
Re: AHI the revenge! Curt Esser
Amiga Inc do it again... James L Boyd
Re: Amiga Inc do it again... Rob Hutchinson
Amiga's First Patent r790@mindless.com
Amigalibs.res Bippy M
Re: Amigalibs.res Curt Esser
Re: Amigalibs.res James L Boyd
AmPCS Bippy M
Arexx again.. Evan Tuer
Arrays Bippy M
Re: Arrays James L Boyd
ASL multi-select Curt Esser
Re: ASL multi-select Rob Hutchinson
Re: ASL multi-select Curt Esser
Re: ASL multi-select r790@mindless.com
Re: ASL multi-select Curt Esser
Re: ASL multi-select John Mason
Re: ASL multi-select Damir Arh
Re: ASL multi-select amorel
Re: ASL multi-select r790@mindless.com

Re: ASL multi-select r790@mindless.com
Re: ASL multi-select r790@mindless.com
Re: ASL multi-select Tony Rolfe
Re: ASL multi-select (pointers) Curt Esser
Re: ASL multi-select (pointers) Tony Rolfe
Re: ASL multi-select (pointers) David McMinn
ASL-Tags - NO EHB Leigh Parry
Re: ASL-Tags - NO EHB Curt Esser
ASLFilerequester Roman Schaub
Re: ASLFilerequester Gaz-JD/FX-s^D
AudioIO René
Baffled.BB2 Toby Zuidveld
Re: Baffled.BB2 Rob Hutchinson
Re: Blitz Debugger James L Boyd
Blitz Debugger Stephen Sweeney
Blitz II Crashes Stephen Sweeney
Re: Blitz II Crashes Sandy Brownlee
Re: Blitz II Crashes Stephen Sweeney
Re: Blitz II Crashes Rick Hodger
Re: Blitz II Crashes Sandy Brownlee
Re: Blitz II Crashes David McMinn
Re: Blitz II Crashes Stephen Sweeney
Re: Blitz II Crashes Sandy Brownlee
Re: Blitz II Crashes Mike Child
Re: Blitz II Crashes Curt Esser
Re: Blitz II Crashes Stephen Sweeney
Re: Blitz II Crashes John Mason
Re: Blitz II Crashes Rick Hodger
Re: Blitz II Crashes James L Boyd
Re: Blitz II Crashes Curt Esser
Re: Blitz II Crashes Sandy Brownlee
Re: Blitz II Crashes David McMinn
Re: Blitz II Crashes Curt Esser
Re: Blitz II Crashes Sandy Brownlee
Re: Blitz II Crashes Sami Näätänen
Re: Blitz II Crashes (!NOT!) Mikkel Løkke
Blitz-Developer-List Andre Beer
Re: Blitz-Developer-List Frederic Laboureur
Re: Blitz-Developer-List Anton Reinauer

Re: Blitz-Developer-List David McMinn
Re: Byte to word to long Emil Oppeln Bronikowski
Check this amorel
Re: Check this (WOW!) Ayar Baboon
Re: Check this (WOW!) Ayar Baboon
Re: Check this (WOW!) amorel
Re: Check this (WOW!) Roman Schaub
Re: Check this (WOW!) Donovan Reeve
Re: Check this (WOW!) Ayar Baboon
Re: Check this (WOW!) Jake Frederick
Re: Check this (WOW!) Rick Hodger
Re: Check this (WOW!) Anton Reinauer
Re: Check this (WOW!) Ayar Baboon
Re: Check this (WOW!) Donovan Reeve
Re: Check this (WOW!) Ayar Baboon
Re: Check this (WOW!) Rob Hutchinson
Re: Check this (WOW!) Andrew Guard
Re: Check this (WOW!) Tony Rolfe
Re: Check this (WOW!) Tony Rolfe
Re: Check this (WOW!) Donovan Reeve
Re: Check this (WOW!) Donovan Reeve
Competition for Fred... James L Boyd
Competition for Fred?! James L Boyd
cow&chicken maratoOn Emil Oppeln Bronikowski
Re: cow&chicken maratoOn (uh-oh, Daniel's gonna go fuken mental!) Ayar Baboon
Crashing Neil Bullock
Re: Crashing Sandy Brownlee
Re: Crashing Tony Rolfe
Crashing Phone Prog Bippy M
Crashing Phone Prog Bippy M
Re: Crashing Phone Prog Leigh Parry
Re: Crashing Phone Prog-Whoops Leigh Parry
Cursor colour Leigh Parry
Re: Cursor colour Vic E Babes
Re: Cursor colour Curt Esser
Re: Cursor colour eTeacher
Cybergraphics displays :(Oliver Marks
Re: Cybergraphics displays :(Paul Burkey
Re: Cybergraphics displays :(Oliver Marks

Re: Cybergraphics displays :(Curt Esser
Re: Cybergraphics displays :(Mikkel Løkke
Re: Cybergraphics displays :(Paul Burkey
datatypes & using only cols 32+ Leigh Parry
Re: Datatypes2bitmap Leigh Parry
Re: Datatypes2bitmap Matt Briggs
Re: Datatypes2bitmap Leigh Parry
Re: Datatypes2bitmap James L Boyd
Re: Datatypes2bitmap Leigh Parry
Re: Datatypes2bitmap James L Boyd
Detector V1.00 + DeBlitzer V1.00 (BlitzToolsV1_00) Rob Hutchinson
Display Capture Stephen Sweeney
Re: Display Capture Anton Reinauer
Re: Display Capture David McMinn
Re: Display Capture Curt Esser
Re: Display Capture Stephen Sweeney
Re: Display Capture James L Boyd
Double Buffering Jani Parviainen
Re: Double Buffering Curt Esser
Re: Double Buffering Rob Hutchinson
Re: Double Buffering Jani Parviainen
DTLoad - as a Function Leigh Parry
Re: DTLoad - as a Function Anton Reinauer
Re: DTLoad - as a Function Curt Esser
Re: DTLoad - as a Function James L Boyd
ElmoreDosLib David McMinn
Re: ElmoreDosLib Curt Esser
Re: ElmoreDosLib David McMinn
Re: ElmoreDosLib Curt Esser
Enforcer hits Tony Rolfe
Re: Enforcer hits Roger Beausoleil
Re: Enforcer hits Curt Esser
Re: Enforcer hits David McMinn
Re: Enforcer hits Stephen Sweeney
Re: Enforcer hits Curt Esser
Re: Enforcer hits Tony Rolfe
Re: Enforcer hits Tony Rolfe
Re: Enforcer hits Frederic Laboureur
Re: Enforcer hits Tony Rolfe

Re: Enforcer hits Roger Beausoleil
Re: Enforcer hits Andrew Guard
Re: Enforcer hits Tony Rolfe
Engine Nine Design members Matt Briggs
Re: Engine Nine Design members Ayar Baboon
Re: Engine Nine Design members Matt Briggs
Re: Filter stuff (Was: VisualPrefs problems) Simon Hitchen
Re: Filter stuff (Was: VisualPrefs problems) James L Boyd
Re: Filter stuff (Was: VisualPrefs problems) Simon Hitchen
fmv Emil Oppeln Bronikowski
Re: fmv Rob Hutchinson
Fonts Bippy M
Re: Fonts James L Boyd
Re: Fonts Curt Esser
Forewarning (sort of) (WAS: Re: GTList problems) Gaz-JD/FX-s^D
Freeze ups Bippy M
Re: Freeze ups Curt Esser
Re: Freeze ups Curt Esser
Future of Amiga Luca Carminati
Re: Future of Amiga Donovan Reeve
Re: Future of Amiga r790@mindless.com
Re: Future of Amiga Anton Reinauer
Re: Future of Amiga r790@mindless.com
Re: Future of Amiga Anton Reinauer
Re: Future of Amiga r790@mindless.com
Re: Future of Amiga Alex Barten
Re: Future of Amiga Toby Zuidveld
Re: Future of Amiga Vic E Babes
Re: Future of Amiga Rick Hodger
RE: Future of Amiga Jonas Thorell
RE: Future of Amiga amorel
Re: Future of Amiga Donovan Reeve
RE: Future of Amiga Jonas Thorell
Re: Future of Amiga Toby Zuidveld
Re: Future of Amiga Rick Hodger
RE: Future of Amiga Jonas Thorell
Re: Future of Amiga Anton Reinauer
Re: Future of Amiga Anton Reinauer
Getting slightly off-topic (was Re: AHI the revenge!) John Mason

Re: Getting slightly off-topic (was Re: AHI the revenge!) Gaz-JD/FX-s^D
Re: Getting slightly off-topic (was Re: AHI the revenge!) Paul Burkey
Re: Getting slightly off-topic (was Re: AHI the revenge!) Curt Esser
Re: gfx-board and blitz Mikkel Løkke
GOD DAMN PHUCKING MUI !!! Matt Briggs
GTList problems Gaz-JD/FX-s^D
GTList problems Gaz-JD/FX-s^D
Re: GTList problems Curt Esser
Re: GTList problems Gaz-JD/FX-s^D
Re: GTList problems David McMinn
Re: GTList problems BootBlock/s^D
Re: GTList problems Gaz-JD/FX-s^D
GTshape amorel
Re: GTshape Curt Esser
Re: GTshape amorel
Re: GTshape David McMinn
Re: GTshape James L Boyd
Re: GTshape Curt Esser
gtshapegadget amorel
Re: gtshapegadget Curt Esser
Re: gtshapegadget David McMinn
Re: gtshapegadget amorel
Re: gtshapegadget David McMinn
Re: gtshapegadget Mikkel Løkke
Re: Guru Type. Vic E Babes
Re: Guru Type. Emil Oppeln Bronikowski
HEX problems (again, for the third time this year!) Gaz-JD/FX-s^D
Re: HEX problems (again, for the third time this year!) Mathias PARNAUDEAU
Re: HEX problems (again, for the third time this year!) Gaz-JD/FX-s^D
Re: HEX problems (again, for the third time this year!) Curt Esser
Re: HEX problems (again, for the third time this year!) Mathias PARNAUDEAU
HTTP... James L Boyd
Re: HTTP... "Gaz Griffiths (GazChap)"
Re: HTTP... David McMinn
Re: HTTP... James L Boyd
Re: I hate Planar Jake Frederick
I hate Planar ZimZum
I hate Planar ZimZum
Re: I hate Planar Anton Reinauer

Re: I hate Planar Curt Esser
I'm away Frederic Laboureur
IFF Loading Neil Bullock
Re: IFF Loading Mathias PARNAUDEAU
Include problems. r790@mindless.com
Re: Include problems. Rob Hutchinson
Re: Include problems. r790@mindless.com
Re: Include problems. r790@mindless.com
Re: Include problems. David McMinn
Re: Include problems. Rob Hutchinson
Re: Include problems. Rob Hutchinson
Re: Include problems. Tony Rolfe
Re: Include problems. r790@mindless.com
Indirect Gosub Tony Rolfe
Re: Indirect Gosub r790@mindless.com
Re: Indirect Gosub Dave
RE: Indirect Gosub Roger Beausoleil
Re: Indirect Gosub Tony Rolfe
Re: Indirect Gosub Tony Rolfe
Re: Indirect Gosub Tony Rolfe
Re: Indirect Gosub Roger Beausoleil
IRC Gaz-JD/FX-s^D
Re: IRC Rob Hutchinson
Re: IRC Anton Reinauer
Re: IRC Rob Hutchinson
IRC Gaz-JD/FX-s^D
IRC meets Gaz-JD/FX-s^D
Re: IRC meets Rob Hutchinson
Re: IRC meets amorel
Is there a utility that..... Rob Hutchinson
Re: Is there a utility that..... Curt Esser
Just incase anyone cares....? ;) Rob Hutchinson
loki@satanicdreams.cjb.net Rob Hutchinson
MagicWB Daemon Lee McCormick
Map Editors r790@mindless.com
Re: Map Editors Anton Reinauer
Memory Problem (fixed) Tony Rolfe
Re: Memory Problem (fixed) Curt Esser
Re: Memory Problem (fixed) Stephen Sweeney

Re: Memory Problem (fixed) Rob Hutchinson
Re: Memory Problem (fixed) Toby Zuijdveld
Re: Memory Problem (fixed) Donovan Reeve
Re: Memory Problem (fixed) Donovan Reeve
Re: Memory Problem (fixed) Andrew Guard
Memory problems Tony Rolfe
Mildred site on the move.... Rob Hutchinson
Re: Module converter Emil Oppeln Bronikowski
Mouse movements Gaz-JD/FX-s^D
Re: Mouse movements David McMinn
Re: Mouse movements Wiremu TeKani
MUI coding Anton Reinauer
Re: MUI coding amorel
Re: MUI coding Anton Reinauer
Re: MUI coding amorel
Mui-Prefs Leigh Parry
Re: Mui-Prefs Christophe
Re: Mui-Prefs Toby Zuijdveld
Re: Mui-Prefs Rick Hodger
Re: Mui-Prefs Emil Oppeln Bronikowski
My little proggie Mike Child
Re: My little proggie David McMinn
Re: My little proggie Curt Esser
Re: My little proggie Mike Child
Re: My little proggie Mike Child
Re: My little proggie Sami Näätänen
NCS close screen trouble eTeacher
ncs! Emil Oppeln Bronikowski
ncs.... again Emil Oppeln Bronikowski
New web site Anton Reinauer
Oh! NO! not more AHI!? Chris Deeney
Re: Oh! NO! not more AHI!? Donovan Reeve
Re: Ohhh Roseanne Hodge
OpenScreenTagList_ (LikeWB :) James L Boyd
RE: OpenScreenTagList_ (LikeWB :) Roger Beausoleil
Re: OpenScreenTagList_ (LikeWB :) Daniel Allsopp
Re: OS 3.5 James L Boyd
Re: OS 3.5 Blitzwing
Re: OS 3.5 John Mason

Re: OS 3.5 Rick Hodger
Re: OS 3.5 Anton Reinauer
Re: OS 3.5 Tony Rolfe
Re: OS 3.5 WAS Memory Problem Curt Esser
Re: OS 3.5 WAS Memory Problem David McMinn
OS3.5 Tony Rolfe
Re: OS3.5 Andrew Guard
Re: OS3.5 amorel
Re: OS3.5 Toby Zuidveld
OS3.5 screenshots, etc James L Boyd
Re: OS3.5 screenshots, etc Vic E Babes
Re: OS3.5 screenshots, etc Curt Esser
Re: OS3.5 screenshots, etc Toby Zuidveld
Re: OS3.5 screenshots, etc amorel
Re: OS3.5 screenshots, etc Toby Zuidveld
Re: OS3.5 screenshots, etc Vic E Babes
Re: OS3.5 screenshots, etc James L Boyd
Re: OS3.5 screenshots, etc amorel
Re: OS3.5 screenshots, etc Jonas Thorell
Re: OS3.5 screenshots, etc David McMinn
Re: OS3.5 screenshots, etc Jonas Thorell
Re: OS3.5 screenshots, etc Anton Reinauer
Re: OS3.5 screenshots, etc Gaz Griffiths
PDF & OS 3.5 Muhahaha r790@mindless.com
Re: PDF & OS 3.5 Muhahaha Rick Hodger
Percentage Problems James L Boyd
SV: Percentage Problems Robert Kihl
Re: Percentage Problems James L Boyd
Re: Percentage Problems Tony Rolfe
Re: SV: Percentage Problems Stephen Sweeney
Re: Percentage Problems Mathias PARNAUDEAU
Re: Percentage Problems James Jaffrey
Phonocode Dilemma Bippy M
Re: Phonocode Dilemma Dobbin
Re: Phonocode Dilemma Vic E Babes
Re: Phonocode Dilemma Tony Rolfe
Pointers as arrays John Mason
Re: Pointers as arrays James L Boyd
Re: Pointers as arrays David McMinn

Re: Pointers as arrays Rob Hutchinson
Re: Pointers as arrays Curt Esser
Re: Pointers as arrays David McMinn
Re: Pointers as arrays David McMinn
Re: Pointers as arrays John Mason
Re: PowerBasic Emil Oppeln Bronikowski
PowerPC (WarpOS) asm coder wanted.. Frederic Laboureur
Re: PowerPC (WarpOS) asm coder wanted.. Anders Hasselqvist
Re: PowerPC (WarpOS) asm coder wanted.. Andre Beer
Re: PowerPC (WarpOS) asm coder wanted.. Rick Hodger
Re: PowerPC (WarpOS) asm coder wanted.. Frederic Laboureur
Printing. Tony Rolfe
Re: Printing. James L Boyd
Re: Printing. Curt Esser
Re: Printing. Tony Rolfe
Re: Printing. James L Boyd
Re: Printing. Tony Rolfe
Problems with 'Bounce9' from Mildred package Arto Ekman
Re: Problems with 'Bounce9' from Mildred package David McMinn
Qblit Roman Schaub
Re: Qblit Daniel Allsopp
Re: Qblit Curt Esser
Re:PowerBasicManual Donovan Reeve
Redirect Scott
Re: Redirect Bippy M
Registers. Rob Hutchinson
Regular shape gadgets amorel
Re: Regular shape gadgets David McMinn
Re: Regular shape gadgets Anton Reinauer
Re: Regular shape gadgets amorel
Reinstalling Blitz Blitzwing
Re: Reinstalling Blitz Curt Esser
Re: Reinstalling Blitz Ayar Baboon
Reset Handler nearly there... James L Boyd
Re: Reset Handler nearly there... David McMinn
Re: Reset Handler nearly there... Julian Kinraid
Re: Reset Handler nearly there... James L Boyd
Re: Reset Handler nearly there... Anton Reinauer
Saving an IFF John Mason

Re: Saving an IFF Mathias PARNAUDEAU
Re: Saving an IFF Rob Hutchinson
Re: Saving an IFF Curt Esser
Screen Colours Tony Rolfe
Re: Screen Colours James L Boyd
Re: Screen Colours Tony Rolfe
Screen titlebars, removal of. Gaz-JD/FX-s^D
Re: Screen titlebars, removal of. David McMinn
Re: Screen titlebars, removal of. Mikkel Løkke
Re: Screen titlebars, removal of. David McMinn
Re: Screen titlebars, removal of. Ayar Baboon
Re: Screen titlebars, removal of. David McMinn
Re: Screen titlebars, removal of. Curt Esser
Re: Screen titlebars, removal of. Ayar Baboon
Re: Screen titlebars, removal of. Damir Arh
Screenmode - Again Leigh Parry
Re: Screenmode - Again Curt Esser
Screenmode ID/name functions James L Boyd
Re: Screenmode ID/name functions Curt Esser
Search Routines!! Bippy M
Re: Search Routines!! David McMinn
SetPrefs Test James L Boyd
Shape palettes Gaz-JD/FX-s^D
Re: Shape palettes Curt Esser
Shapes Gaz-JD/FX-s^D
Shapes (pt. 2) Gaz-JD/FX-s^D
Re: Shapes (pt. 2) Rob Hutchinson
Re: Shapes (pt. 2) Rob Hutchinson
Shared library source Sami Näätänen
Re: Simple Requester Tony Rolfe
slashdot r790@mindless.com
Sorry. Rob Hutchinson
Re: Sorry. Donovan Reeve
Re: Sort David McMinn
Sort Bippy M
RE: Sort Tim Herbert
Spelling Stephen Sweeney
Sprites Robert Kihl
Strange Errors d.boaz@virgin.net

Re: Strange Errors James L Boyd
Re: Strange Errors d.boaz@virgin.net
Re: Strange Errors Mathias PARNAUDEAU
Re: Strange Errors James L Boyd
Re: Strange Errors d.boaz@virgin.net
Re: Strange Errors Mathias PARNAUDEAU
Re: Strange Errors Curt Esser
Re: Strange Errors Curt Esser
Re: Strange Errors Curt Esser
Re: Strange Errors Andrew Guard
string -> float Roger Light
Re: string -> float David McMinn
Re: string -> float James L Boyd
Re: string -> float,... HUH? Rob Hutchinson
Re: string -> float,... HUH? David McMinn
Re: string -> float,... HUH? James L Boyd
Re: string -> float,... HUH? Rob Hutchinson
TCP beginning's Blitzwing
Re: TCP beginning's Anton Reinauer
Re: tester(s) wanted Robert R Mason
Thanks James L Boyd
Thanks Luca Carminati
Thanks! James L Boyd
That HEX thing again Gaz-JD/FX-s^D
Re: That HEX thing again Curt Esser
The BIG Ones!! Stephen Sweeney
Re: The BIG Ones!! David McMinn
Re: The BIG Ones!! James L Boyd
Re: The BIG Ones!! Chris Deeney
Re: The BIG Ones!! Mikkel Løkke
Re: The BIG Ones!! David McMinn
Re: The BIG Ones!! David McMinn
Re: This is frying my brain! Emil Oppeln Bronikowski
Re: This is frying my brain! Ayar Baboon
UDP funcs V2.6 Anton Reinauer
UDP_Chat V2.6 Anton Reinauer
Un-Authorised de-subing Andrew Guard
Violation of privilages (???) david white
Re: Violation of privilages (???) Curt Esser

Re: Violation of privilages (?!?) David McMinn
Re: Violation of privilages (?!?) Curt Esser
Re: Violation of privilages (?!?) Andrew Guard
Re: Violation of privilages (?!?) Tony Rolfe
Re: Violation of privilages (thanx) david white
VisualPrefs problems Luca Carminati
Re: VisualPrefs problems James L Boyd
Re: VisualPrefs problems Luca Carminati
Re: VisualPrefs problems Luca Carminati
WB screen modename James L Boyd
Re: WB screen modename Daniel Allsopp
Re: WB screen modename Andrew Barker
WTF? Rob Hutchinson
YAPI again Tony Rolfe
Re: YAPI again Curt Esser
Re: YAPI again Tony Rolfe
Re: YAPI again Sami Näätänen
Re: YAPI again James L Boyd
Re: YAPI again Tony Rolfe
Re: YAPI again Curt Esser
Re: YAPI again David McMinn
Re: YAPI again Tony Rolfe

1.3 (Off Subject) Paddy solves Y2k

From: Andrew Guard <aMIGA_dUDE@assign.u-net.com>

Date: Sat, 14 Aug 1999 08:00:12 +0000

Organization: ProPassWord

Subject: (Off Subject) Paddy solves Y2k

Encoding: 8bit

X-UIDL: a2ff661d743997961abb8a44c280e8db

This is just so funny, I hate tell you blitzer about it.

-

This made me laugh - no offence to Paddy's meant ;)

Paddy solves Y2K :

Report submitted by Paddy Malone to his manager after completing his Y2K verification task.

Dear Sir,

Our staff has completed the 18 months of work on time and on budget. We

have gone through every line of code in every program in every system. We have analysed all databases, all data files, including backups and historic archives, and modified all data to reflect the change.

We are proud to report that we have completed the "Y-to-K" date change mission, and have now implemented all changes to all programs and all data to reflect your new standards:

Januark, Februark, March, April, Mak, June, Julk,
August, September, October, November, December

As well as:

Sundak, Mondak, Tuesdak, Wednesdak Thursdak, Fridak, Saturdak.

I trust that this is satisfactory, because to be honest, none of this Y to K problem has made any sense to me. But I understand it is a global problem, and our team is glad to help in any way possible. And what does the year 2000 have to do with it? Speaking of which, what do you think we ought to do next year when the two digit year rolls over from 99 to 00?

We'll await your direction."

Very Sincerely

Paddy Malone

Y2K Project Leader

--

Think about it, ProPassWord. <mailto:ppw-subscribe@egroups.com>

--

Satanic Dreams Software <http://zap.to/sds> Fax +44 (0)870 0888470
V//AmigaV// Team Amiga RC5 -- 603e+ 233/040 PowerUP, 32 Meg,
BVision, Zip, Ricoh CD-R/RW, Kickstart 3.1 Pace56 External voice,
ISP <http://www.wirenet.co.uk/>
ICQ 21765436

The best laid plans of mice and men are usually about equal.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.4 (off subject) Windows source ;)

From: r790@mindless.com

boundary="Boundary=-_IBUOyiIeINjCfXpJPhnHBDHCwvdx"

Date: Wed, 18 Aug 1999 22:03:04 -0400 (EDT)

Subject: (off subject) Windows source ;)

X-UIDL: 530420fdee88af73d4256cd95529c405

--Boundary=_IBUOyiIelNjCfXpJPhnHBDHCwvdx

Encoding: 7bit

Content-Description: text, unencoded

Hi.

I found this on the net a while ago ... but just found it on my HD again recently :)

Well here you go, the source code to windows...

Regards,

Shane O'Neill

Get your free email from AltaVista at <http://altavista.iname.com>

--Boundary=_IBUOyiIelNjCfXpJPhnHBDHCwvdx

Encoding: 7bit

Content-Description: text, unencoded

Content-Disposition: inline; filename=humor.txt

/* Source Code to Windows 98 -- Enjoy! */

```
#include "win31.h"
```

```
#include "win95.h"
```

```
#include "evenmore.h"
```

```
#include "oldstuff.h"
```

```
#include "billrulz.h"
```

```
#define INSTALL = HARD
```

```
char make_prog_look_big[1600000];
```

```
void main()
```

```
{
```

```
while(!CRASHED)
```

```
{
```

```
display_copyright_message();
```

```
display_bill_rules_message();
```

```
do_nothing_loop();
```

```
if (first_time_installation)
```

```
{
```

```
make_50_megabyte_swapfile();
```

```
do_nothing_loop();
```

```
totally_screw_up_HPFS_file_system();
```

```
search_and_destroy_the_rest_of_OS/2();
```

```
hang_system();
```

```
}
```

```
write_something(anything);
```

```
display_copyright_message();
```

```
do_nothing_loop();
do_some_stuff();
if (still_not_crashed)
{
display_copyright_message();
do_nothing_loop();
basically_run_windows_3.1();
do_nothing_loop();
do_nothing_loop();
}
}
if (detect_cache())
disable_cache();
if (fast_cpu())
{
set_wait_states(lots);
set_mouse(speed, very_slow);
set_mouse(action, jumpy);
set_mouse(reaction, sometimes);
}
/* printf("Welcome to Windows 3.11"); */
/* printf("Welcome to Windows 95"); */
printf("Welcome to Windows 98");
if (system_ok())
crash(to_dos_prompt)
else
system_memory = open("a:\swp0001.swp", O_CREATE);
while(something)
{
sleep(5);
get_user_input();
sleep(5);
act_on_user_input();
sleep(5);
}
create_general_protection_fault();
}
--Boundary-=_IBUOyiIeINjCfXpJPhnHBDHCwvdx
```

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

--Boundary-=_IBUOyiIeINjCfXpJPhnHBDHCwvdx--

1.5 (off subject) Windows source ;)

From: r790@mindless.com

boundary="Boundary=-_IBUOyiIeINjCfXpJPhnHBDHCwvdx"

Date: Wed, 18 Aug 1999 22:03:04 -0400 (EDT)

Subject: (off subject) Windows source ;)

X-UIDL: 530420fdee88af73d4256cd95529c405

Status: RO

--Boundary=-_IBUOyiIeINjCfXpJPhnHBDHCwvdx

Encoding: 7bit

Content-Description: text, unencoded

Hi.

I found this on the net a while ago ... but just found it on my HD again recently :)

Well here you go, the source code to windows...

Regards,

Shane O'Neill

Get your free email from AltaVista at <http://altavista.iname.com>

--Boundary=-_IBUOyiIeINjCfXpJPhnHBDHCwvdx

Encoding: 7bit

Content-Description: text, unencoded

Content-Disposition: inline; filename=humor.txt

/* Source Code to Windows 98 -- Enjoy! */

```
#include "win31.h"
```

```
#include "win95.h"
```

```
#include "evenmore.h"
```

```
#include "oldstuff.h"
```

```
#include "billrulz.h"
```

```
#define INSTALL = HARD
```

```
char make_prog_look_big[1600000];
```

```
void main()
```

```
{
```

```
while(!CRASHED)
```

```
{
```

```
display_copyright_message();
```

```
display_bill_rules_message();
```

```
do_nothing_loop();
```

```
if (first_time_installation)
```

```
{
```

```
make_50_megabyte_swapfile();
do_nothing_loop();
totally_screw_up_HPFS_file_system();
search_and_destroy_the_rest_of_OS/2();
hang_system();
}
write_something(anything);
display_copyright_message();
do_nothing_loop();
do_some_stuff();
if (still_not_crashed)
{
display_copyright_message();
do_nothing_loop();
basically_run_windows_3.1();
do_nothing_loop();
do_nothing_loop();
}
}
if (detect_cache())
disable_cache();
if (fast_cpu())
{
set_wait_states(lots);
set_mouse(speed, very_slow);
set_mouse(action, jumpy);
set_mouse(reaction, sometimes);
}
/* printf("Welcome to Windows 3.11"); */
/* printf("Welcome to Windows 95"); */
printf("Welcome to Windows 98");
if (system_ok())
crash(to_dos_prompt)
else
system_memory = open("a:\swp0001.swp", O_CREATE);
while(something)
{
sleep(5);
get_user_input();
```

```

sleep(5);
act_on_user_input();
sleep(5);
}
create_general_protection_fault();
}
--Boundary=_IBUOyiIelNjCfXpJPhnHBDHCwvdx

```

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
 For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
 --Boundary=_IBUOyiIelNjCfXpJPhnHBDHCwvdx--

1.6 Re: (off subject) Windows source ;)

From: James L Boyd <jamesboyd@all-hail.freeserve.co.uk>
 Date: Thu, 19 Aug 1999 04:28:27 +0100
 Subject: Re: (off subject) Windows source ;)
 X-UIDL: dd059f3ab87a42676953d9a3855d0777
 Status: U

r790@mindless.com churned out *this* drivel:
 > I found this on the net a while ago ... but just found it on my HD again
 > recently :)
 >
 > Well here you go, the source code to windows...
 Now that /is/ weird - I found this myself earlier yesterday and had a
 little chuckle :D
 See ya,

--
 <tsb>
 <sb>James L Boyd - jamesboyd@all-hail.freeserve.co.uk
 <sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*
 <sb>Connected from Dundee, Scotland.
 <sb>(<http://surf.to/all-hail/>)
 <tsb>

This 'telephone' has too many shortcomings to be seriously
 considered as a means of communication. The device is inherently
 of no value to us.

-- Western Union internal memo, 1876.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
 For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.7 Re: (off subject) Windows source ;)

Date: Thu, 19 Aug 1999 18:35:15 +0100 (BST)
From: =?iso-8859-1?q?Ayar=20Baboon?= <compiler_monkey@yahoo.co.uk>
Subject: Re: (off subject) Windows source ;)
Encoding: 8bit
X-UIDL: 074fab898e854765fc61b5a089b84326
Status: U
> <sb>Connected from Dundee, Scotland.
I'm going to Abertay university! Will you be my friend?

DO YOU YAHOO!?

Get your free @yahoo.co.uk address at <http://mail.yahoo.co.uk>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.8 (Outrageously off-topic) Engine Nine Design

Date: Tue, 31 Aug 1999 22:05:12 +0100 (BST)
From: =?iso-8859-1?q?Ayar=20Baboon?= <compiler_monkey@yahoo.co.uk>
Subject: (Outrageously off-topic) Engine Nine Design
Encoding: 8bit
X-UIDL: 75ad1c040aae6a1caf3a372a72f320eb
> > Noooooo!
> > It's a trap! ;)
>
> Heh, sssssh! The more members we catch, the more we
> can
> eat... :)
Yess, my precious! Iss it tasty? Or nasty like fishess? ;)
Oh, sssssh as in shush, not sssssh as in bad guy hissing...
> > (I'm defecting, er, sort of...)
>
> Hmm...
Defecting. I said DEFECTING! What you were thinking has an 'a' in it...
;)
Bye!

Do You Yahoo!?

Get your free @yahoo.co.uk address at <http://mail.yahoo.co.uk>
or your free @yahoo.ie address at <http://mail.yahoo.ie>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.9 ***** GTString's!

From: Gaz-JD/FX-s^D <gaz@jokerd.freemove.co.uk>

Date: Sat, 14 Aug 1999 00:13:33 +0100

Organization: JokerD/FX

Subject: ***** GTString's!

Encoding: 8bit

X-UIDL: ebf64680078e72079667878ae43fd5c

Hi,

Nope, not an obscenity in the subject! Is there any way of making a GTString's output into *'s, like the PasswordChar function on (urgh) Visual Basic? I've tried loading in a font made up of *'s. but then the labels are printed in *'s as well. I really want to use GTstrings. Any ideas?

Cya!

--

ⓇⓇ ⓇⓇ ⓇⓇⓇⓇⓇ --=> *Gareth Griffiths* <==

ⓇⓇ ⓇⓇⓇ ⓇⓇ ⓇⓇ ⓇⓇⓇ ⓇⓇⓇⓇⓇ ⓇⓇ ⓇⓇ

ⓇⓇ ⓇⓇ ⓇⓇ ⓇⓇ ⓇⓇ ⓇⓇ ⓇⓇ ⓇⓇ ⓇⓇ ⓇⓇ ⓇⓇ ⓇⓇ ⓇⓇ ⓇⓇ ⓇⓇ ⓇⓇ ⓇⓇ ⓇⓇ ⓇⓇ gaz@jokerd.freemove.co.uk

ⓇⓇ ⓇⓇ ⓇⓇ ⓇⓇ ⓇⓇⓇⓇ ⓇⓇⓇⓇⓇ ⓇⓇ ⓇⓇ ⓇⓇ ⓇⓇ www.jokerd.freemove.co.uk

ⓇⓇ ⓇⓇ ⓇⓇ ⓇⓇ ⓇⓇ ⓇⓇ ⓇⓇ ⓇⓇ ⓇⓇ ⓇⓇ ⓇⓇ

ⓇⓇⓇⓇ ⓇⓇⓇ ⓇⓇ ⓇⓇ ⓇⓇⓇⓇ ⓇⓇ ⓇⓇⓇⓇⓇ A1200/030, 18Mb RAM, HD/CD

Delivery for Mr. Wiley Coyote from Acme Taglines, Inc.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.10 Re: ***** GTString's!

From: "Vic E Babes" <zalda@home4968.freemove.co.uk>

Subject: Re: ***** GTString's!

Date: Sun, 15 Aug 1999 12:28:11 +0100

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: c81d717c7782b0beb2fb7701066d2e52

> Nope, not an obscenity in the subject! Is there any way of making a
> GTString's output into *'s, like the PasswordChar function on (urgh)
Visual

> Basic? I've tried loading in a font made up of *'s. but then the labels
are

> printed in *'s as well. I really want to use GTstrings. Any ideas?

Why don't you use GTText, then read the keyboard for input from the user,
and update the GTText with asterisks for each character they enter, until
they press RETURN?

VIC

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.11 Re: ***** GTString's!

From: Gaz-JD/FX-s^D <gaz@jokerd.freemove.co.uk>

Date: Sun, 15 Aug 1999 12:41:49 +0100

Organization: JokerD/FX

Subject: Re: ***** GTString's!

Encoding: 8bit

X-UIDL: 3ac1234f9a52d693ca492c661470cbd0

Hi Vic

On the 15-Aug-99 you said something about Re: ***** GTString's! so now I am going to offer a witty retort (well maybe :)

> Why don't you use GTText, then read the keyboard for input from the user,

> and update the GTText with asterisks for each character they enter, until

> they press RETURN?

Could do I suppose, but they aren't as functional as GTStrings. There must be
a way, I've seen others do it. I managed to get it in an RTEZ String
requester once, and I can't remember how!

--

ⓂⓂ ⓂⓂ ⓂⓂⓂⓂⓂ --=> *Gareth Griffiths* <---

ⓂⓂ ⓂⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂⓂ ⓂⓂⓂⓂⓂ ⓂⓂ ⓂⓂ

ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ gaz@jokerd.freemove.co.uk

ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂⓂⓂ ⓂⓂⓂⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ www.jokerd.freemove.co.uk

ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ

ⓂⓂⓂⓂ ⓂⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂⓂⓂ ⓂⓂ ⓂⓂⓂⓂⓂ A1200/030, 18Mb RAM, HD/CD

It's easy to spot the best man at a nudist wedding.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.12 Re: *** GTString's!**

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sun, 15 Aug 1999 13:29:15 +0100

Subject: Re: ***** GTString's!

X-UIDL: 2e70b3f311e71950a2f416a382da40a2

Gaz-JD/FX-s^D churned out *this* drivel:

> Hi,

> Nope, not an obscenity in the subject! Is there any way of making a
> GTString's output into *'s, like the PasswordChar function on (urgh)
> Visual Basic? I've tried loading in a font made up of *'s. but then the
> labels are printed in *'s as well. I really want to use GTstrings. Any
> ideas? Cya!

I can't see anything in the gadtools includes, but I've got reqtools
source that does this (using the reqtools.library, not the Blitzlibs),
but it uses requesters, not window gadgets. Mail me if that's any use...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn.

-- The Call of Cthulhu, /H.P. Lovecraft/

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.13 Re: *** GTString's!**

From: "Dave" <dave@nbsamiga.demon.co.uk>

"James L Boyd" <jamesboyd@all-hail.freemove.co.uk>

Subject: Re: ***** GTString's!

Date: Sun, 15 Aug 1999 15:48:39 +0100

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: 518b121872d965dce97c97da54d86566

Hi,

>Gaz-JD/FX-s^D churned out *this* drivel:

>

>> Hi,

>> Nope, not an obscenity in the subject! Is there any way of making a

>> GTString's output into *'s, like the PasswordChar function on (urgh)

>> Visual Basic? I've tried loading in a font made up of *'s. but then the

>> labels are printed in *'s as well. I really want to use GTstrings. Any

>> ideas? Cya!

>

>I can't see anything in the gadtools includes, but I've got reqtools

>source that does this (using the reqtools.library, not the Blitzlibs),

>but it uses requesters, not window gadgets. Mail me if that's any use...

Isn't there a edit hook that you can use to parse incoming characters, then you could watch for acceptable characters and store them in an array (so you know what password has been entered) and return * for gtstring to show. I'm sure that's the way you do it, because that's how you block spaces in passwords. It'd need some clever handling of things like delete and cursor keys though.

Dave

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.14 Re: ***** GTString's!

From: David McMinn <dmcminn@house-of-mojo.freemove.co.uk>

Date: Mon, 16 Aug 1999 12:45:32 +0000

Organization: International House Of Mojo

Subject: Re: ***** GTString's!

X-UIDL: 9100ff5848626c328dff5fd624493677

--BOUNDARY.2016215120.1

Encoding: quoted-printable

Dave's head burst.

All we could scrape off the wall was Re: ***** GTString's!.

> Isn't there a edit hook that you can use to parse incoming characters, =
then

> you could watch for acceptable characters and store them in an array (s=
o you

> know what password has been entered) and return * for gtstring to show.=

I'm

> sure that's the way you do it, because that's how you block spaces in

> passwords. It'd need some clever handling of things like delete and cur=

sor

> keys though.

Yep, I was going to try exactly this ages ago, but I couldn't be arsed be=

cause

the amount of hassle for keeping the second array in sync with what had b=

een

entered was more than I needed for a small test I wasn't going to do anyt=

hing

with anyway.

But I've attached the hook code for what I did.

Bye

-- =

[] ^ V] [[] M =A9 M] [M M

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

ICQ =3D 16827694

You must go to Dagobah, where you will be taught by Yoda, the sly,

sweet mother fucker who taught me this shit.

- Samuel L. Jackson, Jedi Master

--BOUNDARY.2016215120.1

Content-Disposition: attachment; filename="GTStringHook.bb2"

Encoding: quoted-printable

; Description: Example of using a hook to customize a GTString gadget,

; for "password entry" type display, i.e. instead of letter=

s

; it displays "*"s or "-"s or something.

;

; To Do: Now it is only the same as the RKRM example, so now I nee=

d to

; find a way to display *s. The RKRM example is a hex digit=

; GTString so this one only accepts characters 0-9 and A-F.=

; This should be easy enough to change to allow all

; characters 0-9, A-Z, a-z

;

; Requires: amigalibsi.res

```
;
; Type: Intuition
WBStartup
WbToScreen 0
WBenchToFront_
#MAX_PASSLEN=3D20
;MaxLen password$=3D#MAX_PASSLEN
Dim password.b(#MAX_PASSLEN+1)
password(#MAX_PASSLEN)=3D0
DEFTYPE.Hook sthook
sthook\h_Entry =3D ?hook
sthook\h_SubEntry =3D ?hexstringentry
PutReg a5,sthook\h_Data
NEWTYPED.byte
dummy.b
End NEWTYPE
NEWTYPED.word
dummy.w
End NEWTYPE
NEWTYPED.long
dummy.l
End NEWTYPE
GTTags #GTST_EditHook,&sthook
GTString 0,1,100,20,100,14,"",0,#MAX_PASSLEN
Window 0,0,0,320,200,$100f,"Test window",-1,-1
AttachGTLList 0,0
While ev.l<>#IDCMP_CLOSEWINDOW
ev =3D WaitEvent
Select ev
Case #IDCMP_GADGETUP
If GadgetHit=3D1
NPrint GTGetString(0,1)
NPrint Peek$(&password(0))
End If
End Select
Wend
DetachGTLList 0
End
hook: MOVEM.l d1-d7/a0-a6,-(a7) ; Save registers to stack (NOT D0!!!)=
```

```

MOVE.l a0,d0 ; These three moves put the hook para=
meters
MOVE.l a1,d1 ; (which are in A0-A2) into the data =
registers,
MOVE.l a2,d2 ; so that the Blitz function can acce=
ss them
MOVEA.l 16(a0),a5 ; Restore the global variable base
MOVEA.l 12(a0),a3 ; Get the address pointed to by the h=
_SubEntry field of the Hook structure
LEA.l 6(a3),a3 ; Get the address to jump to (address =
of high level function)
JSR (a3) ; Go do it!!
; The value is returned in d0 from the function. As this is where=
; we want it, nothing is done, and the hook returns.
MOVEM.l (a7)+,d1-d7/a0-a6 ; Restore registers from stack (NOT D=
0, we want to keep the return value)
RTS
Runerrsoff
hexstringentry:
Function.l HexString{ *h.Hook, *msg.l, *swg.SGWork}
SHARED password()
DEFTYPE.byte *work_ptr
DEFTYPE.l return_code
DEFTYPE.l command
return_code =3D -1
command =3D Peek.l(*msg)
If(command =3D #SGH_KEY)
If(*swg\EditOp=3D#EO_REPLACECHAR OR *swg\EditOp=3D#EO_INSERTCHAR)=
If NOT((*swg\Code>=3D48 AND *swg\Code<=3D57) OR (*swg\Code>=3D=
65 AND *swg\Code<=3D70))
*swg\Actions =3D *swg\Actions | #SGA_BEEP
*swg\Actions =3D *swg\Actions & NOT(#SGA_USE)
Else
NPrint *swg\BufferPos-1," ",*swg\Code
password(*swg\BufferPos-1) =3D *swg\Code&$$FF
*work_ptr =3D *swg\WorkBuffer + *swg\BufferPos - 1
*work_ptr\dummy =3D 42
End If
End If

```

```
Else
return_code=3D0
End If
Function Return return_code
End Function
Runerrson
--BOUNDARY.2016215120.1
```

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
--BOUNDARY.2016215120.1--

1.15 Re: ***** GTString's!

From: "Dave" <dave@nbsamiga.demon.co.uk>
Subject: Re: ***** GTString's!
Date: Wed, 18 Aug 1999 01:22:03 +0100
boundary="----=_NextPart_000_0015_01BEE918.140DFAE0"
X-UIDL: 2c302ed3023221ba7b4f08c00bd70fdc
-----=_NextPart_000_0015_01BEE918.140DFAE0
charset="iso-8859-1"
Encoding: 7bit
Hi David,
>> Isn't there a edit hook that you can use to parse incoming characters,
then
>> you could watch for acceptable characters and store them in an array (so
you
>> know what password has been entered) and return * for gtstring to show.
I'm
>> sure that's the way you do it, because that's how you block spaces in
>> passwords. It'd need some clever handling of things like delete and
cursor
>> keys though.
>
>Yep, I was going to try exactly this ages ago, but I couldn't be arsed
because
>the amount of hassle for keeping the second array in sync with what had
been
>entered was more than I needed for a small test I wasn't going to do

Yeah, and the other problem I thought of is what happens if something patches into the global edit hook (affects all string gadgets), like I think MCX does, or other things which give you cut'n'paste and other stuff.

> P.s. I'm not sure how REPLACECHAR works...as how do you do overwrite chars > in a gt string gadget???

You can set a GTString to be in overwrite mode when you create it (as opposed to insert mode which is the norm).

Bye

--

[] ^ V [] [] D M © M [] [] N N

dmcminn@house-of-mojo.freeserve.co.uk

http://members.xoom.com/David_McMinn

ICQ = 16827694

'Work is the curse of the drinking class.'

Oscar Wilde

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.17 Re: *ON-TOPIC!* : Rubber-bandegg

Date: Sun, 1 Aug 1999 09:43:23 +0100 (BST)

From: =?iso-8859-1?q?Ayar=20Baboon?= <compiler_monkey@yahoo.co.uk>

Subject: Re: *ON-TOPIC!* : Rubber-bandegg

Encoding: 8bit

X-UIDL: 2e6fce5ac1635a944820020344891f7e

> That's what I was thinkin', but then I'd have to use

> slices? No,

> forget I just said that. I can use bitmaps (doh!)

Actually, the other replies (Jam modes, colour -1) are best, but I bet you're using graphics mode thingy, and not windows? I find using windows gives your code a better structure...

>> Egg

>

> He said it, not me!

Hen said blue-tit, beak wing!

DO YOU YAHOO!?

Get your free @yahoo.co.uk address at <http://mail.yahoo.co.uk>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.18 Re: *ON-TOPIC!* : Rubber-bandegg, sorry ing.

From: Gaz-JD/FX-s^D <gaz@jokerd.freemove.co.uk>

Date: Sun, 01 Aug 1999 10:24:12 +0100

Organization: Joker Developments

Subject: Re: *ON-TOPIC!* : Rubber-bandegg, sorry ing.

Encoding: binary

X-UIDL: 0d32887d6c38a2ea2f94d3aab48f0342

Hi Ayar

On the 01-Aug-99 you said something about Re: *ON-TOPIC!* : Rubber-bandegg so now I am going to offer a witty retort (well maybe :)

> Actually, the other replies (Jam modes, colour -1) are best, but I

> bet you're using graphics mode thingy, and not windows? I find using

> windows gives your code a better structure...

I haven't even reached that stage in the code yet, so I'll let you know which method worked best.

I'm gonna be using direct to bitmap drawing, so Line would be better.

Windows are used for the maininterface tho.

> Hen said blue-tit, beak wing!

Shut up. I ain't getting no shit laid on me for these effin egg jokes again.

--

<tsb>

<tsb>Gareth Griffiths

<tsb>Founder of Joker Developments:

<tsb>E-Mail: *gaz@jokerd.freemove.co.uk*

<tsb>WWW: *www.jokerd.freemove.co.uk*

<tsb>ICQ: *GazChap (31023012)*

<tsb>

<tsb>I see that you list "reality" as your previous address.

<tsb>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.19 Re: *ON-TOPIC!* : Rubber-bandegg, sorry ing.

Date: Sun, 1 Aug 1999 18:12:20 +0100 (BST)

From: =?iso-8859-1?q?Ayar=20Baboon?= <compiler_monkey@yahoo.co.uk>

Subject: Re: *ON-TOPIC!* : Rubber-bandegg, sorry ing.

Encoding: 8bit

X-UIDL: ef87f9e1e0a39100d4a5187ebf64a0f1

> I haven't even reached that stage in the code yet,

> so I'll let you

> know which method worked best.

Okay. I was doing a mapper using windows, but I hadn't really worked out the design of the game right. It was going to be Resident Evil with ickle graphics. My problem was how to show ickle objects on the screen, plus I hadn't thought out controls, interface ot=r the pace of the game. I was quite proud of what I'd done, tho.

Oh yeah, the guns. The newspaper with the arms haul got chucked out.

Sorry.

> I'm gonna be using direct to bitmap drawing, so Line

> would be better.

> Windows are used for the maininterface tho.

>

> > Hen said blue-tit, beak wing!

>

> Shut up. I ain't getting no shit laid on me for

> these effin egg jokes

> again.

Okay. You shouldn't have apoligised to that whiney bitch though... I'd already said it was my fault, and not yours :|

DO YOU YAHOO!?

Get your free @yahoo.co.uk address at <http://mail.yahoo.co.uk>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.20 Re: *ON-TOPIC!* : Rubber-banding

From: Daniel Allsopp <daniel@thesnakepit.demon.co.uk>

Date: Sun, 01 Aug 1999 11:30:22 +0100

Subject: Re: *ON-TOPIC!* : Rubber-banding

Encoding: 8bit

X-UIDL: 9c5ffc5bd256fba0646e80166489d5931

Hi Gaz-JD/FX-s^D,

On 31-Jul-99, you wrote:

> Hi,

> How would I create a rubber-banding effect on a bitmap (like as seen

> in DPaint, PPaint et al) without destroying the background contents?

> Rubber-banding as in drawing rectangles of variable size (by moving

> the mouse)

>

> Its for a shape grabber program I'm writing (for my own personal use

> at the moment, until I develop it further than all the others on the

> market :))

Why not use three bitmaps.....use the first two for your double buffering,

and use the third one to hold your background display. You'll have to copy

the 3rd bitmap to the current db display each frame though. Then when you've

got our coordinates grab the shape from the third bitmap.

This is how I do the rubber-band in my game for selecting multiple units.

Paul Burke actually told me about this one. Use your 3rd bitmap as a buffer

bitmap which is only copied, not drawn on.

Alternatively, I've got a ShapeGrabber here that supports all machines (AGA

and CyberGraphX) and BIG resolutions up to 8bit. In fact, it might only be 8bit.

I'll check.

It uses MUI and works pretty well. If you want it give me a shout.

--

Cheers,

Daniel

<tsb>E-Mail: daniel@thesnakepit.demon.co.uk

<tsb>URL: <http://www.thesnakepit.demon.co.uk/>

<tsb>ICQ Number : 20783863

<tsb>

- "Windows 95 is Bug Free" - Bill Gates in 1995

- "We fixed 5000 bugs since the release of Windows 95!" - Bill Gates on Windows 98

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.21 Re: *ON-TOPIC!* : Rubber-banding

From: Daniel Allsopp <daniel@thesnakepit.demon.co.uk>

Date: Sun, 01 Aug 1999 11:30:22 +0100

Subject: Re: *ON-TOPIC!* : Rubber-banding

Encoding: 8bit

X-UIDL: 2783692f44c5c6de04344bd19f3683ff

Hi Gaz-JD/FX-s^D,

On 31-Jul-99, you wrote:

> Hi,

> How would I create a rubber-banding effect on a bitmap (like as seen

> in DPaint, PPaint et al) without destroying the background contents?

> Rubber-banding as in drawing rectangles of variable size (by moving

> the mouse)

>

> Its for a shape grabber program I'm writing (for my own personal use

> at the moment, until I develop it further than all the others on the

> market :))

Why not use three bitmaps.....use the first two for your double buffering,

and use the third one to hold your background display. You'll have to copy

the 3rd bitmap to the current db display each frame though. Then when you've

got our coordinates grab the shape from the third bitmap.

This is how I do the rubber-band in my game for selecting multiple units.

Paul Burkey actually told me about this one. Use your 3rd bitmap as a buffer

bitmap which is only copied, not drawn on.

Alternatively, I've got a ShapeGrabber here that supports all machines (AGA

and CyberGraphX) and BIG resolutions up to 8bit. In fact, it might only be 8bit.

I'll check.

It uses MUI and works pretty well. If you want it give me a shout.

--

Cheers,

Daniel

<tsb>E-Mail: daniel@thesnakepit.demon.co.uk

<tsb>URL: <http://www.thesnakepit.demon.co.uk/>

<tsb>ICQ Number : 20783863

<tsb>

- "Windows 95 is Bug Free" - Bill Gates in 1995

- "We fixed 5000 bugs since the release of Windows 95!" - Bill Gates on Windows 98

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.22 Re: *ON-TOPIC!* : Rubber-banding

From: Frederic Laboureur <alphasnd@sdv.fr>

Date: Sun, 01 Aug 1999 20:52:06 +0100

Organization: Fantaisie Software

Subject: Re: *ON-TOPIC!* : Rubber-banding

Encoding: 8bit

X-UIDL: 584e031297dd03db670877db9dfbdd86

Hi Daniel,

You can use simply the XOR'ed line drawing, because 2 XOR'ed lines restore the old background. It's very fast, use no memory, and it's what's done while selecting multiples icons in the workbench. Another advantage is you always show your rectangle.

I hope this help,

Bye,

--

Fred.

 ^^^^ Frédéric Laboureur (Fred)

__/_

/ ^ ^ u ^ ^ n ^ ^ \ E-Mail : alphasnd@sdv.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 (1999)

PowerBasic - The Ultimate Programming Language Is On The Way - 88% Done.

 To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.23 Re: *ON-TOPIC!* : Rubber-banding

From: Gaz-JD/FX-s^D <gaz@jokerd.freereserve.co.uk>

Date: Sun, 01 Aug 1999 23:24:00 +0100

Organization: Joker Developments

Subject: Re: *ON-TOPIC!* : Rubber-banding

Encoding: binary

X-UIDL: 35da85f6cb4a407b7291a59a16124a9a

Hi Daniel

On the 01-Aug-99 you said something about Re: *ON-TOPIC!* : Rubber-banding so now I am going to offer a witty retort (well maybe :)

> Why not use three bitmaps.....use the first two for your double
> buffering, and use the third one to hold your background display.
> You'll have to copy the 3rd bitmap to the current db display each
> frame though. Then when you've got our coordinates grab the shape
> from the third bitmap.

Possible, but I'm gonna stick with the JAM mode for now (I still ain't tried it)

> This is how I do the rubber-band in my game for selecting multiple
> units. Paul Burkey actually told me about this one. Use your 3rd
> bitmap as a buffer bitmap which is only copied, not drawn on.

It would be a bit slower though, and speed is what I'm doing this for ;)

> Alternatively, I've got a ShapeGrabber here that supports all
> machines (AGA and CyberGraphX) and BIG resolutions up to 8bit. In
> fact, it might only be 8bit.

No good to me then. I'm workin in resolutions from 2->256 colours.

> It uses MUI and works pretty well. If you want it give me a shout.

Definitely not if it's MUI. I want this prog to be usable by EVERYONE, not just the MUI peeps. we all know about the Anti-MUI gang. Thanx for the offer though.

--

<tsb>

<tsb>Gareth Griffiths

<tsb>Founder of Joker Developments:

<tsb>E-Mail: *gaz@jokerd.freemove.co.uk*

<tsb>WWW: *www.jokerd.freemove.co.uk*

<tsb>ICQ: *GazChap (31023012)*

<tsb>

<tsb>Read the dictionary backwards and look for secret messages.

<tsb>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.24 16Bit Chunky

From: Daniel Allsopp <daniel@thesnakepit.demon.co.uk>

Date: Tue, 10 Aug 1999 18:20:55 +0100

Subject: 16Bit Chunky

X-UIDL: 4eaaa63e08058c5bca39f1c7c8e25d3d

Hi ,

Has anyone any idea on how to convert a 16Bit ILM image file to a 16Bit chunky file?

How are they stored/decoded etc etc....I've searched all over the internet but can't find anything

Thanks for any help

--

Cheers,

Daniel

<tsb>E-Mail: daniel@thesnakepit.demon.co.uk

<tsb>URL: <http://www.thesnakepit.demon.co.uk/>

<tsb>ICQ Number : 20783863

<tsb>

- "Windows 95 is Bug Free" - Bill Gates in 1995

- "We fixed 5000 bugs since the release of Windows 95!" - Bill Gates on Windows 98

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.25 Re: 16Bit Chunky

Date: Tue, 10 Aug 1999 21:16:44 +0100

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: 16Bit Chunky

Encoding: 7bit

X-UIDL: 46fde6cffb31411c2a119d0b7664691e

Daniel Allsopp wrote:

> Has anyone any idea on how to convert a 16Bit ILM image file to a 16Bit
> chunky file?

> How are they stored/decoded etc etc....I've searched all over the
> internet but can't find anything

I'm not sure if you only need file format info or information on pixel

formats etc. anyway, heres a bit of help on everything :)

I'm not sure how they are stored in the ILBM format, you're best off trying to find specs for a format you can deal with. Targa is apparently quite a good (simple) format to use but you may find good docs on iff, bmp, tiff also. I've been using PaintShop Pro for my art work lately and that can save as RAW format which is probably the easiest of the lot. It's just an array of 24bit pixels.

I'm not sure which file formats actually support 16bit color, most of them do 8bit and 24bit but thats not really the issue here. What you need to do is get access to the colour of each pixel (whatever the depth)

and convert them to your 16bit format. This is where the fun starts. Depending on the GFX card, the OS, the RTG software etc.. You will probably be faces with a range of 16bit pixel formats on your screen. There is no actual definitive 16bit format, they are dependant on the graphics card and (as a developer) you are supposed to deal with all of the possible pixel formats.

CyberGraphX defines the following formats:-

PIXFMT_RGB16

PIXFMT_BGR16

PIXFMT_RGB16PC

PIXFMT_BGR16PC

So, in theory when you open a 16bit screen, you could be provided with any

of the above. I think you can request a specific pixel format but I dont know if it's safe to presume that all or any particular format exists on a particular card. I guess its' fairly safe to presume PIXFMT_RGB16 will exist on every board but who knows? :)

For the actual pixel formats you'd have to search for some specs or perhaps

do some experimentation. A 16bit pixel might look like xRRRRRGGGGGBBBBBB or

perhaps RRRRRGGGGGBBBBBB where the red/green/blue values each have 5bit (or

sometimes 6bit for green) but sometimes the extra 16th bit is not used for

actual color. How the 16bit value is built is to you but usually it's done

by taking the red.green.blue values and shifting them into possition

before

adding them together eg "(Red LSL 9)+(Green LSL 5)+Blue" but please note that I just made that code up; it's just a hint really! :)

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.26 Re: 16Bit Chunky

Sender: parnaudeau@wanadoo.fr

Date: Wed, 18 Aug 1999 10:14:14 +0200

From: Mathias PARNAUDEAU <mathias.p@wanadoo.fr>

Organization: wanadoo.fr

Subject: Re: 16Bit Chunky

Encoding: 8bit

X-UIDL: e4c73db952f13644e80de99e61b6d8c1

Le 10-Août-99, Paul Burkey a écrit:

>For the actual pixel formats you`d have to search for some specs or

>perhaps

>do some experimentation. A 16bit pixel might look like xRRRRRGGGGBBBBBB

>or

>perhaps RRRRRGGGGBBBBBB where the red/green/blue values each have 5bit

>(or

>sometimes 6bit for green) but sometimes the extra 16th bit is not used

>for

>actual color.

I just know it exists a format (the RGB one, called SGI too, and used by Silicon Graphics) which stores 16 bits

pixels like this : RRRRRGGGGBBBBBA, where A is an unused bit (maybe a transparent layer ?). This sub-format is called 5551 (easy to understand, replaces 888) and allow to code good quality images using 2 bytes per pixel, instead of 24 or 32 (OpenGL have to use 4 bytes to code a 24 bit pixel).

Cheers,

--

Mathias PARNAUDEAU - Corto/AFLE

Email : mathias.p@wanadoo.fr

Site Web : <http://perso.wanadoo.fr/supersport/>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.27 Re: 16Bit Chunky, well, any bit, really...

Date: Tue, 10 Aug 1999 21:07:13 +0100 (BST)

From: =?iso-8859-1?q?Ayar=20Baboon?= <compiler_monkey@yahoo.co.uk>

Subject: Re: 16Bit Chunky, well, any bit, really...

Encoding: 8bit

X-UIDL: fb3f2d3437398059694c36a17918aafb

> Hi ,

>

> Has anyone any idea on how to convert a 16Bit ILM

> image file to a 16Bit

> chunky file?

I've no idea, but I'd be grateful if someone explained what 'chunky'

is. Also, what's planar?

> Thanks for any help

Me too.

DO YOU YAHOO!?

Get your free @yahoo.co.uk address at <http://mail.yahoo.co.uk>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.28 Re: 16Bit Chunky, well, any bit, really...

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

Date: Tue, 10 Aug 1999 19:39:04 -0500

Subject: Re: 16Bit Chunky, well, any bit, really...

X-UIDL: 08af1bcb4ed91348316325533677f39c

Hi Ayar

On 10-Aug-99, Ayar Baboon wrote:

>

> I've no idea, but I'd be grateful if someone explained what 'chunky'
> is. Also, what's planar?

OK, first Planar graphics is the standard Amiga display system - used on every Amiga ever made, unless you have added a GFX card to the system. The display on your screen is made up of one or more "bitplanes" (Planar - get it?)

-think of it as a series of pieces of paper stacked on top of each other.

The more bitplanes, the more colours you can have on the screen, up to 256 colours on an AGA system (this would be 8 bitplanes, or an 8bit display)

The colour palette number of each pixel on the screen is read by reading the appropriate bit from each of the bitplanes - for example, to get the colour of the first pixel you would read only the first bit from each bitplane.

Now, "chunky" graphics, which is used on all GFX cards, and also is the "native" format on the PC and the MAC:

In chunky, each pixel is defined by one or more full bytes - this limits the display to multiples of 8 - 8bit, 16bit, 24bit, etc.

An 8bit chunky gives you the same 256 colours as an 8 plane Planar display, but as you can see, it is much easier to handle since you don't need to go searching for the bits in all the bitplanes...

Unfortunately, you can't display a chunky directly on a standard (non-GFX-card) Amiga, so you must convert it to a planar bitmap first.

I hope that clears it up a bit...

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.29 Re: 16Bit Chunky, well, any bit, really...

Date: Wed, 11 Aug 1999 13:37:46 +0100 (BST)

From: =?iso-8859-1?q?Ayar=20Baboon?= <compiler_monkey@yahoo.co.uk>

Subject: Re: 16Bit Chunky, well, any bit, really...

Encoding: 8bit

X-UIDL: e6b9d069d6921c145805b567049a41c5

- > OK, first Planar graphics is the standard Amiga
- > display system - used on
- > every Amiga ever made, unless you have added a GFX
- > card to the system.

Okay.

- > In chunky, each pixel is defined by one or more full
- > bytes - this limits the
- > display to multiples of 8 - 8bit, 16bit, 24bit, etc.

Ah, okay. And those machine's gfx hardware would be designed to read and write whole bytes?

- > An 8bit chunky gives you the same 256 colours as an
- > 8 plane Planar display,
- > but as you can see, it is much easier to handle
- > since you don't need to go
- > searching for the bits in all the bitplanes...

Rather than getting a byte value, in planar you have to get 8 individual bits, and put them together? That what you mean?

>

- > Unfortunately, you can't display a chunky directly
- > on a standard
- > (non-GFX-card) Amiga, so you must convert it to a
- > planar bitmap first.

Ah. XTreme racing kept wittering on about c2p routines...

Must have been, they used chunky to rotate textures quickly, then the clever bit was quickly changing to planar...

Nice!

> I hope that clears it up a bit...

Yeah, cheers!

James

DO YOU YAHOO!?

Get your free @yahoo.co.uk address at <http://mail.yahoo.co.uk>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.30 Re: 16Bit Chunky, well, any bit, really...

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

Date: Wed, 11 Aug 1999 18:39:18 -0500

Subject: Re: 16Bit Chunky, well, any bit, really...

X-UIDL: 14b830633801946a1dfa1f2ae09d1fda

Hi Ayar

On 11-Aug-99, Ayar Baboon wrote:

>

>> In chunky, each pixel is defined by one or more full

>> bytes - this limits the

>> display to multiples of 8 - 8bit, 16bit, 24bit, etc.

>

> Ah, okay. And those machine's gfx hardware would be designed to read

> and write whole bytes?

Yes, since PC's can't do planar graphics modes.

>

>> An 8bit chunky gives you the same 256 colours as an

>> 8 plane Planar display,

>> but as you can see, it is much easier to handle

>> since you don't need to go

>> searching for the bits in all the bitplanes...

>

> Rather than getting a byte value, in planar you have to get 8

> individual bits, and put them together? That what you mean?

Yes, on an 8bit (256 colour) screen. Or 7bits for a 128 colour screen, etc.

There are some advantages to planar graphics - one of which is that if you use for example a 4bit screen (16 colours) the graphics will be handled twice as fast.

Also, you can do tricks like dual-playfield, where 2 separate 4bit displays can move independantly of each other, although both are displayed on the same screen.

>

>>

>> Unfortunately, you can't display a chunky directly

>> on a standard

>> (non-GFX-card) Amiga, so you must convert it to a

>> planar bitmap first.

>

> Ah. XTreme racing kept wittering on about c2p routines...
> Must have been, they used chunky to rotate textures quickly, then the
> clever bit was quickly changing to planar...
> Nice!

Yes. This is the same sort of thing you can do with things like the Mildred library, or Fred's NCS chunky commands. And at the same time, provide GFX card compatability by simply sending the chunky direct to the GFX card screen.

The only drawback is that the target system must have a fast enough processor to keep up with the overhead of the c2p conversion (or a GFX card)

In other words, forget about it if you want your program to work on an unmodified 1200...

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.31 3dlib

From: Roger Beausoleil <vision_fx@citenet.net>

Date: Sat, 25 Nov 1995 20:25:36 +0500

Subject: 3dlib

X-UIDL: 17da8d17c4091284b728dbc48e3e94c6

Status: U

Hi all Blitzers,

I would like to know where I can find the 3DLib for Blitz that we can see the AmigaGuide explanation in Redhelp\AcidGuides\3DLib.guide...

Thx.

Roger

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.32 Re: 3dlib

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Thu, 19 Aug 1999 21:58:10 +0100

Organization: Satanic Dreams Software.

Subject: Re: 3dlib

Encoding: binary

X-UIDL: 482d2280c57b9c2f6d4558bf14a7b67e

Hello Roger

Hiya, Roger... ,on 25-Nov-95 you mailed me about: 3dlib! So I ma reply`in...

> Hi all Blitzers,

>

> I would like to know where I can find the 3DLib for Blitz that we can see

> the AmigaGuide explanation in Redhelp\AcidGuides\3DLib.guide...

The fact there are no explanations for the commands suggests

that it was never written/released,

perhaps somebody knows of this library, from the commands,

it sounds usefull ;)

> Thx.

> Roger

>

>

> -----

> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

>

>

--

Rob,

--

MAILTO:loki@sds.in2home.co.uk | #ICQ:# 27181384

#FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.freeserve.co.uk/>

#PROJECT INFO:# Minimum Safe Distance [####----- 45% ish complete.]

#HOME OF:# /MorrisTheMaggot, BB2MUIUpdate, TimeSwipe, NIB,/

/CTTM2, BlitzBFB, Prefs2000 & TMS. And too much other stuff./

[Julia Roberts married Lyle Lovett? Yes! There's hope!]

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.33 Re: 3dlib

From: Toby Zuijdveld <hotcakes@a1bbs.net.au>

Date: Fri, 20 Aug 1999 10:37:22 +1000

X-SenderInfo: 1;

picture="http://www.geocities.com/SunsetStrip/6865/a1people/tobyzuij.gif"

Organization: Crash'n'Burn Incinerated, Satanic Dreams Software

Subject: Re: 3dlib

X-UIDL: 7e414db435093ec6d8dcfce9d894c6b9

Hello Roger

On 26-Nov-95, you wrote:

RB> I would like to know where I can find the 3DLib for Blitz that we can

RB> see the AmigaGuide explanation in Redhelp\AcidGuides\3DLib.guide...

I don't think acid ever released that library did they?

Regards

--

Toby Zuijdveld

<http://abacus.net.au/hotcakes>

<mailto:hotcakes@abacus.net.au>

icq : 2 2 5 7 1 5 1 5

Anything is possible, unless it's not.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.34 Re: 3dlib

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

Date: Mon, 23 Aug 1999 16:17:43 +1200

Subject: Re: 3dlib

X-UIDL: c3d22fa5b8fe6003d2e7a0fffe95fb95

On 20-Aug-99, Toby Zuijdveld wrote:

>> I would like to know where I can find the 3DLib for Blitz that we

>> see the AmigaGuide explanation in

> Redhelp\AcidGuides\3DLib.guide...

> I don't think acid ever released that library did they?

Not officially, but it was on the later (last) Bums.

--

Anton Reinauer <anton@ww.co.nz>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.35 Re: 3dlib

From: "Roger Lockerbie" <roger_lockerbie@bordermail.com.au>

Subject: Re: 3dlib

Date: Mon, 23 Aug 1999 17:06:48 +1000

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: 70681022eccc7b015d107872f567b4d8

> The fact there are no explanations for the commands suggests

> that it was never written/released,

>

> perhaps somebody knows of this library, from the commands,

> it sounds usefull ;)

Hi There

Just signed up on this blitz-list the other day just to see what happened to
Blitz Basic

as one of the crew who worked at acid for the original BB2 release I can
assure you that 3dlib did infact exist

The first draft was written by Simon armstrong (it was pretty weird, it was
documented in one of the original Blitz User Magazines (BUM's) I think it
may have been one of the last disk-based ones.

Much later in the piece a 2nd 3dlib was written by Mark Sibly (Mark's the
guy that wrote BB2), this was actually really nice, it was used for rapid
prototyping of some ideas in his game (gloom) a 3d first person shooter,
before anyone asks though, the game itself was written with devpac not blitz

I don't think the library ever got released, I do think I still have the
code, but my amiga is still in New Zealand (I now live in Australia), I'm
going home for a holiday so I might fire up the amiga and post the code if I
have it.

Whilst I'm here did the freeblitz project ever eventuate??

Regards

Roger.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.36 Re: 3dlib

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Mon, 23 Aug 1999 12:16:20 +0100

Organization: Satanic Dreams Software.

Subject: Re: 3dlib

Encoding: binary

X-UIDL: a409e3627ffa3ec9526454b019b14f59

Hello Roger

Hiya, Roger... ,on 23-Aug-99 you mailed me about: Re: 3dlib! So I ma reply`in...

>> The fact there are no explanations for the commands suggests

>> that it was never written/released,

>>

>> perhaps somebody knows of this library, from the commands,

>> it sounds usefull ;)

>

> Hi There

>

> Just signed up on this blitz-list the other day just to see what happened

> to Blitz Basic

>

> as one of the crew who worked at acid for the original BB2 release I can

> assure you that 3dlib did infact exist

Ooooh one of the ACID guys in our presence. (No egg jokes then Gaz! ;))

> The first draft was written by Simon armstrong (it was pretty weird, it

> was documented in one of the original Blitz User Magazines (BUM's) I think

> it may have been one of the last disk-based ones.

COOL! Sounds like it could be decent.

> Much later in the piece a 2nd 3dlib was written by Mark Sibly (Mark's the

> guy that wrote BB2), this was actually really nice, it was used for rapid

> prototyping of some ideas in his game (gloom) a 3d first person shooter,

Ohhh, you mean that game that Gaz Murfin ripped off? ;)

> before anyone asks though, the game itself was written with devpac not

> blitz :)

thought so,... still it would have been nice if it had been written in

blitz and not asm in blitz.. to show what the language was capable of.

> I don't think the library ever got released, I do think I still have the

> code, but my amiga is still in New Zealand (I now live in Australia), I'm

> going home for a holiday so I might fire up the amiga and post the code if

> I have it.

That would be GREAT!.. then we can add it to the ever expanding Blitz2 library base on Blitz-2000 (Whoo another one ;)).

<http://www.blitz-2000.freemove.co.uk/>

incase you want to go see the work that`s being done :)

> Whilst I`m here did the freeblitz project ever eventuate??

Why are you off again? Wonder if Mark will ever come and have a chat with the last known (200+ish) users of his brain child in the world, one day. Seems important development people come and go every so often. Anyway....

If your talking about getting blitz released, or even just a cli compiler,....

I wish it bloody would ;)... then perhaps I could have a go at a new editor using a CLI compiler..

But alas, no, nothing, Steve Matty (formally of RWE) came in here a while ago (I think he`s gone now?) and said they were trying to release the source to superTED and all the other RWE products, (the libs and debugger). But nothing.

So hey, do you still keep in contact with Mark Sibly? Is there anything you can do to help get it all released? (and stop those money grabbing bastards and Guildhall earning off it (STILL!) ;) Mark Sibly is the only one who can officially give the word to release it, being the "Intellectual owner" of the rights to Blitz.??

But then, if thats true, it`ll will never get released. :(

Hey if the source was released, it might be "half" portable ;)

> Regards

>

> Roger.

>

--

Rob,

--

MAILTO:loki@sds.in2home.co.uk | #ICQ:# 27181384

#FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.freemove.co.uk/>

#PROJECT INFO:# Minimum Safe Distance [####----- 45% ish complete.]

#HOME OF:# /MorrisTheMaggot, BB2MUIUpdate, TimeSwipe, NIB,/

/CTTM2, BlitzBFB, Prefs2000 & TMS. And too much other stuff./

["Frankly my dear, I don`t give a download!" -Rhett Sysop]

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.37 Re: 3dlib

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

Date: Tue, 24 Aug 1999 13:19:52 +1200

Subject: Re: 3dlib

Encoding: 8bit

X-UIDL: 88a98962608cb853fafd0da153bdb7e6

On 23-Aug-99, Roger Lockerbie wrote:

> Whilst I'm here did the freeblitz project ever eventuate??

No, but Frédéric Laboureur is doing a Basic compiler (Power Basic) from scratch, which will be 90% compatible with Blitz code. He's also doing PPC support at the moment, and I assume he'll be supporting the new Amiga out soon :)

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.5)
<<http://homepages.paradise.net.nz/ants>>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.38 Re: 3dlib

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

Date: Tue, 24 Aug 1999 13:22:42 +1200

Subject: Re: 3dlib

X-UIDL: aae1d4816ce54c827d7a3a607849c58f

On 23-Aug-99, Rob Hutchinson wrote:

>> before anyone asks though, the game itself was written with devpac

>> not blitz :)

> thought so,... still it would have been nice if it had been written in

> blitz and not asm in blitz.. to show what the language was capable of.

I think it would have shown what the language /wasn't/ capable of! ;-)

--

Anton Reinauer <anton@ww.co.nz>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.39 Re: 3dlib

From: hotcakes@A1bbs.net.au

Date: 24 Aug 1999 11:40:50 EDT

Subject: Re: 3dlib

X-UIDL: b901c26e119b3dcb2cbffe4b7a63e35

BL>>> I would like to know where I can find the 3DLib for Blitz that we

BL>>> see the AmigaGuide explanation in

BL>> Redhelp\AcidGuides\3DLib.guide...

BL>> I don't think acid ever released that library did they?

BL> Not officially, but it was on the later (last) Bums.

Oooh, don't suppose I could have a copy? ;]

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.40 Re: 3dlib

From: "Roger Lockerbie" <roger_lockerbie@bordermail.com.au>

Subject: Re: 3dlib

Date: Tue, 24 Aug 1999 13:36:32 +1000

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: aecb083fa36f6691eb29feb0ce9925e0

Hi All

There seems to have been a bit of interest in the 3dlib, and Mark Sibly et al so heres some info for you all.

a) When I am next back in NZ I will fire up my amiga and grab the 3dlib.bb2 file.

Regarding what Mark is doing now

a) He's finally got round to doing CompSci and University

b) He's written some 3d shooters for the PC, one of which is due to be published RSN

c) He is thinking of writing a development system for the PC, this will be based round games (ala blitz 1 and 2) but will be 3d game based with the ability for anyone to create a game but the language will be extensible ala blitz.

I usually catch up with him when I go to NZ so I'll clarify what he's up too.

Just a side issue regarding the FreeBlitz stuff, I think Simon Armstrong (Blitz was written by mark but I think simon bought the rights) gave the source code and rights to further development to Steven Matty/Red when Excited or LeadingEdge or whomever they were, so I would guess the code rights lie with them. Simon has moved to Oz now so I might get in touch and find out for sure.

Giles from Guidhall Lesiure may have exclusive rights but I'm not really sure, I'm amazed they are still selling blitz, I still have quite an old version 2.07 I think, and bar some work on the manual re-write (do NOT hassle me about the manual, none of us were tech-writers :)), I did not have much to do with it with version 2.1 and after. By that stage I was working with Vision Software, who worked in the same office as ACID, and we were all basically good mates.

I would guess if Guildhall are still making money from it then they would be reluctant to release it as Freeware. But I'll see if mark knows who 'owns' it now.

Hope this Helps

Regards

Roger.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.41 Re: 3dlib

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Wed, 25 Aug 1999 05:57:19 +0500

Subject: Re: 3dlib

X-UIDL: d0df554f08d9bf011c1b5ccb2586abfa

On 24-Aug-99, Roger Lockerbie flashed:

>Hi All

>There seems to have been a bit of interest in the 3dlib, and Mark Sibly et

>al so heres some info for you all.

-clip-

>I would guess if Guildhall are still making money from it then they would be

>reluctant to release it as Freeware. But I'll see if mark knows who 'owns'

>it now.

>Hope this Helps

COOL! And thanks!!! I will look forwarded to what you find out.

catcha later,

Donovan Reeve (bubby.lnk@ispi.net)

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.42 3DLib - New Lib

From: Roger Beausoleil <vision_fx@citenet.net>

Date: Thu, 26 Aug 1999 19:18:11 +0500

Subject: 3DLib - New Lib

X-UIDL: c031a50e61dbbed37695d9ba6f078af2

Hi all Blitzers,

I would like to inform every users on this list that I am working on a 3DLib for FPU and IEEE and, if anyone would like to help me in this development can write to me in private... any kind of help or suggestion for this new lib will be appreciate!

Work already done:

- Create/Delete a Obj3d
- Add/Delete New Pnt3D in Obj3D
- Add/Delete New Edg3D in Obj3D
- Add/Delete New Fac3D in Obj3D
- Rotate/Move/Scale an Obj3D/Pnt3D/Edg3D/Fac3D

Work to be done as I can see the lib

- Texture Mapping
- Collision detect
- Everything about Camera/light/Shadow

Roger Beausoleil - vision_fx@citenet.net

Blitz\C\ASM Coder

Quebec-Canada

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.43 Re: 3DLib - New Lib

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

Date: Thu, 26 Aug 1999 19:09:51 +0100

Organization: Pagan Software

Subject: Re: 3DLib - New Lib

X-UIDL: d66fdaeb2f435acc7454e239e3ef86a8

I watched as Roger Beausoleil hammered "3DLib - New Lib" out on their keyboard...

> I would like to inform every users on this list that I am working on a
> 3DLib for FPU and IEEE and, if anyone would like to help me in this
> development can write to me in private... any kind of help or suggestion
> for this new lib will be appreciate!

[SNIP]

One quick suggestion, make sure it works with Mildred...cause then it would whoop ass!

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>Visit us at <http://www.pagan-games.com>

<sb>

<sb>SimpleFTP v1.3 - Now available!

<sb><http://www.thehub.u-net.com/>

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team *AMIGA*

<sb>

<sb>Do what comes naturally now. Seethe and fume and throw a tantrum.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.44 Re: 3DLib - New Lib

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

Date: Fri, 27 Aug 1999 13:58:49 +1200

Subject: Re: 3DLib - New Lib

X-UIDL: fbb724c3216f6aca6ef194cced857604

On 27-Aug-99, Roger Beausoleil wrote:

> I would like to inform every users on this list that I am working on a
> 3DLib for FPU and IEEE and, if anyone would like to help me in this
> development can write to me in private... any kind of help or
> suggestion for this new lib will be appreciate!

Neat! :) I'll look forward to it! I'd like PPC support, and maybe support for 3D effects cards with Warp3D.

Awesome- Anton :-)

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed
for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.6)
<<http://homepages.paradise.net.nz/ants>>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.45 Re: 3DLib - New Lib

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Fri, 27 Aug 1999 01:43:00 +0100

Organization: Satanic Dreams Software.

Subject: Re: 3DLib - New Lib

Encoding: binary

X-UIDL: 461a8b5b19fdd8715c572220520c34e3

Hello Roger

Hiya, Roger... ,on 26-Aug-99 you mailed me about: 3DLib - New Lib! So I ma reply`in...

> Hi all Blitzers,

>

> I would like to inform every users on this list that I am working on a
> 3DLib for FPU and IEEE and, if anyone would like to help me in this
GREAT! NICE ONE! If it texture-maps and draws in one command
even with blitz it should fly!..

> development can write to me in private... any kind of help or suggestion

> for this new lib will be appreciate!

Yeah as Rick said, you should really get it to work with Mildred,

I think all you need to do is a chunky and planar bitmap render
routine.

> Work already done:

> - Create/Delete a Obj3d

> - Add/Delete New Pnt3D in Obj3D

> - Add/Delete New Edg3D in Obj3D

> - Add/Delete New Fac3D in Obj3D

> - Rotate/Move/Scale an Obj3D/Pnt3D/Edg3D/Fac3D

>

> Work to be done as I can see the lib

> - Texture Mapping

> - Collision detect

> - Everything about Camera/light/Shadow

So you using the original? How comes you want to work on this now? (just wondering), do you keep up with the Amiga?

I've just started learning ASM, so I probably wont be of any help,

I'm not sure how many coders on this list can code in ASM..??

Good luck, and keep us updated with whats going on, this could be the most useful lib since Mildred ;)

It's just a shame Blitz itself never got updated. People on this list would probably give their left arm for version 3 or even the source to Version 2.

(which according to the LibsDev DOCUMENTATION was always on the cards.. And that the crappy .BB2 file type was going to be scrapped. :))

BTW - Looks like we are running out of lib-slots somewhat..

If libraries were being written in abundance, this would have been a real problem. But as they arn`t, it`s not ;)

--

Rob,

--

MAILTO:loki@sds.in2home.co.uk | #ICQ:# 27181384

#FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.freemove.co.uk/>

#PROJECT INFO:# Minimum Safe Distance [####----- 45% ish complete.]

#HOME OF:# /MorrisTheMaggot, BB2MUIUpdate, TimeSwipe, NIB,/

/CTTM2, BlitzBFB, Prefs2000 & TMS. And too much other stuff./

[What does Bill Clinton say after sex? "Be home in an hour, Hillary."]

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.46 Re: 3DLib - New Lib

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Fri, 27 Aug 1999 03:43:51 +0100

Organization: Satanic Dreams Software.

Subject: Re: 3DLib - New Lib

Encoding: binary

X-UIDL: 40c8b11d3bec67b00b591bf8400c6962

Hello Rick

Hiya, Rick... ,on 26-Aug-99 you mailed me about: Re: 3DLib - New Lib! So I'ma reply`in...

> I watched as Roger Beausoleil hammered "3DLib - New Lib" out on their
> keyboard...

>

>> I would like to inform every users on this list that I am working on a
>> 3DLib for FPU and IEEE and, if anyone would like to help me in this
>> development can write to me in private... any kind of help or suggestion
>> for this new lib will be appreciate!

>

> [SNIP]

>

> One quick suggestion, make sure it works with Mildred...cause then it
> would whoop ass!

And if you dont know what Mildred is,.. go see:

<http://www.stationone.demon.co.uk/>

If he`s closed it, check out:

<http://www.blitz-2000.freemove.co.uk/>

Cya.

--

Rob,

--

MAILTO:loki@sds.in2home.co.uk | #ICQ:# 27181384

#FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.freemove.co.uk/>

#PROJECT INFO:# Minimum Safe Distance [#####----- 45% ish complete.]

#HOME OF:# /MorrisTheMaggot, BB2MUIUpdate, TimeSwipe, NIB,/

/CTTM2, BlitzBFB, Prefs2000 & TMS. And too much other stuff./

[Relaxation?? Is that when you take a laxitive over again??]

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.47 8svx sample compression

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

Date: Mon, 16 Aug 1999 19:07:34 -0500

Subject: 8svx sample compression

X-UIDL: 44e28a44db183a0f886e4d1eab9ccda6

Hi Everyone,

Does anybody know how to de-compress - or have some docs on the fibonacci (I hope I spelled it right) compression format used for iff/8svx samples?

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.48 Re: 8svx sample compression

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Tue, 17 Aug 1999 01:29:36 +0100

Organization: Satanic Dreams Software.

Subject: Re: 8svx sample compression

Encoding: binary

X-UIDL: b34434a41ff0c22d648a823b822087d6

Hello Curt

Hiya, Curt... ,on 17-Aug-99 you mailed me about: 8svx sample compression! So I'ma reply`in...

> Hi Everyone,

>

> Does anybody know how to de-compress - or have some docs on the fibonacci

> (I hope I spelled it right) compression format used for iff/8svx samples?

No, but have you tried www.wotsit.org? they usually have everything...

It would be cool if blitz could load them anyway, the compression on 8SVX samples usually gets a good ratio (usually near as damn half size on most samples).. Please let me know if ya have any success with it ;)

BTW - Thanks for the info on searching into libs for commands.. I cant be arsed to reply seperately ;) I'm just of to do a bit of mootching on ya site

;)

> Later...

--

Rob,

--

MAILTO:loki@sds.in2home.co.uk | #ICQ:# 27181384

#FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.freemove.co.uk/>

#PROJECT INFO:# Minimum Safe Distance [####----- 45% ish complete.]

#HOME OF:# /MorrisTheMaggot, BB2MUIUpdate, TimeSwipe, NIB,/

/CTTM2, BlitzBFB, Prefs2000 & TMS. And too much other stuff./

["You're hit!" - Dawson "I got that part..." - Richie Ryan]

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.49 Re: 8svx sample compression

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Tue, 17 Aug 1999 20:54:01 +0300

Subject: Re: 8svx sample compression

Encoding: 8bit

X-UIDL: 129ce081635c905429113aeab5f6f162

On 17-Aug-99, Curt Esser wrote.

> Hi Everyone,

>

> Does anybody know how to de-compress - or have some docs on the fibonacci

> (I hope I spelled it right) compression format used for iff/8svx samples?

>

Well I don't know the file format, but just use table of those fibonacci

values (16 of them) and then just repeat this pseudo code for it

```
dim table.b(15)
```

```
*fill table*
```

```
read first pyte to "sample.b"
```

```
repeat
```

```
data.b=readbyte
```

```
tmp.b=data&$f
```

```
sample=sample+table(tmp)
```

```
output sample to buffer
```

```
tmp.b=(data lsr 4)&$f
sample=sample+table(tmp)
output sample to buffer
until endofdata
```

--

Sami Näätänen
EMail: sami.naatanen@dlc.fi

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.50 Re: 8svx sample compression

Date: Tue, 17 Aug 1999 19:21:26 -0700 (PDT)
From: =?iso-8859-1?q?Wiremu=20TeKani?= <tekani@yahoo.com>
Subject: Re: 8svx sample compression
Encoding: 8bit
X-UIDL: a6983e69dfd9efd8173ec3579c4d7bd5

Hello, Wiremu here.

--- Curt Esser <camge@ix.netcom.com> wrote:

> Hi Everyone,

>

> Does anybody know how to de-compress - or have some docs on the fibonacci (I
> hope I spelled it right) compression format used for iff/8svx samples?

YES!!! I made this assembly program to use in blitz on it called the 'Fibbed'
library.. It can decompress Fibonacci-delta files VERY quickly. I'll get it to
you ASAP.

CU

Wiremu

===

-----Wiremu TeKani-----

EM: tekani@yahoo.com

"Die soon and fail"

---AntiSpock

Uhu glue, yehar woo, Whooo! Spew, through and through, Skew,
I only wanna be with you, Girl you know it's true, Tree trunks
jibber jabber joo, number two, Dr Who, Winnie the Pooh, Ooo,

Do You Yahoo!?

Get your free @yahoo.com address at <http://mail.yahoo.com>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.51 Re: 8svx sample compression

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

Date: Tue, 17 Aug 1999 18:51:44 -0500

Subject: Re: 8svx sample compression

Encoding: 8bit

X-UIDL: 2d579a81a4fd704b40c6e004158591

Hi Sami

On 17-Aug-99, Sami Näätänen wrote:

>> Does anybody know how to de-compress - or have some docs on the fibonacci

>> (I hope I spelled it right) compression format used for iff/8svx samples?

>>

>

> Well I don't know the file format, but just use table of those fibonacci

> values (16 of them) and then just repeat this pseudo code for it

Thanks, Sami. This looks like what I need - I already know the file format and I have the fibonacci values in a "C" source....

If anyone is interested, I am working on a function to allow Blitz to load compressed IFF samples, and also properly support stereo IFF samples (by loading it into 2 sample objects so you can play them both at the same time in different channels)

Later...

--

Everyone has a photographic memory. Some don't have film.

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.52 Re: 8svx sample compression

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

Date: Wed, 18 Aug 1999 18:21:39 -0500

Subject: Re: 8svx sample compression

Encoding: 8bit

X-UIDL: 672bd35c7198f052f29f994c3347e412

Hi Sami

On 17-Aug-99, Sami Näätänen wrote:

> On 17-Aug-99, Curt Esser wrote.

>> Does anybody know how to de-compress - or have some docs on the fibonacci

>> (I hope I spelled it right) compression format used for iff/8svx samples?

>>

>

> Well I don't know the file format, but just use table of those fibonacci

> values (16 of them) and then just repeat this pseudo code for it

The code works fine. i am amble to de-compress and load the samples into
Blitz...

Next problem - the de-compressed samples sound "tinny" or distorted somehow.

The original samples are nice and clear. I am compressing them in my
sample editor to test the de-compression routine.

This is not the fault of the de-compression code, they sound the same when
played with Play16 or loaded into my sample editor.

Loading them into a hex editor confirms that some of the data bytes are not
decompressed to what they were - for example, \$FE in the original
uncompressed sample becomes \$FF after decompression.

Is this a normal affect of the fibonacci compression? Or is my sample
editor not compressing the samples correctly?

If this is a normal "side-effect", it's no wonder that you don't ever see
any of these compressed samples...

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.53 Re: 8svx sample compression

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Thu, 19 Aug 1999 19:16:04 +0300

Subject: Re: 8svx sample compression

Encoding: 8bit

X-UIDL: d925140cae465346f5f202c100ccdf9a

Status: U

On 19-Aug-99, Curt Esser wrote.

> The code works fine. i am amble to de-compress and load the samples into
> Blitz...

>

> Next problem - the de-compressed samples sound "tinny" or distorted
> somehow.

> The original samples are nice and clear. I am compressing them in my
> sample editor to test the de-compression routine.

>

> This is not the fault of the de-compression code, they sound the same when
> played with Play16 or loaded into my sample editor.

>

> Loading them into a hex editor confirms that some of the data bytes are
> not decompressed to what they were - for example, \$FE in the original
> uncompressed sample becomes \$FF after decompression.

>

> Is this a normal affect of the fibonacci compression? Or is my sample
> editor not compressing the samples correctly?

>

> If this is a normal "side-effect", it's no wonder that you don't ever see
> any of these compressed samples...

Well fibonacci isn't very nice, and thus you should use exponential packing
ie the values instead of fibonacci should be as powers of two

-128 -64 -32 -16 -8 -4 -2 -1 0 1 2 4 8 16 32 64

I don't remeber was it -128 or 128 I think -128

There is a packing program in aminet which explanes this much clearer
and have these table values. And It works perfectly. Much better quality
than fibonacci and play16 supports it. I can send one muppet sample
privately to you if you want? (It's 600k)

You really hear no difference in simple sounds, but some "noisy" things like
applaudes are distordet quite heavily. But in reality of using this thing
you could use say 4/3 of normal sampling rate and when you compres it you
will end up to size 2/3 of the normal sample and quality is much better in
most cases.

--

Sami Näätänen

E-Mail: sami.naatanen@dlc.fi

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.54 Re: 8svx sample compression

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

Date: Thu, 19 Aug 1999 19:32:07 -0500

Subject: Re: 8svx sample compression

Encoding: 8bit

X-UIDL: 64af5782cac7b10c1b52fce378ab7055

Hi Sami

On 19-Aug-99, Sami Näätänen wrote:

> On 19-Aug-99, Curt Esser wrote.

>

>> The code works fine. i am amble to de-compress and load the samples into

>> Blitz...

>>

>> Next problem - the de-compressed samples sound "tinny" or distorted

>> somehow.

> Well fibonacci isn't very nice, and thus you should use exponential

> packing ie the values instead of fibonacci should be as powers of two

Yes, I was really only concerned that maybe my sample editor was doing it wrong.

I really only wanted to support fibonacci compression for an IFF to WAV sample converter I'm working on, since it is supposed to be the "standard" compression method for IFF samples.

I've never seen any fibonacci compacted samples other than the test ones I created in my sample editor - and after hearing the results, I know why ;)

But in reality of using this thing you could use say 4/3 of

> normal sampling rate and when you compres it you will end up to size 2/3

> of the normal sample and quality is much better in most cases.

Yes, and even just using half of the normal sampling rate produces the same file size as fibonacci compression, and still sounds much better.

Also, PowerPacker and StoneCracker will reduce the filesize of samples (not as much as fibonacci) and they don't harm the samples at all when unpacked again...

Anyway, thanks for the help. It was interesting to learn how to do it.

>

Later...

--

Yours electronically,

Curt Esser

camage@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.55 A CyberGraphX BUG question. (fwd)

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Fri, 13 Aug 1999 18:31:07 +0100

Subject: A CyberGraphX BUG question. (fwd)

X-UIDL: aa82e54bc1d6db315fa7fa4067e645ec

Hi all,

I received this from someone and thought I'd post it for anyone who isn't on whatever database I signed up to (and have forgotten about ;)

Maybe someone else can help the guy?

*** Begin of forwarded message ***

Date: 13-Aug-99 19:25:44

From: Emanuele Cesaroni <emacesa@tin.it>

Subject: A CyberGraphX BUG question.

--- Forwarded message follows ---

Hello member of the Amiga Programmers Database.

I am Emanuele an Italian coder and i am writing you to do you gently a question.

>From about two years i am developing a game, a PuzzleBobbie clone, named PuzzleBOBS, a AmigaOS friendly game which is able to exploit graphic boards and

other Amiga expansions.

For this reason supports CyberGraphX and Picasso96, but while with Picasso96 and custom Amiga screens all is ok, with CyberGraphX i get a very big problem.

I examined this problem and now i know that it is due to the replacement done

by the Cgx team of a system graphic function `BltMaskBitMapRastPort()` that do not allow to do blits with inverted masks,a blit allowed by the standard amiga bitmaps and Picasso96 bitmaps.

This blit has as minterm $\$b8$ [(NOTB and A) or (B and C)] but has the same

effect of the \$e2 minterm [(B and A) or (NOT B and C)] (in theory should do the inverted action).

I tried to do all the 256 combinations in a Cgx screen using the BltMaskBitMapRastPort() function and i saw that i get only two types of blits.

One is the right blit trough a mask (\$ca,\$e2) and the rimanent 128 blits look like the dest=src minterm blit.

I ask you gently if you know this problem, and if you do if you can say me why Cgx do not allows this type of blit.

If you are not able to help me, gently i ask you if is possible to find somebody with whom i can speak directly about this trouble.

Thank you very much for your attention and availability, and excuse me for my (very little) english.

Bye.

Emanuele Cesaroni.

emacesa@tin.it

*** End of forwarded message ***

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

>From the moment I picked your book up until I laid it down I was convulsed with laughter. Some day I intend reading it.

-- Groucho Marx

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.56 AHI the revenge!

From: Chris Deeney <chris@addnet.demon.co.uk>

Date: Sun, 08 Nov 1998 00:52:21 +0000

Organization: personal

Subject: AHI the revenge!

X-UIDL: 45a654585aea9e1081ff9306d0146bbe

oioi,

Right! i know this has been covered before, but, where's that blitz version of AHI (the library, - the one thats easy to use), ive spent bloody ages trying to find the thing!!

If any 1 could help me i'd appreciate it :)

Cheers,

Chris.

--

Chris "PrinceD" Deeney

#chris@addnet.demon.co.uk#

Powered by_

...../-\MIGA

/#irc.dal.net amirc ungabunga#/

+-----coding-----+

| *Powder Burnz* | 0000159 lines | 003% complete |

+-----+

| *Critters* | 0000465 lines | 050% complete |

+-----+

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.57 Re: AHI the revenge!

From: Daniel Allsopp <daniel@thesnakepit.demon.co.uk>

Date: Mon, 09 Aug 1999 00:24:41 +0100

Subject: Re: AHI the revenge!

X-UIDL: cd035470d6595ea9b2080703a637c374

Hi Chris,

On 08-Nov-98, you wrote:

> oioi,

>

> Right! i know this has been covered before, but, where's that blitz

> version of AHI (the library, - the one thats easy to use), ive spent

> bloody ages trying to find the thing!!

>

> If any 1 could help me i'd appreciate it :)

I'm constantly working on updates for Paul Burkey's AHI routines. There's

quite a few features now. Sound panning, surround sound, Master Volume control etc etc.

I've got rid of the 128k limit, it uses its own routines to load IFF samples and I'm nearly finished the WAV decoding too. Curt, can I have some WAV information from you?

I'll sort something out for you ;)

--

Cheers,

Daniel

<tsb>E-Mail: daniel@thesnakepit.demon.co.uk

<tsb>URL: <http://www.thesnakepit.demon.co.uk/>

<tsb>ICQ Number : 20783863

<tsb>

- "Windows 95 is Bug Free" - Bill Gates in 1995

- "We fixed 5000 bugs since the release of Windows 95!" - Bill Gates on Windows 98

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.58 Re: AHI the revenge!

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Mon, 09 Aug 1999 02:48:52 +0100

Organization: Satanic Dreams Software.

Subject: Re: AHI the revenge!

Encoding: binary

X-UIDL: 318de47e6dc9d0c6242a2b39a74a6d25

Hello Daniel

Hiya, Daniel... ,on 09-Aug-99 you mailed me about: Re: AHI the revenge!! So I'ma reply`in...

> Hi Chris,

>

> On 08-Nov-98, you wrote:

>

>> oioi,

>>

>> Right! i know this has been covered before, but, where's that blitz

>> version of AHI (the library, - the one thats easy to use), ive spent

>> bloody ages trying to find the thing!!

>>

>> If any 1 could help me i'd appreciate it :)

>

> I'm constantly working on updates for Paul Burkey's AHI routines. There's

> quite a few features now. Sound panning, surround sound, Master Volume

> control etc etc.

Cool

> I've got rid of the 128k limit, it uses its own routines to load IFF

> samples and I'm nearly finished the WAV decoding too. Curt, can I have

> some WAV information from you?

>

> I'll sort something out for you ;)

Me too please slash ;)... And whatever happened to the anim stuff? ;)

--

Rob,

--

MAILTO:loki@sds.in2home.co.uk | #ICQ:# 27181384

#FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.freemove.co.uk/>

#PROJECT INFO:# Minimum Safe Distance [####----- 45% ish complete.]

#HOME OF:# /MorrisTheMaggot, BB2MUIUpdate, TimeSwipe, NIB,/

/CTTM2, BlitzBFB, Prefs2000 & TMS. And too much other stuff./

[Mathematicians DO IT as a finite sum of an infinite series.]

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.59 Re: AHI the revenge!

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Mon, 09 Aug 1999 19:49:22 +0100

Subject: Re: AHI the revenge!

X-UIDL: d00f7ae259b916474242fc7e2f6f47fc

Daniel Allsopp churned out *this* drivel:

> I'm constantly working on updates for Paul Burkey's AHI routines. There's

> quite a few features now. Sound panning, surround sound, Master Volume

> control etc etc.

Hi Daniel...I remember you were doing this ages ago, and I was bugging you
for AHI pitch changes...any luck with that?

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

Good morning, doctors. I have taken the liberty of removing
Windows 95 from my hard drive.

-- HAL's first words contest winner, judged by Arthur C. Clarke.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.60 Re: AHI the revenge!

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

Date: Mon, 09 Aug 1999 21:52:27 -0500

Subject: Re: AHI the revenge!

X-UIDL: 04372934b7c1e569fdd214c6c69fb48b

Hi Daniel

On 08-Aug-99, Daniel Allsopp wrote:

> Hi Chris,

>

> On 08-Nov-98, you wrote:

>

>> oioi,

>>

>> Right! i know this has been covered before, but, where's that blitz

>> version of AHI (the library, - the one thats easy to use), ive spent

>> bloody ages trying to find the thing!!

>>

>> If any 1 could help me i'd appreciate it :)

>

> I'm constantly working on updates for Paul Burkey's AHI routines. There's

> quite a few features now. Sound panning, surround sound, Master Volume

> control etc etc.

>

> I've got rid of the 128k limit, it uses its own routines to load IFF

> samples and I'm nearly finished the WAV decoding too. Curt, can I have
> some WAV information from you?

>

> I'll sort something out for you ;)

Well, I have a couple of .wav docs from the "Wotzit" site if you want those.

I did work out how to save a loaded sample as an 8bit-mono wav, if you want
that source.

Unfortunately, loading one isn't quite so simple, since a wav can be 8, 16,
or 32bit (and apparently anything in between also), as well as mono/stereo
and can be compressed in numerous ways...

I haven't even attempted loading one ;)

Let me know if you want the other stuff...

>

Later...

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.61 Re: AHI the revenge!

From: Daniel Allsopp <daniel@thesnakepit.demon.co.uk>

Date: Tue, 10 Aug 1999 10:18:50 +0100

Subject: Re: AHI the revenge!

X-UIDL: ccca016ca229d4a143dda68ff3366757

Hi Curt,

On 10-Aug-99, you wrote:

> Well, I have a couple of .wav docs from the "Wotzit" site if you want
> those.

>

> I did work out how to save a loaded sample as an 8bit-mono wav, if you
> want that source.

>

> Unfortunately, loading one isn't quite so simple, since a wav can be 8,
> 16, or 32bit (and apparently anything in between also), as well as
> mono/stereo and can be compressed in numerous ways...

Well my current load routine for IFF samples handles 8Bit/16Bit Mono and Stereo samples so I'll give this one a go ;)

> I haven't even attempted loading one ;)

Hehe.....I'll probably be jumping in the deep end here.

> Let me know if you want the other stuff...

Yeah, it would be great!

--

Cheers,

Daniel

<tsb>E-Mail: daniel@thesnakepit.demon.co.uk

<tsb>URL: <http://www.thesnakepit.demon.co.uk/>

<tsb>ICQ Number : 20783863

<tsb>

- "Windows 95 is Bug Free" - Bill Gates in 1995

- "We fixed 5000 bugs since the release of Windows 95!" - Bill Gates on Windows 98

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.62 Re: AHI the revenge!

Date: Tue, 10 Aug 1999 16:23:16 +0100

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: AHI the revenge!

Encoding: 7bit

X-UIDL: 6de174529c812f3b7af0701aff0b9ed6

Curt Esser wrote:

>> I've got rid of the 128k limit, it uses its own routines to load IFF

>> samples and I'm nearly finished the WAV decoding too. Curt, can I have

>> some WAV information from you?

>>

>> I'll sort something out for you ;)

>

> Well, I have a couple of .wav docs from the "Wotzit" site if you want those.

>

> I did work out how to save a loaded sample as an 8bit-mono wav, if you want

> that source.

>

> Unfortunately, loading one isn't quite so simple, since a wav can be 8, 16,
> or 32bit (and apparently anything in between also), as well as mono/stereo
> and can be compressed in numerous ways...

> I haven't even attempted loading one ;)

I've been using Sound Forge XP (Windows app) to edit sound data lately
and I

noticed the WAV saving options are huge. I think WAV has become a little
more like IFF where the IFF standard supports many different types of
data.

While IFF supports sound, graphics, palettes, anims, music etc. WAV is
still

only a sound format but it can contain many different types of sound
including WMA and MP3. So the WAV format seems to be a wrapper for lots
of

other types. It's obvious that you'll have a big job trying to support
all

different forms of WAV.

I think the standard PCM 8/16bit, mono/stereo WAV's are probably what we
all know to be the standard format.

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.63 Re: AHI the revenge!

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Thu, 12 Aug 1999 03:18:38 +0200

Organization: M2 productions

Subject: Re: AHI the revenge!

Encoding: 8bit

X-UIDL: df9b4c9bb358d2c3b9747338cd72a82e

Hello Paul.

You wrote:

> While IFF supports sound, graphics, palettes, anims, music etc. WAV is
> still

> only a sound format but it can contain many different types of sound
> including WMA and MP3. So the WAV format seems to be a wrapper for lots
> of
> other types. It's obvious that you'll have a big job trying to support
> all
> different forms of WAV.
> I think the standard PCM 8/16bit, mono/stereo WAV's are probably what we
> all know to be the standard format.

Once again, Microsoft successfully ruins a perfectly good standard.

Greetings,

--

.---+-----

----- / /__ ----- http://www.m2p.dk --

/____| Productions

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.64 Re: AHI the revenge!

From: "Oliver Marks" <oly@enterprise.net>

Organization: Private

Date: 12 Aug 99 18:13:07 +0100

Subject: Re: AHI the revenge!

Encoding: 7bit

X-UIDL: 566655bbda6f1dbb3dae7488c194850e

Hi Curt,

> Well, I have a couple of .wav docs from the "Wotzit" site if you want those.

>

Would you mind sending me these wav docs please :)

--

ICQ#: 33315204

Url :

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.65 Re: AHI the revenge!

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

Date: Thu, 12 Aug 1999 18:49:23 -0500

Subject: Re: AHI the revenge!

X-UIDL: a6cba8eb5e815bcff0b892dab74ade9b

--BOUNDARY.1748501472.2

Hi Oliver

On 12-Aug-99, Oliver Marks wrote:

> Hi Curt,

>> Well, I have a couple of .wav docs from the "Wotzit" site if you want

>> those.

>>

> Would you mind sending me these wav docs please :)

So many people have asked for this, I am simply posting it to the list, at the risk of getting everyone pissed.

Ah, well, it's been a while since that happened last ;)

Anyway, here is the .wav doc - have fun, everyone...

For future reference, save this url:

<http://www.wotsit.org>

Have a look - this site has descriptions of every file format you can imagine...

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

--BOUNDARY.1748501472.2

Content-Disposition: attachment; filename="wave.lha"

Encoding: base64

IiotbGg1La5mAABSUAeAVCP5JgAADHdhdmUuaHRtLnR4dOLUHCiDmu6yNxx/6nz4A+eQQE4+w5pJKS1bqj7QUkkNM7VuoNJ9ogYYgs3fszLavLvHd3ZJOzX8bv37//9713eZhJJKWrd1tvm3zj6dvPg5AGI5O4DqCUEoIBwgEEA6jgg6kkq5Qz41d3v377tY2218vD/L5GeWWZrPLRToirwdHwMlqZEzKfgyr8A/0yquimWfMySXNLXFMKySWhm3yxcjT4uJkkVcWRnFWyqzTpoprPCckVMra+dIGVnHLWyltVE11ctE9WNIUWjS0ipiraP1inkZHninnbNUfOTnsjPTnCGZYItyNp52aaNk0VLLNNE7OLw+Znn8TNUoaiduJmmaKs+c7kR6XLLI2bnZZU0ftOzTTR1bVUECChj9M1MWiplecc+P1jH1bFhesFSK3XF6m1Dh66GRRx0WThbqNDWaWxlE5a5Won1edrOKetszPF5/vBiMedkVTJpa6wuTZ5JYp2cfPW11FMjacmC9ZwlVTPNLHTRVRlr2kXUpg/l/JM2OumieWNnCWzHp6S

zvM3U8bQ2vPRJrd4HRlguGPPZP6qsOTB4z8Pp59LasHCzxbk0vqayYcVZEON5ZZpmcbVZ4Fy
kbVHTKPGKDJxdVdNkddlKMUT5jBvkZwsyt5WN5q6Y18is9ErZ4qWsnodb4qayqdVYdVFTIzx
Y2cdlbOXPKGXau7TmwyGSiOzQ2evGeE9/BpHfBVshniqjim3Kq+cL6vxjwWCBHcRsiuoy0TT
Uco43j51QjRFOPxCSI4qow2hWqC/uezRxtPSLc/VagD1LZVnosmkKQt5GzledMUivTjL3Gsi
kkVmxYsH5vd+nYuhAEgUtWdObdHZDhR+ZZLS3KX3vYI5TMmDi8YdgjxmcXjZtytxs7jOH0eL
i4ITLfkWYOGaqg8I1Vv5c7Z2c9FjKmhHZw0OmLnDaK848RIUvzBVRGRLIjiM0jNtuTNkxmZ
elkfqMFX3/weDFjVhUofjM3jp54uOZu4eEkdzAS+iynohUcs0kuXKI1mZaaNF0AK+1Vkwel
UIx8tdWDxhEdAclyRTWHrBB6GJtpVrkr79X5lScTeCf0x6t5loxb2/wY2buNm9u7qe9EIWZ
Hcqr6A3z4R5snV1WmlsbZfG0iZu8zNxisU3ebd4T/neP+O93Hsk/JTminl+ZGfBv0zpcakmB
V4ff3DUKR0eNFuE26fQtC/v7vN3+8rz9VC7E6g8sUqxKhb9Fk1coWRY6Lk4d2CPdMGwj63Eo
2O5tsVQpdy5p0fdPXidyeWWmodIimhKF4yKp0ntS+6I/OWdebKmOaIJa5HTi9/BgY/+91jO
8xndYInGcDGb7GbzGbr/v/i3PX/fxYEh099nzsmq42a/7QPh+f9HA/nQNm93Wb3cZvcAgfZv
bwgdYz3mM7/83M+3sQxWmu9M0cnuvQb53f7T5d77FL/7rGzf4Gb++zf3mb48P3mb3fZve6ze
7zODEzWbrN/3mb48P3Wb/eZv91m/3P4JD+5URFPPm/a0O/53fTv9vn8H/Ruf+90aXk/Q+5QK
2qYuCYr6YtMYIZfE1+GK6z2tSQW73XPh8S3uEoCUu9+lv4rJTPW6/vt4cuitmHE6w6t06Oi
euKWcVttBxnBPgbv8QwIzNw6+waoZoVvw88cMLk0CLsbBaQiUI06TH0dKeFiC3iqY/jEqFY0
TI2lnpqLnIqTUD0KXK4IHGjTWmNGPu0UORZfEf9OrzWwx1UCkblInFyWwVu6BjUVGqOKdQRU
OCOB5cvGNakzItIvDrb03H3Ah6K1cR8mNja43JSI8Spt/fPxF0rjSNDAPoYhyVNi1ipXxyH
rsMzIlii5AnYk4w+Vgq0WBPzgoC7CbeVLRgRnnN+1/b0NOaML7UeeiipMqakLnIcwQV7Stq
NL1tFTC/XMNXvI6NMqX2kQF2HYpk50ueuwyXdo5aj5ONMQ0fse9FhIUHXDJCGSnKqF1Ks5eJ
jAXILOgWl4LmPpnrokaWrtfVzmzOvitlEx224280bUVdVDPxOkTWQpGkOvop9tsYORnoOeOH
5zN5peMMs5Rnm1tnt0JG8wgZ6+Viqdl8C5w74tuLKFoT5vu8Xl8rM4di2nEGdhjNmZEt53NV
n2i9yOivPoa8YKShR8Fz6FyKcHwwn8CNaRHuHkUDQm5JRM6miJO/D8xs0SzphqQZgmmQJq
ahIsurWMAefNM6G104b6BfTDGc1ly/mG2JWieJGiC0h/r9v9g+dWGJ0qefdW/wGtTmpos0jL
NZ9xm0fK2r/spFQw6VB+w8Fq+zr7a37Pnel9vafPd9jBljtByxqb7Wr7Orlvn/Z2foGdPjc
xz2dmaiv+3s/pal184z62eEY6IzREzgfQ7NRMszn8w3RKqF1dxjv3ejDODXQqEaggIjoTR5Op
hRQupfhjooGxyKto2D5Ui9EkOltlkyH1DjZ4q1jJGoBK+2thEJ4hDIFO8e47UUw1B9+HIz70
6aEUJx+EwTQRB2weER0UVVjphVuFMI+cnUI3Jsd3dyLCPjhSueveccFnFT0wdBAaqVzQY8+
4Fe3BpoN0jNsTZfsnv5CIXkKXVmzQilRiyUqJXZyM7UA3xnHFsB6P7qcWUaoEGgupku2guc1
2cqQV66a7NzcXz1qAC5/Y6xC6ZkXj232pLeF1XTds7qZ5qcKpO0gcQ1rS0aGC7yxc+IUAXv
576RQTjOL3g+I10np86fofoOBuYBB9Hqt+2YXBqUBBUebZPKAZFtlblzpAeqdyhvI0QHwQVPg
Qvdaffos1Qu6E96hMTOeNs9ViUv+UtJaQhsYA7AEgFxa2m2aUKKTlNvgWkGh69IMR1cgxDC
nqlOU2MM8ugXLsuFkVdctdhsSUcpiCgnI/y5LA+TC+KLDiyM+Q907ZwlqcEAQwclsLEHIsX6
/Qnk0vs+cM6uz2cD8Z3u3er8QiEmuu5BM+GqqiOVIoUoz/FKdbriFjQzLJeJ5Tj0hMMza1Ct
q3gcZwDxuiVaTYJOCyG0TSiBGJ82ZAnh4BBgFcmMCZnf4h8jW6CFoeptreS2xAMIdX44o85t
vn4koliKuzSsCiBmN3OXBb7wqg5Gi7nYkFWg4r1E3xNUXKOPkoSU8OH8tlJaToD78d0wM1C2
65Z3W+RARK3YAUDbVdvPP3trJ1o1KFM73e1fYv1AGK2glggybo01uDKHY7QymJud2IbEb7Fb
p9wDC7VLVEzyrx8WhYnDiRbKBRenVZmzDElh7zpAqznHQxMqlcII7rHY/qixa56tFPqLauc
DK0Qr153NfQPm5DCooM3FdWILvLmgCpMznCLxRU8+M5NWXcqOEKQ3+2jZzkQIE1pnpyM85Ae

ml2POQh5BAVMtQLmP/Z4hkwQFhnpMOMyYFkuZ50z0UWN3w+U55REuwK+gSxeIpwyaDCZBo9Q
6Xkom5EBIkibSQ3loVpmlYInac+m3q3fDITqxnXavCXGHQF5HPGNMMZPbRP8ZcWJOvOJozNK
ZmdFCQqNm8I0B8Qwo7RmxW1i5jEuSPE8I3tHQhm1CWPPpPwPugYtMNQmKnGzf2qtXBGtdkq
VrdWfaAL6veLh+DfUH2I5uKn52GwgQcK8U4Hs+EeB520ucFlbNASdvxaRkU1VWJW08/i8z6
64nQS0V00XcSsDhlcdSvI0h0wkNibleLD2/UL3C0qC9q4NvxEUCEu3Bv+73vdZt7vN7vl8vl
xPq2Z5c2cywqx4v33D5HfPkd/d3d2HkEZFf46pmvR7Y/EQyHpnvH9jpLXNPowKBQqj2/3e79
KJ7vrQX50Pklosqm53Czq8r7kOe1IDJKNq9umKeMv8r5TffVQj0KSk03Q03xLREPlauEmaau
GijSMdCoUiHgq0VOUJK8UCMNngMzUc7WoK7OHFXEWKYZISNPSMhLF1O+/B8rupuU8uINAHX
1jLvBGO2be/OLPw3TQ141nPC7DPOR2SYzaqXc/K0nXiO4U1+O3I0gWB161C0sq5iEE8QJf1t
StIDkosJkOrhVIOrLjY+Xi2JaH31Hk7Rhx+a+jhyPQhTZDEXFTaU0DHAACXzdDRbo5xYfyrV
N4fH4jU4ksjTe81JEk8e8ff79s8WP6VI6EVSineNfrLHCGIi2OL+lCko3ARz/ghfVPe+Owix
H2IUBPwIXv9z+CF156WteUjfd0dsBVvZVx/cwLg31wkqLBjhdLCKmBg/kAV5g6MRhcMZO5t6
SZuWvc/CASYAQJw9UkLOevS3Q4AUTnwVS4I9v5m00EPF1VukwIpHAgMZv3LW6VLL1gQCMORD
vKwUJ1Q/TdtYK8MBqE9knS/syXGkW7gvapy80uswmnQaUiej3EiK7pw3JrKheeU4+T691HR3
uIamFgV4ARqhISM5kZHQmyOSD2rO5pLq5CHh85xGd7dGWhuj/G8B56BwGckbYnfSuigt9n/
4ARbgH6H//n6fh9n/xwJHhCPPP/3f+/697t8NQNx+3/+Bn+jc+z+/j2ef/GhAUsHfTeoLhG
WuEh/Ui8vWbKWbn7v7uQLV/+HuGHUy+izDgweEXBoG72PUIi37pNhFgVMXdRiktRBWVaCPx
ejw3ZISiaDsdeF2YxEVUe/+mH1QyH+6ID9UQf5oYz5H5Ypv0xDKHMf1RE9MNJWj8sViRGX0d
lgwD8F+Xo/rqXu8CmkVg0wXjitzh9yaOgCAst9Zw66IxS6IY62LG8YA16fSWo0yv38ed0INV
oa4fJ019Uz7W28+linff7luYrkQEZOgHdv43EK2xBaFsjJMU9CEibWtJW/FB/n4VJuIcNONp
jGm6bh0S82G3YOX76trZwdABRxdEyM/1D010eVKQbSAHo0seh08jPjh2v+7gdSb/XwQKZqJ
5P7UF+rgtSDK38XVDtGAjabTOok6/RTe5VQFzm6Izvhcdl6S1KHnnL/aQrwbOI0OSYWvgRNr
Uw+nm4FHivPSmbZTPjvwCuh8aZ7o5le+ErQv54dM0XO2TC7Fdav0Aj74fEgpyJdIp2prAJ7b
qoRJS5c1ifOhXl/46t5x+hfecgmY4FuoCzMuDiyCAEicqDZQHxqHIJIDrSddIkaaMThKfXzr
3cSzDE9QKRkdiJLLsFkd1TkAOF4/g1tX6avjHkp0yVqmP/Te1eSvx/G4p96/8v/rvjFjePO
K/Q/zvs1/nkT/tXxuJfev/LysG/48EOiW239xNzS9qb+PWtoNhWiejTnonBzva47W8VZEqs+
WLSrYOA8ju/7SGuOdw5dbJ84Fi1WI7gKtJVvY51Ot1k8on5CFpHcgquy7i9tdtdTagiNyTJQ
ltcbWXSxugwRkFceFx9KlwWsAUqyEqLRmc66L+L1qLiSfQcAr/WwWb+vFytLuLfx1eD861NE
/FafZwcWPjOhhfbPx18HaXTX12HVj+XJND8eD9CYfYnTCMZB1aJFwQuD9qifYp16sfrVe3MO
+xYfatYwq569n4gEmpZr/Eer+KyKT62Q+tt+H9C///2E2p/B9dyu1WUoFQFU+5+x//74Cf7GE
w/Huw/HvfvY71/j7WYflZ1D8XtDRh3euaJb6vY0T8n2/vax622dWDO6sRssnnA80xR+pBY9c
tjwXFmU9AD27KnDTdUMdUnRmQGNfqbyy1OCS9RJD2cwoH/PQumUgZPg+N+10nBRcdBL8wNNW
VKYHwVkcIUUBdtlCvvgVs9UNhCQn1uNuVtBSEGjK2x555fxWNqv0dej20ZJfwuodXicX9rmY
PLLhjZXoJdpKkGqGImDj5ELca+qtAtshYMiutvJNb/g28uivE448kaB7QHro0yxD3ESckDVg
K8B+VZLy3ZdcCRhEqqsFzY72SugOM3jZ0FJCG3AvoofgwudltcuaU9LFZJLRflsOvqoNwYMH
+aRuUOpcmvF42bQtdm0Iyfc+2qej4zfeVwcaQPyenye+506DjVQg0JqSuVXPIqpD6uLx5Gfb
9zBgr59IP1y76myOtn+wSajmb/53W+AfsRPzo+n0AeM8CZPhGIrfs5VRn0xZj7NpJqni8vic
xLV9a89JyqWCoWHtj7fB4eTN4THj1+E7oPDNRH6uGYfH2/beW3BPQ1Qyde+6atxeEAhOUvOi
mUuRAkY0i9UjdJB7ghSHEtq0q1L8bnKI5PwLEcGplx8yHruEvLwpKfa0N5foszk9mjjE8RE1

UoUugdhMQccyhqZSaisUi62/fd57qMh7dDdqHQVLIx9RixahBX3kIqTFHGMod2XkmyFhWhph
KMQOA0C4AfEqHoJIEKyGqB6LaLSWssGSunBJK05uLpCzSLE5UKJaSpBgS5jaDfvVsy3SloUs
rO2krH5juvIzhdU1NNJWSXLID5yQpIXQhNbkIeLSNh5c+zeTU6Tft4Pw+O6n18prY6lU6jMs
89WNhw1NUQg810QHP0GFhDtamO0kljiPhBgksS3p1LV7E2KYZMHF17fNR6Py3dHUtf9z006V
D0/exY1rSrKKlajtlGJiXO4y0uiJWsqr5CfopYPR4Kw7FFMqa7YKA8wd0OiqfrJUtrplG7aj
3pGvUh+5WkC6LMjMnBCyVytiPWpvP0UN04u1sUK8BKAXOZzkXV4zfUgsm2pr8lXbXyB2Plyk
PpPwKlIjP05Sjnlj1skIiYcKOrUISVI3JJCJYzr7YiR1SZYum3AqUyqUfootrSWyX4AO3XRR
idbe6U1yM8bQJAt4i8zYlnzQJtjtzMzUAmLnUUJgdnbROjOMJNW1Ihhhq+2Im6O37nRDk7Fk
yq1R9PFKwMLOTnywZ3rq3LeXhexeJyJOuKE9tMjeQJhqvAZk8Qiz6/Su2jjGb0v75SEQahkc
T/gxHZwhontQF1G6lpYacu+TrAcVGlf+QzpwOXBDvLxBfXwocH6wwlGuiJmyKbZiU2kfCZLC
0KY1s3QqNOs/LGg+Xq2t7MJaaV6PZgMa7mF2MacO5eOtrly1OyV3Af/GM0tlsh7s2XSQ4dRa
plavhbTX82JaGIMrWISSRA4P83n8SdQtnPe3t3f7ofrv7vd3Vx+O53AZAs/k+H5kFwxhJzZ3
VJ19W6yC9WdeGg9WuqjStGQqI4RZVLsnVwV9qYYBESUKJkoKG8mBDgFwWgsuS+ylCH7vD5mc
dhs6FmDqvo8oVbgxoBkp7hGdQLEH3qi6eePnPIA820E+zEGiyW2m9DfxGCV1fvQxA0ojBIZN
ExNgMdkBRZ3hoND8ueiZ80fv4OiAb7d+PYs9Vv7uaT+xAccEC+nv7aJH22bevJJZ/nZ38WDy
VGaeUSWDBMvQt8VRBUgfbfD6mHAI61wcF1z2bbc2MzOX7Ma3AXHW5o+qYkjnN9/rfX6Nw1Cf
T7j/T8lceJ1SnWqfREWVC16d2pTLhTi09dfQWXXmS2ds6UVyu8O/+Sdqyh0TiG6g/rfTFMa
Q8KV1FRZA3amdtE5FGT9ts0iH69+qvk6ljroAKmwpB362Wqmpiu1nD0J1mj8+1brMsdrNSQQ
/+VphfqCSgD9ej5Q77/4PANH8/j7dH1cQS3Pu/To4400Z4xI1DBR/Ro0D0xDsKWemgXxeMw
NOAqLqLJJBrenNKUPSfnhXtx/Wk9LdAeahY70pix+Ln06sOxSykAJX5Zj+j0gD5Put0NTqIA
pvZvxLXVvynwkt+HD0Zbqyw20d7gZxTeurqBfnTK3PIFnemLn7Yz9UVi2uX3iz6k+ZJOH656
Fdi31dUhDsGKhMCe1XHa5i8QSS54R6S1QFs35tWfdkwe3kOQRIQWDQZRNlto0SuzBLreBpwa
tbqsDI92PkVeLYKtc8p2Sb2mndMeh6RmSS8kq7e5zs7ebH1dD0Dlc214sltHnppXgL56qbl3
lG9gdDOKlQzNaavC7E2E3V4bLqY5g9FCFNO0ht5LP6j4OFACRd6RUvlqn2naYfHFib0Bdroq
hMOLW1TXhta5pp9E1D09VHTABtBvTLuB90rRk5yWQwVqlV4NGy5ZR9qeDhU/ay0UTfaZ8rSk
n4TppqATFSYEQ1Nbt/RDUNdZtvNHZSuf6YrrBWOjEiZAI/2oEDib0WLquifOY7CfGJ8J9wB+
MRKodsmACH4paaEeQ44onMNJCK3yAC2/MGO3gBxbOB+tADrtiYAgumRoPULSaxwp3NyZb5W
zOcSIO5IZuWJHPtnTive5PnLEZpcerUADZYxn6pTop53be9VmnSdpuAMcJvPjoxrvRZ4psu4G
sHXGISrkm2DW68QduQUrqaY+RsScbHS3ID+EzNEcj2w4pmdDoFNELgAKifWB4/H8mr++0n8h
tAiP5qJNwcpUFpnJSIUarD2SRnC7GQUiDFrCJIHA2VLW5ZKJ35Cq3F5fKBz6osaqHiv214MT
6UIghf2vtDV+kVwOH5S/08PhcyB1WfdWw0QXX6zDFtVTT17SrRV19AnNmgd6Rf4fgJp06pTU
zaDU5tobeBwExfwMEFmbMM5hXTk48pbIsqbe+gzCWhvawic2eUWnql56Cii3TOk6bt7hDsNR
2QoXLW8an0jplJHkAH/S1ZrEgstkYOYEWGfhsTF4rVyy61YuTGwgkiCTVCAfMXQFC87YkxqK
s5eYgTvPRx0SCnVmpa4LJcrB880JQDpgijDUv9JoTVcnxh64RsODB4hot2495/XZjzmEV9sf
DHY/bLwn5MOiKn1CfIUvnIm42/7i3lh/0bVHQEE2IxClI05HcfAdV5FzTwCdlxhP1wiiXDXy
+tiBizuBfZaEAE6tcnjS7NCPDzjVumLyLtzS5ZIBUEXgXiCAyOKNMqBAEL22TBbBfQ9Be3KO
fk6ScvFIdeMEXSqbq+fz0VIGV+C7K8yxxuya7/JT4vQa7Wv50uV9fzrgUfljZDIhPTJ2WDei
XQDgRCw4SoZ9+9RoGAuIlJetcwW4FIeOq0t+p0WJw7C8J2DXBG9RHkgC59D03cdD5He4H1XA
fFX6wOh7Z37Xzh11cenS/7HU5bYubonMKAeyHvm04QJA9GHD1Qu5GehrqJyvvLsa3mHq9dbz

Dti98AHalkNRF3upJYOZtpSXiaC4/U2zLa2ZBNEAd0Ogg4xJtSA7Zbcit+LPdaSfoSmp5AQ6
lqtCTDPI7f8hrtnG6T4VeSIUBojS5YcRfEXarG28iunhZH4xwHtshvEyoNPSCRWnc7/VDOne
psKhYEjxnYTCnTgykUKaEnUHQZUE2HQ7WzaKOi3TWwHuiSyqyLdWCLYcYbLTWqsW5Q7Tk6pt
/LpJejszFuGhq4nY2Iy8fzXnQ1kcgSaF41bc7pMFHYkG3wuiOxvg1E0h2ViVA49bL03X6qI
Mbuz6NTRnUUXRi4cw7bGziDk509NujSLHR0Z4X/TB3FyUSyJnCPNu78wuOmLSYij5q+SODqT
bN5bym1y3VY9UvkMy0ZpYvUAQRiE2sfpwOU3tuMIpHV1wR9k96b77rlbp8kz4H/p0xf3z/J
W4d36avgdKSkp6qXoWujQ5ALanUGO5FslcRIntit4+30MaBFyUffqWt47MceddfCq8qU6UPS
Om3OwMzdzYd3E9zPRNZ/W5njPvXyHX2a/2tY1uxuUr1sR1j7y4AfaotT8bWol+Nx9SJorwP
T9NLF9goKqRh15q/KOrI6E9hX6sgDIz7xxd67HnJcNIWSiOwgmMAiXQTHsFojItHHLmsosdM
WT9Y7A7hGPldrYKUhOvcM+SzDqYbhc6GNIJz5opnaosEz8b/v1B5+sns2zUrbzJ8eNQI64XK
xuFd3DN9sTe9q4bFr7NNuLO42CucSvcOVy5LEBouE66iWbnQBmpp8o0h/VPRy1fAkmOazn16
TRIOdeZICcIRnh5Kfgw0TguQgH2tChuKsARsm1V0MzmlcJPAzHEK+/AxRt0eoDBo+I4GBiO6
xgyHofGC+0YG1jANvzisg6oFufQhUPc8IRg8fL7Rg4pf/iMHQsfvS7WXf29f1Zr0O9g0RMe
a/iyVXBExd2lrXDWIrC/LreFd9fNY0wmLRi1MeHIzwtjiO7ubuzsKFJBevP7MUTxrfYzVZ/5
mz5joPLo6Q4FMd1zhDujD3zOGaA9qrnnNILcE0hQGyYoIFG+vOQxJzbS3jibXytU8H0LZNt4R
N/EseUz/jebIAeaFSAhKYEc0z0cmzdJNfLSaWMUxCVV3SYA9GvaK6hLvBr0YU5uHxbemaqt5
MzbXmiu0X3Y2NTaZVGGbd8KCxdG/IDEnusMVKHD9WnnbqKKaxAzKqv9e3KVQC5KMoQ3PNAYW
50wJ3Z91vuwPs0ptkdjBhQeO1ruqta92fIXtsKnVOFzx9sTjtA4vQ1R5S+N1D/dMJUo5K/dE
LaNaKdN7vb19gEr9G3+7olZC37l4raYHov/cA+/EkpGv4/ujUFiNPv8b1+/9gGPS2d4BhqOb
I6KQ4EazUlrOgik/QipH1SKF3NWocZvarZSYXbiAwQZVOwsulDNeZ51hB9znHoyTV/2PVdgO
XMMfXJVx3bjUW0810SVhBlff6ca0dXk64ksRo51ttLglx0OgD/TA4hhB19WSU7x7twbrWzqb
dt/JShKshMyIUNBNwarrb3o/q3NBiRtFJga04GwrdZy/bKE4mwhZhnsOjj7W02xP1y6FyuUq
gPYwINXGLKtGiZyRTWIAQbzslQelSnQrCguMOGTJte21OvXlJkESpmnTNRUo9o0QGixmiDM
OO3BeJIBE0JaBbEQfTNXstoV4jwPEj8E4xWpTmlOSIs6VVvE/HYWEfSNf00pOvIM2VOnauSv
MuQQ1i6qDls5GeOyGiIuc8IcDVN6SnnWV1Y3r8gZhU+Hgwpm6NaEVHf7RnyaBVLQ0MNakt3/
UH+B76xmOEQWbewQzxOeAb7C3/ui7vDKif85ypzd+68qeHtf+cqx1K1Mqt9LmH4uyrXoF7cr
Ip1/8ysno99GVj1Xd393raa7K1hx368rTsvq/1ZWfVYh/rysn8B9WVjBU/+eVhDg/syr8HDb
bMTeHNUxHb9n0XXG281bMM0XG2ZxQfOdo3C6pKWQdNyVv59Jv67082vvk3xQgSoC4wbOQDDO
2B/2ohDyoeZ1xTIfirjaJynOvQ9RoDeFL+0z+Qyb+ULSm3kfX+BnDAyXcB9REsjqrfR4w7Bd
Co1KopgBD2ce4tNHC4uzTc2W3DDE0uKwtnLEsvERrpf4TrLZ5vN0HlmCgCsO1dlyJ17y3fo4
wD4JPubKanYO9tD1W9Az3uRRcJ8sPxGvnNZI8KBPomRaGjNVehRzND5rqMctPShDpmXX28Lj
hvDBBe2LUnTcUlcwa/91uhqTYLFPoj+EhbJrUhe5Uzgd0vv/kreLYJ8C/oLA+0fg2jXytrZ2
1yV8PUwx52wIwRfAT1382e2fzZ5op6nNfjRUfhRK1rtupHvhOuaY6oGQ4RSKfYfvdjK1olUT
vINTzVuEILiKyKJhFLf/4vGl6g0C5sOMUBxk5YUCusM1fMQ1jizT0OF0iLaZGfC9NFmy4L00
iS+CX9PcH6fgetbuu+n14sTxA5+IoMkLXvCOOBXTLOqVXT9YPiNGHoCrE+Q4AxXXrwBrvU/P
gB9eAD67//RrsR5xXGT5/SKhK3+07f23+ClN+N/genStm+ipSQPTEtrdLTa6BOiJwg26km66
elCFKH31JPS3Q4dk6kxuvsbKGuxSykFdMUqaJ70ghoaf4bfqwnIjX/7b3uQb6Lq3/XboMTyj
7/0dSEjrev5JoxwE024oS2nfDq0Gdtv0pAOT/wwmnUhWqjJqgDW3+h2PlfR62bqachjZqs32
8zjY+5YkH24zuCBhN0zZQIPxmgOaevXQHt9L/7QGPbX0BUQZ05/KIXNaC5TVFqSB/IIH0Ai1

jrm57XnOIXr4L0jxT7H3jRk+OJa+JxJ4mLMgeQAK+pkImmaWNKyfwM8NlbzhKikbQEVyQXyz
4V10q8L8bWEPmNTCbrRs4v9mkUeFoyvO9U2ikNHRyW9HQ9eijGpF5Cla/ZB2k0CRMRx0IA2ok
pp1r2DhV5QE+O5G0xT7jAm6g4HROspBH0kY7LLJ+hLLougfRZd1e//hC7b867ovYIh+eyktv
PyCcOk7SPL4jVlp59Xx/FFPmsiza/I8csUwCrtnuSN87vI9tuU/t9NukM4/yt0/wt0y1fXP7
rObfqExLVE1mjilCqduKkdcvO7+q1fFrjw6aE018xvsHjTzKsV/CdWG6bbSs2dxtj1ipSXwo
ca9gTo+O1fTMYcwTS7w3IglABnlvOHreHjQ5VWlguuimwThAVfpXTiIVzpWiMmbDHFprX6Y5
hwO4f3KXL03wjRWlclkofuLEfqYp8DPIAq04FCOZSKqs03ObyIqJlyxKh3ZnA3E8Er3ZnM0d
oPh3VSCAKL+7MzZwVGxvk9TmThiqK+SUFAE0VXB6czeSIipXQmquBfRlx20W1EQoUQX9Q/P+
SStfUH+5B50zvY9yRaRC8AfrElOa3beVqPChdO+2SXyD8gy5gyD6XP6DyEGIxjr00aFCYQKv
KK+Vc43JRCBgeJKEKBe0/4duof7xOrrrYVAPdFUYq4if5ifSqG1+JAhXuMpIbaWaEANZ5uLx
8TpdgPCRpisIKHXDb2yXXzUHVsf1EYXMCT9q/UR/peMeSM9ReRJSIGgdQS+rGe1AHLUYAc
Orz8WoBXCcm7pyF0WhErbzB29drR4ayzoYUSN+C0EITMQdLTemKgvK69L9wn8oy0QTse/XYc
n9GGHYWTY6BkileotXcNmBCAHHhy+4/Z9OZIFz5Lb67num+qXv9d9XVAj+gY5+kY+/IMhuGS
PNFPZliTO+p8HZ4HnpoksW8v0/WqU+cR40SdvgGH77wleOc4mPt8Hzy1x5/LTElWH19R5vP6
fJ5UeN9P3qVS9jAnWoicJ9n3cbm4mmemD+rZrfVYntLg5u8v24OJep/Ig4/swcb4fOjddPN+
bzcLNxhpWofWJF64E8xvNq5LLzyHNv0X+gFHSofpWMWpA9Y3BnibgZ3mncZJS6FIMWr6d/ci
4E+3whbwdOaHkeh2CEtGPbFFYnbiV4GeTmFTiqXkbidhMGi6WGBGY7KU0DNSxANGULEzy5s6
vPoy9DKxpFup063ZkQ/QfQc7Pb3jgO8GK0PDFpGWS4Wr2Nc2YSSYGKmdCEWgqbbvNu726P7e
4E4Xxy5gIklojNv6XZFuAp9ruo7vNvcGLwQ1uByHAeQ7m8TD9coGpnmljpoqoy1/m5avPS1r
yXlCvuv/x3N7EhRPCxc4olhBrs1tb2FIAZTqvuoGT4zX1QT+3YY/awS9kXz/qRK0lu0D8Zg+
LFbac1xhwczrfGdaY8xHX1O1eBju98I1FVGpunf9AjAf3n8GLHcaVUvsZBfYk7cyHSv1BSDB
G7QjCezgmcGbsAwARKTmv4cWDe9ydeRqHJehsduAoth94XYAFtANZY+rkipiJg4f0nLLrJ1q5
Co1r5fFskK7ncybzP5Ph+Zx64VocoshwsN/f73u91m2YfN3d7vf97gtpyX3A9eqylD1EkdoE
Ep5c8sed0Db8dFMUI4/cfq6sbFA3VAWQ3Ri+W6kWydlq7dcZzXRICOYxyxOsycqvQu5w/VGJ
ohhhvEoFoFuJmQDu90y+UWCILvb/uuDQTTpGSFLJIOI8RWfvbt7CNV+rtgNyv+xNWmpuiWsw
LWabX0Wt42NdGcu5Ih7m7zd/dX+KDb3ub9vGbfd3WRk0iFiaK/0d1/o0t0gV8U1FoSCt8FTz
W9/GWnbtuFH2qwn3sOnA8k2fqYV2++uGGv5Ged99p2iOK4AKit1jPuFFV5ChfR29fAOmOim
Grwa2mLBv9weqP8ZToc1GXRiyuYN/un6e72fT7w+ng3er6VF6U+ZkINGINADb2h5R/XaxYB+
Ps9lf7BezS9dLmaRKxyywPqMPoP5XH9laLBVzzixfOMIaQ28RrFy8dKbUkUYHSFF2KDChWDv
p3MjTtPp1urduc5d5pIsDEptRZ8+jRVVly5GZ86Y9jHYG/wnSzd5P39zf4MmTf4PwZGaNcEL
OCCJ3keaWew3kneVu5Mnd94eQBRiERDxfQ6nfs8XLI6OOt8DbA0rvYvwLENfl1a6NbyKRMZp
LP92W/cfDwn2+nSthGui44zRIFTdR9wBZuSVNR4NBNV1chi/NWfGjcRzQwUC8uuB1+Y2OxGH
K/1cpslmdltzrgJ4oEubjCDUA4xa98UDe+dqQoqvQvOzf0WtTbm2VECvikld1N+zwlyjbb
z0KZqnc65IDmqGzbuyu996UoCdMP2aj73G7OEtPQvYzhzsermUfKaEIJHSB5XFGlpJ4dHanU
eWW6Att/QZ7RYKbQxZ87Rn2aeiyydjwUBYGb9jRTIHqiVeVtYPIKMLD5V0tgVaBAJ7GPpob
dn1wBdTY0IHOrx1KNzRHLHC5hwmi5wx8IWcZxIXoTUDQLXldfJF07UmHtRuCc2sQxnGD0gJj
CAc8MfbpA5NkbUeegYpaQmIYPZMF3X+h/X9oDSu5b6yA8Dxg9C/9/QWL3/B5J5L/26t+YZoQ
YmgeDbuvlf/Bg/9GWXY3PWbF6EMq+02I/7Gw7e01NSi/niq6zVK3KFQJ7GvisiXGYsyMOcbw
EIPXSLuJwwD2LqMuyykomQtnHfmXWr7CkV7DoUtXUeC1rz2DGPrYIg2cpsizbLaxwKNTcXpf

Tx+L/iy1FpLHhpuYZx6uFB09FHwwOuCPH6rpqNQQfaSHLO63mnzW51mItzqoTGz3ECRDgxcsvMj9NDFg3h9PDMK5E6jDC0ZneN7h4U/gMb9/Av+LBwbnAfcOVPTyO1uctiQdCk7PIemKRVYO Df3PgHkvoWQ13E+1m3q2T1p5SYtWNKIOztu2n6Up+30/Op7qGq5+5wGguOIDPQTn7igAvX+/ +Bxu4aZbvRODJa8x+mw/3b9L1eBFT+kTgwrazLHofPNkfff5GiqRllpAvreVQQ1wBTB7V7Ff jpxI2rjes0OH2ae120Pu00Wy8FOFfqCC3/EgJJDR1XaiyM/IXQRTWKVpF2I6d37m8rv76NRS 7TiOo4urcq/zIXmQA4X1nu3JQK+JbcvIUlgEv7e/PXJFYF2IDInEBuy64XiM9TW6aoELpET5 loGChIZLUL6Y1BQqabNIUe0hpeSAoCXDaVFC+dCkYEnzqjHqbzuwz6Zc2ZaCS7iPI3at4tzv tY8oQs92SgI63FV/qnFAUdnDLOIW+zNKNil4G8dQmBF7b7dTTXv53excCmIo68EFVIJYHDH2 x9F+U2rTIHlxcgLvtX1DGLpH6XIBbs07itAY1Vhdr/1/XC7reSupVoUzjy6yhyq7KSpfb69 ALvy2Rs1SMfnby/BaSN29kSR4gf9xI84kdt8Or+ckh6iRkbMIy220jbje1HHzoBuB1IAEcZ ACSUURqToIoFoSIEmkArTla3NqxmXgFs5mXm3d4AQ9K6Dp0l+ee++/ffXd5mYAASiSkdTU3W t1tfv97u09qntOcKsqnC11Uqc3eDOgOdB04U7vvyvayRttZiRF9qje5I54vmx0ckoS/fcRYJ5 X/vCOS8OXH0+n+YIZ29OnfJNZ00jN6PjAu56PSMI+GTCJcFPP6MtD2/RUgz1ER5SLWRHvAGU 9oZi91mVrLYJqzgLt5Y55Y+LPAUsRNmgLIwh1L8DqfWGGlqLkstp18mbmJK3tK0PL0Bib+kO IiVC/3NLoXuoFqKATI88kpYfSuxHgS1rgg9oEEgcq7IG18wTrrrZ+wix3O4kVzsdwAGHik4w 3TyuiEAVfkjxwtIenhsH1h5MHAY4Juk30S+nSpaassCUgBGRsPDISLbPTiMjRINTpJtPcW rKcZKCOpUOTLON19iqc0q1VSFuTMu2PEkhgEmzCW8xaoKLz7eM4/2qQrUXfEiEUu1GcV52L/ EiEEDil123F3X+S/NILTYXSBpDbo1zzFktyJPqquXDoq5+h/MNdy1bkNj5I8PL9mxKiJn8 UY4c/I501ZgSgZlaMok50GrDgMCKzQYnZIOcUxpWDDydKK0UcbH2HDpGEar5dW9ZcGhz0KAnk FpynAnTuo14O6hsWeTzLdkkqNqGqqLBfDogJ35pFIWOQzy1ra2r0UaVTtb0ZOhpvRs/wfWjp kYMXx8q5M0MX8EanutwKV5XcTlhTH2IedgNKG15ORoWLWL/QqaXYvXrHRItY6PZ7q9L9E5ay iL8QN8xa9rd87PTPDWgXkjIBklEgaIy7a3Mt+WYY4RS2e/8JcCYbO1tze8Ph1/swgTmmHUUF NG+4VQKjkcJml6vgwwpNWummaziBa7KW3hDvy5Mk05gJpJ8kCcSEgiBqKq+bDIPawz9URIUK C2nimMQP0jiHXnX5S8FuiX/8k2TLhCAMou1ItzIj4GGOk4VtIGJ5hcSgTPcPRAFzWSAeMSB qPpxgbXYREH1vD1Z+sO6ulLRDgeWhoNO6Q3AjWN6LcPa/pSrikBO5fzJBLVg4nqJGso1LsX/ GbK5r0WFrCMM9Mt4aPucRDIPp17iPJF6HIRyW7aS9T4UuN9yLwXMMvIEAUZjLHxwOBUQuIT KgDYsRtXRahhhYIS1dO5Fgk5jXdzxiFufHjNxxgV5GtyH3X3gAppcWJ2b26CPfmvI2/bUkc Ng2RB613thGMd7d3d0Bb7ad7vcBH/hmW9oWQu4I4fg1YQ8Q1ScKb3cfLKFS06D+Lg3PFu/0w 54D9tdscEZQumItNyw4CaZ5kUDUteQGzceG5RTz4ZGA6DcWh4e4mOvLazIILGisayhURCIIS UKj0zFm3OKxQQQu/ksIaxFkyogC1i8dMA3iQYZgKoPGZ2BjiLnAlCDtYHHU1tu2v0VjkHSMiJ 0y7a3viDI6g4AqmEnD9uLc4PBvzbh6IUQbMR0zn1tZXbVrc11nA3bShT5y4FIgBWt/mln0KD BCA9wHiw8ZJd47ta1G95VAKdvXakulx3zh5HQfjV93KEKWF1gxN8s+hxlkKKI90LUWwbGXN CAWD8Y+Wmi18Q4iAgCovaKQRdkqoqNCmNQwoKOSC4ITuCFIwJGHAFI5biNVso+VhSICxPYWC qvjGNv9G1C/6vIRb8Rn67HmAQ6qFAAi7h/nZP8d3ttAO8c/HGC1xEfBP2FoQdFQFTvzD5TYY 4u6QGFiPCXjLJ4ve9dogCtdK1UOrYsuGmUdLVv2rj7au8VvMxe4AkpwwHimINaLRIFqkrQXU 0BxrqiC/E6pXjoe00pnA4jzY11swI3VuhHOPsmv3zcKt+92KLuxRdyINyxdqKLaiE1OLYd7+ xc9H7sWkZb78XnixUcUWb9hHh8/26C/gez3ItntxbPaC7otnZMFiL3oou9/nxv1biEKz018z RSew7g/nb+08uz9/S/t7GBMcHFYObdrvRCKf2u6To4HVe12otrai2tmLa2ItN3otnvRbPuxb Pd/9oT/X1FAGL/BIdfnb07XXj+1/3Tn+xUaReoFEINA2qBvD4Vp40p7bwdfkW4vS9BhKWqJj

Un4DxLRbpAKYMISSyLIL+PgmXyHoi1Vqz93hO8uI1C4ftNBQLsSkva5yO51LvAQCMaVQLtKdu
qo2WEZwJdMJAXY1Xz7sIKaO+kNPrsMLagsqGn7c916bGpCJON3AuMU0CgWAIU7DxPKd2xYUs
Xs2gNNP8Pj+XfFDUYvyjrapHSHFCwB3MUzIKXCPO+K8aQVdeysG84o5/KluoJ8tNdxPBNNtY
y1YjhceQk1B/IvZqzbcmRB1Ele92T6QDzRy4X1FCRpCsmhWS6HneLqea6kn2rgTVIIqE0Q+1
kCRfGIKNhABiaFYptQVU7iRsN43GkCGj8iNk8pr/hJgW1Nk0JHSIHwWwHXgN4DU6UGkODNS8j
089Z9K281LVTHW1PMxX3EUapebZIDzTKNzCdsODPAOpFbQKCVkXJZpJy1JIWbcGvfquQ3bXx
veBHScgYRHYAecT8sorrEL04Aw4DjkoRtxz/SW1qFqNCnfkZESuPDWopnRXPPaVAGr+sfzKk
I63IPAp/Dai/H6v1rz1biujQit2jFFvEY+i9+LVOH1c/sLXSF8Q950LVr9nTu0PZ583O3Rs3
ext3GreDx753ar2dGref9O56EOenc+Dg8XxfdufrS157VpRBuJDp5XMG8PhMBo3EovTRXSot
vXtUlemaRYQnTlmw8qU8qdFSxn5pixPekyKyNWGq0VxtMCbgIAeYPblWurIcw8rUO9vKz1aa
Tbzc2xccpdpxTKGE40KwLsW7pENIVcCxwhEpjntxbWrRcS0RUVuXeVinEmB4mGLNkvbdraWq
HICfFrJZ0sNstbvSNuSDzjCravh1sta+cUT6BOBXrO9cNWi+R9C6Rd6koSmMpKiFkFcvwyXo
zFGSta8Hk+bVoWJuU/805LrJgVeNF0gUuw1ZDeYb3QlkLfcWnx5uT1DZpUgMLlyJZ4LbUqkZ
FousHD1rvLbywsbh1BIYK2u2KPysCpACJfKZsbR+RuWDFpAGMc4hZYDcVgKq+LwGOBfy3kj
a2cjr7vQV7b9fSdPFkYv6E5WJw/u4T7x4SKvb9/ChnVYYEhezhSV+n38LFCaOGCub/z4YBO
+SRwGR+rdxYIZ3Tf2IE7W0iBFH8NKcJXdBBO6KLy14cs5pPCK1W4BbSb1UTiSYKbn9Qoaidr
EnLlSpi5wzpiaXkmvgEo11zf9c8xI8rHykmgX2Kw70dDQrtleWWEMJm3mpN2VQMODTVQQWQ
M6j8oEAS/pX6XMDQwNoXq6cutKVImGleJvmmR7aNG9yA0uopmnrQsd7VaiZEovD3gG/iXu4J
4QOaSqXsdfZ2STAlrFe7GBbjZ2AB1bA/jZFvPCm3n5wWYhJQUAPaHTUgDXahK/0/982pprr/
/8+nw+n/xoJt/zcMu/uv/6/Xs9eDWdp/1/+1F+C59/74M+P+BLoVWSNMzCqUigpR/6cA5FJK
xWov1/u28HS/bnCOEXiiMOWi8Ak15iDJaBwMXyK3mSHACsfgPma9t1XBmookhQpOSdp6nLQz
uGQvDZ38o6KMpPJXa+jUu07Oa79vuoTgGWEg4oo/9VYk5+CzLBDRPTuEIGIK9DS6aD+jRUVQ
/RsYGCraCsmPil82pCm2Y1y1c+i0zcchigqRNRDLcfKQIz0U6aL7RzsnsTt1/u0Gzm/1aEL
mOaFS1/lwX2aFZwZU/iKibx2PCF6Y11g3GIzIKoY3Ed10alWy41HmQCbkUrWJ1Ih8JUzkkrl
bUcXfzD162+4qYtCNUHlnx265A+hcbibpd+U3j1FN09RprUi+iOL4tzw4c8LukeOSbLQL12
oXoNxNLx5U86mc//ra3BUiX7Qu6cJkW2WLZdwUkF8z7Dk0T2eAOI9UJSBcBzcnWqIFWjHjUF
+za65XAKyREaIUHfaYeruw7I21NwAyrHaGv6z6WeMYINmcI3r9NmzEr4/E16Z0/y79V4xKrv
cmzEf52os3zup/rPG1yZ0/y69zr8dp+xLNM99DpOtKbtPWNoLBWbHNk5ENOIKOzLFVxKcrj
6o2FQbrqoCv8iO9zVofNa32SI3m6SwDGo5FCtGK8MfKbno2kFFVHWVtrZrqDLEJkR5J7trAz
VTsbMYJyn4TotvT0t/a78tCuEqUPF86pr+P0dFSkHhwFiGx6/9rNNigBDw+NmB86xNE+Kw+4
kGpmbOsG5Kvjm0OADrWA/9E+yrkz/j2vt5h9/Oor0hYMXkXafMH6+iff06vrH9vV4Uf339h9
XaxRV46c/xF5LPFm+Iyv5Msd/6kQ+heH6u//EEw5+9ddXXaMs6AUB6n2/0r//cwT/ogl/x7
j/j3f3Id6fj6kYe1HT/i5IaIO7tSRIZXqSJ9ft/clj0Js6KGd45HZFjQ8xjveVD5patjbcTa
qPC5cYDOr7XOjqdUYEV4XyS+WtmloYBIsEyerWfu/MaWVbAkq8orEDtPgeSrCvACcIyJMAOh
qLJ5uoqacWR1FiltLc4Cok2HKpOcars31eIgb5GCF7XHKdljQXjqpdzBG00g/yMU0LzQDUD
hxKLS+4pAUPGZX1nVfc7Nq0TDYzYKhDIOL8oYAI+XV+bPbY9JBxNHpIqztpSjkLsh7AZR+Bu
mnNZcdQQQntUbmUbl2+jPwFtz7BwSyIJnV+z5QIDbtfQ3VE6ntqs0dCQw95o+eiIoKUYmfzB
wwUomrA1OVmFkwJjWqVb8zFFaAy99a+/vNj2acO6oPfv2ChaOfQM3W6uENRztyoHwYohb0mZ
v5dLPH+WoeVC3ZjO/W4sqVypDESUERec4Fn5xS4zaedW7Mk1FEpyeDKTmNUIUGIGtuNUYcOH

avgHBbKYNuN0k1bYtAGhzxt30NwPdM11sXal9smmw3ugm9W23t6uvHUALyYBvCo9lLJquqf
TCG/YX0rSFWxGzX74DYs2AQDjToOz+rgLEMLyOhwC50gZ37wK3cQO4cTltoZtFCh/Rahll/
qPL6g7JBZmo7EWI3oK13HxPMLS49zgcdYSehvWTW9P7Vm5ikd9scXNscgGeqA17heTKyKNXd
Dv2NmBdOsOQ3j6+nrXmoJD49VBaPLjBYnQWytVDxqPCbIlhP4sk1V1yQH6ZjFw/Nu5LaU6tn
Q0Suaitvqu9pc65n7fKuraSm9TfuPGpS49q+sr4r10xCM0NKqTkS5RV0vdaTCpfyNZs8QmSn
hGaZ/kN7CgMJdtePGw0TNjCwpj9bJJctEDns9RS/BrlRaFXJz7SsOxllm5s3FFGcw1IXMrsc
J16piCbAdfMxNjbJ0xKJpiengn+sxPL5mwYA/70zEuLDNe8rpd7/WsS2KL526+eSfi/pMvO
HWfVL3PbruaO39ku22j114a1S4Mw+2XlJ2BalfJpdIPD+0iGVMY3UNnJRzITiVDJVFpezk8
CfHo5jFHgpcTu5p7ufpZ5AJWkqQA3cgDFRFQS7S845hTGrtpkSdUW9Z0Q5YEKUZeIa3eTaO8
r01nEbsXyg7NTp7w+70xN/RUQRHNlxfkOJDvHHNSJ5UNureQWA8rNjQGn9hIm1J1C9TAeap
erZzDg0c9NCxJW1SVFEMY075O1o8mTDLey7DWMLlofj0FpFoUUz1RV18wwuBAn/HNjuIQlw2
STzCFIh+iNu1PhLktzcxwhx0psdyRHvtRe6PdIOdrZRKRjH/Vlx3kR0kgFyGhuyZC5G7U7FzL
GJrhKo1k7vLq/hNCYVI0zlk1IHBhP7or363Fi9iOIdI9iO9+ZKF6DDA/6xAP3I1sXdHPOKQj
qjGZ0OcLjb09mGUx8aJuHHeZwym1GPmji8PrcAPMLOGGt+c10kIKn1UTDNdWOELTf50SkbQA
3EuhReRZ8CQ118K6qyGtMiCuXY1DJ//cTOgKr3pmradtNUmGISEdpeeVTvfqWuedEfSWrRoJ
zDYzOWq7ZZHFgabBcV72FKMQfG8BUyYml9KCKJB91ZaT4ujkQgMO8aG7yvyzBL5pL9xHKVcZa
oNTIG89fRuXjZY4Rp4SUjjFPJZAxg2V0XtvRVoX2DDSCwf49H7o8P4/+mDtRef+gfnARR+f9
Hnz3VjmwLAUPoytqoFY6ATj1/unKocyMi74PwXNLQNNf/gCDk5IBKdgP50BB3s8I0obekQP4
P36F+fsf9qB4n9Yi8VyomVbxafB2NnT4dq1a3OKblYJK6ZjCzBIImnf8UnHLjR3Y0pS6HCz0s
bYNBD5ZcmR1KmutS3KskdS2SbE8HlIhepuburiKA03mpkfQmM/PHhoWvVdm3aY3MpMaHddkV2
lQwsSupgAluMjx9pCfZzckxg5L17iLt8c/PomzUZJL0oh2fZMfiSQsbImBvcsELSGdm8khsA
0TYGpXzc7kohShZoPLwaM1OrWb9U9pL3nREAGUM228ZVEfEUarymEKiqbtTyaJybLCG17BpU
xQzEEkK5jGfS4qo6t15p5ac/HNAh3DdoblTMs4rJknmyAIJdoaJz6tnxTX5cHOlbb5paM3GH
bFSTWoMCEDwn5ZKu9dQmoh7CMxxmNTC/fdMOFJdgO3VSaYKX6NiS+v/SmHq1srqS7LMr3olG
IdYBAWAOQIZY1VpKVe85c96StG8F8dJhZPOUbu3345/KKLaf2JX4IumeJPKyh1NGCmWaiVVP
y9beu+2VaY8kjVTOAchF6nFkyzjQyG7Z0ySUBP7V009jN1siw2mMLEHMDtLvaCat7KqhsP1J
/Mpk+Qul5slUOYoVMEFQQ67a3GyDXkeVbQ2OhjbSjv1Xoqi7a9d3r+313r7e117LLf6byRyP
z6sgzcsL3heGeIRqDePrpjXi0qAeMbqnFFJZccv5MpOxJb5OVWhfFzNeqOIq8a0tUTaPUDKL
wvlkhZaEPP45J0oh05fGW+GtvM2rvDBH05sXJHRDzS31iyr1QekO7z12z3XWRPyKVQ9TLcwG
YchrzR33BGgf6xKlzTaA8R65EQ2caSYHBN/ZcfdFoLTDiOwgj4MIH1688ngbX0s/kCiP2bVs
orqdOZLPZC+aVGa34RCV3NfCmFhASPsECSFm12E1qJqjL9P/2vO1Ij+r/7Xnaj4/V/9r/IF0
furxv9dqCnoeV/j7nRkYJj2rVTVheCgJGxxeSOGXAdyinnCMaQQdRM9w0St1IrxOXaTmdJu2
jRx98V8w8+pu7kRck73c1FmrLRtNpSQdvBcd9NZNIVXqwjFcVMAEN3K5Qs6chr4u2pJ9cMmg
hDjSkhs5k2qhwTCCs8FSJdkdt3FJeJN9eOcc6MIJc2yYMEt6UQW8LU/o4HMY4SUFA1/G3eZ0
mmoEV0EELQKgbWxBKEzabjDM6QejpC6LG5Ip6vfvuS19LWVZOCUF9+/ObqNktq6m/vF2LwPS
K08ZXjXEYi4Zztjt1JQJGsG/A8ewqS5MCEGyYz4Uve0YnW+Gfl0e2ecN2ZSXRboOF2HyLNxf
3Pl/4aukzos0WsXQ9guj7BdL6RdNpbAksNFd23yyIZtvUotwv09Qtoem/xFtHk7zpCvpNEdE
+J+9VpgSmZq0tqhTYSIkLzPBtNjEz/TrVsggFQuqgze7F8LOvGVSwzjzFGmh9SvEYZYZowWP
yxppQMIG/oV/sn0tqjOmRllGTdSIHWMgBAksVuORJ5yAVgnuNftKm+qV1iWgydoSWSaSU0Jd

Lzi6bnIGuDFrLhAO8KmlxbxocFmyGLTHhNvwsF8JXojDNU/rUL9QRZa6qhrr8jVFw6fHQDW
moF5RXseNllc7VHdGUQJ4zHp3974t5plQpBLY1rLCWW5CRemrwtfIKmMNa2vnsnhtSymqAkv
oT3TcyVQQk5zqJy57Jtbe4G24tf1S2iTD51Xq1Cgxy1wrDJZjhILjzQA9JO83euqLZ/EfvIO
pb81+SD+W9fiWsvPvc3mFZwvk+iJf7FZ8la/K1bu4L+5pmoZTH6TTKqKYPPhluBK4RfG1G6jU
Rzan1TjvXo9sxEOaOe+n1dXkt4+yQ9qv2B8toLcaD3ejOW4CCCcd9AIfWpu2k+iXHIMzOOir
G5uswwrSt6+z24GYy2pj+CuBleOMt4dWusu6TjRuGupeXDws2GtnLbhrRIGhVK2ctIvzGmbm
axPeMXnCp+bPlyUsD4oK43mGbXuR4sodSlcXz5Af80K2r5ZCL+O9oFhygucRNTAotZ6Xb/Gp
szCTIISsBD25Z2D4M1TrnDsf11QfsqbfVVC9fmzsXV/q1c2rXzl0T6W27elaCSnUpD2Wq8tM
z7j6GksaMRY6z0Y7fRDRq8g7ROhp08Fwy5LmDCONZiWxrT41IZWhnrT5Y3fBG69LOqyOcjQl
qg5Zj/4QzC826ALLQ0TUH85enkV9+FK/4pmjM5ID7D8B4VTHowuzowHwshN2IFhUKCyGvGnh
blf+3E+NOipMjEy5AWePGgmTfypU/Of9YSKdFzWxwaexLfhfoUdS02hT1sHrp7RrKszYsY0H
6yIYuHo1UPhJPIYoWjx6dASKurDPXRbtHf3NSEAZ2BLQFCLxxoA5NRklhEUQblo0g9koWheu
+iex0VwjIEsrg8fRmEAYVmP39NcZDGmuQ3vFwcKVyFdcfDBUdNcp0VyfRXfZq4E2S5gLhGpu
JduHiAIRlx1+Acrz4Lk14+TP4hhOUdVvS08+fEV+Zp/hd+P2RiQeULxjhP0byrHfkdP1ggD1
V/ZRxxX9sJPQm9rYAmEAbxh/IuL45nViYWRyXgYU4sLmHmccZET69s/Nqx581M+iFOmjr1C
QzukFgLEpHKcktlzKDMThIVCMVpwaBYzSe543EVnNG1krzObpfrh9SDn8l/XF4OgNKexJUq1
c1oWLwkBVdCQ53DkLr0vZ2vdAXdLfvjevAe793YVBasNtZ1vDMalhcxB7foQO9QLrJJe5s5m
lSWvSFs56pA1fQByW8jfGts9nZ2NhYH9EmKwKv32unTF6CkjW53Ngxl+x3AN4eJz97d5ixSJ
BPZMXTw1uYpWecwYkvuDaYCVunSoDhJrQo5aHSSmc5TkLnM3M3LG0WvToy8fHJRStnC5RyUZ
4o2OKYzgUDbqjknpg++HSzTDirJZlwaFQsffLvsKvdOD109Jr4HdGzsmB1HCKXblkaOcaVdM
C8i45BxVplbxb47wezuXQewdaL8zYXLHhHLHpe/C0Fx+Sf4PrTMyyQ/iuOlko/1TCeV3AsF0
Pwpnck6xJTsBYkbO92/Rf75bi2YtYtOiZO71a9b3cWsdas9yowSj2aGNHiQLiFbQ0MGYxtCh
al2J9r01fJr4TIJagDfhMgQLYELW3FsX+JHJkHxV123F3X+S/NIMWw7GnWTuCBmlYxasRMk3
ah0634yaKufofzDXc9XchsfJHh5fs2JUOVShWhwQqAFormft77KvFEMWX6SUya6atk8t5om
y1S1f+2yujfrqkWTka5zOUQRILZcdd9pmxWWhSMWa9eykGnQI6hanY9MCIM5f9NI56wWbZ6M
ZmBaCDD6AWpG+0JnqjCvN47C+cIvUbTTCKCPJXoTiyqI53F/StrDld53NM2Y4OcQIsUW75me
ODJFFefGXd3m3SISJpfUoN37g7h6adfsEZTde80mEIZ3KFQzLVTPXjd2MYbyU21HCKDWcMv1
JbKkULQEkJ5FDfC84YIF+G7IWKMy6tC+rAQ7AOuv6s4ZGozcRxCQOxDaoidpCxZ13vRu2hdO
eAmJLcnNYF0ptVGXIQppjM6WQZEUj0G1jff6To1EjemtEqhYRPJsdMOI5u4QHbhwduBNchu
wPWsXQz0kJeiaLnmyqohALBLDyDKKpXBKbPHZbJNasc7hNJwzQrLFSH9esezHATwBB7UfPV0
j2mfkXtsIvtHtfSPaLXuHbC3mw8s3G/WPMDAfxHmEMbmOXqJTJfyRqMvIMhrAnxC3oreaYb0
oGjXXwZ0SQsaNnCKFKNZAUmVv6uEQ4UBkdCuZryyOiuyUdHuIgrIRtjkjyHWX8nFCGvKrvXD
zsizbg2WCQ1ZuUsKRl6TzS0U9EWA3oHth2IyfqZu0eGyAugpRNmceqHJnEWQo7KVGPiNgTY+
jo2SxuiA8dxS8enFnhhIvptFV/Q0itTfr5QdxzoXlQkY9fpgtCXGt+ObX0cRDNEil/EaZed+
Xvycst41PL3jk1mGsF5Xc3eD4hfdahI+vgd3/B57//edHCFaEo45MPBTHTloKTPxbXbR6vNz
j1PYnpntvTu3+29OGUVxUYA8k08ITR3haToCGoMwiQcQXsXxfITVYKRRMHxS8ctIaoVNG7jA
ShJlgXRci4B8B6uEV+dGKUQEwunwwNQPkGKjnEjv5apHGbtzxXUE5OvQRz2+2EVil1e6v1cx
asletmQhBGXJhM5GqdV1tShjwaoEJKHgwCkovHgi45MbPJB1418XM6DnxGuM2rcXaW/e7boq
ZMRlr4nBQFTasm11BERwqHo4N9VOt6MiYPPtp29zIqAihHgaiire09Xusp8cDo9S07JFqI6a

JjC1MhwKEFn/kQyBIHhVqkeUU5M+iyvWqSfhFPxb5SulaCIqQtVyDBrAiQuahUkvn6HJGJ7S
QbWqk2cRiYo+PHAHzwnkokG4STtGuGN008cikpvVwcoedchZIO3k8nyaaAz1pD+2Dz1UCXWI
fxVow4BCAjJgh+IwZ6sHCgm6egeuD+Oq//qDHqQO1B7LDfasK4hWnyly11HFJgSsR9IFADfJ
sWTLSTgzex3laspZx4Is3ras/NcjevofaJEae1cl+ajVhld+O97chTm6NqmgEyzosYRawnOh/
WIzcGcYoWyGRKa8rxThkvcmNC4LgWvRYQ4hSlssZQT5zS/Rvq2Vdbx2gRvqpYJ30RplErEA5
mD5ZZ32/Iw4pMTHIlwoSCuXOhDngmJ5MoOCt8Cy/qzww+xf2Quv8qbiPrif+BJg7iAvp8T2
dHwlbzvezmFVQaJvmo+RGU3GJLB1bcxh0pejLqCIUS+1w0TWRgnazbi4stKswm1bz8QOrm3
PZ3TWNp+2Z10e2wIEzuts6+JXlha8JvFCuuOKmXFJcEWFdfbnNpax6hcILGRcVm3bTcOaHe
GxLW5Fp8Zm3iydTQozIdmiTZrcCxVhz6KkW6ywa2Y6V+I+a71xXn00TRUzrvAdcMSzfTXoU/
a7dt15ZiT1Nysivt+O8rFmbq7RVX70EuX0oeKIEHzkbVEHooaGolhLvjtjgDg+fNF/oE/YzF
VqBP98ePKQWbZak/73u95+iJB2/boWx27oVC7jzT9itZW1HrYWlijKgKM0V97fSjvWj9yL6h
vS55LZ2N2zMYswQqgXpgBxAkk6G61GNLML2Q3AsabBA09PjGayTmlJII5kmg0zTKSWVdGzn
1W/FxmruogaubQ4U5PIXDIPRqZqNaSI083AiZrZclFWXVTJ75s924KjyL8mUUa6DRSJMPUEJ
0yj2D1bGyb6naPIEUxK+VJAouxg3iM22wLyB5ASwRZ/fNue+qsWjpn+12Lqd0z32dz6aJMO
C3Y9h1XvNnA6tU9PBnwXaMxxO+m4b3Gms8Hj31N3rKa3Pn/uuG/YDd/TcPNBEHQHbl1QSnLs
SCc7EeqmpPUv401Krijq511LqhuumO7m4FBwKyN9CaVVMLaThVHHzgUDp7vVsKSn1QtUxTR0t
YoIeredI/OWhktRGaCdcow1y76Z9Hqtns+K+22X4S3UmMHcvELLi2LeI2lVsaXk55zZ/26qB
u0osSIRO7grqMZTbrMMOI4clm0hMShOrZPqwAm/qs8DwIuaeLc393pBWD7oCdejKbnzcPx9Y
MaeoEvLa17Xi6cs/v/s3DxeLx9W4aKUR8z7nS+pU+ZB6x8+8q1c85/9tL7SoG8gAhxjxP5tc
DCNLSuwZawZHKQntT2ES7wUisFhz36fURJK0MOyVjyR7Kg+E4UYJBmlL6SABHTTWfswLVpl
2L51Jnw7YRGR1fBZt5NN5cAoXBxf+WL4zY9UaAIJCRZq8ZjBxjZD+UWsAnOBbWAY1tPECOYG
d99QP3A4x/yPTQtdelV2h/VesxDMIGBxaP0pB/ERS6ZHifjBLE2DZ++Njm2pZ8Wf9518PAIf
FUXp9ODdWFezA6Fn+jRnRnNPZgqoIHowFcCvqvOeAp1YLQ/7pwfoGu+nSdBohmwXsueE/fIjC
OZUj5Jr1rJbRjycjLRgw449ap9t3E7QMkbYK06sT5xvmuP3BplNKVUNTRU3KITirbZQpLm0g
wflLK4XDf1cXbZ8KCEoz8HNkqtatKDi/w85dr8qOd01QxOSUQo573Jz20dGfBiM0iiSSH1eB
mfn9Josnc/r7IXoll43nYHu2t59gEIAGQ3YPEAOCnnS7EstETyDmnlpkdDZYF4Kr56+GtF7d
HJjoyrQqUwYe6scYQeXJfSB9HeZtADrbjStQEN6e6QPIJKBGzIB4Ezt3Z5zxp4KYQuj+bgie4E
TZfrSOw+LVGDS3KRLqLWW2G1N7xcHDb1GDbmtUkijl/xmsEkt9B11uRcc0wCSxHqKKQffvOl
3dyAvAgNQg8yGcBpAAmefCVGR3zT9EsO54Mj11aCtb9W96tGjG1VuG0g+mJHLue/nRP9uwq2
u6pvE4E7AGN7aXv2NR1cE4WxdtcAvWCeVEnPPPg7kvBDNGS7ri8jhNG14yFjAAHLN1HJzbBP
1s9XzHtSiFs0/IRsDG0SF9Q8iNH6cnjiNKd14067qnZ9WffoX4eS8LaBnDGobNY6Qwp2WSV
AYjCQzwo83B9WhJzuWdZwgpek3zOUOmhtOqcSQGqJJ2nmEz8r4Bdrh2UIp5SI36ogttNjQFA
R0oa+rwC/NeRha3URheYUAlnGc4tUBVWsWstZu2KJhjokogPUvLyFizKxOim6EOfkBg+Yoto
EZ1MUi61Irtv+HgAsBF8fh4M7HX2McrsiQCoMSaiLY1P2sGI2OOigS5UGwXnzdydf4LnxENO
VfN4t7+dnoWPD7wpVpsRC3GKOG45jO8hNoqJk75WCc4GdCRM87aZyqV0UWpdHGtR4oI/Sbt
r5awrd+fSKtNgCyCaKJvo2/Ub3kxUFi6Ae+LwnZ1gc6iBi2eqZNfUkh9jTVbGs6eiN0vVUg7
IGajlQuQnIoQbW1OCPIDVtF26FGXxw2bji4pvNbhpDB+cfFXTg1OSSpX0q7F6OxM0CgOybp
5hkpLdz9HPPkllowVqa7p8p5JcQuOqJG4+WYniXyDwg2JnRe+6UylTaM3L2CsXbRMICRiljW
lujfnu1IH8ESyeYpANfEo7v3tgm5MW9u7u7C8Z93uduLBhmVnVKBjrdZ8NPHqiYREI6eOjYM

uFyfHmHoEKRRhOCwU8yAUJGwURgLku/zRunuhOQ0i/KGgKcJsQwxIjn6K6z8C5Y8OWShxTAjWx
kXW4uebKkAACd3JA0okYFnSrjVJnhOoa2uOCXkHrby+ZcZ07YooFmTYyAsGXHeUomAjWeiBs
a+E/ohLDHPx+jUWItLw3UXKOFsVOoKAejqJ0JL6CqghYj/PPkQriRcR1BFyUkkV0cNjooy4q
6hrJGj7OLKbfkUmHGosGnElKYjhdnYW9QjFIZztRcx4TQoc+Ylt72wgt31daD2tIUkJ5LYtU
hLTF1NOBpb4x37+vXZoHO13xTU1U/Xhwy5PkHnctH9jIUCUdB/hF0rBIwxedYfNquM5eQv2U
zVMopOToi+GUongcDjYtkSDWoEriyKXTKfzQ1S28XOmyrxXe8XDu/J+MeppcIqRngzj/WPFL
gILIDwgGo9z1/q+2e59f61F7jm0isxAbUJW1Idc1HPHon7fmErWbDHF3e9sbGxrvRkdHnLNd
ElxR/riLZkp8st5GzalyAnzC511AbZhNdTukS7a/Nyr7vyBUZh9QQI9hdAn/3IsIM+vaIVu8
4KizYIM3oM9kMP4OaPJFs0KXPdsL+UJIGyj3jEre/F7msdRIXA3yd4+x2qvKPoPPp1raMNAf
/2p79mtDixdj34tnb/Ps+zXs+y/Z/otfyCPdLgtfWxfF4ZKb3J+hi5GL/DNNheROBulKZAME
YDoyg26Mj4J5sSWa0c6wDv4LizGScOhZvPmXYyKot7ipE+j8yFM8ej+90X/GYVnkNnTEhgf+
EW9SLrOuaHHljwsjTNI8RLaKKI9vo9WGMOR+/FsZvUmpCT9t9MMMYd70WhW2vrLwXsbWuFVu
bFQ5dXgI2qC8/bnRIRwEZDtEVwORt62czUID1hgblzXPg/KoU83T7O41b98HwOeb+g/wIbG
smR/3RbHm2F/B4d2O7HY26mgXeVWhfHgI2POTV91D8aqJTdsS6zIvNb9OJGZkLGbQQNmOyYX
0zAVP7hSfpXN40p7WnerGdpWm7SZF9U461+Zyo3qUn6pN30wPjaH1QPW5h/5gewkPw5tmY+H
dLcXrgjGB/CLB7ZxK7H+iCHpgiZuAhBn3QVTo7Vsf8IIMEZ/VA20I5RkHrglpAV0wK5VmO4h
euSU6ztTARrs7GuvqV8tNXe+3B400uWtL7+xtxS/g7W0P57HY14vynCQwbPX/7B5NeIWrUfl
g+RVAeGytw1tUTT/2aBQmlrVQl/zvM/7XrKzwRgPwfgPA4voqZ7T0W4nwsNuLREo+6JLEsS
Ua5a38uGmW46vktWt8g8iCviwMpyHHizQAI2BW1GOsuSatDjNZxO16YrzOIY0PTJ4qItaoZD
N1ZNepFZHRrbN0HkKpj2nlEgEhuWQwc0vdsIhwoMZyRitfTVErO0stBEaW8tYKdwsWtAb/f
otDoDIBFpHAnCuFB+uOm1Cz9vzIBhBRBiRY0vZPk3uDhi1h0IAhoK5wcnbCVh9W/EFCoYH9
S1YUG8FhzSvvh6cbjiseC1IHd75vYIA9SItpaSO2sDNP6TdWtW3T73ok5nX4SXu9EgFqDz+o
R4RNLkNADfP9dGjOqiJO6FEWvdi4JABe8RsgfSCbJzK/ILasRqIzibRz9BkECFCAEKm4Qmj
vobkdnkpxYdtHvQ9I78tE1zvd7ue9cDc5BDPf1PFJzRfPufh3YvlKDIPo7oymo/TPiLA/5Qh
673xzYNasbact/ToHwx0Dhuoc13+z2ez8Xn7PAglh2ULt+yvVuyNH/27Wx87yn4akPudUH9V
6ta/nub+9v7twFokzX7Ml/vrVod4xgwxB+TKHJb9zIJWdMfErhNHI58clN3LRxXeUiIUXDub
mx3NjZ920v7q6Ra/52rW4WMu/Fsdzs7Gz2fe2rSl3nfi35b08xA+rcW98O/a35hQwMyDLokn
yIoyLdrCauHpngnac2S5s+Hf7L9SXgdDpI7hUq6gQEnJEaLrKwr3HQwIOGtfJPNxzxh4nEB
B5wC/rFpYP+hznXQZXHX8c3NjcQ4glwJ9gICV9BkRL00H23OW7c223IOc+AJE4UkA0mUIHbZ
IBMHI5LWA3IxJJINqIKCiimjYkSqSS3HRd4HTqnh79++++//5JSTcgu0dul25MLuHcW4MO+
7q3hFt3AdrI420GxvIrk4cPI5OFyPuPprSkG80UVQHwsweVRv/JMCv9h1BWTj6QqRPfdCOAo
pYHfnvc8Npuv3B47j27uq3g99fqfH0hJRD0hfB3yjZIVjr4CIGejQVxiv236KJokD3zhBn6r
w9PpABqPG7k6tIcsdEU8mRwv64JfXsMnazQ1DS8w5UQkKEFRcseoB40tNrAxvUrSsG4tQxix
3ASA8kTA8Pq7a7b3ufzFvN1+8TTOXnQmV4o5eWnP3SqwFFNFNLD8zNIUuYWTGpRFKmgUckc/
lji7qiKDWkhDzYAwZzKdQi1VCcNEo/2sBqzYsPZtiJpqJg0JMtaTrIutGyGn5SKvj5SzN7vQ
a6+6qQdyJg2pNKysetRH1VBuPAPVbkzHj2OnjMfYIyu/5vs5O/xoLtdO7c8hbPkA37qhQczm
rkmsOKbO5G7iUG7NVSDN3WkZwS1LpU18hvyOGetmMJQmB/ImNRIKHF4lvMKBja7KG01YXIZt
JzPkQ37c15FVHfi9fdP/qcMLyOwlmoOXTOPgXWTJBrToRxsx+ylCL6I4dKdH9bYxbZdN8UQdB
qsTnziHu37yvxliL5xxXiy6GIxU73B6fH5Oamb/EUoXuN+vIqN9wpunn8nf77+aKI1pdgj+x

V0U9LvH3tE0W3xo2R482YpnAsTGcVGiHds5esVnwjzPcBwQ9QQI5EieUs0jW1dYtpzhsCUMY
JnyadOK0YmyCACT7qo1WZWFnnLNs1VbnNnUDHX27ZsMqyatHcDBnKNgHkHHzV7aSoPQVBF12
GRZFL++x8S/Q3qClz0EVR0VoZXqLzOnNijIT3zq0Kh7c5vVRqjhjblces7b2alt4SoGDtg//
priccuJwPvjnmFUxShcawar196Snr12GhC7CcVuejoZM7PZSpILwT5zQ3+E+yDK7U5ZkdfeR
i/sxtpOjzdXBbKKuznfcOKm37EOxo7Dge1uVfi0ku57WkCbyJj+RB8T8VYFWv4Eszzg+nWFM
b/f9BktqRuXRQjp8mTx1NfziTITOK022bxZx22uUuDgm4i2dt0Th/imSMgr9JoA96UcxEks6
FdrbCwhUuYE1LAc7qtqn+AZKUHm9utGU1s6e/E5SuyniN/QVOoTJqXPRjUI75crfDuKxbS11
e6UT29grobGdyfpBp+SA2bbge4ZUtljmnWeqj/vI5VeOiYd2q6D+3GhzAGmjSHOvKsVbKD4k
zaE6hullniwvx25sY6Lrjcm5kcYw/GtCg17qGuNOrlzqAB06r+s+XVoopuvWT5j1aiPIEiSu
fSEcvr5vz7z7EqZK/vNNqoZOq1V6j/ydacVJGiznWFTuawEIYag7HF1iNFrozBE3RQNm2a6xt
jOVdd08q07ZmqTvBI5DOG1Bza9FEUuu0W4A2m5g2H32mBVHU3MVQOmxQ5CNOqegyROmkUWV1
X7okIb40Q5I9B74y0s2gq3VUS/Fj4AbBXCEOWnQdwhxDXB8AcevfxDHHmIDkSx+RM05R9pZw
kJOXXrx/MBmjPnop9hNJmzyX3PUjusjOkeFynnwnG3D99waIyEylM/RJpk0Cu9N11FMXI2
0Apm3o2gzXKmsk8Bho5EZzit7brob47dydpbDqYA76vN7Mv/5u0TF/LXBg8Xn4uK+llkbOZMI
iMXbOLNYj45QTYp2cwXjqJrOD3Yavju8G+HMUm3ujvft3h2Aw92NvOR60ZMUXBvbk69bLlcS
F6XCixR4laOsum//wiLL7T4wVlg/s0atb7X2jsn6pylW7U9pISWHWGpPaxIxy5gAPYwa33Dm
WpyIVZQs1EujSveDgyXC4m1XDb7TjBOoC+1yKHVSnpE9wrtiE+Tk2R7nOUPP0beVk8qbCxB
EWOz0XKILFKIT2Gu5nXIJEmmzW6IUaTn4iFuaoeWPce5+ArWMohq7qkZLQvuOC3ITAJm/ggP
FZjV075Id16+fA2WPKL2dPA5L/qGUtQInPPa8TgxOu8MonJjve8sjRR7Di3cXasFHgKJ8Cx
1cw8DQqngExPF4N/ycX70st458wSk65fM4bxcZAI0MUC8DHR9HRKKBGMgQmcrJJow73pCAxS0
tfDuWGx25W2mB1+UpWCCWqG6fsInAm1HCLom0bSLK/ezmk1CoqyJIRBRLS1HiQvVIHizFdaR
LgoMIZ5ptBcfW02KVfDHXS3MoXKQMpja7K+flbzs3cGzMiiOEUWFxfY80TrQOpC9YInNICF
ygfhd+D/uPSBmIyeeWjPJMKAqc0rWUurw8cO8gJEqqbUA5dlS7UzNKsVtkgFslI21pQqoO5
qgGfw4vnwPRZ/CSc+aqVN4TRT1N+HL9pQx9KCnr8RiZgKDsMEFOc6EoRaNMIJQ47zFILV85D
++tU1iLFBSA7PgfdujO1jEyCzY71jloE4Y29qjk+RzzzTuh2KXXCkPiKu261mv7xrRvQBZ/p
KR6ax0VcpFztLmACr1zL2miTanPltxWdcgpQyD/IUMI1MBuZ6WaaBOZ9SiFunTXbc1f+b35g
miqomAFZq3SBNbXcwkJi0882B7JxTc58pGPs/VJy532sauViqg73bpZGThv/LEg3T0E21EKn
Bu8M8P5b3zMyn+t4eoLEv3UmJbYcuHdgKHLjbdI4JOUVjpxvm4/5ZpSn5eEQloZ+jcf81U5U
9D/eBi/+cQpkNct+Rj8NgGCVJPJpq0k3oGgITJQXVvjinCkOPIXNZeuPoyTAb2L2AZAsA+Sog
4Za95KTcw6EQZFUBSf0gnbs3A50QrBCRuQTuqYzHJOkr7YsE7qRay9M/pYBHCzHR6V3iXB7z
rg/hYNQzuuBQZ+Vi4usXU8EuV308M8MSDFjRj4rTA59guRfa82m27ZUaZH09QIHSH1Z9kzfj
499+z3a6EiSveGiQrIIMEyx80kUaLvnDphhyskuUD9XTS6jsxL4Ywdt+7hFHPjvJGeFSPzG2
kzbdO1B9IK1S6oyYRwQeyAor8EGHGeiubTfu9aumJ5Ilo7haDhx3u4TGRChhdflqGMah2cNh
CG4zd+WfU55401igazBAz+dnCQKrw2woLj6m8xKBVMZos4MC9RqNTIIGuFzQJnk46Isp1X08
2WqLaJlL5USdvpT8O229Ga2Nf9p4KE9N+VRkfiKivckmy7RIA/IFFHYjPksMsylwwC0Sfi0
ENV4d3WYUuGOxBJQtIUGsBXmxftOOWwa79/Ow49rTw4Vo+gMGTM83tjWHZ7ODC/6/q+9/nas
zaY8ma8WL5vn3n7oYigg3vo7WMx0kSCfPKUgU5VGx61sqFicRuDEaeNBLE4NhFigThQpfzoo
rbW45HVGuR2Q/I6bt80FhshxyZcpan3wmLabjoZA8amXINnZCW2JtmXza6QR+rVWPkt4Y2cA
20CEHs+iBPwaBw7uJ2mXSovDpdCfMhsyMDMjWqZUPlfWxdMU88ccrdMMKo8vHyebwKfj61OP

0mFVMr5mHLCnI49/jUiqQ0OIf1okE+dZ3wh+XapQWbcspWAOVhrRW4kUMUpXOW923oH79YnA
 SeIgKkTN3XuK6BDoomYT23nsXZt0IvtmnO9fOxoNzV7Fva8HvfDB9q3B44OrBpY0n5n8s82o
 7I67cLFD63Lz2OD+2hvWqlaC9nzswoH2VQOYrK84wxryVq+UbVOXReqFJryTmB9wxAytOpDm
 DSBjOaawdmgUp+V+BQpBO4TiaNdCkEijPn06aKM2bA/nzmCuP0IRk/VNVOzE/XfxY8GDFj9W
 B/SdxgDwqVcRxyS1CYwuKgwYN7tFiKDK9G4XyrDU2YXNm26c7AXS5hw3vUVeOoI91iul07/y
 8FgQ3EodOeUJErbfzI9j4XZjBhxdwjCEfMzQEulF3rK0hl8i0zZhX6nBdvk2lvZdajdEoOFI
 YtuU209WymXBnMxCv5ISqbKFr9SLNoWWGkpO2tqIOmoNtqMXb5ZxY8IZQyTCKY51P09wuoY0
 unzPM7gC+7jF2F+kscBEi0w9Fd24wPJM56+CAmtR+3bxJak6VP20fRLezC/EhCBkcOI84rk1
 myXnsJenf0FfVEKGjmc8pdXDbuSGL1j4FCEZoLPE9jv4xnBGWn5loRs1RziSeUFkZlPfaHse
 K/+4QNtvQJ+1+7bUdLklvPLWh7WWx40ERa+YdhFMVbbsyxMBfnlBUMyMBxkZFZGCE54kOGrN
 mQb7qDy+soUL4eqMmXE3TCdUo2U+wJ9HVcCOlzlDTg9nhX9/OZ9XMME0ZJzCJ2ovy9XYp/q
 TXo1bZulhc2LVglzkipF4FQILiZAB0zzwAA==
 --BOUNDARY.1748501472.2

 To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
 For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
 --BOUNDARY.1748501472.2--

1.66 Amiga Inc do it again...

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Wed, 01 Sep 1999 02:46:00 +0100

Subject: Amiga Inc do it again...

X-UIDL: 06a054af5cae5fbb8ddd373778de4138

Hi all,

Just for those interested, this has been posted to the Team Amiga
 mailing list, regarding Bill McEwen, Amiga's PR/community guy :

>>Bill has asked me to relay to you guys that his e-mail at Amiga has been

>>cut off. Those wishing to contact him should use bill.mc@prodigy.net.

>>Also, he will need the list maintainer to correct his address on this

>>mailing list.

>Bill also wants everybody to know that, "This was in no way my choice,

>and while I would like to leave on good terms, I am still NOT happy

>about this..."

>He was shocked, having only a day's advanced notice, but says he is

>still keeping the faith. So maybe the Amiga is a RELIGIOUS experience...

Gosh, what a coincidence...just as Amiga Inc go silent "to get some work
 done", they also fire their Public Relations guy...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

Legions of cats from the alleys nocturnal,
Howling and lean in the glare of the moon,
Screaming the future with mouthings infernal,
Yelling the Garden of Pluto's red rune.

-- H.P. Lovecraft, /The Cats/

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.67 Re: Amiga Inc do it again...

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Wed, 01 Sep 1999 05:48:54 +0100

Organization: Satanic Dreams Software.

Subject: Re: Amiga Inc do it again...

Encoding: binary

X-UIDL: f8ff01c4b54f6e823bb74e4c45bfaa24

Hello James

Hiya, James... ,on 01-Sep-99 you mailed me about: Amiga Inc do it again...! So I ma reply`in...

> Hi all,

>

> Just for those interested, this has been posted to the Team Amiga

> mailing list, regarding Bill McEwen, Amiga's PR/community guy :

>

>>> Bill has asked me to relay to you guys that his e-mail at Amiga has been

>>> cut off. Those wishing to contact him should use bill.mc@prodigy.net.

>>> Also, he will need the list maintainer to correct his address on this

>>> mailing list.

>

>> Bill also wants everybody to know that, "This was in no way my choice,

>> and while I would like to leave on good terms, I am still NOT happy

>> about this..."

>

>> He was shocked, having only a day's advanced notice, but says he is
>> still keeping the faith. So maybe the Amiga is a RELIGIOUS experience...

>

> Gosh, what a coincidence...just as Amiga Inc go silent "to get some work
> done", they also fire their Public Relations guy...

Tsk Tsk, taint looking good! :(

I've chatted with this guy and he seemed like a nice bloke.

> See ya,

--

Rob,

--

MAILTO:loki@sds.in2home.co.uk | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.cjb.net/>

#PROJECT INFO:# Minimum Safe Distance [####----- 45% ish complete.]

#CO-WEBMASTER:# <http://www.blitz-2000.freemove.co.uk/>

[Practice safe sex... ...wear a wedding ring.]

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.68 Amiga's First Patent

From: r790@mindless.com

Date: Mon, 30 Aug 1999 21:38:02 -0400 (EDT)

Encoding: 7bit

Subject: Amiga's First Patent

X-UIDL: 21375f6072d6a2ae3ea3bfc744bae9c8

Hi all,

Just writing to say Amiga have taken out their first patent.

There's a link from <http://icoa.amiga.org/>

Regards,

Shane O'Neill

Get your free email from AltaVista at <http://altavista.iname.com>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.69 Amigalibs.res

From: Bippy M <BippyM@stingent.freemove.co.uk>

Date: Wed, 25 Aug 1999 21:33:04 +0000

Subject: Amigalibs.res

X-UIDL: 7db936517a6d133675d2ba870c70ed9a

Hiya Guys,

Where do I get details for the contents of Amigalibs.res??

I would also like to know where I can find the docs for the structures in Amigalibs.res so I know what they all do, and so I can use them?

T'ra

Mark

--

x-----| BippyM@Stingent.freemove.co.uk |-----x

||

| Current Projects: |

| Overflow (Pipemania Clone) [..^.....] 30% |

| Packer2Packer Suite [..^.....] 20% |

||

x-----| BippyM@Stingent.freemove.co.uk |-----x

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.70 Re: Amigalibs.res

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

Date: Wed, 25 Aug 1999 16:19:15 -0500

Subject: Re: Amigalibs.res

X-UIDL: 512f963ab9c1ad48710d66513ac936ae

Hi Bippy

On 25-Aug-99, Bippy M wrote:

> Hiya Guys,

>

> Where do I get details for the contents of Amigalibs.res??

>

> I would also like to know where I can find the docs for the structures in

> Amigalibs.res so I know what they all do, and so I can use them?

Get a copy of the AutoDocs and RKM's. It's all in there.

These are found at:

<http://www.amigaprogram.freeserve.co.uk/files/>

Later...

--

Yours electronically,

Curt Esser

camage@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.71 Re: Amigalibs.res

From: James L Boyd <jamesboyd@all-hail.freeserve.co.uk>

Date: Thu, 26 Aug 1999 00:54:40 +0100

Subject: Re: Amigalibs.res

X-UIDL: aa08c94efe8d0fa186d4d57a63228abc

Curt Esser churned out **this** drivel:

>> I would also like to know where I can find the docs for the structures in

>> Amigalibs.res so I know what they all do, and so I can use them?

> Get a copy of the AutoDocs and RKM's. It's all in there.

>

> These are found at:

>

> <http://www.amigaprogram.freeserve.co.uk/files/>

Personally, I just load up the Blitz2:Developers/Includes/ files...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freeserve.co.uk

<sb>Member of Team **AMIGA**, and **Dogbert's New Ruling Class.**

<sb>Connected from Dundee, Scotland.

<sb>(<http://surf.to/all-hail/>)

<tsb>

No problem can withstand the assault of sustained thinking.

-- Voltaire

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.72 AmPCS

From: Bippy M <BippyM@stingent.freemove.co.uk>

Date: Tue, 31 Aug 1999 18:34:56 +0000

Subject: AmPCS

X-UIDL: f8f36e9c89e1b4cf6dd3e5d92f7b4ab4

Hiya Guys,

The first Public release of my new Proggie (AmPCsv1.2b) has been uploaded to Aminet.. Comm/misc.. expect it soon..

What is it.. Well it's an up2date phonecode lister .. please have a look :)

It also requires AmPCSuk.lha which is the UK phone codes (Others available soon)

T'ra

mark

--

x-----| BippyM@Stingent.freemove.co.uk |-----x

||

| Current Projects: |

| Overflow (Pipemania Clone) [.^.....] 30% |

| Packer2Packer Suite [.^.....] 20% |

||

x-----| BippyM@Stingent.freemove.co.uk |-----x

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.73 Arexx again..

From: Evan Tuer <et@enterprise.net>

Date: Mon, 23 Aug 1999 16:59:16 +0100

Subject: Arexx again..

X-UIDL: cc04fdf32da686845c337155aae9741e

Hi blitz-headz.

has anyone EVER used the arexx functions of blitz? Because I've just been trying, and am having a lot of problems.

Trying to send strings and commands to the Wordworth wordprocessor, I can do this fine using rx "address WORDWORTH.1 command blah" - no problems at all. But when I try to use sendrexxmessage, it seems to work the first time and then screw

up, like the command gets truncated or something.

So, if anyone has an example of a working method of sending blitz messages, please could you help me out and post it!

Thanks,

Evan.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.74 Arrays

From: Bippy M <BippyM@stingent.freemove.co.uk>

Date: Wed, 25 Aug 1999 21:31:46 +0000

Subject: Arrays

X-UIDL: 3c2fbf52298d1c731e0e3c68b2d7de23

Hiya Guys,

Is it possible to flush the contents of my arrays before I quit my program? briefly I have 4 arrays Dimensioned, each one holds 20,000 elements, and when I quit the proggie freezes my system while it clears memory... How do I do this manually so there is no freezeup?

Cya

Mark

--

x-----| BippyM@Stingent.freemove.co.uk |-----x

||

| Current Projects: |

| Overflow (Pipemania Clone) [.^.....] 30% |

| Packer2Packer Suite [.^.....] 20% |

||

x-----| BippyM@Stingent.freemove.co.uk |-----x

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.75 Re: Arrays

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Thu, 26 Aug 1999 01:01:10 +0100

Subject: Re: Arrays

X-UIDL: 316baec9a2cdb99cd62bb3ee36dcd608

Bippy M churned out *this* drivel:

> Is it possible to flush the contents of my arrays before I quit my
> program? briefly I have 4 arrays Dimensioned, each one holds 20,000
> elements, and when I quit the proggie freezes my system while it clears
> memory... How do I do this manually so there is no freezeup?

No problem...for example :

.Beginning

Dim a\$ (50000) ; this uses 200k (50000 x 4 bytes?)

.MainCode

...do stuff...

.WannaQuit

Dim a\$ (0) ; frees the memory (I've checked this, it works :)

End

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

Tact is the ability to describe others as they see themselves.

-- Abraham Lincoln

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.76 ASL multi-select

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

Date: Sat, 07 Aug 1999 13:11:24 -0500

Subject: ASL multi-select

X-UIDL: 9966c159f1a1a1dab8e2c40b307336e3

--BOUNDARY.1748496808.2

Hi Everybody,

I'm trying to work out a multi-select ASL filerequester.

I've got it nearly working - the problem is that I don't know how to get past the first item in the WBArgs list.

See the attached code

Can someone explain?

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

--BOUNDARY.1748496808.2

Content-Disposition: attachment; filename="AslMulti.lha"

Encoding: base64

InktbGg1LcEEAADoDAAA0mgHJwAADEFzbE11bHRpLmFzY5y9BAJru9I1FT/PnwB/lajQ7S9a
CCvVvMvcUGxChLd6EZCSzTd/23Htu5vZmUoPxx/zM3NChydxzKvjZF8L8BXxL4ncBrE425cw
8sN/0B2I0ByezHCGhQgvMIcuLBxYMN7jCLOfLFMfpVZSKglPMJrhAEiB1ApGcV5jz5Q0pQz9
OvM091CIR0TI5xLCMgqm5ZrnCkZFBh9eMNsDrCRAqn+hYJFehM7TUaEpGNYSpyYdGe8nKoxu
f1Y1xJXooLxGePNCjhJXryG4TzyY40iM4WjbSo02Xet3mEfbZmsXpJEg7CsWtnZMX1xRKuhu
ugkGWLRMstroS1eXITcJbiSPu0CpYpNQKYxnX12fcF0LO7vh+v1z5wRKCnaJ0nkYwZDGmPQH
Y5Ab+9/KAzCfLmW9AyIzLqM9nSBIG2Gv65absWdANHbahlmJoxOEMn3N0i5AMZJ0c7dQ7QP26
5ARxTR6Jolk9qc6zxTO2SR92kCQFJ/72+9R/s1n3FyQEwysPeGgPPuFAJTpwvPyQHWFCFHp2
KtFDUH4aF8+4xCZqfPyQnZ2oRZ1zDXByErXsfG5lgQ38cNbuaXVAADSJODotxZhjfRFJW+Tg
1j1ra4bl/AMsUmUVmZJIPFnYtSNVv2d8/VtMSbpaqIl5u05ivcnorf0cYXMbDf54fx5r9liK
UH7wcvj9qgyUEx1LMAPX9IRr88gUpAxuA+cOMgQY6iTILY3rVopZrm3/nxm0agzxHn CZCKDG
xDQMTNMeuYYk+/QNjZLI4kK0dLWeUvDLDxCU+fkM58xBwwk7TAsc9jVmszgDDzJPP4Fuh7E2
HxnkN7J1nmCWvdJ7nLiBBUd7trvhD0xKCOKeMZphkAm2SxHZ4IPAigZzMa2b/WaG1b9LUrHW
QxZVWS/G7nt22bdZhFUU6FnyF5Bd+YpDuHFkdUtgZLC8Jb8QnM2VDqGEmdQbDZHXjNzxGYh/
Ime4IyZ9Bt23h93xDwslqckXTTvFft4isDo72Vq4NiqWF4/e1j+BMWkUwbFUqzyO/r18ZUuL
5TjwOphvH/VrHwoopHFSteN+vWNbUGgpqBPG/ZrGup3wPp2VodqeG8fwI5GU1XRauU2P6h1v
tHQ3uLJfw8EFpkE21TBtZY1XE+Ly7emmRGVxenByWGKTJ3A4NimElkKmcWpDtlAbIbqOvze8
q0uj2mdSPKUpt75VQzoLgG0d3s0gyHy1/t9JS5Q5iuY17YmMTr2Ja8FvZLIKpRew8H6YvnpH
kopa/mL2pR1UCBYz9CvhV8tGM38/RTqmoyFugNQN/C9cFpok1sdI0K0DzBu3ab8L099+e414
FBUqnVydLOL9UdeF4SossHbwIoUfdNani4h3xp0GuXf++NcfyHWVu6Eo6ZhzlfozI0sqCBgAr
itNm4qCUkAbqS/BXGBcEpJ2cmVKM7AJrnP6mNCBS06Iy5EI/cY2pjHyrL3anmeb4u5JHssE9
GmLJhIH/+e7T5V1cEtXuyzLT6X5lCb+HLf3ubVUA+C61edNGoLupiTuQa2GhUXU7n/lyeEk
6BdXE6VUGXUfe9AupMtQMRcCZR/zF3NTnZxD1nzjUdZVFDwX76sdQMqnQe8HTVXN4bQLomj5
UXGM8cFLgYs6LJgA

--BOUNDARY.1748496808.2

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

--BOUNDARY.1748496808.2--

1.77 Re: ASL multi-select

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Sat, 07 Aug 1999 19:32:16 +0100

Organization: Satanic Dreams Software.

Subject: Re: ASL multi-select

Encoding: binary

X-UIDL: b1ccab800c50e2859dc505305e198ef0

Hello Curt

Hiya, Curt... ,on 07-Aug-99 you mailed me about: ASL multi-select! So I'ma reply`in...

> Hi Everybody,

>

> I'm trying to work out a multi-select ASL filerequester.

>

> I've got it nearly working - the problem is that I don't know how to get

> past the first item in the WBArgs list.

>

> See the attached code

>

> Can someone explain?

Probably not, David`s on holiday ;) And he usually jumps on these types of questions...

I'll have a look when I go offline.

> Later...

--

Rob,

--

MAILTO:loki@sds.in2home.co.uk | #ICQ:# 27181384

#FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.freemove.co.uk/>

#PROJECT INFO:# Minimum Safe Distance [####----- 45% ish complete.]

#HOME OF:# /MorrisTheMaggot, BB2MUIUpdate, TimeSwipe, NIB,/

/CTTM2, BlitzBFB, Prefs2000 & TMS. And too much other stuff./

[You must have the courage to believe the truth. - Rush Limbaugh]

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.78 Re: ASL multi-select

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

Date: Sat, 07 Aug 1999 22:57:28 -0500

Subject: Re: ASL multi-select

X-UIDL: d7b4be86de7f46c453cf568d52a26f2a

--BOUNDARY.1748385120.1

Hi Rob

On 07-Aug-99, Rob Hutchinson wrote:

>> I've got it nearly working - the problem is that I don't know how to get

>> past the first item in the WBArgs list.

>> Can someone explain?

>

> Probably not, David's on holiday ;) And he usually jumps on these types

> of questions...

Well, I've managed to get it working - but it's not a pretty sight ;)

Is there a better way?

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

--BOUNDARY.1748385120.1

Content-Disposition: attachment; filename="ASLmulti.lha"

Encoding: base64

IswtbGg1LU5FAACXDQAAibYHJwAADEFTTG11bHRpLmFzY9i0BG1z29Gm3qR4/egH5H80/CVw
oW23XUxUjWBcLSkiB1RZKJCcb+Y+0Y+J3c6Wb04/d3PmQkuisuxt4WS23oK3hbcBrU227ewZ
uMPdTOs/CoZxjWEp5xBI9VIqWKQVT0JRSs9AmNeOsuzpHT0C1QLmEKVckjCwUf8xDfDUhR1n
RQa9KhIS0rpSIRxTzqI7mQIPWHCC0IDTTHMCI0yyhrRTPIFAjIXZDoELCpokjJYNeLn0xdIk
qjqDUmKNZyRgHoCIMVNEbVU1lop1IIEp6VBrOuZrOZR6oUInIzEslaehSyYkZDXuilbQPybU
Ccknp0KA1+B9FCCYYk/k5IcPqDrRSHu9+aFj6NO8mXH7ceTBxhFpPoinP0KtpFTYgE3UwsQa
gUjSjN/RoDWIDP17PfAoiMWi5olhGQVzdGvYiWqgyezMUKydaqRAqo/+yPJRNoajKJLZVpz5
KdOBOgovc33ZlxJXTqLhGiOaFGIlevObEeiTNGkRoC4bgVGm27lv8oj0257OCSRIO6Vm5atE
95QGp1NbgJBliKh0nVKZ7F1gVPiJ4K6IDG1CmMaF/G31BfC35fQH6/XvqBEoKcxGs8jICoZE
t6A63ID0ef+0BMJ9Ey3oGRGIIYVvWBIG6G769ca41DKftleLKQ09TWRcgGQj5+ZrQ8APd1yA
Kn2OmeJZTZOkJIqi2lyPuZAKBUf+9vPWf69x9xckBOMrD3cwHj8hUB1M4XH4ID47LdE9S0am
oPuYXx+RiEmq4/BCdexCLOucd4HISwzA82FgQ4c0NjsiXswRNIIIM63FmF+NEUlj6SDWPxW2
Q3J+AAIpNArMyzGiLSxakasfvL57W1VKOtpK9ybYcy4Pd6rH+HGFzGyYeaH8eXDbYilB/FHL

6/q6MIBOdSzAD1/bUbDRIFSQMbiPpDjIEGask5S2fPcuMtl4f9+M3DSTqaUBOhGoxso6hiYz
HsnGJPYYGzALse1BZ1Gw8qmGXTycqT0LCwFjs5HFyzL2IFVcVucu/IEsEPgmeaZmjzIU4cax
02dvdZ3q0zt7HO+IDD40SG99CzzhLvXyoJ5MoILFHfudtOGuJRaVKIxZnNBmmiI87tHyNQlo
RKRbV+jCbbComlZNMGLQq2X4157t1jus6RZQOdZ85cQX//FZ3iy53ZWYGXHPcXe8Jytt9+Aw
lDqDfbaU8Z5O8ZIH8ih7jjKH0HDdeH8veHhZcu5IuvUeK83eKxuscZnZg367jnj/PuH8SYtY
pg367g3kfRuL8ZY5cJX6QOx4PH/XuHwo1VDixtPG+ncNbkzgyXvG/ZuGuyOQPyM1ydrmg8f
xIb4kLqtYKtNIY67sHQ4Pbnw5OKC4yibgqo2tsirlfV5fwTzojLaLV0c9likz9gODfqpJZSp
jlrQ7bQG2G7Tr+72lWl0dJnYvCtKbvqVWM5y8Dh0u7VQMh8u99vrK3KGYtrxc2Vke96zLvQX
bRdgsquDJxfp1fHUPJRS73iLmqR1dCBdZ7CvpV8GMY/z2K2Yar4bQdfh07GyeK9fbvzvNk/q
LES7OrrZ4xLxTzoBiLBwctGdwIUV94G2oP+4KCs9iToJiqvEs2sgTGsyCeKz6eA9rxea12GC
ZsvFW/bIJWnVLLIborTVSs7gn0yVX64v+J8TPmcLILjl2PezMs/lwz15Yf010IoFmVEobq+c
M/6df+Ww24Xfm0/byVXkhf2x2d4zLWsVF8Br9Idne1+GMqtAuvC7UC6/hqBiLdkz0BXeXAY
IheGc3UW46zFIHcv34wqWZYmQ+QOrFsbY6LacS0E+F3bIfVPvlb58hgA
--BOUNDARY.1748385120.1

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

--BOUNDARY.1748385120.1--

1.79 Re: ASL multi-select

From: r790@mindless.com

boundary="Boundary=-_JUBykIUzjVBtklGUEEwvbFcMsHla"

Date: Sun, 8 Aug 1999 14:45:50 -0400 (EDT)

Subject: Re: ASL multi-select

X-UIDL: c4bb1e1faa9e2684b1bc06e5523c0b1a

--Boundary=-_JUBykIUzjVBtklGUEEwvbFcMsHla

Encoding: 7bit

Content-Description: text, unencoded

Hi Curt

I've just recently joined the list.

Basically what I've done is create a NEWTYPE (called WBArg) similar to the WBArg structure.

Then declared a pointer of WBArg type.

After this the WBArg pointer was set to point to the WBArg structure. e.g. *WBArg=*filereq\fr_ArgList

Now that WBArg pointer points to the start of the array of WBArg structures it's easy to find the next filename.

All that needs to be done is add the size of the WBArg structure on to the WBArg pointer.

Once this is done the wa_Name field now points to the next filename in the list.

Hope you can understand what I just wrote, I'm probably not the best at explaining things.

Oh, anything that I've added has been denoted with a ';>>>>' before it.

Regards,

Shane O'Neill

Get your free email from AltaVista at <http://altavista.iname.com>

--Boundary=_JUBykIUzjVBtklGUEEwvbFcMsHIa

Encoding: 7bit

Content-Description: text, unencoded

Content-Disposition: inline; filename=AslMulti-2.asc

;NOTE: you MUST use the ORIGINAL amigalibs.res file

;there is something wrong with the version that comes with

;Fred's NCS - it doesn't return the correct fr_NumArgs

WBStartup

WBenchToFront_

FindScreen 0

*scr.Screen=Peek.l(Addr Screen(0))

;>>>> Offset to next structure

#NEWOFFSET=8

;setup some defaults for the AslFilerequester

percentx.q = .36 ;% of screen width to use

percenty.q = .65 ;% of screen height to use

domulti.w = 1 ;0 for no multi-selection

rqwidth.w = *scr\Width * percentx ;calculate initial width

rqheight.w = *scr\Height* percenty ;calculate initial height

rqleft.w = *scr\Width/2 - rqwidth/2 ;calculate initial x position

rqtop.w = *scr\Height/2 - rqheight/2 ;calculate initial y position

title\$ = "ASL multi TEST" ;requester title

doit\$ = "Load" ;text for OK gadget

filename\$ = "" ;initial default file

pathname\$ = "RAM:" ;initial default path

NEWTTYPE.files ;for the selections list

pathname.s

End NEWTYPE

;>>>> Create WBArg structure

NEWTTYPE .wbarg ;WBArg Structure

*wa_Lock.l

*wa_Name.b

End NEWTYPE

Dim List Selections.files(500)

```

;>>>> declare pointer of type WBArg
*WBArg.wbarg
;-----
;the main loop
Repeat
ClearList Selections()
Gosub filerequest
ResetList Selections()
While NextItem(Selections())
NPrint Selections()\pathname
Wend
Until f$="" OR ok.l=0 ;requester was cancelled or failed to open
End
;-----
filerequest
Dim Tags.TagItem(11)
Tags(0)\ti_Tag =#ASLFR_Screen,*scr
Tags(1)\ti_Tag =#ASLFR_PositiveText,&doit$
Tags(2)\ti_Tag =#ASLFR_RejectIcons,-1
Tags(3)\ti_Tag =#ASLFR_TitleText,&title$
Tags(4)\ti_Tag =#ASLFR_InitialFile,&filename$
Tags(5)\ti_Tag =#ASLFR_InitialDrawer,&pathname$
Tags(6)\ti_Tag =#ASLFR_InitialLeftEdge,rqleft
Tags(7)\ti_Tag =#ASLFR_InitialTopEdge,rqtop
Tags(8)\ti_Tag =#ASLFR_InitialWidth,rqwidth
Tags(9)\ti_Tag =#ASLFR_InitialHeight,rqheight
Tags(10)\ti_Tag=#ASLFR_DoMultiSelect,domulti
Tags(11)\ti_Tag=#TAG_END,0
*filereq.FileRequester=AllocAslRequest_(#ASL_FileRequest,&Tags(0))
If *filereq
ok.l=AslRequest_(*filereq,&Tags(0))
If ok
f$=Peek.s(*filereq\fr_Drawer)
If f$<>"" Then If Right$(f$,1)<>":" AND Right$(f$,1)<>"/" Then f$=f$+ "/"
pathname$=f$
filename$=Peek.s(*filereq\fr_File)
selected.l= *filereq\fr_NumArgs
NPrint "Selected ",selected
;>>>> Assign fr_ArgList pointer to WBArg pointer

```

```

*WBArg=*filereq\fr_ArgList
If selected>1 ;multiple files were selected
For i = 1 To selected
If AddItem(Selections())
;=====
;here is the problem - how can I get the second, 3rd, etc entries from the
;WBArgs structure?
;>>>> Assign wa_Name to Selections list
Selections()\pathname=pathname$+Peek.s(*WBArg\wa_Name)
;>>>> Point *WBArg to next WBArg structure.
*WBArg=*WBArg+#NEWOFFSET
;=====
EndIf
Next
Else
If AddItem(Selections())
Selections()\pathname=pathname$+filename$
EndIf
EndIf
rqwidth =*filereq\fr_Width ;save the user set positions
rqheight=*filereq\fr_Height ;and sizes for next time
rqleft =*filereq\fr_LeftEdge
rqtop =*filereq\fr_TopEdge
EndIf
FreeAslRequest_(*filereq)
EndIf
Return
--Boundary=_JUBykIUzjVBtklGUEEwvbFcMsHIa
-----
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
--Boundary=_JUBykIUzjVBtklGUEEwvbFcMsHIa--

```

1.80 Re: ASL multi-select

From: Curt Esser <camge@ix.netcom.com>
Date: Mon, 09 Aug 1999 03:19:54 -0500
Subject: Re: ASL multi-select
X-UIDL: 78ac66133e02d0e6826fc3725c8bc65f

Hi r790@mindless.com

On 08-Aug-99, r790@mindless.com wrote:

> I haven't seen your solution yet because I've got no lha on this PC here
> at the moment, well It's not mine I just borrowed it. I'll download one
> lha later.
> Basically what I've done is create a NEWTYPE (called WBArg) similar to the
> WBArg structure. Then declared a pointer of WBArg type. After this the
> WBArg pointer was set to point to the WBArg structure. e.g.
> *WBArg=*filereq\fr_ArgList Now that WBArg pointer points to the start of
> the array of WBArg structures it's easy to find the next filename.
> All that needs to be done is add the size of the WBArg structure on to the
> WBArg pointer. Once this is done the wa_Name field now points to the next
> filename in the list.

Thanks.

I pretty much did the same thing, without using the NewType.

I got the pointer to the first argument, and then increased by 8 each time.

I was hoping there was some way to access the array elements directly

Since your program in "C" maybe you know the answer to this -

C examples often have pointers like this:

```
*mypointer.b
```

How can this be? A pointer is referring to a memory location, so it can't be a byte, can it? I thought a pointer must always be a long.

So, I guess it means it is pointing to a byte? But it doesn't seem to matter in Blitz. Is this just a "C" thing?

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.81 Re: ASL multi-select

Date: Mon, 9 Aug 1999 08:19:08 -0300 (ADT)

Sender: John Mason <ah210@chebucto.ns.ca>

From: John Mason <ah210@chebucto.ns.ca>

Subject: Re: ASL multi-select

X-UIDL: 1265e2cc48ac963659ce2bc626d02b9b

Hi Curt,

> Since you program in "C" maybe you know the answer to this -

> C examples often have pointers like this:

>

> *mypointer.b

>

> How can this be? A pointer is referring to a memory location, so it can't

> be a byte, can it? I thought a pointer must always be a long.

> So, I guess it means it is pointing to a byte? But it doesn't seem to

> matter in Blitz. Is this just a "C" thing?

You got it, something like:

```
int *some_ptr;
```

means some_ptr is a pointer to an int, the actual type used to contain the pointer doesn't change. I guess it's a C thing, but I miss that sort of thing in Blitz -- it saves a lot of confusion :)

--

John Mason -- ICQ 17931257

<http://chebucto.ns.ca/~ah210/Profile.html>

Home of NewStuff and Reminder!

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.82 Re: ASL multi-select

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

Date: Mon, 09 Aug 1999 13:24:41 +0100

Subject: Re: ASL multi-select

X-UIDL: f27a8e61e3db329218e984fe6ec8c88e

Hello everyone

On 09-Aug-99, Curt Esser shared his opinion:

> Since you program in "C" maybe you know the answer to this -

> C examples often have pointers like this:

> *mypointer.b

> How can this be? A pointer is referring to a memory location, so it can't

> be a byte, can it? I thought a pointer must always be a long.

> So, I guess it means it is pointing to a byte? But it doesn't seem to

> matter in Blitz. Is this just a "C" thing?

I'm not exactly the person you was referring to. But the fact is that I know C quite well and can answer myself. *mypointer.b is probably an attempt of converting the following line from C to Blitz:

```
BYTE *mypointer;
```

In C this means that mypointer is a pointer to a byte. The compiler remembers that and does pointer operations accordingly. So in this case mypointer++ would increase the address in the variable by one, but if it would be declared:

```
LONG *mypointer;
```

then mypointer++ would increase the address by four. In this way you can easily access elements of an array. The compiler can also make more checks if it knows what type of the data the pointer points to, but in most cases this doesn't matter for numeric types (but it does for different structs - equivalents to Blitz NewTypes).

I do program in Blitz but I don't know that much about its pointers so I really don't know how this matters to Blitz.

Kind regards from Slovenia

--

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

WWW: <http://www2.arnes.si/~gkrjes12/>

Owner of A1200T/030 @ 50MHz, 32MB Fast RAM

and Intel Celeron 300A with 96 MB RAM and ATI Rage Pro AGP 4 MB

--

It is better to have tried and failed than to have failed to try, but the result's the same.

-- Mike Dennison

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.83 Re: ASL multi-select

From: amorel <amorel@xs4all.nl>

Date: Mon, 09 Aug 1999 23:14:12 +0500

Subject: Re: ASL multi-select

X-UIDL: 72601ebe9b3579275cd97e6c8d08f94c

On 09-Aug-99, Damir Arh wrote:

C=BYTE *mypointer;

C=In C this means that mypointer is a pointer to a byte. The compiler

C=LONG *mypointer;

What is the point of pointers. Explain that in a way so I get convinced and I'm happy ;-) I really hate them with much disgust. Is it so weird to just say `LONG myvariablepointingnowhereelse` or in blitz myvariablepointingnowhereelse.l I have never declared pointers when declaring variables and avoid them like the plague. They make things very spaghetti like to me.

Regards

--

-*AMOREL*- musician/programmer \\ Amiga 1200T/PPC/040/32/2g more shit

<http://www.xs4all.nl/~amorel> \\ Good old C=64 and an attitude!

Will program/compose for food \\ /Half a decent studio

Ever tried: \\ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \\ /productions,demos,programs...

-*Oscilating filter if registered! Amoralplayer1.3, a no fuss audioplayer*-

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.84 Re: ASL multi-select

From: r790@mindless.com

Date: Mon, 9 Aug 1999 18:34:23 -0400 (EDT)

Encoding: 7bit

Subject: Re: ASL multi-select

X-UIDL: d83a383b2605611a32e529dda40c20e4

Hi Curt,

Well most of (or all?) of your question has already been answered, I'd just like to add more.

You also have a '.' in your question.

The '.' (dot operator) in 'C' is used to access fields in a structure.

It's similar to the '\` which Blitz uses to access fields in Newtypes.

Although if it's a pointer to a structure, then to access fields the '.' is replaced by '->'

e.g.

```
struct moooo
```

```
{
```

```
LONG cow;
```

```
};
```

```
//Declare structure of type moooo
```

```
struct moooo grassfield;
```

```
//Declare pointer of type moooo
struct moooo *grassfieldptr;
//point grassfieldptr at grassfield
grassfieldptr=&grassfield;
//Access field in structure
grassfield.cow=10;
//Access field in structure via pointer
grassfieldptr->cow=20;
```

Regards,

Shane O'Neill

Get your free email from AltaVista at <http://altavista.iname.com>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.85 Re: ASL multi-select

From: r790@mindless.com

Date: Mon, 9 Aug 1999 19:36:49 -0400 (EDT)

Encoding: 7bit

Subject: Re: ASL multi-select

X-UIDL: a7632d3390a791d2e92af4bd7aab9fb9

Hi Amorel.

> What is the point of pointers. Explain that in a way so I get convinced
> and I'm happy ;-) I really hate them with much disgust. Is it so weird to
> just say `LONG myvariablepointingnowhereelse` or in blitz
> myvariablepointingnowhereelse. I have never declared pointers when
> declaring variables and avoid them like the plague. They make things very
> spaghetti like to me.

I'll come to explain the advantages of pointers, but first I'll just go over what they are.

Pointers are variables which store memory address locations, where as 'standard' variables store 'normal' user data.

Umm...that might be a bit confusing.

Anyway, the advantage of pointers is that they are fast and use less memory.

e.g.

Assume you want to pass some data to a function.

If you do this without using a pointer, then all that data has to be copied over to the function, and the larger the data the more time it will take.

Then only after the data has been copied over will that function start to process it.

However with the use of a pointer, only the address of the original data needs to be copied(1 longword).

The function then knows where the data is in memory and can go to work on that.

So lets say you have a text file (say 300k)that needs to be processed in one way or another, then I think you'll agree that copying 4 bytes across will take significantly less time than 300,000 bytes.

Pointer generally do add more complexity to a program, however the advantages can be significant.

Summary: Pointers kick ass. ;)

Well I hope that has helped.

Regards,

Shane O'Neill

Get your free email from AltaVista at <http://altavista.iname.com>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.86 Re: ASL multi-select

From: r790@mindless.com

Date: Mon, 9 Aug 1999 19:37:30 -0400 (EDT)

Encoding: 7bit

Subject: Re: ASL multi-select

X-UIDL: 0eb494d641d2eedb5489fdbf34cf5ac9

Hi Amorel.

> What is the point of pointers. Explain that in a way so I get convinced
> and I'm happy ;-) I really hate them with much disgust. Is it so weird to
> just say `LONG myvariablepointingnowhereelse` or in blitz
> myvariablepointingnowhereelse.I I have never declared pointers when
> declaring variables and avoid them like the plague. They make things very
> spaghetti like to me.

I'll come to explain the advantages of pointers, but first I'll just go over what they are.

Pointers are variables which store memory address locations, where as 'standard' variables store 'normal' user data.

Umm...that might be a bit confusing.

Anyway, the advantage of pointers is that they are fast and use less memory.

e.g.

Assume you want to pass some data to a function.

If you do this without using a pointer, then all that data has to be copied over to the function, and the larger the data the more time it will take.

Then only after the data has been copied over will that function start to process it.

However with the use of a pointer, only the address of the original data needs to be copied(1 longword).

The function then knows where the data is in memory and can go to work on that.

So lets say you have a text file (say 300k)that needs to be processed in one way or another, then I think you'll agree that copying 4 bytes across will take significantly less time than 300,000 bytes.

Pointer generally do add more complexity to a program, however the advantages can be significant.

Summary: Pointers kick ass. ;)

Well I hope that has helped.

Regards,

Shane O'Neill

Get your free email from AltaVista at <http://altavista.iname.com>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.87 Re: ASL multi-select

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 10 Aug 99 10:16:44 +1000

Subject: Re: ASL multi-select

Encoding: 7bit

X-UIDL: 5825c4150f3d5831033a1ff93913c496

On Mon, 09 Aug 1999 23:14:12 +0500 amorel said:

> On 09-Aug-99, Damir Arh wrote:

>

> C=BYTE *mypointer;

>

> C=In C this means that mypointer is a pointer to a byte. The compiler

>

> C=LONG *mypointer;

>

> What is the point of pointers. Explain that in a way so I get convinced

> and I'm happy ;-)

OK, here's my attempt to explain.

A Pointer is just a longword variable which contains the address of the thing which you actually want to reference. This is essential when referring to system structures and very useful for your own

stuff.

If you want to grab information about a screen, you simply do something like `*MyScreen.Screen = Peek.l(addr screen(0))`

This gets the address of the Intuition Screen structure from the Blitz2 screen Object and puts it into a longword variable called `*MyScreen`.

Now, since `*MyScreen` is defined as Type `.Screen` then Blitz knows that it contains the address of a Screen Newtype (as defined in `AmigaLibs.Res`), so you can now do things like

```
Screen_Width = *MyScreen\Width
```

For your own stuff, you might need to set up an array to hold a number of things for your program. You could, of course, simply do `DIM Array.Thing(100)` which is fine if you have a known, fixed number of things.

More useful is to do something like

```
*MyThing.Thing = Allocmem(sizeof .Thing * number of things,.....)
```

so you can get a dynamic number of things.

The only problems I can see is that you can't have Fred as a variable and `*Fred` as the pointer to Fred (which would be useful) and you can't have `*Ptr.b` as a pointer to type `.b`, pointers have to point to newtypes.

Hope that helps

(Of course if I'm talking a load of old cobblers someone who knows better can correct me)

Cheers

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

www.shoalhaven.net.au/edgewater

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.88 Re: ASL multi-select (pointers)

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

Date: Mon, 09 Aug 1999 21:37:42 -0500

Subject: Re: ASL multi-select (pointers)

X-UIDL: 7ee9a61f7de10ad6679ee1fe75be1d31

Hi Tony

On 09-Aug-99, Tony Rolfe wrote:

{pointers}

> OK, here's my attempt to explain.

>

> A Pointer is just a longword variable which contains the address of

> the thing which you actually want to reference. This is essential

> when referring to system structures and very useful for your own

> stuff.

To be completely accurate, is the address in RAM of something, (a variable, a NewType structure, or simply a block of memory) as opposed to an offset within your actual program code.

>

> If you want to grab information about a screen, you simply do

> something like *MyScreen.Screen = Peek.l(addr screen(0))

> This gets the address of the Intuition Screen structure from the

> Blitz2 screen Object and puts it into a longword variable called

> *MyScreen.

>

> Now, since *MyScreen is defined as Type .Screen then Blitz knows that

> it contains the address of a Screen Newtype (as defined in

> AmigaLibs.Res), so you can now do things like

> Screen_Width = *MyScreen\Width

>

> For your own stuff, you might need to set up an array to hold a number

> of things for your program. You could, of course, simply do

> DIM Array.Thing(100) which is fine if you have a known, fixed number

> of things.

>

> More useful is to do something like

> *MyThing.Thing = Allocmem(Sizeof .Thing * number of things,.....)

> so you can get a dynamic number of things.

>

> The only problems I can see is that you can't have Fred as a variable

> and *Fred as the pointer to Fred (which would be useful) and you can't

> have *Ptr.b as a pointer to type .b, pointers have to point to

> newtypes.

No, they can point to ANY location in memory. It just depends on how you access them.

NewTypes are simply a convenient way to access the memory.

But you can access the memory directly by peeking... otherwise my ASL solution wouldn't have worked ;)

For example, here is a NewType:

```
NewType.Alien
```

```
xpos.w
```

```
ypos.w
```

```
End NewType ;defines the newtype as being 2 words, or 4 bytes of memory
```

To store info in this NewType, you use:

```
a.Alien\xpos=35 ;allocates 4 bytes, and stores 35 in the first 2
```

```
a.Alien\ypos=300 ;stores 300 in the last two bytes
```

And to get the y position you use:

```
currentY.w=a\ypos ;processor fetches the word starting at
```

```
;2 bytes past memory location "a"
```

```
<sb>
```

But, you could also do this instead:

```
*a = Allocmem (4,1) ;allocate 4 bytes of free memory and returns it's address in "a"
```

```
Poke.w *a,35 ;store the x position in the first two bytes
```

```
Poke.w *a+2,300 ;store the y position in the last two bytes
```

Now, to get the y position:

```
currentY.w=Peek.w(*a+2) ;processor fetches the word starting at
```

```
;2 bytes past memory location "a"
```

This does exactly the same thing - it's just that the first way is much easier to follow...

--

Yours electronically,

Curt Esser

cange@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.89 Re: ASL multi-select (pointers)

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 11 Aug 99 13:28:11 +1000

Subject: Re: ASL multi-select (pointers)

Encoding: 7bit

X-UIDL: cd0bcb02732080370184a214ec3d7174

On Mon, 09 Aug 1999 21:37:42 -0500 Curt Esser said:

> Hi Tony

>

> On 09-Aug-99, Tony Rolfe wrote:

>

> {pointers}

>

>> OK, here's my attempt to explain.

>>

>> A Pointer is just a longword variable which contains the address of

>> the thing which you actually want to reference. This is essential

>> when referring to system structures and very useful for your own

>> stuff.

>

> To be completely accurate, is the address in RAM of something, (a variable,

> a NewType structure, or simply a block of memory) as opposed to an offset

> within your actual program code.

>>

Of course, you could set up a pointer to point at something in
your program like:

```
deftype.Alien Fred
```

```
*FredPtr = &Fred
```

or even point at a code section, so you could dynamically modify code

and really make life hard for hackers... now that's a point. Why

not have some realistic-looking code which seems to validate a keyfile

and overwrite it just before executing it (or possibly do the third
step of an XOR? Hmmmm...

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

www.shoalhaven.net.au/edgewater

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.90 Re: ASL multi-select (pointers)

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Wed, 11 Aug 1999 10:22:26 +0100

Subject: Re: ASL multi-select (pointers)

Encoding: 8bit

X-UIDL: 08420acb5c09d1b2a3136171908d94a2

> or even point at a code section, so you could dynamically modify code

> and really make life hard for hackers... now that's a point. Why

> not have some realistic-looking code which seems to validate a keyfile

> and overwrite it just before executing it (or possibly do the third

> step of an XOR? Hmmm...

You'd need to flush the caches after self modifying your code, or it'll be the old stuff that gets run. Or something like that.

--

) ^ V] [] M © M] [N N

dcmminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

ICQ=16827694

Some people are only alive because it is illegal to shoot them.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.91 ASL-Tags - NO EHB

From: Leigh Parry <lparry@free4all.co.uk>

Date: Fri, 27 Aug 1999 19:32:00 +0000

Subject: ASL-Tags - NO EHB

Encoding: binary

X-UIDL: bc3a465c669fa3f9b953ee3d04912144

Hello,

I'm using an ASL Screenmode requester, with tags setting the min depth at 6.

Does anybody now the ASLSM_PropertyMask tag i should include to stop EHB modes appearing in the requester?

If I use min depth of seven it obviously removes the EHB but i would like to be able to use a minimum depth of 6, but not allow the EHB modes.

looking through autodocs the EHB tag is \$80, but using that in the

PropertyMask stops the requester opening.

If someone wants a testprog to show what i mean, just ask.

Thanks in advance.

Cya,

Leigh.

--

A1200T - 040-33Mhz +16MbFast - 3.2Gig HD - 32x CD - ZIP

EMail: lparry@free4all.co.uk

URL: <http://www.free0024068.free4all.co.uk/>

Always tell her she's pretty, especially when she isn't.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.92 Re: ASL-Tags - NO EHB

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

Date: Fri, 27 Aug 1999 20:32:28 -0500

Subject: Re: ASL-Tags - NO EHB

X-UIDL: 726069efa83337be2687389000c0fa91

--BOUNDARY.1748498288.1

Hi Leigh

On 27-Aug-99, Leigh Parry wrote:

> Hello,

>

> I'm using an ASL Screenmode requester, with tags setting the min depth at

> 6.

>

> Does anybody now the ASLSM_PropertyMask tag i should include to stop EHB

> modes appearing in the requester?

By default, EHB and HAM modes are NOT displayed in the

ASLScreenModeRequester.

No need to mess with the property mask at all unless you want to include

them ;)

See the attached.

>

> If I use min depth of seven it obviously removes the EHB but i would like

> to be able to use a minimum depth of 6, but not allow the EHB modes.

>

> looking through autodocs the EHB tag is \$80, but using that in the
> PropertyMask stops the requester opening.

Well, I've attached a second example that sort-of shows how to use the property flags. The problem is, my RKM's are old (v2.00) and don't show anything about the ScreenMode Requester - so I have no idea what each bit means.

If you try uncommenting various pairs of mask + property flags, you'll see that it is possible to alter the ScreenMode requester (I found several ways by trail-and-error)

Hopefully, somebody has a newer RKM's and can explain the proper settings?

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

--BOUNDARY.1748498288.1

Content-Disposition: attachment; filename="ScrModeReqstr.asc"

Encoding: quoted-printable

;ASL Screenmode Requester and ScreenTags

;Curt Esser camge@ix.netcom.com

;use all or parts in any way you like

;last modified Aug 8, 1998

;NEEDS amigalibs.res, WB 2.xx or better

WBStartup

WBenchToFront_

NoCli

WbToScreen 1 ;we use WB for mode requester

LoadFont 0,"topaz.font",9 ;load the screen's font

*fn=3DAddr IntuiFont (0) ;pointer to screen font

NEWTYP.E.SMode ;for the mode requester

DisplayID.l

DisplayWidth.l

DisplayHeight.l

DisplayDepth.w

OverscanType.w

End NEWTYPE

sm\$=3D"Select A Screen Mode:" ;title for mode requester

If NTSC=3D-1 ;set the default screen mode=

```
imode.l=3D$19004 ;NTSC hi-res lace for NTSC
iheight.w=3D400
Else
imode.l=3D$29004 ;PAL hi-res laced for PAL
iheight.w=3D512
EndIf
Dim SMRtags.TagItem(19) ;taglist for mode requester
SMRtags(0)\ti_Tag=3D#ASLSM_InitialLeftEdge,160 ;these are the positio=
n for the
SMRtags(1)\ti_Tag=3D#ASLSM_InitialTopEdge,10 ;screenmode requester
SMRtags(2)\ti_Tag=3D#ASLSM_InitialWidth,320 ;and the sizes
SMRtags(3)\ti_Tag=3D#ASLSM_InitialHeight,200
SMRtags(4)\ti_Tag=3D#ASLSM_InitialDisplayID,imode ;these are shown as "s=
elected"
SMRtags(5)\ti_Tag=3D#ASLSM_InitialDisplayDepth,3 ;when the requester op=
ens
SMRtags(6)\ti_Tag=3D#ASLSM_InitialDisplayWidth,640
SMRtags(7)\ti_Tag=3D#ASLSM_InitialDisplayHeight,iheight
SMRtags(8)\ti_Tag=3D#ASLSM_InitialOverscanType,1
SMRtags(9)\ti_Tag=3D#ASLSM_InitialInfoOpened,0 ;use no "properties" w=
indow
SMRtags(10)\ti_Tag=3D#ASLSM_DoDepth,1 ;0 for no depth select=
or
SMRtags(11)\ti_Tag=3D#ASLSM_DoOverscanType,1 ;0 for no OverScan sel=
ector
SMRtags(12)\ti_Tag=3D#ASLSM_DoWidth,1 ;0 for no width gadget=
SMRtags(13)\ti_Tag=3D#ASLSM_DoHeight,1 ;0 for no height gadg=
e
SMRtags(14)\ti_Tag=3D#ASLSM_MinHeight,200 ;minimum height allowe=
d
SMRtags(15)\ti_Tag=3D#ASLSM_MinWidth,320 ;minimum width allowed=
SMRtags(16)\ti_Tag=3D#ASLSM_MinDepth,3 ;minimum depth allowed=
SMRtags(17)\ti_Tag=3D#ASLSM_TitleText,&sm$ ;pointer to requester =
title$
SMRtags(18)\ti_Tag=3D#TAG_DONE
;
; ScreenMode requester returns the ScreenMode structure
;
*sreq.SMode=3D0
```

```

*sreq=3DAllocAslRequest_(2,&SMRtags(0)\ti_Tag)
ok.b=3DAslRequest_(*sreq,&SMRtags(0)\ti_Tag)
If ok<>0 ;if ok=3D0, the user hit the "cancel" gadget
;----- now we read the results into variables
;this part is not really necessary, but makes it possible to
;just make up the screen without using the requester every time
;the program is started
;these results could be saved into a "prefs" file
;and reloaded into your program before opening the screen
Display.l=3D*sreq\DisplayID
Oscan.w=3D*sreq\OverscanType
Dpth.w=3D*sreq\DisplayDepth
Widh.l=3D*sreq\DisplayWidth
Heit.l=3D*sreq\DisplayHeight
;----- now we make the "Program's" screen -----
; we will make it up in back and pop it to the front when it's ready
;useless here, but it makes your actual program look much better-
;the user won't see the screen and windows being drawn
Dim SCRtags.TagItem(11)
SCRtags(0)\ti_Tag=3D#SA_DisplayID,Display
SCRtags(1)\ti_Tag=3D#SA_Overscan,Oscan
SCRtags(2)\ti_Tag=3D#SA_Depth,Dpth
SCRtags(3)\ti_Tag=3D#SA_Width,Widh
SCRtags(4)\ti_Tag=3D#SA_Height,Heit
SCRtags(5)\ti_Tag=3D#SA_Top,0
SCRtags(6)\ti_Tag=3D#SA_Left,0
SCRtags(7)\ti_Tag=3D#SA_AutoScroll,1 ;autoscroll is on!
SCRtags(8)\ti_Tag=3D#SA_Pens,?DriPens ;List of 13 Dripens
SCRtags(9)\ti_Tag=3D#SA_Behind,1 ;make screen in back of di=
splay
SCRtags(10)\ti_Tag=3D#SA_Font,*fn
SCRtags(11)\ti_Tag=3D#TAG_DONE
ScreenTags 0,"Test Screen",& SCRtags(0) ;open the test screen
Window 1,10,10,300,100,$1000|$, "Screen info",1,0 ;and a small window
NPrint "$"+Hex$(Display)
NPrint "Depth=3D",Dpth
NPrint "Press close gadget to end"
ShowScreen 0 ;now bring screen to the fro=
nt

```

```
Repeat ;just wait until the window
ev.l=3DWaitEvent ;close gadget is pressed
Until ev=3D$200
Else
Request "", "Screen Cancelled!", "OK"
End
EndIf
If (*sreq) Then FreeAslRequest_(*sreq) ;we MUST free this ourselves=
End
Even
DriPens
Dc.w 0,1,1,2,1,3,1,0,2,1,2,1,-1
--BOUNDARY.1748498288.1
Content-Disposition: attachment; filename="ScreenReqFlags.asc"
Encoding: quoted-printable
;ASL Screenmode Requester and ScreenTags
;Curt Esser camge@ix.netcom.com
;use all or parts in any way you like
;last modified Aug 8, 1998
;NEEDS amigalibs.res, WB 2.xx or better
WBStartup
WBenchToFront_
NoCli
WbToScreen 1 ;we use WB for mode requester
LoadFont 0,"topaz.font",9 ;load the screen's font
*fn=3DAddr IntuiFont (0) ;pointer to screen font
NEWTYP.E.SMode ;for the mode requester
DisplayID.l
DisplayWidth.l
DisplayHeight.l
DisplayDepth.w
OverscanType.w
End NEWTYPE
sm$=3D"Select A Screen Mode:" ;title for mode requester
If NTSC=3D-1 ;set the default screen mode=
imode.l=3D$19004 ;NTSC hi-res lace for NTSC
iheight.w=3D400
Else
imode.l=3D$29004 ;PAL hi-res laced for PAL
```

```
height.w=3D512
EndIf
;default (show only modes that can be used for the WB)
;pm.l=3D%00000000000000000000000000000000100000000
;pr.l=3D#DIPF_IS_WB
;show ALL modes
;pm.l=3D0
;pr.l=3D0
;no laced modes
;pm.l=3D %00000000000000000000000000000000100000111
;pr.l=3D %00000000000000000000000000000000111111111
;hi-res & lo-res, laced & standard
;pm.l=3D%00000000000000000000000000000000100011110
;pr.l=3D%00000000000000000000000000000000100000000
;standard modes, + laced, + EHB
;pm.l=3D%0000000000000000000000000000000011110
;pr.l=3D%000000000000000000000000000000001010
;NTSC ONLY - hi & lo-res, + laced
;pm.l=3D%00000000000000000000000000000000100111110
;pr.l=3D%00000000000000000000000000000000100010100
;NTSC ONLY - ALL modes
;pm.l=3D%0000000000000000000000000000000010000110000
;pr.l=3D%0000000000000000000000000000000010000110000
;NTSC ONLY - ALL except HAM modes
;pm.l=3D%0000000000000000000000000000000010000111110
;pr.l=3D%0000000000000000000000000000000010000111000
;standard + laced + dual playfield
;pm.l=3D%00000000000000000000000000000000100001000000001000
;pr.l=3D%00000000000000000000000000000000100001000000001000
Dim SMRtags.TagItem(20) ;taglist for mode requester
SMRtags(0)\ti_Tag=3D#ASLSM_InitialLeftEdge,160 ;these are the positio=
n for the
SMRtags(1)\ti_Tag=3D#ASLSM_InitialTopEdge,10 ;screenmode requester
SMRtags(2)\ti_Tag=3D#ASLSM_InitialWidth,320 ;and the sizes
SMRtags(3)\ti_Tag=3D#ASLSM_InitialHeight,200
SMRtags(4)\ti_Tag=3D#ASLSM_InitialDisplayID,imode ;these are shown as "s=
elected"
SMRtags(5)\ti_Tag=3D#ASLSM_InitialDisplayDepth,3 ;when the requester op=
ens
```

```

SMRtags(6)\ti_Tag=3D#ASLSM_InitialDisplayWidth,640
SMRtags(7)\ti_Tag=3D#ASLSM_InitialDisplayHeight,iheight
SMRtags(8)\ti_Tag=3D#ASLSM_InitialOverscanType,1
SMRtags(9)\ti_Tag=3D#ASLSM_InitialInfoOpened,0 ;use no "properties" w=
indow
SMRtags(10)\ti_Tag=3D#ASLSM_DoDepth,1 ;0 for no depth select=
or
SMRtags(11)\ti_Tag=3D#ASLSM_DoOverscanType,1 ;0 for no OverScan sel=
ector
SMRtags(12)\ti_Tag=3D#ASLSM_DoWidth,1 ;0 for no width gadget=
SMRtags(13)\ti_Tag=3D#ASLSM_DoHeight,1 ;0 for no height gadge=
t
SMRtags(14)\ti_Tag=3D#ASLSM_MinHeight,200 ;minimum height allowe=
d
SMRtags(15)\ti_Tag=3D#ASLSM_MinWidth,320 ;minimum width allowed=
SMRtags(16)\ti_Tag=3D#ASLSM_MinDepth,3 ;minimum depth allowed=
SMRtags(17)\ti_Tag=3D#ASLSM_TitleText,&sm$ ;pointer to requester =
title$
SMRtags(18)\ti_Tag=3D#ASLSM_PropertyMask,pm
SMRtags(19)\ti_Tag=3D#ASLSM_PropertyFlags,pr
SMRtags(20)\ti_Tag=3D#TAG_DONE
;
; ScreenMode requester returns the ScreenMode structure
;
*sreq.SMode=3D0
*sreq=3DAllocAslRequest_(2,&SMRtags(0)\ti_Tag)
ok.b=3DAslRequest_(*sreq,&SMRtags(0)\ti_Tag)
If ok<>0 ;if ok=3D0, the user hit the "cancel" gadget
;----- now we read the results into variables
;this part is not really necessary, but makes it possible to
;just make up the screen without using the requester every time
;the program is started
;these results could be saved into a "prefs" file
;and reloaded into your program before opening the screen
Display.l=3D*sreq\DisplayID
Oscan.w=3D*sreq\OverscanType
Dpth.w=3D*sreq\DisplayDepth
Widh.l=3D*sreq\DisplayWidth
Heit.l=3D*sreq\DisplayHeight

```

```

;----- now we make the "Program's" screen -----
; we will make it up in back and pop it to the front when it's ready
;useless here, but it makes your actual program look much better-
;the user won't see the screen and windows being drawn
Dim SCRtags.TagItem(11)
SCRtags(0)\ti_Tag=3D#SA_DisplayID,Display
SCRtags(1)\ti_Tag=3D#SA_Overscan,Oscan
SCRtags(2)\ti_Tag=3D#SA_Depth,Dpth
SCRtags(3)\ti_Tag=3D#SA_Width,Widh
SCRtags(4)\ti_Tag=3D#SA_Height,Heit
SCRtags(5)\ti_Tag=3D#SA_Top,0
SCRtags(6)\ti_Tag=3D#SA_Left,0
SCRtags(7)\ti_Tag=3D#SA_AutoScroll,1 ;autscroll is on!
SCRtags(8)\ti_Tag=3D#SA_Pens,?DriPens ;List of 13 Dripens
SCRtags(9)\ti_Tag=3D#SA_Behind,1 ;make screen in back of di=
splay
SCRtags(10)\ti_Tag=3D#SA_Font,*fn
SCRtags(11)\ti_Tag=3D#TAG_DONE
ScreenTags 0,"Test Screen",& SCRtags(0) ;open the test screen
Window 1,10,10,300,100,$1000|S8,"Screen info",1,0 ;and a small window
NPrint "$"+Hex$(Display)
NPrint "Depth=3D",Dpth
NPrint "Press close gadget to end"
ShowScreen 0 ;now bring screen to the fro=
nt
Repeat ;just wait until the window
ev.l=3DWaitEvent ;close gadget is pressed
Until ev=3D$200
Else
Request "", "Screen Cancelled!","OK"
End
EndIf
If (*sreq) Then FreeAsIRequest_(*sreq) ;we MUST free this ourselves=
End
Even
DriPens
Dc.w 0,1,1,2,1,3,1,0,2,1,2,1,-1
--BOUNDARY.1748498288.1

```

```

-----
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
--BOUNDARY.1748498288.1--

```

1.93 ASLFilerequester

From: Roman Schaub <roman@ancor.ch>

Date: Tue, 17 Aug 1999 16:09:29 +0100

Organization: ANCOR

Subject: ASLFilerequester

X-UIDL: 9332d82e279e70aa94ca90e92a5717eb

Hello

...it's me again...

i have a question :

if i use the command ASLFileRequest\$(name\$,path\$,file,...) i just get a syntax error.

So i used the line p\$=aslfilerequest\$... but all i get is a syntax error.

Even if i leave out the brackets there is an error. I checked some mails from the blitzlist but everything that was written there failed....

WHY THE F*&% does this not work !?!?!?!?!?!?!?!?

thanx in advance

Roman

--

<tsb>

greetinX

<tsb>#####Roman Schaub#####

<tsb>roman@ancor.ch

<tsb>www.ancor.ch

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.94 Re: ASLFilerequester

From: Gaz-JD/FX-s^D <gaz@jokerd.freemove.co.uk>

Date: Tue, 17 Aug 1999 15:56:54 +0100

Organization: JokerD/FX

Subject: Re: ASLFilerequester

Encoding: 8bit

X-UIDL: a254f71bc16b79d7eb32967b35f95b89

Hi Roman

On the 17-Aug-99 you said something about ASLFilerequester so now I am going to offer a witty retort (well maybe :)

> WHY THE F*&% does this not work !?!?!?!?!?!?!?!?


```
;DEFTYPE.IOAudio *aud
*myport.MsgPort = CreateMsgPort_
If *myport
NPrint "Message port allocated!"
*aud.IOAudio = CreateIORequest_(*myport,SizeOf.IOAudio)
If *aud
NPrint "IO request succeeded"
*aud\ioa_Request\io_Message\mn_Node\ln_Pri = #ADALLOC_MAXPREC
*aud\ioa_Request\io_Command = #ADCMD_ALLOCATE
*aud\ioa_Request\io_Flags = #ADIOF_NOWAIT
key.w=0
*aud\ioa_AllocKey = key
*aud\ioa_Data = **mem ;1,2,4,8 <- *mem is this problem
audlen.l=256
*aud\ioa_Length = audlen
error.b = OpenDevice_ ("audio.device",0, *aud,0)
If error=0
NPrint "Audio.device opened..."
*aud\ioa_Request\io_Command = #CMD_WRITE
*aud\ioa_Request\io_Flags = #ADIOF_PERVOL
perd.w=208 ; (3546895/17000)
*aud\ioa_Period = perd
vol.w=64
*aud\ioa_Volume = vol
cyc.w=1
*aud\ioa_Cycles = cyc
*aud\ioa_Data = *mem
*aud\ioa_Length = audlen
NPrint "ALL SET! Press mouse to continue..."
MouseWait
SendIO_ *aud
CloseDevice_ *aud
Else
NPrint "Can't open audio.device - Error#",error
EndIf
DeleteIORequest_ *IOReq
DeleteMsgPort_ *myport
Else
NPrint "IO request failed!"
```

```
End
EndIf
Else
NPrint "Message port failed!"
End
EndIf
FreeVec_ *mem
End
```

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.96 Baffled.BB2

From: Toby Zuijdveld <hotcakes@a1bbs.net.au>
Date: Sat, 28 Aug 1999 23:49:33 +1000
X-SenderInfo: 1;
picture="http://www.geocities.com/SunsetStrip/6865/a1people/tobyzuij.gif"
Organization: Crash'n'Burn Incinerated, Satanic Dreams Software
Subject: Baffled.BB2
X-UIDL: f3f0ed38778c3ad4f338551d8e66d745

Hello,

Of course it doesn't work!

A is by default a .quick... and that number is -way- out of range.

Why didn't you think to turn on the debugger before <nag> spamming the list
with bad code </nag> ;]

Solution : Change A to a .long or .float...

Kind regards

--

Toby Zuijdveld
<http://a1bbs.net.au/hotcakes>
<mailto:hotcakes@a1bbs.net.au>
icq:22222555777111555111555

Think! While it's still legal and free!

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.97 Re: Baffled.BB2

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Sat, 28 Aug 1999 18:30:43 +0100

Organization: Satanic Dreams Software.

Subject: Re: Baffled.BB2

Encoding: binary

X-UIDL: 54dabd9dc4124d8d4c4f0597cff557c4

Hello Toby

Hiya, Toby... ,on 28-Aug-99 you mailed me about: Baffled.BB2! So I ma reply`in...

> Hello,

>

> Of course it doesn't work!

>

> A is by default a .quick... and that number is -way- out of range.

>

> Why didn't you think to turn on the debugger before <nag> spamming the

> list with bad code </nag> ;]

>

> Solution : Change A to a .long or .float...

Bollox yeah, shit shit arse!...

It's always the obvious ones that catch ya out ;)

Ignore me, I'm having one of those days, Doh!

On any other day I woulda spotted that straight way,
today,... NOWAY! It's been one of those typical cartoon
days where you wake up and hit your head on the table,
trip up fall down the stairs and land on a 6inch nail..

(only not /quite/ a bad... But getting there ;))

That'll teach me to act before thinkin ;)

.....

Who am I kidding, no it wont..

I really gotta get to sleep at the right times man!

> Kind regards

--

Rob,

--

MAILTO:loki@sds.in2home.co.uk | #ICQ:# 27181384

#FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.freemove.co.uk/>

#PROJECT INFO:# Minimum Safe Distance [####----- 45% ish complete.]

#HOME OF:# /MorrisTheMaggot, BB2MUIUpdate, TimeSwipe, NIB,/

/CTTM2, BlitzBFB, Prefs2000 & TMS. And too much other stuff./

["640K ought to be enough for anybody." - Bill Gates, 1981]

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.98 Re: Blitz Debugger

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Wed, 18 Aug 1999 16:13:45 +0100

Subject: Re: Blitz Debugger

X-UIDL: ea022c859a335c0a58a31a056f4079e3

Stephen Sweeney churned out *this* drivel:

> that I am has somewho managed to loose my gadtools library and that was

How the hell did you manage to lose gadtools.library? It's built into

the ROM!

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

It usually takes more than three weeks to prepare a good impromptu speech.

-- Mark Twain

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.99 Blitz Debugger

X-Originating-IP: [193.113.139.186]

From: "Stephen Sweeney" <bhunachicken@hotmail.com>

Subject: Blitz Debugger

Date: Wed, 18 Aug 1999 15:00:12 GMT

X-UIDL: 4fa79b31c83a0d90aeda9d9b0e7b3279

Whoops... forgot to tell you guys, I've fixed the debugger.... stop bast.
that I am has somewho managed to loose my gadtools library and that was what
was causing the silly thing to crash... erm... so what have I learnt..?
Use SnoopDos. ;)

Stephen Sweeney

Parallel Realities

http://members.xoom.com/The_Scarf/

Get Your Private, Free Email at <http://www.hotmail.com>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.100 Blitz II Crashes

X-Originating-IP: [193.113.139.186]

From: "Stephen Sweeney" <bhunachicken@hotmail.com>

Subject: Blitz II Crashes

Date: Mon, 02 Aug 1999 07:57:15 GMT

X-UIDL: ba2dabd1d7d368d9b075dbf86f5aa29e

Whilst I'm here, I might as well ask if anyone else has experienced problems
using Blitz 2 and MagicTV (the software flicker fixer)..? I don't know if
they are conflicting but Blitz crashes a lot and the debugger doesn't work
anymore...
reinstall?

Get Your Private, Free Email at <http://www.hotmail.com>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.101 Re: Blitz II Crashes

From: Sandy Brownlee <sandy@brownlee99.freemove.co.uk>

Date: Mon, 02 Aug 1999 18:40:46 +0100

Subject: Re: Blitz II Crashes

X-UIDL: 594ad67806de5166ac7480ea0262db5b

Hello Stephen

On 02-Aug-99, you wrote:

> Whilst I'm here, I might as well ask if anyone else has experienced
> problems using Blitz 2 and MagicTV (the software flicker fixer)..? I don't
> know if they are conflicting but Blitz crashes a lot and the debugger
> doesn't work anymore...
>
> reinstall?

I have exactly the same problem; I never thought that MagicTV (I have v2)
would be a cause.

By "debugger doesn't work," what do you mean? I'm using the BSS one from the
CD Blitz, and after the debugger has interrupted a program once, and I re-
execute, Mr. Guru pays a visit.

It also doesn't step through code like it's supposed to; in fact
interrupting when an error is detected is all it does.

Weird.

Regards,

Sandy Brownlee

Windows can multitask: On two separate machines.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.102 Re: Blitz II Crashes

X-Originating-IP: [193.113.139.186]

From: "Stephen Sweeney" <bhunachicken@hotmail.com>

Subject: Re: Blitz II Crashes

Date: Tue, 03 Aug 1999 07:35:27 GMT

X-UIDL: 1c78298cc1b74391fbee103c7ae81aa

>> Whilst I'm here, I might as well ask if anyone else has experienced
>> problems using Blitz 2 and MagicTV (the software flicker fixer)..? I
> don't
>> know if they are conflicting but Blitz crashes a lot and the debugger
>> doesn't work anymore...
>>
>>
>

>I have exactly the same problem; I never thought that MagicTV (I have v2)

>would be a cause.

>

>By "debugger doesn't work," what do you mean?

When a program is interrupted I can't to anything with the debugger except choose "Quit" from the menu, otherwise clicking on anything gives everyone's favourite "Software Failure, Reboot, Suspend" message... Of course, trying to use Blitz without the debugger is like trying to... erm... well, something silly.-----

Stephen Sweeney

Parallel Realities

http://members.xoom.com/The_Scarf/

Get Your Private, Free Email at <http://www.hotmail.com>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.103 Re: Blitz II Crashes

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

Date: Tue, 03 Aug 1999 19:40:33 +0100

Organization: Pagan Software

Subject: Re: Blitz II Crashes

X-UIDL: 1948581b6d9df1081e82e4a0005ad283

I watched as Sandy Brownlee hammered "Re: Blitz II Crashes" out on their keyboard...

> I have exactly the same problem; I never thought that MagicTV (I have v2)

> would be a cause.

> By "debugger doesn't work," what do you mean? I'm using the BSS one from

> the CD Blitz, and after the debugger has interrupted a program once, and I

> re- execute, Mr. Guru pays a visit. It also doesn't step through code like

> it's supposed to; in fact interrupting when an error is detected is all it

> does.

It's not MagicTV. I have had exactly the same problem, ever since shortly after I got my 040 card. What happens to me is, the debugger loads and starts to go through the source code, as soon as it encounters an error it stops as normal, but then the source code window continues on scrolling like the program is still running, but shows gibberish, when trying to quit it guru's, wether it encountered a problem or not.

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>

<sb>Visit us at <http://www.pagan-games.com>

<sb>EMail us at /bloodline@pagan-games.com/

<sb>"Dafel: Bloodline" - The most accomplished RPG ever!

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team *AMIGA*

<sb>

<sb>To err is human, to forgive is not Company Policy.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.104 Re: Blitz II Crashes

From: Sandy Brownlee <sandy@brownlee99.freemove.co.uk>

Date: Wed, 04 Aug 1999 12:10:46 +0100

Subject: Re: Blitz II Crashes

X-UIDL: 930770c8f1587a70e96fb9e9bbfed1d7

Hello Rick

On 03-Aug-99, you wrote:

<Snip>

> It's not MagicTV. I have had exactly the same problem, ever since shortly
> after I got my 040 card. What happens to me is, the debugger loads and
> starts to go through the source code, as soon as it encounters an error it
> stops as normal, but then the source code window continues on scrolling
> like the program is still running, but shows gibberish, when trying to
> quit it guru's, wether it encountered a problem or not.

Hmm. I've just tried running Blitz with MagicTV commented out of startup,
and the problem persists. Possibly it's the 040? What processor do you have
Stephen?

With me, the error being generated is a "Line F Instruction", according to
NewAlertHook.

Or maybe it's a patch of some sort...

Regards,

Sandy Brownlee

Dr. Evil- "Here's the plan... We get the warhead, and hold the world ransom for 1 million dollars!"

Evil assistant- "Erm... don't you think we should ask for more than 1 million dollars? It isn't exactly a lot of money these days. Virtucon alone makes over 9 billion dollars a year."

Dr. Evil- "Really?"

Evil Assistant "Mmm."

Dr. Evil- "That's a lot. OK then, we hold the world ransom for one... hundred... BILLION dollars!!!"

-From the original Austin Powers.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.105 Re: Blitz II Crashes

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Wed, 4 Aug 1999 18:59:50 +0100

Subject: Re: Blitz II Crashes

Encoding: 8bit

X-UIDL: 147a34e1843e1124f9d63dbf2d700448

> Hmm. I've just tried running Blitz with MagicTV commented out of startup,
> and the problem persists. Possibly it's the 040? What processor do you
> have Stephen? With me, the error being generated is a "Line F
> Instruction", according to NewAlertHook. Or maybe it's a patch of some
> sort...

Someone had weird errors with an 060 Apollo board a long time ago, and it was because they ran their programs from within Blitz using the RAMiga # shortcut.

Going through the Compile & Run menu option solved it.

But now I'm just guessing at the bizarre...

--

l) ^ V][l) Ml © Ml][Ml Ml

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

ICQ=16827694

For Sale: Parachute. Only used once, never opened, small stain.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.106 Re: Blitz II Crashes

X-Originating-IP: [193.113.139.186]

From: "Stephen Sweeney" <bhunachicken@hotmail.com>

Subject: Re: Blitz II Crashes

Date: Thu, 05 Aug 1999 07:33:25 GMT

X-UIDL: ecd5a4dceda3033944139259cdaaea76

>Hmm. I've just tried running Blitz with MagicTV commented out of startup,
>and the problem persists. Possibly it's the 040? What processor do you have
>Stephen?

A 030... but this problem only started once I install MagicWB, MagicMenus,
ToolsManager, KingCon... actually, it could be MagicMenus or KingCon...

Hmmmm..

Anyone know any patches and progs that the Blitz De-bugger doesn't like?

Get Your Private, Free Email at <http://www.hotmail.com>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.107 Re: Blitz II Crashes

From: Sandy Brownlee <sandy@brownlee99.freemove.co.uk>

Date: Thu, 05 Aug 1999 11:56:45 +0100

Subject: Re: Blitz II Crashes

X-UIDL: f2b721ecfe9e250281128037d69e5d18

Hello David

On 04-Aug-99, you wrote:

> Someone had weird errors with an 060 Apollo board a long time ago, and it
> was because they ran their programs from within Blitz using the RAMiga #
> shortcut. Going through the Compile & Run menu option solved it.

>

> But now I'm just guessing at the bizarre...

It* is *an Apollo board that I have- the budget 1240/40 that is actually an
overclocked 1240/33.

However, the menu option still causes a crash. Maybe these problems are a
combination of things?

Stephen said:

> A 030... but this problem only started once I install MagicWB, MagicMenus,

> ToolsManager, KingCon... actually, it could be MagicMenus or KingCon...

> Hmmmm..

>

> Anyone know any patches and progs that the Blitz De-bugger doesn't like?

Out of those you list, all I have is MagicWB, v2.

And THAT shouldn't make a difference.

Regards,

Sandy Brownlee

Unimportant bloke- "The cold war's over, Austin."

Austin Powers- "Well, finally those capitalist pigs will pay for their crimes, eh comrad? Eh, eh?"

Unimportant bloke- "Austin, we won."

Austin Powers- "Oh, groovy. Smashing. Yay capitalism. Heh."

-From the original Austin Powers.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.108 Re: Blitz II Crashes

Comments: Authenticated sender is <childm@vax.sbu.ac.uk>

From: "Mike Child" <mike.child@sbu.ac.uk>

Date: Thu, 5 Aug 1999 12:34:19 +0000

Encoding: 7BIT

Subject: Re: Blitz II Crashes

X-UIDL: 3f55eb41c26cb868db6bec9e4c9304c0

>> Someone had weird errors with an 060 Apollo board a long time ago, and it

>> was because they ran their programs from within Blitz using the RAmiga #

>> shortcut. Going through the Compile & Run menu option solved it.

That was me and as far as I know that's still the case, but I've

managed to get rid of the RAmiga# habit completely, and have had no

probs with Blitz at all since.

> It* is *an Apollo board that I have- the budget 1240/40 that is actually an

> overclocked 1240/33.

>

> However, the menu option still causes a crash. Maybe these problems are a

> combination of things?

>

> Stephen said:

>

>> A 030... but this problem only started once I install MagicWB, MagicMenus,

>> ToolsManager, KingCon... actually, it could be MagicMenus or KingCon...

>> Hmmmm..

I use KingCon with no probs - none of the others though.

Unless I'm remembering a dream Snoopdos has some kind of step function doesn't it, so you could find out the last thing that happens before the crash with that. Which might or might not help.

Or was that a dream?

Good luck anyway..

Mike Child

Mike Child

Business School

International Secretary

tel. +44-171-815-6191

mike.child@sbu.ac.uk

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.109 Re: Blitz II Crashes

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

Date: Thu, 05 Aug 1999 07:50:09 -0500

Subject: Re: Blitz II Crashes

X-UIDL: d12f2ef33d39d663c399860e60b07511

Hi

>> Stephen said:

>>

>> A 030... but this problem only started once I install MagicWB,

>> MagicMenus, ToolsManager, KingCon... actually, it could be MagicMenus or

>> KingCon... Hmmmm..

I have an 030/50 (Blizzard if it matters) + Magic Menus + KingCon from the above list and no problems here.

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.110 Re: Blitz II Crashes

X-Originating-IP: [193.113.139.186]

From: "Stephen Sweeney" <bhunachicken@hotmail.com>

Subject: Re: Blitz II Crashes

Date: Thu, 05 Aug 1999 13:25:14 GMT

X-UIDL: faf46012a329976b9b492b4a1d70c22f

>>> A 030... but this problem only started once I install MagicWB,
>>> MagicMenus, ToolsManager, KingCon... actually, it could be MagicMenus
>or
>>> KingCon... Hmmmm..
>

>I have an 030/50 (Blizzard if it matters) + Magic Menus + KingCon from the
>above list and no problems here.

I think that the best thing for me to do is remove everything from my
WBStartup and see if Blitz2 still crashes... If it does then I'll just have
to reinstall it or something... Never did this before I changed my comp set
up. Okay, thanks all. :)

Get Your Private, Free Email at <http://www.hotmail.com>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.111 Re: Blitz II Crashes

Date: Thu, 5 Aug 1999 13:12:25 -0300 (ADT)

Sender: John Mason <ah210@chebucto.ns.ca>

From: John Mason <ah210@chebucto.ns.ca>

Subject: Re: Blitz II Crashes

X-UIDL: 85b7f4d54b2171bbf40b7f5acde467a9

On Thu, 5 Aug 1999, Curt Esser wrote:

>>> Stephen said:
>>>
>>> A 030... but this problem only started once I install MagicWB,
>>> MagicMenus, ToolsManager, KingCon... actually, it could be MagicMenus or
>>> KingCon... Hmmmm..
> I have an 030/50 (Blizzard if it matters) + Magic Menus + KingCon from the
> above list and no problems here.

I don't know if this helps anyone at all, but here it is anyway:

I started having strange problems with blitz crashing and the debugger locking up, and eventually the solution in my case was to run Blitz from a ToolManager dock with a stack of 200000 (maybe a little overkill but it worked).. I still run it this way :)

--

John Mason -- ICQ 17931257

<http://chebucto.ns.ca/~ah210/Profile.html>

Home of NewStuff and Reminder!

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.112 Re: Blitz II Crashes

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

Date: Wed, 04 Aug 1999 19:36:38 +0100

Organization: Pagan Software

Subject: Re: Blitz II Crashes

X-UIDL: aa3a20e81f2f90463fb65c2a22de7c95

I watched as Sandy Brownlee hammered "Re: Blitz II Crashes" out on their keyboard...

> Hmm. I've just tried running Blitz with MagicTV commented out of startup,

> and the problem persists. Possibly it's the 040? What processor do you

> have Stephen?

> With me, the error being generated is a "Line F Instruction", according to

> NewAlertHook.

> Or maybe it's a patch of some sort...

Dunno....I've got way too many patches on this thing to try and figure out which ones stops the Blitz debugger from working ;)

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>

<sb>Visit us at <http://www.pagan-games.com>

<sb>EMail us at /bloodline@pagan-games.com/

<sb>"Dafel: Bloodline" - The most accomplished RPG ever!

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team *AMIGA*

<sb>

<sb>You're not drunk if you can lie on the floor without hanging on.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.113 Re: Blitz II Crashes

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Thu, 05 Aug 1999 23:44:48 +0100

Subject: Re: Blitz II Crashes

X-UIDL: fe2bae0aea639ec0bdbd827284a1dff1

Stephen Sweeney churned out *this* drivel:

> A 030... but this problem only started once I install MagicWB, MagicMenus,

> ToolsManager, KingCon... actually, it could be MagicMenus or KingCon...

> Hmmm..

> Anyone know any patches and progs that the Blitz De-bugger doesn't like?

Well, just to complicate things for ya, I run all of the above, plus

MagicTV2, and don't have these problems at all... :)

There was a problem that was fixed by deleting Blitz's (or Ted's/Debugger's?)

prefs file but I can't remember what that was for...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

He has all the virtues I dislike and none of the vices I admire.

-- Sir Winston Churchill

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.114 Re: Blitz II Crashes

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

Date: Fri, 06 Aug 1999 06:05:02 -0500

Subject: Re: Blitz II Crashes

X-UIDL: 8f971d3005eae1b78b295ef188f70993

Hi James

On 05-Aug-99, James L Boyd wrote:

> Stephen Sweeney churned out *this* drivel:

>

>> A 030... but this problem only started once I install MagicWB,

>> MagicMenus, ToolsManager, KingCon... actually, it could be MagicMenus or

>> KingCon... Hmmmm..

>

>> Anyone know any patches and progs that the Blitz De-bugger doesn't like?

>

> Well, just to complicate things for ya, I run all of the above, plus

> MagicTV2, and don't have these problems at all... :)

>

> There was a problem that was fixed by deleting Blitz's (or

> Ted's/Debugger's?) prefs file but I can't remember what that was for..

Yes! That might be it! Actually, that was a fix for a crashing problem

that would occur when you updated to certain versions of SuperTed.

But it's well worth a try for this too.

Go to SYS:prefs/Env-archive/

and delete "Ted.prefs" and any other "ted." files you find in there.

Also remove "BB_Debug.prefs" if there is one.

Just delete them all and reboot. You will have to reset your prefs in

SuperTed and the debugger the first time you run Blitz again, but other

than that it won't cause any harm. And it might help.

>

> See ya,

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.115 Re: Blitz II Crashes

From: Sandy Brownlee <sandy@brownlee99.freemove.co.uk>

Date: Fri, 06 Aug 1999 19:15:44 +0100

Subject: Re: Blitz II Crashes

X-UIDL: d850cd6bf473266ae7bed2f268b83fe9

Hello Curt

On 06-Aug-99, you wrote:

> Yes! That might be it! Actually, that was a fix for a crashing problem

> that would occur when you updated to certain versions of SuperTed.

I'm using v2.50- straight from BSS on the Ultimate Blitz CD.

> But it's well worth a try for this too.

>

> Go to SYS:prefs/Env-archive/

>

> and delete "Ted.prefs" and any other "ted." files you find in there.

>

> Also remove "BB_Debug.prefs" if there is one.

>

> Just delete them all and reboot. You will have to reset your prefs in

> SuperTed and the debugger the first time you run Blitz again, but other

> than that it won't cause any harm. And it might help.

Erm.. Here is a problem- I can't find these files.

All I have is:

TED.history

TEDSCREEN

TEDSPORT

TEDSSCREEN

This could be the problem?

Regards,

Sandy Brownlee

"You're just not EVIL enough!"

-Dr. Evil to his son in Austin Powers 2.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.116 Re: Blitz II Crashes

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Fri, 6 Aug 1999 19:50:08 +0100

Subject: Re: Blitz II Crashes

Encoding: 8bit

X-UIDL: e523ae8380b1d7b98ddc460d16e31ebb

> I'm using v2.50- straight from BSS on the Ultimate Blitz CD.

That'll be your problem. You should download a couple of patches - one for SuperTed 2.50->2.52 and one for the REDDebugger. Have a look in the archives/patches section on <http://www.blitz-2000.freemove.co.uk>

--

l) ^ V][l) M © M][N N

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

ICQ=16827694

In a world without fences and borders, who needs windows and gates?

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.117 Re: Blitz II Crashes

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

Date: Sat, 07 Aug 1999 02:52:55 -0500

Subject: Re: Blitz II Crashes

X-UIDL: 4cd9c8e2853d9a6269f0c2e49ef23406

Hi Sandy

On 06-Aug-99, Sandy Brownlee wrote:

> Hello Curt

>

> On 06-Aug-99, you wrote:

>

>

>> Yes! That might be it! Actually, that was a fix for a crashing problem

>> that would occur when you updated to certain versions of SuperTed.

>

> I'm using v2.50- straight from BSS on the Ultimate Blitz CD.

>

>> But it's well worth a try for this too.

>>

>> Go to SYS:prefs/Env-archive/

>>

>> and delete "Ted.prefs" and any other "ted." files you find in there.

>>

>> Also remove "BB_Debug.prefs" if there is one.

>>

>> Just delete them all and reboot. You will have to reset your prefs in

>> SuperTed and the debugger the first time you run Blitz again, but other

>> than that it won't cause any harm. And it might help.

>

> Ermm.. Here is a problem- I can't find these files.

> All I have is:

>

> TED.history

> TEDSCREEN

> TEDSPORT

> TEDSSCREEN

>

> This could be the problem?

Get and install the updates David recommended - then go into the
SYS:prefs/Env-archive/ directory and delete anything to do with ted and the
debugger.

To be completely safe, you can also go into RAM:ENV/ and delete them there
as well.

After rebooting, ted and the debugger will just use their defaults until you
save some new settings, it's just that they sometimes mess up when trying
to use old preference files.

Later...

--

When choosing between two evils,
always try the one you have never tried before.

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.118 Re: Blitz II Crashes

From: Sandy Brownlee <sandy@brownlee99.freemove.co.uk>

Date: Sat, 07 Aug 1999 12:25:13 +0100

Subject: Re: Blitz II Crashes

X-UIDL: ae4df99b54f9d619e9e32974bbb631c8

Hello Curt

On 07-Aug-99, you wrote:

> Get and install the updates David recommended - then go into the
> SYS:prefs/Env-archive/ directory and delete anything to do with ted and
> the debugger.

Done that.

> To be completely safe, you can also go into RAM:ENV/ and delete them there
> as well.

And that.

> After rebooting, ted and the debugger will just use their defaults until
> you save some new settings, it's just that they sometimes mess up when
> trying to use old preference files.

I'm still crashing when I compile & execute after the debugger has been
previously activated.

Oh, Blitz is a mess these days! Thanks for your help, but I'm not sure what
else there is I can do, unless anyone else has any ideas. What about the
others who were crashing unexplainedly?

In the mean time, I think I'll have to just program bug-free until
Powerbasic arrives.

Regards,

Sandy Brownlee.

Amiga- Experience, don't endure.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.119 Re: Blitz II Crashes

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Sat, 07 Aug 1999 21:00:01 +0300

Subject: Re: Blitz II Crashes

Encoding: 8bit

X-UIDL: f4d0d866762bb28fa0f819bd1a7e6945

On 07-Aug-99, Sandy Brownlee wrote.

> I'm still crashing when I compile & execute after the debugger has been
> previously activated.
> Oh, Blitz is a mess these days! Thanks for your help, but I'm not sure
> what else there is I can do, unless anyone else has any ideas. What about
> the others who were crashing unexplainedly?
>
> In the mean time, I think I'll have to just program bug- free until
> Powerbasic arrives.

Well I got same kind of problems, but when started to use LESdebugger
those problems disappeared.

--

Sami Näätänen

E-Mail: sami.naatanen@dlc.fi

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.120 Re: Blitz II Crashes (!NOT!)

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Thu, 05 Aug 1999 15:16:41 +0200

Organization: M2 productions

Subject: Re: Blitz II Crashes (!NOT!)

X-Info: mailto:sf@xxl.ots.dk in case of problems!

Encoding: 8bit

X-UIDL: 3978e062e0d87c64f74e22e2cda1637b

Hello Sandy.

You wrote:

> Hmm. I've just tried running Blitz with MagicTV commented out of startup,
> and the problem persists. Possibly it's the 040? What processor do you have
> Stephen?
> With me, the error being generated is a "Line F Instruction", according to
> NewAlertHook.
> Or maybe it's a patch of some sort...

I just wanted you all to know that the debugger works just dandy on my 040... Hahahahaha ;o>

Greets,

--

.---+-----
----- / /__ ----- http://www.m2p.dk --
/____| Productions

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.121 Blitz-Developer-List

From: Andre Beer <j.beer@abo.freiepresse.de>
Date: Sun, 29 Aug 1999 15:08:39 +0100
Organization: BEER PRODUCTIONS - Software for Amiga
Subject: Blitz-Developer-List
Encoding: 8bit
X-UIDL: 076d195aa36e486a3c2077854662aefc

Hi Blitzers!

After three months of hard work on our project GeoWorld I had the time to update the Blitz-Developer-Site.

You can reach it at:

http://www.freiepresse.de/home/jubee/BBLIST_E.HTM

Because of a HD crash in July I lost all the mails from June/July 99. So if somebody of you have already told me any changes - please do it again.

Please check your data and tell us any changes. So we can keep the site always up-to-date.

Also we are searching for a nice logo/link-button for the site. So if a gfx artist of you is able to help us - please contact me. Thanks!

--

Bye now!

Andre

__ B E E R P R O D U C T I O N S

/// André + Ronny Beer, Siedlung 6, 09548 Deutscheinsiedel

V/// Tel. 037362/76934 - EMail j.beer@abo.freiepresse.de :-)

V/ Homepage: <http://www.freiepresse.de/home/jubee>

Projects: GeoWorld - Geography on your Amiga

BlitzBasic-Developer-Site

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.122 Re: Blitz-Developer-List

From: Frederic Laboureur <alphasnd@sdv.fr>

Date: Mon, 30 Aug 1999 10:40:27 +0100

Organization: Fantaisie Software

Subject: Re: Blitz-Developer-List

Encoding: 8bit

X-UIDL: 76172f694c99c3e9a6bcb83c61d6e2cc

Hi Andre,

Ho, I've said you have some tim now, could you test the PPC files ? :)

Pure Basic is very close to be released but the PPC part is far from working... Arg.

Good bye,

--

Fred.

 ^^^^ Frédéric Laboureur (Fred)

__/_

/ ^ ^ u ^ ^ n ^ ^ \ E-Mail : alphasnd@sdv.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 (1999)

Pure Basic - The Ultimate Programming Language Is On The Way - 95% Done.

 To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.123 Re: Blitz-Developer-List

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

Date: Tue, 31 Aug 1999 13:29:30 +1200

Subject: Re: Blitz-Developer-List

X-UIDL: 90f2569f72eb79c596c60f398514f1a2

On 30-Aug-99, Andre Beer wrote:

> Hi Blitzers!

> After three months of hard work on our project GeoWorld I had the time

> to update the Blitz-Developer-Site.

Um, how does this site tie in with the Blitz Basic 2000 site, is there a link to it?

--

Anton Reinauer <anton@ww.co.nz>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.124 Re: Blitz-Developer-List

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Tue, 31 Aug 1999 09:21:25 +0100

Subject: Re: Blitz-Developer-List

Encoding: 8bit

X-UIDL: b25db56bc3a930d31b513b7826c0b46e

>> After three months of hard work on our project GeoWorld I had the time

>> to update the Blitz-Developer-Site.

>

> Um, how does this site tie in with the Blitz Basic 2000 site, is

> there a link to it?

There is a link to it if you click on the links link in the top frame of the B2000 site. But thats the only way they are tied in.....

--

l) ^ V][l) M © M][N N

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

ICQ=16827694

I can please only one person per day. Today is not your day.

Tomorrow isn't looking good either.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.125 Re: Byte to word to long

From: Emil Oppeln Bronikowski <opi@amigascne.org>

Date: Sat, 17 Jul 1999 14:27:23 +0100

Organization: calkowiecie nie-zorganizowany

Subject: Re: Byte to word to long

X-UIDL: 0066cb79f1ca7894e3fe73dae8457d90

Yello Ayar

w3333 15-Jul-99, Ayar Baboon naklepal-h:

)-> That's him!

)-> His name in the credits is 'Red Guy', BTW.

i know this cartoOn very well :)

)-> Is that the one when they are in the amusement arcade?

yes :-)

)-> There was some game where you watered plants...

well maybe we port this to ami?

)-> 'We can win this contest, as long as they don't ask us to do the

)-> 'Beaver'!'

plastic surgery :-) its one of my favorite.

)-> I only had it for a month. I'm considering giving my Dad the money to

)-> subscribe to it ;)

well i fixed my sat yesterday :-)

and now i can watch cn all day long

)-> Did you ever see 'Cult Toons', or 'Space Ghost'?

a-k-a mixed nice 'd' stoOopid ;)

yer old

opi.plastic

--

Emil Oppeln Bronikowski <opi@amigascne.org>

Developer Team of *TROGLADITE SOFTWARE*

<http://www.trogsoft.freemove.co.uk>

[*God Loves You As You Are*]

project: *Write2Amiga* <6% >

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.126 Check this

From: amorel <amorel@xs4all.nl>

Date: Mon, 16 Aug 1999 21:54:13 +0500

Subject: Check this

X-UIDL: 700c400fad107ce12f2d768427462bc2

http://www.iwin-corp.com/News/CBM_News/CBM_Products/cbm_products.htm

New Amiga 68060 or/and PPC604 PPC750 and lots more.

Regards

--

-*AMOREL*- musician/programmer \ \ Amiga 1200T/PPC/040/32/2g more shit

<http://www.xs4all.nl/~amorel> \ \ Good old C=64 and an attitude!

Will program/compose for food \ \ / Half a decent studio

Ever tried: \ \ / Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \ \ / productions, demos, programs...

-*Oscilating filter if registered! Amoralplayer1.3, a no fuss audioplayer*-

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.127 Re: Check this (WOW!)

Date: Tue, 17 Aug 1999 10:41:13 +0100 (BST)

From: =?iso-8859-1?q?Ayar=20Baboon?= <compiler_monkey@yahoo.co.uk>

Subject: Re: Check this (WOW!)

Encoding: 8bit

X-UIDL: c7c2dcb2ec3dae964d9272668558a100

--- amorel <amorel@xs4all.nl> wrote:

> http://www.iwin-corp.com/News/CBM_News/CBM_Products/cbm_products.htm

>

> New Amiga 68060 or/and PPC604 PPC750 and lots more.

Am I missing something? 8MB chip RAM? 8GB hard drive?

\$799 !!!!

F*** Me!

Is something wrong with it? All it needs is an OS, which is dead cheap

for ROMs and disks?

I want one! Can anyone see something wrong with this deal?

DO YOU YAHOO!?

Get your free @yahoo.co.uk address at <http://mail.yahoo.co.uk>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.128 Re: Check this (WOW!)

Date: Tue, 17 Aug 1999 20:45:29 +0100 (BST)

From: =?iso-8859-1?q?Ayar=20Baboon?= <compiler_monkey@yahoo.co.uk>

Subject: Re: Check this (WOW!)

Encoding: 8bit

X-UIDL: b614ffd06d25d75246fd4af635b2a89a

> well...i think this is a damned bad joke...

> goto amiga-news.de, there you`ll be able to read

> what the webmaster found

> out about the person running this server... :-(((

Heh, I can't read German, but the line:

Wir halten aus diesen Gründen die Website für einen Fake.

Isn't too hard to translate...

I thought something wasn't right, and I thought, 'Hey, let's buy one of these before THEY notice!' ;)

I look quite silly now...

Oh Well

James

(P.s.- let's smack up Amorel!)

DO YOU YAHOO!?

Get your free @yahoo.co.uk address at <http://mail.yahoo.co.uk>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.129 Re: Check this (WOW!)

From: amorel <amorel@xs4all.nl>

Date: Tue, 17 Aug 1999 23:47:51 +0500

Subject: Re: Check this (WOW!)

X-UIDL: b0e11dff91eabaa9ea878e21f974f7c1

On 18-Aug-99, Ayar Baboon wrote:

C= (P.s.- let's smack up Amorel!)

Hey damned, I just informed you, I didnt comment ;-) But that site,

<http://www.amiga-news.de> has an English version too, add english/index.html

Regards

--

-*AMOREL*- musician/programmer \\ Amiga 1200T/PPC/040/32/2g more shit
<http://www.xs4all.nl/~amorel> \\ Good old C=64 and an attitude!
 Will program/compose for food \\ /Half a decent studio
 Ever tried: \\ /Contact me for bookings,
<http://www.xs4all.nl/~amorel/wendy.html> \\ /productions,demos,programs...
 -*Oscilating filter if registered! Amoralplayer1.3, a no fuss audioplayer*-

 To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
 For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.130 Re: Check this (WOW!)

From: Roman Schaub <roman@ancor.ch>
 Date: Tue, 17 Aug 1999 20:16:20 +0100
 Organization: ANCOR
 Subject: Re: Check this (WOW!)
 X-UIDL: 7dc4fa3306877b300e03247e0b88a820

Hello Ayar
 well...i think this is a damned bad joke...
 goto amiga-news.de, there you`ll be able to read what the webmaster found
 out about the person running this server... :-(
 greetz
 Roman
 --
 <tsb>
 greetinX
 <tsb>#####Roman Schaub#####
 <tsb>roman@ancor.ch
 <tsb>www.ancor.ch

 To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
 For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.131 Re: Check this (WOW!)

From: Donovan Reeve <bubby.lnk@ispi.net>
 Date: Thu, 19 Aug 1999 20:59:07 +0500
 Subject: Re: Check this (WOW!)
 X-UIDL: d0533c345a032f04dd6d59171f9af2b6

On 17-Aug-99, Ayar Baboon flashed:

>> New Amiga 68060 or/and PPC604 PPC750 and lots more.

>Am I missing something? 8MB chip RAM? 8GB hard drive?

>\$799 !!!!

>Is something wrong with it? All it needs is an OS, which is dead cheap

>for ROMs and disks?

>I want one! Can anyone see something wrong with this deal?

Should be a sweet machine if it's legit. I may even buy one.

But remember that in about 1/2 year new Amigas will be available that

will romp all over these. These sound more like competition for the

Boxer and Phase5's possible future machine than for the NG Amigas.

That doesn't mean they wouldn't be quite cool though. I think I

would like to own one. They would make great intermediate machines.

catcha later,

Donovan Reeve (bubby.lnk@ispi.net)

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.132 Re: Check this (WOW!)

Date: Fri, 20 Aug 1999 15:19:43 +0100 (BST)

From: =?iso-8859-1?q?Ayar=20Baboon?= <compiler_monkey@yahoo.co.uk>

Subject: Re: Check this (WOW!)

Encoding: 8bit

X-UIDL: 69a3556332366f0d6d9e53da739e13d8

> >I want one! Can anyone see something wrong with

> this deal?

>

>

> Should be a sweet machine if it's legit. I may

> even buy one.

It's not legit. :(

That Web-page was a spoof.

> But remember that in about 1/2 year new Amigas

> will be available that

> will romp all over these. These sound more like

> competition for the

> Boxer and Phase5's possible future machine than for

> the NG Amigas.

Yeah, but when they're all on the market, there'll be a new Amiga on the way...

DO YOU YAHOO!?

Get your free @yahoo.co.uk address at <http://mail.yahoo.co.uk>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.133 Re: Check this (WOW!)

From: Jake Frederick <gonzo@acadia.net>

Date: Sat, 21 Aug 1999 08:49:11 +0500

Subject: Re: Check this (WOW!)

X-UIDL: 2fda29e7b90c5b5cf0660fd4f6820932

On 20-Aug-99, Ayar Baboon wrote:

>

>>> I want one! Can anyone see something wrong with

>> this deal?

>>

>>

>> Should be a sweet machine if it's legit. I may

>> even buy one.

>

> It's not legit. :(

> That Web-page was a spoof.

Yes they are, the company has just released a FAQ about the machines and why no one has heard of them before. They are also going to be releasing the info to the press pretty soon.

--

-If the doors of perception were cleansed everything would appear to man as it truly is, infinite.-

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.134 Re: Check this (WOW!)

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

Date: Sat, 21 Aug 1999 16:47:51 +0100

Organization: Pagan Software

Subject: Re: Check this (WOW!)

X-UIDL: 799f638797294522ae31369addadeed1

I watched as Jake Frederick hammered "Re: Check this (WOW!)" out on their keyboard...

>>> Should be a sweet machine if it's legit. I may

>>> even buy one.

>>

>> It's not legit. :(

>> That Web-page was a spoof.

> Yes they are, the company has just released a FAQ about the machines and

> why no one has heard of them before. They are also going to be releasing

> the info to the press pretty soon.

They may exist, but the fact that not even Jim Collas has heard of them before, and they claim to have been making Amiga based machines for years...sorta says something.

That plus the fact that they're first statement contradicted itself a few times, plus that they plan to release it with OS3.5 on 9th Sept, which leaves about two weeks for testing the hardware and OS...no I'm sorry, even if it was a genuine thing, there is no way they are releasing it that soon.

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>Visit us at <http://www.pagan-games.com>

<sb>

<sb>SimpleFTP v1.3 - Now available!

<sb><http://www.thehub.u-net.com/>

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team *AMIGA*

<sb>

<sb>Repetition is always better the second time.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.135 Re: Check this (WOW!)

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

Date: Sun, 22 Aug 1999 07:52:54 +1200

Subject: Re: Check this (WOW!)

X-UIDL: fb797ffb397d1fe28a9f1ed59e23d97e

On 22-Aug-99, Rick Hodger wrote:

>>>> Should be a sweet machine if it's legit. I may

>>>> even buy one.

>>>

>>> It's not legit. :(

>>> That Web-page was a spoof.

>> Yes they are, the company has just released a FAQ about the machines

>> and why no one has heard of them before. They are also going to be

>> releasing the info to the press pretty soon.

> They may exist, but the fact that not even Jim Collas has heard of

> them before, and they claim to have been making Amiga based machines

> for years...sorta says something.

Yeah, they sound to good to be true- and that's a warning bell..

Also, they're everything a traditional Amiga user would want, all nice and cosy- double Hmmmm ! Either they're brilliant, or they're taking everyone for a ride :-)

> That plus the fact that they're first statement contradicted itself a

> few times, plus that they plan to release it with OS3.5 on 9th Sept,

> which leaves about two weeks for testing the hardware and OS...no I'm

> sorry, even if it was a genuine thing, there is no way they are

> releasing it that soon.

Good point, look how long it takes P5 to get anything out!

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.5)

<<http://homepages.paradise.net.nz/ants>>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.136 Re: Check this (WOW!)

Date: Sat, 21 Aug 1999 21:30:05 +0100 (BST)

From: =?iso-8859-1?q?Ayar=20Baboon?= <compiler_monkey@yahoo.co.uk>

Subject: Re: Check this (WOW!)

Encoding: 8bit

X-UIDL: fe34d4fb03be6deeb0357af166dce8a5

> > It's not legit. :(

> > That Web-page was a spoof.

>

> Yes they are, the company has just released a FAQ

> about the machines and why

> no one has heard of them before. They are also going

> to be releasing the info

> to the press pretty soon.

Ah, it doesn't matter! I'm off to University, and need my money for
baked beans and lagar. At the same time.

DO YOU YAHOO!?

Get your free @yahoo.co.uk address at <http://mail.yahoo.co.uk>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.137 Re: Check this (WOW!)

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Sat, 21 Aug 1999 19:35:06 +0500

Subject: Re: Check this (WOW!)

X-UIDL: 27756c108ef5fddedb10eea6c4ea9617

On 21-Aug-99, Rick Hodger flashed:

>I watched as Jake Frederick hammered "Re: Check this (WOW!)" out on their
>keyboard...

>>>> Should be a sweet machine if it's legit. I may

>>>> even buy one.

>>>

>>> It's not legit. :(

>>> That Web-page was a spoof.

>> Yes they are, the company has just released a FAQ about the machines and

>> why no one has heard of them before. They are also going to be releasing
>> the info to the press pretty soon.

>They may exist, but the fact that not even Jim Collas has heard of them
>before, and they claim to have been making Amiga based machines for
>years...sorta says something.

>That plus the fact that they're first statement contradicted itself a few
>times, plus that they plan to release it with OS3.5 on 9th Sept, which
>leaves about two weeks for testing the hardware and OS...no I'm sorry, even
>it it was a genuine thing, there is no way they are releasing it that soon.

Actually, I have done some checking and it appears that they are legit.

And they never said they have been making Amiga based machines for years.
What they (the two companys which merged in June to form Iwin) have been
doing is as follows:

Computer dealer (first with Amigas, later wintel and Macs also, before
that I don't know).

Software developers (same as above, but their market has been mainly
limited to Austria apparently, until recently).

Computer manufacturers (wintel clones and their own hybrid designs,
and apparently recently involving a forray into Mac-land.)

While all this was happening, their real desire was to do something
with the Amiga. For quite some time they have been planning and
working on the new Amiga clone designs which they have just announced.

They did NOT just start working on them now, but have been designing
them for quit some time.

What they are planning to market includes at least two machines I
would definately be interested in, especially for the prices quoted.

Shoot, the cheap one will include an "060" and costs less than the
price of a Phase5 "060" accelerator card. That doesn't even address
the facts that it will also include 3D graphics and better sound and
USB ports. And the PPC machines will cost only a little more.

Shucks, at those prices (about the same as a trashy wintel cheapo),
I can afford to buy one of theirs now, and still buy a NG Amiga
whin they come out. And that is probably what I'll do, assuming
that they actually get them built and they are any good. ;)

And don't forget, the Iwins will include both PCI slots and Zorro3
slots, as well as USB. and the 1010 comes with SCSI as well! Also,
both IBM analog and Amiga digital (2) joystick ports will be included.
They claim 100% Amiga compatability (they say they have tested loads
of software including games clear back to Amiga OS 1.2 times. If

that is true, that is better than the newer real Amigas!).

We shall see. I hope it's true!

Actually, since I am in desperate need of a new Amiga with more power, I will probably be the first one to buy one, so I'll tell the rest of you whether they are any good. ;0

My A4000 is broke and it will cost me as much to fix it as to buy the Iwin A1010 and my A4000 is only an "040" 25mhz. The power pack is shot, the sound doesn't work (my son plugged in a modem to the serial port with the power on and shorted the port, messing up a chip which is surface mounted), and it has the bad rev9 Buster chip (also surface mounted). Because they powerpack is weak, I can't put any cards in my zorro slots without the computer slowing down, freezing up, trashing drives and other flakey behavior. Which means my SCSI system with the scanner, Zip drive, CDrom drive, CD writer, M.O. drive, and the hard drive with most of the code and art for the games I am working on in Blitz is down, as is my digitizer card and my extra ram. It will cost about \$550 U.S. to fix it.

So I am desperate. But, not quite desperate enough to buy another A4000 or A1200 with all the add-ons I would need. Which leaves the Boxer which I ordered over a year ago and has been put off once again until November. I can't be without my computer for that much longer but I get my fill of wintel and Macs at work and I am NOT!!! going to have them in my home! So if Iwin brings these Amiga clones out they will find me at the head of the queue with my credit card out. I'll risk buying a new and un-market-proven product in this case.

The Blitzing MUST GO ON!!! ;)

catcha later,

Donovan Reeve (bubby.lnk@ispi.net)

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.138 Re: Check this (WOW!)

Date: Sun, 22 Aug 1999 11:31:03 +0100 (BST)

From: =?iso-8859-1?q?Ayar=20Baboon?= <compiler_monkey@yahoo.co.uk>

Subject: Re: Check this (WOW!)

Encoding: 8bit

X-UIDL: fc8c180134e104838e9749dc6ea73c38

- > What they are planning to market includes at least
- > two machines I
- > would definately be interested in, especially for
- > the prices quoted.
- > Shoot, the cheap one will include an "060" and costs
- > less than the
- > price of a Phase5 "060" accelerator card. That
- > doesn't even address
- > the facts that it will also include 3D graphics and
- > better sound and
- > USB ports. And the PPC machines will cost only a
- > little more.
- > Shucks, at those prices (about the same as a trashy
- > wintel cheapo),
- > I can afford to buy one of theirs now, and still buy
- > a NG Amiga
- > whin they come out. And that is probably what I'll
- > do, assuming
- > that they actually get them built and they are any
- > good. ;)

Yeah, \$799 seems dirt cheap! And the price has '99' in it, suggesting they are making a profit! I can only assume they are mass producing them...

- > Actually, since I am in desperate need of a new
- > Amiga with more
- > power, I will probably be the first one to buy one,
- > so I'll tell
- > the rest of you whether they are any good. ;0
- > My A4000 is broke and it will cost me as much to fix
- > it as to buy
- > the Iwin A1010 and my A4000 is only an "040" 25mhz.

I simply haven't bought any hardware since 1995 :)

I've been looking at bundle deals, and this one seems incredible.

Getting the OS ROM would be little bother, as I'd be buying crap loads of new software.

- > So if Iwin brings these
 - > Amiga clones out
 - > they will find me at the head of the queue with my
-

> credit card out.

> I'll risk buying a new and un-market-proven product

> in this case.

Damn! Wish I wasn't leaving home now, I could get a new Amiga!

Bye

James

DO YOU YAHOO!?

Get your free @yahoo.co.uk address at <http://mail.yahoo.co.uk>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.139 Re: Check this (WOW!)

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Sun, 22 Aug 1999 08:19:12 +0100

Organization: Satanic Dreams Software.

Subject: Re: Check this (WOW!)

Encoding: binary

X-UIDL: 46d2c1399b65f093d8da3e5abc29af64

Hello Donovan

Hiya, Donovan... ,on 21-Aug-99 you mailed me about: Re: Check this (WOW!)! So I ma reply`in...

> On 21-Aug-99, Rick Hodger flashed:

>> I watched as Jake Frederick hammered "Re: Check this (WOW!)" out on their

>> keyboard...

>

>

>>>>> Should be a sweet machine if it's legit. I may

>>>>> even buy one.

>>>>

>>>> It's not legit. :(

>>>> That Web-page was a spoof.

>

>>> Yes they are, the company has just released a FAQ about the machines and

>>> why no one has heard of them before. They are also going to be releasing

>>> the info to the press pretty soon.

>

>> They may exist, but the fact that not even Jim Collas has heard of them

>> before, and they claim to have been making Amiga based machines for
>> years...sorta says something.
>
>> That plus the fact that they're first statement contradicted itself a few
>> times, plus that they plan to release it with OS3.5 on 9th Sept, which
>> leaves about two weeks for testing the hardware and OS...no I'm sorry,
>> even if it was a genuine thing, there is no way they are releasing it
>> that soon.
>
> Actually, I have done some checking and it appears that they are legit.
> And they never said they have been making Amiga based machines for years.
WHOOOO! Looks like I found my intermediate system ;) \$700 for a full
setup wasn't it? Does that include monitor and GFXCard?
> The Blitzing MUST GO ON!!! ;)
Like it wouldn't anyways ;)
>
--
Rob,
--
MAILTO:loki@sds.in2home.co.uk | #ICQ:# 27181384
#FAX:# 0870 0888470
#SDS FOUNDER:# URL: <http://www.satanicdreams.freemove.co.uk/>
#PROJECT INFO:# Minimum Safe Distance [####----- 45% ish complete.]
#HOME OF:# /MorrisTheMaggot, BB2MUIUpdate, TimeSwipe, NIB,
/CTTM2, BlitzBFB, Prefs2000 & TMS. And too much other stuff./
["Dennis! There's some lovely filth down 'ere!"]

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.140 Re: Check this (WOW!)

From: Andrew Guard <aMIGA_dUDE@assign.u-net.com>
Date: Sat, 21 Aug 1999 23:27:41 +0000
Organization: ProPassWord
Subject: Re: Check this (WOW!)
Encoding: 8bit
X-UIDL: 6ddd8e20a71691cbb9c8f9fdc57a8060
Hello Jake

On 21-Aug-99, you wrote:

> On 20-Aug-99, Ayar Baboon wrote:

>>

>>>> I want one! Can anyone see something wrong with

>>> this deal?

>>>

>>>

>>> Should be a sweet machine if it's legit. I may

>>> even buy one.

>>

>> It's not legit. :(

>> That Web-page was a spoof.

>

> Yes they are, the company has just released a FAQ about the machines and

> why no one has heard of them before. They are also going to be releasing

> the info to the press pretty soon.

>

Well did you know that I am realising a Amiga aswell.

It has 12 CPU's, 1.2 Gig Ram at 20ns, CD-R/RW, DVD-Ram, USB, 30 Gig HD (Yep

I know it to small, but you have to keep cost's down some how). All for

\$500. Yep it true as I will have web site with more info about my Amiga.

Ow didn't I tell you, it 21" Mointer as well. The real good thing is I

there will be a FAQ, which will tell more about this BS.

Order yours now, there is already waiting list for 4 years!

Regards

--

Think about it, ProPassWord. <mailto:ppw-subscribe@egroups.com>

--

Satanic Dreams Software <http://zap.to/sds> Fax +44 (0)870 0888470

V//Amiga// Team Amiga RC5 -- 603e+ 233/040 PowerUP, 32 Meg,

BVision, Zip, Ricoh CD-R/RW, Kickstart 3.1 Pace56 External voice,

ISP <http://www.wirenet.co.uk/>

ICQ 21765436

- KURT VONNEGUT, JR

We are what we pretend to be.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.141 Re: Check this (WOW!)

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>
Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia
Date: 23 Aug 99 12:40:54 +1000
Subject: Re: Check this (WOW!)
Encoding: 7bit

X-UIDL: 98501b87d723531ca9c9fa376af4cde3

On Thu, 19 Aug 1999 20:59:07 +0500 Donovan Reeve said:

> On 17-Aug-99, Ayar Baboon flashed:

>

> >> New Amiga 68060 or/and PPC604 PPC750 and lots more.

>

> >Am I missing something? 8MB chip RAM? 8GB hard drive?

> >\$799 !!!!

>

I've just got back from Amiga Downunder and everyone there things that it's a hoax (everyone, that is, including Petro!).

The company has only existed since 14th June 1999. It apparently (according to their web site) was a conglomeration of two others, neither of which actually seem to have existed previously.

Of course, I could be wrong, but I wont be sending them any money.

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

www.shoalhaven.net.au/edgewater

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.142 Re: Check this (WOW!)

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>
Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia
Date: 23 Aug 99 13:05:40 +1000
Subject: Re: Check this (WOW!)
Encoding: 7bit

X-UIDL: 7b230bb66ab22c218a7d7bf236659335

On Sat, 21 Aug 1999 19:35:06 +0500 Donovan Reeve said:

> Actually, I have done some checking and it appears that they are legit.
> And they never said they have been making Amiga based machines for years.
Where did you check, Donovan?
> What they (the two companys which merged in June to form Iwin) have been
> doing is as follows:
>
> Computer dealer (first with Amigas, later wintel and Macs also, before
> that I don't know).
>
> Software developers (same as above, but their market has been mainly
> limited to Austria apparently, until recently).
>
> Computer manufacturers (wintel clones and their own hybrid designs,
> and apparently recently involving a forray into Mac-land.)
>
> While all this was happening, their real desire was to do something
> with the Amiga. For quite some time they have been planning and
> working on the new Amiga clone designs which they have just announced.
> They did NOT just start working on them now, but have been designing
> them for quit some time.

That sounds legit. However, they have NOT got a licence from Amiga to use the name and, according to my understanding of what Petro said, they have not applied for one. That of itself sounds fishy.

>
<<SNIPPed heart-rending tale of woe>> (That was NOT intended as sarcasm, I really do feel for your problems. There but for the grace.... etc.)

> So if Iwin brings these Amiga clones out
> they will find me at the head of the queue with my credit card out.
> I'll risk buying a new and un-market-proven product in this case.

If you can afford to be the guinea pig (and it sounds like you can't afford not to be) then I, for one, will be waiting to hear the result.

I also am desperate for a new machine (but not THAT desperate), so I may be third or fourth in the queue behind you.

They definitely will NOT be coming out on Sept 9th as the OS3.5 actual release date has been delayed till LATE september - due to beta-testing of print drivers and a few other minor bits.

>
>

> The Blitzing MUST GO ON!!! ;)

Here here!!

Good luck with fixing your problems. When does your son come out of hospital?? :-)

Cheers

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

www.shoalhaven.net.au/edgewater

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.143 Re: Check this (WOW!)

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Mon, 23 Aug 1999 05:45:39 +0500

Subject: Re: Check this (WOW!)

X-UIDL: 201ed5d68a0a4fbcdeb5033d6b61a560

On 22-Aug-99, Andrew Guard flashed:

>Hello Jake

>Well did you know that I am realsing a Amiga aswell.

>It has 12 CPU's, 1.2 Gig Ram at 20ns, CD-R/RW, DVD-Ram, USB, 30 Gig HD (Yep

>I know it to small, but you have to keep cost's down some how). All for

>\$500. Yep it true as I will have web site with more info about my Amiga.

>Ow didn't I tell you, it 21" Mointer as well. The real good thing is I

>there will be a FAQ, which will tell more about this BS.

>Order yours now, there is already waiting list for 4 years!

And that's just for the 22 million of them that I ordered!

All you others have to get in line behind MEEEEeeeeee!!!

Don't worry Andrew, I don't think anyone on this list is going to send

Iwin any money untill they actually have a product shipping.

catcha later,

Donovan Reeve (bubby.lnk@ispi.net)

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.144 Re: Check this (WOW!)

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Mon, 23 Aug 1999 05:51:22 +0500

Subject: Re: Check this (WOW!)

X-UIDL: b485a51106272afc455fe81a8f1d749b

On 22-Aug-99, Rob Hutchinson flashed:

>Hello Donovan

>WHOOOO! Looks like I found my intermediate system ;) \$700 for a full

Well, about \$800 actually. It is \$799.

>setup wasn't it? Does that include monitor and GFXCard?

No (monitor) and Yes (graphics card)

>> The Blitzing MUST GO ON!!! ;)

>Like it wouldn't anyways ;)

Yeah, but only in my head until I get another Amiga or fix my A4000. :(

catcha later,

Donovan Reeve (bubby.lnk@ispi.net)

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.145 Competition for Fred...

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Fri, 20 Aug 1999 01:52:34 +0100

Subject: Competition for Fred...

X-UIDL: d4c0a4b7bca6107375f5ca869c74afa4

--BOUNDARY.1748688072.2

Shit, here's the actual attachment :)

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

Millions long for immortality who do not know what to do with
themselves on a rainy Sunday afternoon.

-- Susan Ertz

--BOUNDARY.1748688072.2

Content-Disposition: attachment; filename="ASMBasic.txt"

Encoding: quoted-printable

Content-Description: ASMBasic

<http://www.amiganation.ch/news/default.htm>

17.08.1999 New compiler: ASMBasic =

Daniel Schwab operates itself at present on ASMBasic, a compiler at basic= and assembler oriented. Programming takes place in the style of the benu= zerfreundlichen programming language basic.

The compiler developed because past basic compiler and indicate interpret= er a disadvantage: Around further instruction to integrate its developer = had to access a new version or an update to the feather/spring and releas= en. ASMBasic does not need updates in binary form, because all functions = or definitions are described in the form of ASCII text. That is called ev= eryone somewhat with assembler programming is been versed can even new in= struction insert. These are meant however only for better handling, becau= se the operating system puts the actual instruction at the disposal. By m= eans of Include files of the programming language C will become inferred = these routines and instruction, and these then inserted can ASMBasic all = instruction contained in it support and directly on processor level head = for.

In past dialects modern INTERFACES were not only unsatisfactorily merged = at all or. Which basic supports e.g. MUI or StormWizard? This was so far = reserved excluding C++, assembler or some few other language programmers.= ASMBasic brings the following advantages:

Very small independent executable programs

No update of the compiler necessarily for that integrate further instruct= ion

Use of the Systemroutienen of the operating system.

No Gebastel of universal solutions of program-own instruction

To learn fast

Daniel Schwab reaches the programming language assembler back because the= se practically to no boundaries encounters, problem-free basic into assem= bler be converted can and it the fastest language is clear those it gives= =2E

As assembler (with the agreement of franc will) PhxAss of which is used i= nto ASMBasic was integrated.

ASMBasic will be Freeware (must be registered however with the Author.)

Presumably will Daniel Schwab ASMBasic in 4 September 1999 in the meeting=
in Zurich interested to present.

You find further information in addition under <http://www.stammertal.ch/a=smbasic/default.htm>.

Who programmed and gladly as beta testers to make itself available wants =
to announce itself or to questions has can directly to Daniel Schwab(schw=
ab@stammertal.ch).=

--BOUNDARY.1748688072.2

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

--BOUNDARY.1748688072.2--

1.146 Competition for Fred?!

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Fri, 20 Aug 1999 01:51:44 +0100

Subject: Competition for Fred?!

X-UIDL: 684bcda3691e84f44ebc7a188c1b56d6

Hi all,

Thought this might be interesting to some here. It's a
translation of a German article describing a new Basic/ASM
compiler...which uses PhxAss, like Fred's PowerBasic (:O
Translated by <http://babelfish.altavista.com>, so don't blame me!

German readers can go to the site themselves at :

<http://www.amiganation.ch/news/default.htm>

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(<http://surf.to/all-hail/>)

<tsb>

I think it would be a good idea.

-- Mahatma Gandhi on Western civilization.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.147 cow&chicken maratoOn

From: Emil Oppeln Bronikowski <opi@amigascne.org>

Date: Fri, 16 Jul 1999 23:59:09 +0100

Organization: calkowiecie nie-zorganizowany

Subject: cow&chicken maratoOn

X-UIDL: 57ade2264aff9d5993e5404a4d938d1b

Yello Ayar

w3333 15-Jul-99, Ayar Baboon naklepal-h:

)-> So are cows and chickens! ;)

do chicken and cows:

talk

they parents are only in half

do they know flem&earl?

)-> There was the episode with the horse, when they all ate hay... you

)-> could eat hay...

no! i can eat only ketchup :) as the red guy with no pants says -

ketchup on the stick

yer old

opi.plastic

--

Emil Oppeln Bronikowski <opi@amigascne.org>

Developer Team of *TROGLADITE SOFTWARE*

<http://www.trogsoft.freemove.co.uk>

[*God Loves You As You Are*]

project: *Write2Amiga* <6% >

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.148 Re: cow&chicken maratoOn (uh-oh, Daniel's gonna go fuken mental!)

Date: Tue, 17 Aug 1999 10:23:35 +0100 (BST)

From: =?iso-8859-1?q?Ayar=20Baboon?= <compiler_monkey@yahoo.co.uk>

Subject: Re: cow&chicken maratoOn (uh-oh, Daniel's gonna go fuken mental!)

Encoding: 8bit

X-UIDL: ab02c33638f51a2900c8d49f48c9b312

>)-> So are cows and chickens! ;)

>

> do chicken and cows:

>

> talk

> they parents are only in half

> do they know flem&earl?

Some of them! Well, none, really. What's your point?

> no! i can eat only ketchup :) as the red guy with no

> pants says -

> ketchup on the stick

In case you haven't noticed, some people have been bitching about my off-topic nonsense...

I think we should stop this.

Stop on a stick.

Bye

James

BTW- it was 'Moo-athon' not maratoon.

DO YOU YAHOO!?

Get your free @yahoo.co.uk address at <http://mail.yahoo.co.uk>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.149 Crashing

From: "Neil Bullock" <trogldite@trogsoft.freemove.co.uk>

Subject: Crashing

Date: Sun, 8 Aug 1999 15:28:16 +0100

Organization: Trogladite Software

charset="Windows-1252"

Encoding: 7bit

X-Info: Selby College, England

X-UIDL: 7d397480ec936e3a2d168d27d01e502c

My copy of Blitz has started crashing a lot recently. I have no idea why, but every time it guru's, it does it just after the currently running program has stopped running, and the debugger is about to show itself. This produces a corrupt memory list guru. Or it crashes when I interrupt program flow with the debugger. In this case, it gurus with a 'Invalid Pointer' (or something) guru. Any ideas why, and what can be done to fix it?

Thanks

Neil

=====

TROGLADITE - SOFTWARE

=====

__ Senior Manager - Neil Bullock

__ /// trogladite@trosoft.freemove.co.uk

\\// http://web.ukonline.co.uk/trosoft/

\\XX/ NEW IRC: irc.esper.net - #trosoft

eGroup: www.egroups.com/list/trog-soft

=====

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.150 Re: Crashing

From: Sandy Brownlee <sandy@brownlee99.freemove.co.uk>

Date: Sun, 08 Aug 1999 16:24:49 +0100

Subject: Re: Crashing

X-UIDL: bfbe8a257228012dc21f682c314d172c

Hello Neil

On 08-Aug-99, you wrote:

> My copy of Blitz has started crashing a lot recently. I have no idea why,
> but every time it guru's, it does it just after the currently running
> program has stopped running, and the debugger is about to show itself.
> This produces a corrupt memory list guru. Or it crashes when I interrupt
> program flow with the debugger. In this case, it gurus with a 'Invalid
> Pointer' (or something) guru.

>

> Any ideas why, and what can be done to fix it?

>

> Thanks

> Neil

Join the dead debugger party! ;-)

Regards,

Sandy Brownlee

Taglines always lie.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.151 Re: Crashing

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>
Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia
Date: 9 Aug 99 11:58:40 +1000
Subject: Re: Crashing
Encoding: 7bit

X-UIDL: 890fbd112dc4bf53a7957e85429bc1df

On Sun, 8 Aug 1999 15:28:16 +0100 Neil Bullock said:

> My copy of Blitz has started crashing a lot recently. I have no idea why, but
> every time it guru's, it does it just after the currently running program has
> stopped running, and the debugger is about to show itself. This produces a
> corrupt memory list guru. Or it crashes when I interrupt program flow with the
> debugger. In this case, it gurus with a 'Invalid Pointer' (or something) guru.

I had a similar problem a while ago. I think it was because I had
screwed up memory myself and then, when the debugger tried to start,
memory was corrupted enough to cause all sorts of nasties.

My advice is to check recent code mods to ensure that you are not
violating memory.

Of course, if this happens with all programs then I've no idea!

--

Tony Rolfe
Amiga 2000, 68030/25, 1+4Mb
www.shoalhaven.net.au/edgewater

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.152 Crashing Phone Prog

From: Bippy M <BippyM@stingent.freemove.co.uk>
Date: Fri, 13 Aug 1999 21:38:40 +0000
Subject: Crashing Phone Prog
X-UIDL: e914e4a0b2e01d35b017367fcb7061d6
--BOUNDARY.19584728.1

Hiya Guys,

My latest program will be an up2date Dialling Code Program... Anyway, I have
run into a small problem..

I have implemented a simple search routine.. which works in the following

way :

In the GTString you enter either a Place or a Code... or the first letters of places your looking for eg... entering DER would list all places that start DER (DEERBY, DERRY) and entering D would list all places beginning with D...

Anyway when I enter a single letter it hangs??! I don't know why.. so attached is the source (Sorry aout the messy code etc..) could one of ya's have a look and see if you can see what the problem is?!?

Thanks

Mark

--

x-----| BippyM@Stingent.freemove.co.uk |-----x

||

| Current Projects: |

| Overflow (Pipemania Clone) [..^.....] 30% |

| Packer2Packer Suite [..^.....] 20% |

||

x-----| BippyM@Stingent.freemove.co.uk |-----x

--BOUNDARY.19584728.1

Content-Disposition: attachment; filename="PCS.lha"

Encoding: base64

IictbGg1LWR4AADi0wEAogIMJwAAckNvZGVzLmZpbGVmQmR2whbrurackkt66+AK6WXJzwm4A02286O8AJAq6JJAqzlb0/NrzbWtNJ4kmOKvjj+/f/JjBSSTYMAJKm3eXd3e7mbucB73KWanrf4LV2w1c4Wv4riiXJJHIVHG1yQ7zLDngamOsNca4470UMONC+KLlrDi0GuNfm8++tXbLtMstfFUsN6J53Cuvy9prkihjjGPFxBtzn/s+3ca+S88g8jiVkefkh8MJ/vg7jXwhix4hsZv2H8R+Ht2YY+Iilq2L/vmnGrDXRDBh7T8TtdSn4csw7jXFfGkm+PNFAt9+cuy10LXehkzwwuzkWh8pxR4mfR+si3wtcmLNfFxN9Uh+zRuvSdZa4WurGt/IuKN1Q0P0Kgvx70xdj1Lc4WuN6/jBcisGCYzSXxZsOI+qqycw7fNEtdJtnf9FXWeD7GfbYln7bFsuNeZVn7Ze0184skeN6LHSRba/TK3zwvvgqdrK9fIXPTL3PXL2uHz9q5l5emibQ4IDiRjXI32LeZ9h/Le582S8uKbAONcqj0yPmsi6jBLXybHRK8p92or9/MWx7nmeffjTVvyhikxfwH4MJctNc6n37yoMeFUggZjLRPK0GtdUOaTFnU9WVba44lZMqd4JyLjXTCp3EtTs5FxrhuD1U0BMfc41jvTE2LLXY9HiVnqHt+I9xrkVkvZo4FyYIV+N3ZQdlvH3zlnyJt2Gh9FSmGdUS4I0j78ZhE1FXWuoeKXihzRr0FtzGXOBr9HXXoMMez1okL8Y+o5JY11E+eh7npocSDOOEFxi9hIj0vr0cvNZFswWY72aIRSqSrgAEXIVfjWviPSrir9PdHHYxle/h/dMQHdxauilH0qmhm9XEa60fv928u/j1EW9/fPy11jn9Aq9FmU9fxD3mGUaT/sbwmarginHE2giwSL+JUkihI3VK1x5pF72g1wSe33oJIIPdq6MyOgw+Fo6cj64/19P4ac4GrHAPHM7B9m91Zo41/XQSnOy8+t0F844px70xLjXYO88T8MLJj05hgGSjT+Fv8mQLZzbXNDHIED/WNwtW+ATOR8te6GD3dS1Ne/u0PwtM+5FwO7DLDVrga96o5HznNfkgS55Ej5x55R5GkW618FZ31y0DM97NCloJ5BA3dfEaZsUIrtJnzziJzQF0so0Y9YzjXDvzUAKdmfiPHLlb91lvA9h9ujBd+Bta8DY32anT5ZZgZibPoTweZNjzJc8yRApE29JWNBFryIttcT0EewgdSONgW

H5T7pfcw/xVndXGfQsgmwadLJelp8Q5so6ZhxKwjmhDahxPLvqieFZuKTyku6OpsUd+HMyGt
OTOCFBDrkG8tW3dtE8SN3y2agXz63moG5IRKqyUCucB43Hr/G3yJ0G/6P+3cYHD9u0AUCjJX
t7upUA7h0rLz3WHY33dUIsMqsDc8czdEsyKB1aoKCN0LID/QueDjyH5f1kGIQ6RZXiC7PS1fu
SKdbnXKIfIwdv2c0kW838R+gjXD6q9ujE/5xFtroekH0Lehi1cYfPHGUTC7kHSJcFGmx0kyR
iyCko5H2jz06pqNH7+ZFKPieFmCKeKnwAprlX82WkW5/byw+S7+LV8k+mI8NrmP+51SYHliq
451xSdw4pqVv55RZZqTKTmWpvlU0AZ++NZY2dyCDKkfD+o44gySGPZxqipJ9PSemnBVliwAy
CIAPKMlpaCLDX5QYYhwKNzDql23D12HPW+kgygcdeR2QXEO19A45iKeMnWgaz4DWt3hLe+Pr
3IkY+cbwFHD/qb+YueoD2DnJtNfTNEPlhclA91rrG0YoRFy0jmndSj9iGpWzNqkF+R1b36i+
wm+QrplHdjLuY/V1RlwrRrfro6oUmXPtmdPuJyROpEh8RgYYHIN+wRF1xtw4G0D19rC0jZ8Ip
PWve6KBxK6L6BAUH5b0xRRfYsZqmhz+hiqOH1nyj4MFcbojM1YD8H2jYd3oahtH70D8J+3vh
CkczsFl/pG4RSHxH4doGsNfF47Zb7BDWT7+oPcT9zUnIM3oHNs/AOdbOazfNmnggHPijN2mut
Yn8V6KHZKGEXRbfG8OEEIR1wXI4uLzwlfxrpMNqSrK+vZqo2U7xsqKdxbd7moHFAzo4mflXw
VcO2zU1Q4JBwv7rzQkK5oBQNxZV0FWU5vX8c3eTTKS4TNc5IIQD1YI5YRQDyTEG5jNTjLQM
PjUoi0TrfTDKp/Xrey17GtQio0+kSieiekbROwoMaKZZp+w9Au33tpE2L/bMopskUGdTLFj
hSVF9BEppFNNTnXsxrg7WdqsJ+3/+jLYjMvi2QgrJupJ1X/kccKN7izCMeAZyjJ944c+RUEe
FExnTHH4Shijc+NE78fCk5SeRKIXHrHuJ1bCHyaV5IMhq7X8egwy0j3XRQMoKZC1MRFiNbUe
K4RTu7ytptrshiPsWT2qTbbX6w/VOKVJARihHK2+PuiCOoUjyX5tBYog/eOoTfVDsy44AC3pj
2bbEjjifdWxA3pKtNcq7y4NvjRQ+wKPVycYd2frkzbNbFBO6lmdZR3CMmzieiY16zjuIsCt/
SJkcmk0dkBwseZRLU12jOrGT9z0Hu6Xrx14pR/68MLbYTFfmhWmo2u7sKCrhm7omo675mwiE
OIwYmZxyVlcIoJz+51jfZZ358df22RzBQMAPDX4YcLW/iuetFI1tr3941xr6RBCMkkpHu7dG
eeuvDdnAbx/rzRdom1ewRl8ntRO2m8aDQhfGL1FSNYMJBRGuoKuNfmEmCkPfd5S6bX9cbzq
9p/CVGvrhgmZlzfNlpMPa3DuCww5c0GldZnLPe4JRrfs6l9q4IVY4/brwCTns0TfvcBzrHs
efk7ZqJ8rOKOsay1+Q2zlpM1jDkE+r6yQ0C2/xpa4WelkIuvyItNVOvw59YhkH7PTXDQyvC
ScqScYKvjwgGwaPsLWW4eTYg6nlvrHs9/tbQph17fpMcs+Nnm9nx+13by0i2GmdqNvFOw1v7
S5iuD0K4fQqx6FOehVn0KtehVv0KuehV3cVwDvmDfIfTwYwQssTQ60Ica688qSZZxxzi6ip
cJcEaYFqFcAlbQv6E4CjLfvwNxYtv3hCg+f1hg0Eit97Zq9ujxzhYc3WdG6PG2gqMDZyFTU
ilGAHREp9i1LSRcGo8c03Wgm75EIJMw4pvVw5MIW2xJYv46ZCaD/RUGGao0oyHStJ/OkW2IU
3D4/HyFIJWiwx3ypIs9/yuhN37a3OBEQFTtMmiylJFs1sSRAV6hINfEEkVXuekyx3/AxJ3S
t7ScSZN78hItnpwSTwkka9lpqKCWeWAZaMQSgayyvPX8ZYmdnk7KJkmzJ2muZcWWSGsi4iXg7
GiuR/yWGVNYtL0RE3f4Rn6X/7N04QdkIP2CJIX7X02AbAJX7PQ1+w8vkUj/xFZFQOax/pC7O
Z3vUL8lilxYKM4nC6ZEZnKcRTikZTQ6h0sekUcJxgznrdrqgnGt7himPKd0VdGsjha+WZiSM
30pISoOPAjCp0UJ39xy2cyX8W31PqR5fCTU2+W6RvH4o+2yN30d4fCgSDRdShxrHD8Fb0wls
0rGUql1A1hrmVHjoEHdzxpNgKIaK/mD/+cezKoDA0/uOK6t8QeHS84UIHirJiE7ykcWLYveS
71VeMHaoLOWv246fgBFO6DHghhkpIuJkJoOgnp66g3N8tlkL/ayzxDpj2sdM2F2WvguKKVO
YHLmKThoyo73j4wZD51klHd+ZY03pqNLWlQOWDDmDfxGjnunRZT8OXQXYN9yU95LX3WSPjdi
kSiYbrJstMrJ+cxII6CxQcBgRwXFCnJthTbY1wYYFUFF/BfwZ1Ss8IQZd4PLRA4ifJccd8Wt
uCjKXCsnQIuyTjWDd4Fw4oGcF3TfxzXruogSh4l56tluJa2Dg6buaOagW0szjiNGhVS8ENY3
G8lVHrYPHEZ/f0yjf+h87nK3ZMxdhc0rg0e7RNVcsltc+MMckp4tZ5RXWfAvDO97dB1trll
jTknuPuIhQxqy+WACJvzBPuV4+hHAI0iCvPQQniITucL+nAcorjw7KacFwNTBAt6C9Lfxe

3zxfD994DmR1xLwQFTN8vAhEjClwG+bwzIYNhvDCIGeufzwlMJGqCBXptm4mElglj88FdTB
QLwSuu+WEHOIwv8KzQ1+OCcTw+AWpkihT4PGLP5Ys00sD/prcfekr+75h+/VX78GS2vpIVg
ZKQ7uuNpoXwIsP2OdU45kIFmEjdn7d2jY4iamVFJUQ41yhmcElkIUUAutaDLMy2UT+q+UMGn
O2issX8dXITHSZYTzjCTJsgsFwD5HyyrUQ0S35f+MygiZawx9M84+Q6sV5fFPfoc0lfMyCKa
DPSrVuJSL/ARscgqC5ozVBwtNm/zghNWlpV+XGUc4rvDtmjleQ4XEaqIAqke0iKxT5y2111r
wxHuDOQYhZrUjhBdeRpdnGLkNg0SjJ/a+fwD3+fShE6Qrk6V+VvQQPlhGLUpDE6eODGul6/i
SgRnIRRxxLmmGDmiPu+HIvu0IVHn9z7P4PKNOa9qkZKXTMnIv/JBe8AwfhzgxN/6NlaEa/q
Wy9svhFFDkrV5Rrx5qxsroaSBm1BH8obx70Um2j24CAkqveBX8B0OdlrIuIycIx11FBCuY1K
6yA6aiCnxR4sYbjxS4vn/97QT5EOcJrGco3i+tHFmk77mhvc98kkQXxG+OanApwH4PtafAfy
PA+WvAfg8S3f1Cn9DnYv2/8GDgIwysjxH0fvQOFV9HQC9Lkhh2ds7JdO/3PE+QNqSKffLUup
WS6P9AWEpu+FJY4DF31KB1OTwleO+j49kbPLIX2sQ8wPZtM/bKIvs5Bi5yKjxT3hZHN9HErH
RfD2SnPB0Bdjh1JipGtBWW7SmVZr+kS454402PosMw326Ko2jL7sq11PonTUCBbagR9dmRyN
fiGvhmfyUaVcPc34RPR44BxW6HtFVASDchxLyXqhxSIPFlvEg1a8p+dpz2urGvDAK9fWMHRv
fC2A/eSaVp+cgPbZ8pmvrnHuePzoCrpkMFXmSgBnyzg+eJzrUfWPZ3fbVo1VPHCYIzfFevD4
Dn4hIkxiiGFQmMhUVYmJu/Cusiy1zRKjjmtlajbQWgT8flG+rMthSxgmtEaixwm0J7IJQ+c3
stfq0oHCrihqwnJQ0VHcl8jIvcWU6jINhXtj4/ZSgmEx2/X8LJQUcea9neTyWl8espQVcik+
6KslbT5kqGMGO9LROzFm9aC7/nffxLfeFY+uWBv/VvmzywLddmwI+tPkK3yDyOZWr3luxQ4f
HBj45Nc9GHITyWlqoiZM8EHp4P+vpxDZfHxXgUvy1cPjY6KdVFD54IUt+Z3Ot59709SLtTE9
n8DTRpfQ3oXddy1fXBoz/iPolivVSUYaQ7qxYDC2pLFbU9Hihyt9jJ09JxSCshlKaJi1R/lp
G1vmwd+Su5ip+QrMpng8FuFsqEOhvnSSROXZRxaELviENqksVBUQomxGCWnbtJNU+Ba6s6sG
CodjljiXnSnQD6y9lnokjgCvaDR8WWQUqWw37GCpMkiUbPD3D+BD893wHzXXh7AQsis038dR
LiPLUZEFMxFVSYjAiXD1ryZR8Lcgkpu1HCif431YXdmYNfNkmRX6CRTbwoxQCecK9io78fF/
2zgnrNdAVb0X895viiyKHAJhLhJhUI7YdplwoSYTmlG+UrMF1CLFNKSMmFay0FOG9aEonCt
e3MC4iCBfhxJVRk7rliKr1McU1CWCT9sokIbc7bSxkNaY37D+I/D27cMNdhN YHJTQwI0ahCD
gehGExjtOcbm09d7efySNahB0d0es1Fonb8hvs4lhnCCUSyNhaRO2+EOc0Ma9TqZaRO45MQo
ZSm4te/QzuWkTuuNUWMKHVPiROvNC6OSQQNw720+PtiaG+zx1GXuG/emcDG/YIAI+TuvEb/E
fHgh60Y27N3y54YshuNjZTaPIrxahXBA14s1/EN+CmuEI7SsLgs0ZWSJ5f9RSpBiqXNqLQOn
WwNkJ5E0EiMMPsQBS0kBERF2IaYmgc/Im98HipLR0FDpO8vBgpE9Ns9/oEb6Zo8Pxxhg1UP9
pEuT4ilzprs7SOAZL83gP7LHsa8CV/c8Sr0tZVoU5md9dZA6l5atCJTwdt++8UADbL9tMp
sRWcDqmJZcGQzi5sA37ORQUNFCPdAxLmtJThfDAs2R5m3d2JCIOG3cel04gvxEEWKWB1eYQQ
ToH7Y4rpASVL/3wp+dXxqJWZvRoX746xXjv31oOG3xGPkzxfjDie+Cipgi1G+3xeal6JWeMU
yRVEft5MSN8Wd5/dRinAXQokLCj3B9vDJC9xZBC/w/fTH49Z+OG9sznOwqiJopWNwo+EZuPA
NMfuRj9JqFtmg9Z35nHute9WF9bBG5hbB6xYQNHnU6ufIOeZJ5m5DpMRVtUTcurbId4snoI6
YqprbxLml1eJuFUum7Tm+eEdUUwkTym9Bw6tzHiNdILMxNgdGAa4sojiDuHUP+Mt3+1mMLEf
JIUEmLOp6RbfQlxFVgoSheumoBrKFBFNm6y/zHyaEE2scSQgh3lWVoJHYsXUuHOE0KvcY68d
Cv2hg2EOBCWzJRvVEmqff3acNp6OyI+1qiB0zzP4TtSkIPIQ11iYNEHk03+fdeSAGUn2JL9
oRscQvFJzBJMEeZ++/AwrFitvN8byTYqzvubbmkf/wjb+UrPhDWdc3xpAIWb41XioJ8CLZr
xOgc+jfz8QRUYG/Zx5pFs73g0KrA3AaAkOqPhgUo24jOt8DSlzPisIFJl4Hj7yFxiCP2VuWA
lqqGA8vP2QlMRQZDA8DxL5xBGseg8c/bCQq8aCPdt00jpp5vzmN6DfxfP773++1P3119/jA

Wfzgow8waBWMiaXhEG9oMLyzI+rP/gcXGi87fKsUbtBB+lc1XnTSeiP+YTtBFR10lbT0X0ek
jfeww0mehZsuuhctLx+Bh1eKgejNA4g8Qs6oUD2AnnL0NWdBVxIppjaB7og6SMSBJyLiNi
YsV6/FMcB6xedceMTLB1cgx6yrB2N0LUEkqHHGbI69LoJtsigia838Tz2oMtfYz1LNaKt8L2
VIwh9P4IplIT+xAt3ig74QmT0kj42hzi6XEoCCkv6+HvTVPPpFy1iePnvLzjm7hS4VI7y+f3
D8kc0MMYo/sOKkkQMhExmbZKCriceY2IzmoIK5zmhjGt04BvayR01zRYHw220kWhv6NabooIF
ZGP3xXllkgVfHScHDJizMKCve+Q7HwiO9Tg7rXWNUZlt+8/CuspryqfdoWpLaVoZqIsqkZV
glh4Ter9xvCkJU2mtRNhKSSZxhoKFsLFmyIgDVFWWUaF8JS2wtxr3h8Z25T0yYuhInUWP6iR
0UNQgJ3dRNzd6ZEI2AWTUVZPls7y955e63fJiLP3SBsZ7e/IVIEfcRYNWakGCgcLOimUE1A9
k3T4hsFMh64hUNUn2h7qNezLIU2+qXtOoe4JH/GxTs1cm7hcV/eKzNIn844sBBSyM96U5/nO
0KMEZMEQ7Nt8tbJkThr+HPHOy020rfErrk1BQTbFoLV18uFzG79cbvO+fnO/zaPMfJfMG/2U
nWqV3+C+FIIIN+dJNhEJ4Q/M0dRQVwkU8qRxVoBCfTr7qluMptmK7HHLJR9Q3EpluXM67oWS
jLpVBJpOLFi+lfvsLDr3kyzLBvQt4eUCdRmkMX/26MGLDcpzQVPWM29XhO5bp16W4C2JCulZ
GtGBwYNJIiii5ogZFgpLulMyEQPYUbox2PDFCGiGgkJiz4+GF9z0DqN4U8I6nBs+7FyGbr0h
NHjqNtGjWvs+ffZ7swQ6ovd0S5F+2nECiy/xiOH/OIsf5xFxK/hIZIBIqgQAFmSBNUumj9oc
a9MFwK3d9D2DVac8qWIPWEC1v/RvsCXDoLFoitF818QKYRdP7cHbCAVocPuXNEOPfd5q6myb
xbltmYEDEOZjvh7gcBepajzGo8ietc1PidJdWVH0nbn7TOvontVeBt+RloCz9JpRWbPI+XxI
4IwA6MI0NewMXTv1FgcKFWIUnbD7DXvTsh/QQrnESpWUbul8quOJ2UFkpH4+i/Ggd3lbJqzh
e6Y9nUayXHbsDn5GsO4EdRY74G7LSBJSVba/UKTbLGykq61xO3tnIFFZkcuoKtBDXHYInqPd
vflbLXvv3xUFousUFs/bZp7z3d57Q8dnWktV3oilb934aCrfoUVQ5Qdhb+NOilZ3CaBu8+a0
bSteXGKI6a3bhWn8RXI9mbDZ1yw5q8y54C2WilWwUr6VxKa4v3GZNSbPSGR7lyr2++LGYq/D
r8bbLjZxwsotOrNg0OQPI4S+ini1QNYmT9P1Hziej/cy/kwWJg5HQm6bz5ayk7cN0D/f6sMa
j6jFN/sNca5n15I+/xArus70Echnp69MuWxQBP7R9ww5ciMYJwUL4+mNZJi3uzTwNY40Q6xy
5n0h4+HuHiRyRbaCNieertL73AW6XHpIM8Z6Bk/IKDvQRbR3xdd2URwTtenNhFNZP4n7Y7v9
FdNvjxP3xfSmvY0+KumCfxvOnIGWvxdtGtEpzGcL+I/ANBQagVlwUSnNoKG6oHi4KM7s0GWx
osSB8ifdFOj2PbyaPzZfDSP2zhqq7vmQY2xZD1UuYHD3V1ZXn46x7HeOUkoUMO19ImvfvdW
bRwPulIz+i1X1+BYPmedc0OPspKY8IGovrKDkc+WiqrxwRBV5x3YpGERQrjxseb0vuE9yryB
aTo40ps+zUQlPhzFBeb9gjej5XzDtp7RneZ+ad3dR8u6sY9tBUPYGwIJA3ZKzrqLCyC/K6FA
yoiyZE98JyRZ/091/q3TgrXr5e2zKGVISTc0ZUbDejqNO54o1vQV5gdNhc9p8ZzjMWkEmObt
ThoKCTssOhxbzN2C+mhxE2nWDU5igINQG2jGTlbfz+bujdRMSFD4kJv5/Vi2yRbDHtpvnCm2
dnT5KyyE4+WgpCdBA0d2KgvQonkU5S6wqshIKTtXo/X3322eac3sFO4+/DnHI+DSPY3+APse
SMUqll+pr3oJ4WutTqT56B7qRtnR4yghzfKD5jNU3T6S0k1wfdjO0s5ei3P6ocg+OBBanNzy
lryqiGdo3T4bO9fGWWRo+XfKSVsXg5lF4ligKIHDl8zY3zYPgKp7LGIvEBjZnvTuxA+Hg5TG
XTrFCwkIUkUdQ56dZxFZRU/j8fJXQPmSvBb3YG0WJMLqQrSvHwf88AW0X+u3xOC8NkmUu9NQ
KaxnDG8mtRtY9oU3/cgHayLZYOeky7vf3DbLyXx8ICHDuwV1MEIVTqGa6hMbad5iM93E6H81
6JvikCmzrqObqVXnGK4p6B/M9hpKsFwq7Xp6oa6lU4Gap95d8J62N6k0KtUj5ZcJdY6VKglm
x5Aq/YqJMyVK/TKusUv/pYZ5aibHfjnJnvQ0wlBNIHoQfOVI5TswsLLfMaSku2U3GSrgQE9B
r8napxop0u/GFPi+mZ/uiMa8kXoDsbDoW/JNwkpONY27Gx/xpKKasLNQ+rpJE67Nj8YeAj
11DDnYjsZ4emN7juI2eLSm4ZSUcmJKhFkPP368C4ZOZj5zi2TXnjrieZ05Eyh62GDvKIT5Ob
bCtO6OvJ6kzkXAwCDhpV44LqmDBEJH/YF6xenQdzfFMzMvtn49xTIJbCbQkGP5D0BpKNM4VA

cRbk4uJfTx2dDlrUBLm/YBX0UHxHW9BEYsjxSA2/gLMA621mD65/LKGdI23k45fSM0UdXjB
8a9cMgiDzigOK8qWSP/bNUIlq/6ojgaxEkuiXDGi8lpKcS4pfVfxqz0aIcPdLlMJCOjxrhuL
BKOYzsJ9rTmWWeszlGonIN9yeE1fp/T49cNwqwzmDgwOSE5gVsRMWYqj7YnHs7fgTunYbfgW
yO83WXtaZNM/qQKWhaq9+iRm/VibKOQUkRS+O4a0l8SGVEL+Yjc6OSlpPlwzaUWaaIW9z5hS
RZG/5Q15gKcwUnaxnGvmELa8IBxSVZa+eYdnB8ID5ZCXF+UZMj9rUx4+sJcl54wC2+wI9sY4
1TFW2v5POjtDV5K41Xpm21olPuj/RJWKMTgwb0xlg3+sD73aHAuchwfPOQ1I2Z+ggOtjpaow
xAKIYJcT6nyKEYr8o01ICNoKNGzFFsHcT3ORX7LEwSo66zyLoRwthVhgWFR+VKDeHfKzh0q
kxYInk+A+SHebDK1BoNcT4NlziyNrLszfFKhyUJOFR45hB0ajvMTSjqfxnPTNm7B98UUOqh
YliapvLw4ddBASE7xRQxx1EGOk9JrDS4iDWtK31q7dUKkkBn0ldo6hcKXAoShKoE/3ItNGcM
+qsg01T6KZF69DJQXda+g7r31lxsmgjm2G14QSO+0c/ynIzjBXNWEE+iN2O3Lgk4D2M2oxX
mCDWuTuM9SwtAt/GGDH318JjQ4Sw+o4aVHWJro7+EbY+T1nivVgnCg0pb7VEzRrT8RhtnP1R
XgrRhT9yQX1osYU4IUtSzx6w9+vigwCsObES/MHeLJlrwN0QuuTNFt935k2t9Jnt/FGGZjb7
UdKhQ9zKWdJQbbOdeSWj7VI+4a6aS2KHPN05p8aOEWbZoA3Z4cAMQhH8j+eV2YSwiAuqLIPk
iWD3fkp+c5xDnZYoIcLcG/ZyrgvBci3vbNg0pbAiQNIy11CJP44YdEpcGCUFsnl4pGIb5ZpK
a5xCES0DKAqINFmt/OGKETkJF1n2WvyjmqN6Sbo6xwLRb3pKSra+si68matyIOiff482bOJ5
LZ9+vX6PDL6RfaiQm5qdCDIyH5UaN8enlWv0v4/DRfhr60aVnrWpKsbigL19MMx7rHU/CJO2
qJUK/sfO4+o8NeUEqxWZ90dCPg8Hj2YUdvr13VHRiwrqDrQXwOHNGucsVk6pcoq1tfhrc0s6
HPFRHQnqHxGs0jRom7ITsksvNzA36V4SmpzmH5m2OeyFDkyHwE5gVuuULiL66cENR5GWW1I/
p7Dz1N/T1m7VFxGKaHMEcBtNyBq+F7hqlvUz1LsBanFjpQI4FzF7C+ugWym75X9f2CbjroDp
c9QJbSFEtKnqfwY+bfyF4/IGfL/BHfp/y874ag79P7dv3T0f6Euu2+PM6z7vNzzieiXowJ7H
QviJa6SqpM/ZyI/i+0ilOsE62rljvzm+phpVEGwTh+p2FUSJb4b+zeIVE2zUc0px0k2Byi
poOoK2/WoIJMCOj1RnB9jLPAe50fgVw+RVxrreZREUkHUXa9/YKpbXzKH6ipol3r/Bld6F
UvhFhLA6Pryi8NBNngoviSjtN5+BnGvenCqcQfPy4Fsfiv+IEBKFEExKWms4OmUSmLtuwvdp
weqYjkPineg9zwotlrjFj+LYLNFiyuynC2mP8DsUOWklrwyJnr9YmjFMZyXohdMafkQz3vQt
zg+xjn1+vqcWWUUMoVhQ6OwybsHwitmgCBI8EU7wwDKHyReHcdZNdMOrsmfx0IKXL5Mv9sXj
gOD98B9/fjXv304b6YVXvHCl+xGF2D6jMThZBp/malyUF+LNkrIcPMLKlg/UUWUITyT26ir
TX8VuoD/yVbEQsqyEb4QVaTbZ4AcTdkV6Io+pDrJQpquat0I3pHTs7j25AIIkhTXwxOSUIB8
g+syZ70ObAIO5o7BZ6SbZsHEZ1Qmado+X5Zz2vnjLj1lq07u1n46x899+OyDOB5Qn6G9ma4o
sIrBZh7BbAFC0JDYNrlx2DOD6w6qngNON4+I24wW73CeGC30u0uQKK+dTMg4XmocguYOCEsd
RQ9yEOZWEJbJlIiaQx30151FWmRsB8ti23CHuYt9GB8tFm/X6c2TvIsjLeJQU+HT9/UDpff
AUDKJqAjB4IX8egkXvghZp4z/4SGRgXkJV3erNg1ECQEuSvIWDkBA3j1M0RFGNFjXJOEIH+E
2WPcGI5W+lcS3yRLSfJx5r81Rw4iouPC5F6HV1Ay6umzBoxInBLkmX6NeNumxrdZdBz5FyZB
6jb6Xo9DC5PgdC5yxC+1+VFdYLIY/BM+Q0343G+ErOTTkjDg50YU2+oJUoTw/lvfrDorInDD
m/TKICzSPZDUeZOD6vI2tDFJSPcGhRjm+x4JQVRg+Tnoo8ewaHLfFdHgpyAsxxESjSiRKVZx
QSRPZJihJp+ML0Sp0sYjmYJ+y9uQH1ypIsARJWOZOzBmIwLECU/LrfsP5p+Xt24oKQeEU4a+
/1VxiuBo+16tRC8IihyQxLqJ/pqHy+EAqJ+LIASvJkBcSSv0rHBHkCdriR16mHMMkwdkl+Vm
lf/fxvRY9hTgSCSsYJSc1mlTfCKVf25i018IYh+1ZFtJPefbcOBs+bZU14a4Y1MCs5UB9Ws
v+8x44+hlrhy5kUhN1eUFn4U8+TAVwjemKsGACIdqIwdZnqW4WkCNafVNRdk1Jz0boe6qy7
RhSReGW8tS3TURzcCaeCgKsGqsyZUmQRJXT14IWLHIJY5Xytplj1MtentwidKiv3Rs4f14A

boCJQU5+rqBZZNFP2IFNQp+Od6MW83Ou8IEBNGi9rRBHFHLrxwLk0UDjK82IFFZ3QGikMl6s
O0o+SqGHWB7JGxfy8PZ8Bt3erErPehjkaqK17UqL1bNqK++xuApt+nStJY7t/QSkvdDg93yP
O+o4sy04JVDGJQ+mqqyiwHxdqtnijRTxDk3UOLdcsEvf8IXBeT8w1srcZ6l3C+d9r0VZBWK+
uEcc6/iYx1wqp7fmD1+Ijd8/m8/opQ9NP9Zn3yPiTtevhzi+Dwn7GE30Qms2YeOIeY2DfgYk
QS9EsfPk/ILR9dA8U4qgjux7fs6RACi9tJ27UtgA/LXBEExTPa5MwtNnlTFo/1yx11apJEwXG
xHroHtD4rhKLpxzNIOo1Ln7iviIbI9ezBH86R97N/6N8m9oODtVmNLJAaiis0oGWUrlIEqGy
l0se1ItIcmzLm++Fj9ixhdUeG/qsA1+g5kZRrakmzM5Jqv4sz57Javjc0l/zgNg/Q3s2TSU
illmE+vtFVFPiBQIxO4Rad0DWmUzEysTpJtFlOINT6GbgTmG+waNMFL5xYxRA6MFwHUuA+UE
FjK9Aab2YobAFKdM7IkCwidLqAcFokzX/cELd9HTnU7PkYTe3oGRq6irZVHz5WogUcoTme7z
Iq64ZdDyF7Wp9jCET84h9vRveEHDTpHwxp1m0xqDEM8VqDfOz4a6YYFPu6d9G7AHg0SeKPT2
TwOhyJvKr1RpBYMc3wfSYarbGImpOQXrn3uq1bWmGY+1TaVrNFe6rKpKKuLadZTXu0hOZkMH
f5K21u8bcPy32Td+6EwIl2Aq7uzX5/Q6/pJHXBvoUxuvoJFFAWP0fKmxz6L3XenEEy6xlzr
8iaNTGuRscR9FY1Qf46/unbfKLSczMzaj0x8bqPIA7ERMRUajLBUga5t11OH19T+XX8mVYKy
cEKaaqSVdSDkCsvnm06Xigd9nVvM/GjAiy5EUv81qdlZR8xZC/VzEuFUIGzryF9csULJGpLs
8E3ySITnszdn9zrRogFotl1+a+xdtJlihG4b9ifjmgX7dnn2pv12EeO0Rf2cG+1ymcuItVEf
dDPUs9lnWPo88dcl2AhHhe02EGN4+6XuCsoMtlbc9g9pB+5FgrPtpQfZFYochpSqz7jXZiek
XgVfXs2KIR72zyfjr3x1Z28Zk7K2EGygW2VKXDHSYVsQEZ0669Bej8eghzul/9Q4oKTLJRNf
QItBUE+Xjvt43x8YJv10O+zyQExWwq1IqlpHhMzNaEWwj3Svku6FGvUSPzTTOsIUXYWbNIRQ
bA6MQZhrGap0oHsH55v40j0CoJZYhCqJv66D60JDu/3OOnONHFLM7vUWzcyjVAYs1Y1zJ8Jc
uNESHWQXukWD6MZI/nzkyQ69djA2U8kiPDJvfxPzVrNtGtMjeZHs1kXA//QFWebDIeGpUcR
tR4eXHNx9mXtV/HySoMQ+qjI27hbhopBT6h7mg2QWrhoseqRecL6+m4mowA5Gwh9ASLRtOEj
z6Q5FxQy95nqXaagEKDuRg6jOWH1OuC+K7/J7hvXYF01Qb19ES3T8aeQorP1pXjz/Rl02Jg4
Mit5/4JtHq+xWy1C22VpZ4i8WZ2f7JSvYjyZ2T+7STiP0y5VxDtdLR1rScP1qK9JR4+7pbn
m2Juus48GFhC3b4o9eu7e+jMnEexfVvfoJz9N8JbN9PzRQsvEPLBJKSXfzP0T3bfAnnS17Xh
0JKVSqrOcBffTv7zwIt399r+S4pVULyJIE8F4fSK336yhB/iXGU//bl7BMwhSOrJca/8rfVi
rHMBHe4sIq7KyrZYs4iQZWPuP/424kvAMSUMKGowajzRbBfLeKM18VW7LDONIr2sUKcoPpDn
lFKZxi7+hg3vbowiJWt83qkrXNnmX0iQLtd5/OK+agYMBHNDem8Scz4CzIWw4+YqCLaSezC
sbZwnHD+JZ5472jBCKmOjMoonYqdM3fHWTXEHTHCrtLQ3QRu0L+NBuG41CvgOgRdhtvx84lx
Xnfv+R1z+fgB8/9R1feYgFeOEcr3wwhXW88EL91+UOy8HlgLSeDwRSwK9NX2zq+W9DBIZkH6
Bhk8cQIOpbr5Ym+SWCHD44Zpn7+Rv9Nifz3v/fQ39PmL/G9+75k3/pDWcUQvmEuub1AjLPwi
xEVBMAKM5iyJtK4SvaO7SC05ZA/mNe/e6KCReOrgvheFSYnWdZPM54VCdfk7Kc+IBI1HVmrL
ix06xBMPSWoq2nWB82uFRUyPEGxcyZe80cqIS67qm3ZJNOOfAErNqru/cDz80gADiSOOSS45
I8bcj328MaXW0UxAqAUTWfHH9//9OiAATabSTkjbkl+u9u9rKrczgZwHdm7JG1IR3nFkBJFa
uKoZKn/xi6ZIsf1SaVVEaCimbWMhA7OKTzDtYRc5Ri9Zl2sAJlkjD9N2l3NZAAaRaHc8ecboa
DrxwgLZlAxnknUTp2qBSP3DV5EE2Kx3AKwUKcdDZbFDigy18cIq1I7qmGtygO1wkfiSFUzKW
7MQTjoJABFKd2fWTmjBKqRTp3T9XTPTJDAENjC2tvi+v6atRe5qKmkMAGPx3JACMgMXsF5HJ
c0Cu8G3a3Wrd3Tsc5BmuqxydIjc+EmOUreytMRSqNZK7IYJhwc6YMhhatacR4zufLhHkKu7x
Gvw/diPX5tI5me+i/EVftgq4WomOcUF5nqfyfWLWVuTLjA2UoZipWFd0pQYxaSlwtI9U4wJ4
JD/XSu8Ph1TIw2JBKD9UeEu4aLVDS3LHDh1eIE8Pggx5JTMaFyte5rGAcIBXO6XfV7/xxn9v

UFFTChD95QnCpLYp0w4p5YYY03dP8KDv1sOEjXipM0VjUK5qAXONSdDWg71A5rAEWitSKh6H
PjmHPCtMQkLAQG+e21al0GBWDpREdgvUp6tvpAKQY8h3/3CQe8VQNWu7NFDH0AL9Zyg110iD
pD5/uy1A2Scc3LQELIDy5Y5JxJN0pNZSpI8fMjS3O7PTkAh+2IalTGNM/8rGCFEujEvxwFfi
1YLKSHx5U2n9aYV8IrVpTJkEP5cBAfNjC2NkxJ8TrzWpcn5Lcb+RGfTgwaxcQ3HBZaudUDpY
Nfl6JLY1lz1duyHMBvWd6hWmVJymftb26YEwJAeiC14SJKQ5yppKk/d78j+XkHVeDn5zYMMS
k5dMMcESEgQFItlbzDVUD6ITiJ1q2jJ1V9/DmLgPYrb7fViRkBNF/IV2okLUANlz88tC2+Bj
jGBnCGFca+5i6J2sLK3rAgIJmqYZtixoE4Rc3bUzZE0qgcO1WkhU0p2FviAATqQQEBYpHBfL
0ILkTYnA3rxRzgWVilwyOvT6I4sM0xaFP580cd2Nftp+7DD26dxcMCl6KUTXcPci6x0KyuKo4
+kovZ33P80iwJKmCLQzjK3OjJdkBdyQ9aoDs8EWGTL1+OE4rMnuBc5uHMvIAUhcqKgeEp8H8
lvqSODxjjMoQR39zyyyo6p1hf/4EiCMis5xSFJ00EBd3SjTTVrGTTr0w2Kk44eis9m0+kb
IFMjxz2DVy0zBuZMVW5WN4Xx6WTFIHK+r1Y2P4UYwQI142GxXcmVAvylwPqVNDi6Ulvt9QVx
BOVj1OZAY0UvX7wDyIGJDTXeIe2Yx1egHeOJoiL5wbc1q/ptttzLq3NYJu6Cg0e9EwG8Qf/
+fkSX8vMIAx4s5YW5M4Jm/5DA78hqilpcq/oFgaS0g2bq3PIQ2OueQeMn8JnShWCQmeyFik
hKeI+qllaSqTLfHq0XL2ht7vCmcL+5Eik9IH2RzCMBQpYTW1Ql2dIA1tXAZXFLVLp7BmcOb0
MfzTK21F63D0wSULQKVgmNGaUXKS7dvw9JmMun14HWRbL4hkHr8j3YIKK/yFAkqI9Hiit+eg
Vfr9IQuQOTE8cKx00v7OpZucwCI5kIwY48sElysi1rLFKvHPz44RDegA+ulLswxs8Nxsdtxb
rxY9ulaRihh6Z/HCdYOIz86pVjVM96prvVN96p0zXzOd+R/ISJPI71Ikxx5SFS7FgoXhXVRc
2e5QQHPJTgFc1F4quBMFOFqT79z9xi2fSgxrpPJ0SDnDcpaW5BgbMV9xapFA6iEVBHNnuU+H
qxIVQgyt3GmuIrXi3H3RxKTz85dwgcgUAKqIfeqKqwhhKB8K/HStA9xwgieVajUUABq3klqh
1U1qsR2OUSwgVw10mpqii620P5JyuGvmdvDk7cUDboaMJ6J8b8MeRSfeFzWWPLfHcaMPQdeB
p8R35wYIXHTSS6MD0SSzX3/FeNMeLLLNPzQ0rW2erq+rAOX/1Wt/VaXfnAXem1Q6Rn6jPFqV
OgBJK2nh0qXlgOCd3qS7ZTYtPjmSkU8WXn5zIqx+TxjTHmKuIip74o0cwU6Wlzuuf2VysFn
8L/UT77iNblzi2/LgJc0qXSKeR5TmTQN3LniNRicMhHDNqtYvqtu++IIZu6Lccy0C1cdz
pUqLY414ul8hGAVdx4akVLcdF9fYqFdmV7qZct03LHhZB4+Y9OrFIqDPRJHAV29itU7FA1jF
UajoAKZYop6psTrE/0zaV7Bs5Hnev6uR5i0hf1CMV5mjFuZ2+UHZ/0wHZu3KGShU4Ovkq4VN
p2wOwpYSM26YRzhW/PHkLAmKDrGTleua4L7hyFOuEi6RiiAD2IgdzeFXeA63fFmNRTZGxmrf
uLtwmKcsjrN9jYiMZRWjDBCO6as8Gen8Wdc7+Y4zehT8AF59adwgFwBF3Z614q7vDd6MD/Pv
RmKb8uKyyIgiyxeRG7DhwFq3apBmaL/tNv9hoTCqKhLjN7RCmAtVS5PFjb0QRRKvT6u0bxWl
vnhzlBujmmoSnQpyjebQIE8u9fW/qiXHHEnPJIWfV/s/mO8rGp8qYXE6pkqp7pBvRmW0IisJg
26EAsUoZZ8NKStFBxOmJBJ3zJ+U6oYtAFO+XsfbAYBHmq9m4t79GB50g5ejWvAkx2o+K/xyD
S4rIVTMMX5xR7rEB0UewAEWMFmbqb8Mphg06h0rDMmj0psOp0wtKEKqSB6w639KpjwPIVgd
fegmHNkeUkVhMFSP/TkzPX8l/oZUHF0Goa/78W3VqdygCnjyIoycUXJ84bUOWDAVkenVUlc1
ureYcc5pUioWUuyalV4wFgxAQBoFQAQRGMpSc66/Wu90cXTLVskIA1KPS+lwC4ys3BBPLK6a
sedY79Vj30WJ7Yf86ejuGrYmbQWav/vlfVoM2x4rwQsYpI0ioqkbSnNSBvb0rExPRYK0eJnW
CeqBuFPTyjqklWKYHZ5MSPa06lXbmdbfo6WV9FCPue1OyrqHx4I5pTkiTqWtqluftNPoPOle
Wo5T6caCm+thbCIL2Qtin7FTf1z4814bnPN/Ti8859uiTzqutfoHvfmKmyzrYPMI5ExEmwF
YC1g9zxduv19QDMAD+/IPT6loq3HxT8ps3RQrj0vqghMs9nYQF+QTKopBOck0Q1WD3bfkyC
8xMjYlIXCX0oXDpaCxp/LFgQKdfEt8ZcT+ZNUJOxjNikY3PqIQepjLhWVLFazcJdZPcgtH4
sEIGrUKVuCgz6sUZCEAUoMykxWlej3I+cVHOZggfX8+2IPk2e2d/vj136Y5LjeA0NJkrKa8a

g8VGQhx0/j0Tf09E4V30/MvwZcZQAd7EdVN+sKP1nFbZ2d3/DO9/dnnxxP/p6ERkAFopJcyO
ZZSADg74mVxs4vyjnwRF0v/6oXX/Bcx4LmfsvFf5yTGJgQcxA4VNCcyKN0GQObAQ8SkA9P
rDOsOjfnWkg480SoGbxQCaLfpNYIW2a/9PUNtZcSHwfRztTf+mpz/LVf3VuQZozDZZfejx4
8sUGB+YVhsq/9MBAg/oR+ofcT+r8kiuNbIJ7P/He/td6NaRYU/hjZ/LG1+WNv8sYovqIxykb
q3bl9jd1p/Dlyw6O7RyChtzJopAGWd38YfZvfij/Ou7P513Fprp0LK0m0o2+tGL84hVA6GMS
ZF/kKnWjnAvee7QERr6OWqvEiNZpRu36/K8siOmmeyyIzfbswIeP2dhNOyiqcPuaJu+Dpook
2RDc7fJAr104dH7wR5l/Td2Fu9eCSn4ZQWkRlfKDojUkY+mnDzP+e9jxH+x0SVesLxF678J0
uluYgNd64XI3e76Edq8QmWNzQ3cUdFL2SbjIMBkK/DX5AdJqrB1MF5bfEDigCRiK1M5QoQ0M
/HBD0zXgqs6aPP/oprBOYKT+OI5OpNUySzx/MphGr89OQh+jPjQjbJpBDPPCsSMwzDITTFkw+
OTwGzPqp/N9+enqnMwM6mQBvH2EZ+n9OWFOxU6wjISU0HrRNPkUHeaFL3S2hLbMj1gV3Eozb
Jh0aUjCEAD1F5loQaMDaFO9Ch+xrPKgBPF/SM9UpyqgxAsfV3daEkn+Nugz/526vnlL0t/F
nxC5YUuv/49lf//eyY8PZNd+xzQkmeG1gkk1cdpe7gffK1wA+YJpXJ/LI/Tvys7/9ys0LBcu
bZwqy250VyrTBc5Uh8wx2Vd1Kv66LC9oX7FnD+hBp4fhTbw/CHt4fhPp4fgAkt9Q5t9Q5p9Q
5r9Q52eoGmy5XWst2hTlTXYjjLvRoBxmmmXvqtF7dqh4kNRfaBCL5Xtd2/J3c7ndzxdyIoEw5
OOKEpaFjv4xJCsNkTEdMIYbxzUvbmmEFYwVYSOj/EUBVI4vmYbeh8JCFrhzwneUaOKvmipEk
uFhj6kjvFYwySy8djZDnvgz1DDxLHPq8vfRY0Bt7DOQq3Kxtn6Rec2DVC+hYJvcvWWEere7
1ZAFopSwB7v1DUYtZadFSKmuIclcb8U8Bf/Sx0goUbwy4ytmK1SRq0wVsoRvVQn2uHqfwo5j
tDaU7JbZ+tAwCAWHNARL7SMxEuFpS/MnUGxQQPLmnJFbVTfeqc2eOeGR5Ocp65UL2UGmkY
Q+tSM2dKO1zBZeO2pyE4vVhhb4AkmmsTNLGL7T9hCCGo80q3uGr6M6rk0MhAsaIukgKUuc
JA/6lLBbTgMFmAKKWvVy9IYgAdGIOD5LPjx6Uwjn5YcGLs9SCFl/CZWxaoLmMqVLWqIqKCs4
ml/6s5trAX9A/TBCnkhYq2qQKx+t+fVmtPfkZ0YyPYnAwQ+Z+TYmBDKAUTSnKJiUd8RJbE4A
IiDVDpX7FLQ1akQk0zkkOtKrXjv9JBHJO42Kzp4kEGHe2KPmsWAWYfnFmV+PI/as14N+vj+
3LH1x4RcB2QaSLfO2Aq4ITPE+KLGaaxvcLWwULs4f3YsE3rFGJLmc/HUqnR0V9YiO82ezig6
MLemQF/pZMtUjnO/EoJvpTtA1CiwRyRXKGwfAaeWTpRLu5vTknT6F4YrFqVE+JD3ojHbeadM
JRvKAwOfmVYq2OTCT/pf3PgxEG8stq8WPc2U5CNqg+RWEEvtiYU2508y/m5uYY4sWCJQIRc/
Ejogu9ONmY5OcEWySNGtY0c5Yw7mpN3+N7G8AmQj6yR5egQZsuMHHj86ZsazSdPnN5MRwta
li3myZIUfWVsTTuXHMjIDgHWt6/IEONesUYkwU5LlQGuJzz+xOUU86Na1OOM42xVNksVinYx
P5K019Yyf8o/A/OQaPELvAlpTfRflemQZ+eEpwtaYRwI+Y6ev8JTqOCio0+jT3VKxPJo/T/p
pENn4TFQQFUjv+tLvcXeMIK063KjPzJpX7E+puYWGp/FllxYdJ6eFbPeqa71QCpOPpB4EMaJ
tBtLCMRGFT80aeWdrAysCSblRhxI448aKOC7JTut/DQdEXLGFvN1Kz3aqZLP+HCKya1S6R
bKm0KuUIMKSWk3KWfV3fOjguUMkDyy4I8fnPwEJcG9iyyYDKSrlYztIT9LVQ0JJKx+suXIB/
b3P3aJtHNrIonEWWqC54Kb6Z5woS7vG96lhbFKKLLm3xjK3sKjIliY0ujReOIoy/0RP6V4
zyLp7p7Hlxb90TCdyflrPYFz8gE6BXEG56eKLjPsNW8jyUfzgt1/bWI1LORlps5QmHE8WHXQ
PfvSpGCpV/OfGYeERcrHdwQz+Z/BZT5sFO+O+Hi6CKYfOq0D0VX4Yi5G1QcFpf5gYh++1cJd
WSPnSaUXKwM+P4SPKxi+5WJD8ctFIDYsHGGYUetlGL+QdbBrMmok434Y8ik4IOpANyierwx
5s4BZQhtTdBapZ9z9FMjS3qyWQypr7vozi3zTNs72N0Ce3AJEvO/BIJoo10giK+3+jf//uD
E4E3/huErhEHPH9csjlKWA+h/Dzvi/I4djOUQ6Xfkb3Jt8YKRYbFkAMYsoqFNGxgUMirgQVl
cAD/KOtNi1oplma3cIjxRlvy4DhH2KB1ahg+aLeHcJc6wGhPzWOBVvWGir1+pKMp49CAXWd
8gS2XA/DXQMhQIKkvTh605Ap0ONNsJwoHFeOXnuoF2So7APjdnie73JTxeBEAgeCtNwSibz6

ppNwQpIp4ZP6Tszgq2cRRgYlhF+EKhPNHxdXbxxuMRQnijq+TcPSI2E/s1O/6anv8tQlb9D6
mVSMWWhWJibXFXgNF6cl7Kgn+GkAiZKgj8+UrI8tOOXELIQ9m7WRsSOunfHCgenbBdan3IS
TlWqB3C82HCmK9pVt/2wY6RAVIFe5INt5RTKVRrhYXXwD+HHAL3tqtg7J+bsUspnCEKS2qRX
+DqiLQWTsdm1veuBlfHL2K3NvktuIWipVfjkOjOFLhzxw9Kk537QDDiEWEMgonFcwsgCtkBa
mv6JIxAb3n8fNo8sUeJ0JE8VqcDXWfdHnSftwQUcWTomOWCXmRgxCxm3B73PY9mZFKBBiYv6
x4orcKCMekHrteiFLJIOx1rVfule4qdTnaoEhgZBDIM0ci5A/Ny0VR3RIgBxk1y1ggV+gHI
sVicaA8JEmNGI2GPZtzzoGNbVAhWi1Bhht4wpSPP4itLrlPa4nQUIRRSoFrtXwjL3/qqjll
PKNysCl8Yj/HbXXXk2vvhfgTF+tvPijM9iYT+N2fslhAfmToeQ6dVclUkzC3EjCYooIYsIS2
PhzZ8K/9N/c9I56zJmXMnRRet+LGjvYGip8poJ6J/YykYsQir0xXYKHBfKXsIfyGC224+dLq
jDkBJcoIr8O8Hnmk3Lxaedzyeol069opq/ngSXdpkcVDZIKcUZxHuoBYxAIHAGdM0e/JiIf
7zmkTRTOeMcIDZ6/DFfpCqyjilBAB7Ct0hjYrWBBjoTV8gWpejfhPZI9+9GGzWeySOJVsjYp
9wG3jrcaUw49jRVfexPzJtdtFcaFohflcUlaRUuY4Ve7KII/KiKE7LSpWOAonwr78mCvb8IT
arVgyVn9eCD/gH6V3sTsZ4QRb6vAgwQEEI6KGpO6ZrlkGKUpl1J2J8vAuTG79bk2IzORVv/U
oAZ/n0pBZuyIiKyYVvpxTmZer2x3x3LnIgtKx0qihBWNuQb/PyFIw/0qGYBQMcmMWYDEOp1q
vYCImmr/KqR0L1Lk1tEcVydyszjz5REYi7HZxb/fKOPEW2LpEovZ5IVW2WK6XiFAPFRRYU
gP1CsT47xcmoEisBSI08vUrCEaPmiXsUgBff61SjKlA4zwKt9NKwHZsKguO5UOPcj/PNOCia
cE7wIpe6G2KjmuFMuX+H8xHKfBtJvPwTYgeGyqYDKppikX3KWAQYQS0uS6lIsZs54mteWiiD
5cZ3OwV6iRkRMKOy9zwNFtKUr4gdgYsUYEQPRIKLLqU4pXQZxYgDT2J2Vt8cTDJR604pWY4Z
Z9da1J+IOFVSmnveIzn5YxAPw+IqYF1Kb5SpwMgRoOJnQnA56ADQglHEX/niZne2erKIIY0Q
rb2lvjnRq9AQIF1xLhM4Agmuf3oSEOP/CYyZ4E7M/gnho8CKcdbY4Zq07JSHeiCJPEOpS1rc
UxFkHoySedM5V4gzoLkHfIMztlievoaQVsEH+e4Zps846tsde5QIXbBwkmOfBCQXzvr7i/m
B8ZBjUuYno/i4M6FtD6z4PrS3sILbnGIpaNT+U/8U4uDp50SdGWXs8E54YAHD3x9E8B1KESR
ZtKy+mkjorz/WQpGpSKH/NnPgRWmIlgKvMLdetQQWVJGvW4i29zCyCMAirUCirACeZTPUmbo
rXwaTxXLRKwjaXN1b2F0QMk5EvutWI0kj+PCh+fMCs9iOqJP5To8HT+xFFv85VzJz8/7CIC
r8G6R0YPPw4UCmrs8MQsgoSbqc+3Q5go/wAdxCRmTd6pEPV1LSpDyogI/QmL2oRHoYaqjiYr
HkGLN58d6aCe+hhAxFiKn7qGBqFgFLYITFr1+EeoX0sLB5PGMLRilsr4b3j2eFIPXa7NaAt2
lbOsbKLpCmSGvSKXtle2ciBYho6xtFsrw7lGibeilq+K931ipDGsiYVOF0Z54v9qoeuyC65G
YIDsZErF6FvCC66i7BreRs12+s24Haljf4ylA6AiIedSQ9VdbOBMKvQyuIquW5ya71QM/yMF
Jo80Vypxbgjl+ys0tqCkBLQOs2P2OTZ6sIvLJG6XMxpPhzQolpwH91INPN6OKCW7NpTP9a
grgd+W36SntjpfmAkQcPCxU4QRJ0VBwSVJzRPQIa4skFvNJ0Z55irZzRS7tgWnFBLinWkVm
YO/Mhmel0KzGhRFY3DmKLG2aB+tor00AZma+mPChBaQ+SgsWxw5MSVYymUamdVtUjwcUGDLB
0IO2LjgWCCVFOzFk7Kd3VovHp1Y21zy9D9I+hOoZ1Ois86xr6RIWRzIDVSmEkgqOEW4paWE
g+0719dS4qsHliFcFefQV6x2sjQGoohFKK8t1sQB9n4c/MYIliqYB0a2xLnMtUnaWG8WKRTN
nUKiTUO7BhTKll8uGBcLB4b5wI1MQ4p5xuaOB2PtXirLD+kxf0rVhLXyydnmCOJBOqwYo36+
SAUCnxHI4Rt5Iz2QqWiMw8eczk18tOyZ2NgHuIn7tK1Lr563SYs+HP0SRKEKdel7JSdDlaEC
ILH3MQtdCB1kgVmpgMnSHIY7MHsXtUYJ5wEbBdBr8QVuNza8CuHieAqzPtXpJMO7ATR2Dcgm
cEbVFqfhinUMHr6DnPCNtUqVOZQ35Blbn561BQxfPPbx1bIuELWL78OOUr+2xSjDCZoencK
2u9W2KFFGOe3l5ae4xK2zqPRgacwP/bf6NB4ta1kN8AN904yEHvjXFBsfu7XR0q+YBc2rNSe
5XPI/gmrUmGz/D5mNKfqPz0IR+yQx9acMfXUzjhq/Fn5z4apYZ1BVm4rMcwD30vayQ1ihgeK

BLmknd50o78DCECB/LYmA7vlf5qPSK8IQCUnDtUsrcWKOWEcTUAMxky9EfRcxDbJHOR0rmk
sx4QrUXU4G1aLcrgCF4B0lwZ7MPp5b4UdEL93pXlhp8v8hxORns8WD/FHUd9/QldIPP8wGsj
pwwAbz1YzpB54sCCzSKcEVfpq51Q2Egwp4vUVZITAIWEUVQ6HyjAMtnkgCEeDAOXPsw400Dt
igdigJ+ZutQwAsgXlMVeIBTQ7wskMKSOatweEC0osulzK8UgKTTLDHmscxAGjiFrHER59Q5X
iimCwfUCF+sUXR6XqW35z7NfjG7AtIuthYOxFAyvOKzqYJ17J+eQWD7VIqs0TFxo1Ow7bR4M
D8tyd0h+nlQl/smHrwYB2oaYRK4c1vd8hfUHrcxCepbapONp1YNUDLtbEoFCRZGyIwgOWBW1
Ysaa2+PER3dcK2hIMSW9m58Nz13J1AnlkKOzIXqVSnQTRwSoCc9mtc7+vxYM/xf7aPEKTukP
Ac0ZUB1qkCgoHIUAsjQi11IGaEBjFmfK31sVct27fUjjgDymLpEka1QM/IVxVsUvDaXDKduT
WoK/yQvHzrixhxTJVqVa/F7PE68+9+e+vZOj3MgwaXczT4uMVf1qPZp/QNt2pYOv1/Fnw3ep
ILIK0htS6uFOvY1b5AJpjuwrye/KGL59WrX7vyY4xTmVJmSuGQKCGAamru1wpZA5k/LiPr
fXekEr71TRXo8fQm59uWfZWwkYjuv03TpMRqK/2etIYeJzWXy61Y8d80Qy6lhUloJ4ygtF2I
OgVKKHuTrWVA7o1nz0xXiu/N6PCcKJrtUtEa7PDnRVGpIXjGvMERgvehsbOyhFc+mVnx5ed
Q786Zrf7IelE0qS3GxWVQDuHVkfsdNKYMcliXUXiUCL4g5WdypkwmlQjLYra14IGKH8N3tBd
3nqD2u5EMHQCxypzdUAzZolf9edQ0PdIAGLQwpUNkSpQwInm11KnFjCCT4QjN9iwZTICSgI
ubuVC8kjk5oEXJ2y1IEPZ2qO/AW30f1w1doGaZ4t4OAA01ctB4yjSNIjZ6oY5VJWU0xIFgiE
/rXIDp5mpKQ3DSuLbfMKS0BXulW4Yi0UyVffA8bauAmFLKVXzy57Hp4zRCHOQM1mQQBqRf/0
6DagMBdXkRYCuoBU56mE8qZsQM/7fArzsHl6L7v/hgE6AyPCDcTCnVVPZf6J2j+qRSulM4e5
VNFFoUt7FI21GrqCrLpbFatkX8+n0Y2O97//CCoMN+WVHUvOnEFoUV4M0jgHUuRmT4kHYTGO
Fvh1RxKTmTkH6GpKwJNMGTQcE8ufBiOk/JkXUykCOyTJmrVPopOZZ9BNwBWsBw4n8cbpT1JR
R1SzfDeX4ECcjWrdKbwejtaZ5NXnPCDpUkJ8kPB0IjAU+B8XH75UGgxpjIJbRPelLqZGU3PB
eouY52L8MLRBeQpy0bGBNqRzRwYc+3BI7FI5pwHbV4N0jY6Pq2LvF9+mhVDDtxEph8MAeOgZ
ysoRPCEXxr7FkBqiLtkDPToIROwJmdvFOIAQyOYBpJ0bZU7mTJAprnTOTnuG/gwQpjfVLTsZ
57NiWr0bhcKkqgWRHOcuA4e6/8197cUv8Fwm1A0Xz6U7JZS+aNkcVvOWGboyiNfpVikfwPzG
fv3KnJ8C4IyCGqVrAx+t8gG4846Nrl04yYi+KwVMVKskiMcGXGvIRxOSxvWsN6ZFFx5+QoXm
VG8XaYkjml6Lnj3R80A1hXoe4kTCjE6UsF7sYEqb/k9MeTAz5MDXkwN+TA55MDvkvPeLB5ZE8
fQOtbvkwm69gnWm9al7d7IDNW528OS0RVoJJ7+tOx3J727rT6/P3+ziMSdi+nktkf19cJCzr
aWXaVHqymWL51+RB14pvLd+nSj3PxdSlprPDgQy34bTMveC9oupG8+CW0dxeURBwzy/t7gCe
gLzLQFPm8192FvxYXWuvV2nAbr31XNsX/DzzbO75MHjkJtvy8CRaet/UrbnRt2vwiFWvxJhi
tmU6Vbe6V4zLp3/rYxDV8OqaWDRErGDwFYQrxHdkypYUkmc0yvRr8Kmb3hmSx3/v4VhbdW9g
D8RY19Av41wIMavEMLXv7szS3ygwTRkZCWYXrZW/4ZXP4ZXf4ZXLjkqceCAV0g110sQ7N8SM
Jg1BZdLYleUiusNqWeQdXeIq9n+rB/XVoNOSA61bS3wyBFPizH2YlKhZ/DG6srN/wiRqYHvB
gbG/Xjoo2N9vHwd8EWj80BVxXdigjyLk3t7VoWR4TtVNF7mCLBHq8k4sUEDt3rAB4tv+rkV9
HqfQ0soi3C7y5p/Zhb1sQ7j8kYGWRMPiIe6NgKTH6YUf+x0V2sQr8/uxlH54d7g2L7+7TyZp
xJSw3k7TU6WdfhSVRPQAC+OliMwogXXrrfdHBLjzjvPgX+PtX4JsKkw58/Dg5NvnHS6GeDaz
5MDXkwN+TA55MDv2YGN0Z996OqY+igz/ww4FKGO5QWvG+/LnKWT6gYf5OzVRkgJ3z7faskBN
fZc14Lm/quKKJ29nz+iWNn7wB2S5jZ5ue3co4LsmdgdafaSn35XNP3829q82RxZs7xtbvZGs
0sipkAs+Nshk6BCeiK16hguP3SzLKLQ76MejgR3sd8qDgjkWeZcRrsGJCx/BhZ+7C14sLw1
ZBndJBgfXvSzamBxbRbrq06NW4XS07jepTe+jrf2urG1SztUtVLe1S5tUu61N7bmu9tyfe2
5Pvbcn3tuT723J97bk+9tyezTUG3b6EsBW7J0AyrAGp/P2/zTfNDxKV4rWvfGBRzm1eZc8K1

YML3ZqWqqEM9o4ZIMeWX6UeJHT3bFsrYjo84FdqDq6xhQH7kr6ewzu3ucpdrmlmueLkr5hQo
 cEcXQv6IJ+n1bA35MDnkwPeDBe10TCdTnq6NqWx9b3S7F8QODIyu1Co9xdtXtEg9sWGM7oY
 Ce/OdKY3fIxd+jwV29/t6YBQv40LvxZ82ID4n+y5F/3u3EsLS3d51vuTslwYpUH7IqofR7Rk
 tkPuxN/hicswD2MZcGa2P4SAQ/QIYzr00Ci92qGmath+72QY2Pxytfljb+7G9diikDdNdf/P
 gmPDwTPgua8Fzfgud8Fz3lj5vdu0B7WO/+WNj8sbP5Y/vuy2xdy4rzs23s3UX/Vfe4eFTJf/
 syMf2ZNe8K617Xivb8V7niv+vARt7X2kbe19pG9PPXQod2KHu1Q8x3Q4yjXdichvlygIj5Y5
 IcNIhc45rFKHHNYpS45rFKnCGxR6xSpIPLopLTDUo1irwUbMLXtmFrzC15nYoep0Zpl0ms1
 i5DjjO1QUYhSnkQKBbggi6ahbk2Nj8sbP5Y2vuxuaUNNfjFDTX4xQ01+MUNNfjFDbdPB1QY
 w54jZAYHffgc3fJgveTAz5MDXkweWJPp2pYPL0Tvl6J6mPYNJpX+PgHahmWeissX3vqPHh
 ff8V7Hivd8V73gvY8d53WG/Fga3fd0Lfv8e8RTvgR4he55eA8dA3vAvece3fHSR5inIYoPL
 6plr1Wr1ii/rUNMBFDexQ5sUO61DezCrdXo08zEp3O5PVBGrT3tadjWnZ1p9eD3NmD3u4zzc
 e2Ghp9wNAKkAcuOKHP4qLAYbzc8uShO7SoOhRFSoC9aShie7AcJIcka8W4Ghfxgl0x6L7Ch
 jbpY55z3wOWElDUeT3Bz9DJVirz0ZBYZpTbz8kkAtzb1WIGKsQUCEVC2rDVwDhQyV4gjhykK
 eS1+kd+vpGasBcCPmB/liiuxSwT2becJfDA/JR6BmrAXpww2jRxmr33uffG3+ACn9C6r
 cOcVBUrav0q/fycFCdilPWCx0MNWvXsxxvTVaJNVZS3v5ctCerFfvXUI7eoBLWZ/PRpm1Xj
 MZMxkE90iZsrbOvmy273e9be6+RXpgklmUwOVdK+PI/gQRNR8fbQvq0v34kSdEFG4r1Wmf7
 iLbLiAX0klboY6sY8XHwFwHX38skeTQxVcLtMtQy1ZJoAdzVO6hXanrg7fsXkF8UK6shz04
 SVFWFSxhZi0cYXr/drc9s8a9VoN6H5I5UvCPHtdX6roMcKePLNo8pXvoDpQ4VcGOCZE/mQH
 01eB3gFHgSPp7FXrO5RhqlCmvlHjGnKIVffiwRyyopEt1MterdHWu8s9Vq0kVSoVfwJ1es
 zjp3pv2cJNUeC/ZsSbF1AX1o4m37PR2HQaWJha83s6KMd0bhZqrOfjrjxkMUEBRAAYsgTkXS
 KUON68pqYK+VPsx44IstGDXXuzBrNnrDgH2Sf2bIC9ZV/Qwvat3WbNwvTJHFRw3asnAcJrc
 8GBUQqhj7fLtwascT+ArvOcr4UxM296CGwlK26soJPHTT18pFRnaYkQYauoVZiUphr77DZm2
 F41Zx0n9JEBLjRhfgoZm/rQ+NWQDtEf5qzlnOBTKoE15LMAwMrE/BvcWj0dUDQBc9W1ft9H
 orjYN2UQm/LkkgmUqau2BfoU1e74wYJfJnT5fRmJuzkzQP/vjxo55N2c1uzk63ZGho4Wr8a
 JPnQxVZG5N7eoT1YC83n47OjTi261drYKctSyvTpXXByzTL2RDkKSoMz0ZLDV5WY7rloY6s7
 fGKD5hmGWKeRblkGgvAdGijEctopYxpjJRjygrjhoiMVvo81XNn7IGrlNuxWfXVr1Wxnm
 hf0dIIY4duqmkyxvtIqy26sCKSnz0kb+GXOKfyg7KO7QUMmxNN7KAx6zE/HMJqMcIWAxRoo
 PDyfrOT+jDLBQxNd01B6yRsrR0JnO5M745LAsyxq5ggiD3buj3x3PbuaOsz1naf0QP44wVaU
 03D1na8trMyBvfXoZXWI+bqls4GvWale7h3uBShzd8ahR6yo3+UAkRQ0KqtYLDZCVVu9ZM1u
 CnqMgu7v58U7bgr9fSI9OpepopycmjFjtW4v/z18CYxmfFOkbfVerrvCSDb6FaULpDWwOU
 x3I54B2umgHCP1ohyCXzP22JjBxomijXrf749Zx4MUccKRtqSeGN4hOnke5uskOmkQzFF04I
 y/pHpFCq9tVXU91vNd6p7aqvmd0KqJdTBfI/TmxabZef82Npaut6JGNA9V56apWDITgCk50
 LQN/7/q96/n+VCBpaekp6uLW8YTSurVXo2WIYpO+TUwNrw23RJHFqapokDq1IYIEfhH4VLw
 DC2VuRphOWHLSpeWppYwhG3329BeBI3PCIP631q4K+nK14RbfJhcq8iPIKi319q4g1tKca+8
 tTaI9fnGepbsu1SUjgiorZyQC0Q02g1PqQHc1gYhIwGS9cdU1A7ZJkCl9BUJT1Vg+o5nUAti
 uLso4uwT0fBMQ0E1BKZKg/aaSs07ncnFFppkNENe4azizfDp2xYzVuraZQRJxonTRAeHc6t
 mOmCxyMAi005RsYORKq/7L+4A+2WTOpjBXx7RUrlo93boMF4ae+UP7MLaQek07S3XQ/koHby
 4FDNMJAF1IaSdpZVuOX1EvSuw8VT+GrdW00NwTsiKMmvNg6Atqr0tGpDN4uc1FrMaG8t8g35
 VY/rbb+kZc/U5ziU67I57eMd5lo4q6a9w/veW02nRp2aYbjLTVf1bW67101DvbqcyOsdHRdv

dp+d6r6X2VvZKOFmfOBbMJSUcyfIQaBpawGGNI6sNYukhIuhoG+fjsLiTQgatQDQzRIZsZy
Ot1HCdFCMcCdAkMaF5bts3CVt2xVgPvV0TRt9fAJsWWvtlQyRDvRoqQ5d2WKZKWVIXJfUUm
3YEkEpdWprLAge09kSUEBTd4lNrpEWHvnkZkLoLzPyQc/POq3XPtyXcMZ4+rC8YSB8n4cqEw
754nS86zsVGPi7W1qnNro7Op/V/DhRqhVvGRQim27Xklt/Tq3+08OtedhYWozBZ4VXgmfv4I
WAWmSZbgcWaf3YquVpoOyWs8kbg66RanxDd+3tuaRvs5bPJG19UnAlQmr7aIU14o5qBHQWKX
ya7o03ZJZbnwBORqrbPfqSSzMzLLajkkk90kmvo5vpW2ijFIKmhJ8gI4/jl+/4kkkgQAANgM
WNydYdY9wAFblbbcoBrMAFcLPQjr9nZqGNfonLUGECHHzR51+rUyeXhM2qcaVLmNt4s2uX4q
XMOBzVOqiiWIVVOjLARAHRkQIa29wBLdSBx7Ckvyz7k0Phfq7xd7WQmvd35AGHyqVIAbisci
A9ffHKs5s0HdMMJZEjj34Y2oWK0VpzwK1eAxqv5YLWyoZlrNKs1uQVq9e2Ba+JaEP6zPfrDN
Sx5V+bdXm5V5u8Pr2jXsv0LQnlzUkkvbsX80HzdE7xYjihprKhppWZl4ququvBfB1dwpNX64
SZUrNsJF4TKJSKpFxFh+X8TLUYSkOVBbbbfhW/ykbnmr7ZsrGrRNXIET9zvxVv805sJVAXXS7
kslVs1pLKraZ9S4nfX/FjB1riLq+YhS7Sm0bflNE4aLbyUjlb+VNerXMYe1r9Jiqj6fhjUVP
C/U+/qt3syRz3mrPduz3NZ7nze+mWo0UtSr85LV7ZLjITpsFVh6nAld0dVQa63XSMo5Wrm2y
kS8p+LZSL9yP2ywmXhIEBCree0PNth0bjH8A92xk0A1VYQG7hq1dN61FN5Z3TffOCXsE5vmm
S//8P43SmFa1KO2/qul+ryHm5DxBlob2dLOoZkRu60CHuXuX551yntytDrISOJDL2by2ocoM
1Vh5KBOLjDrhf+2Rd1LO0wQnTMgOUuWIZZy10VLQXq19/z7vAXuXgcs9Vm6HZVqnLPsb+d72
6goauDOPZrP75apIgdEMiVvypObzfx8GFYIDWFMFEDzV3JAUUsf7J8JxEOpVYeItghAicv
V/muZsFdT09LC7ZN2MrtlrVdbtBCTZknulyowd4KZNwFvWpoG5ltIG2EGnFKSh3dP/5z7K
FUhOxTKOH7SraTWiJIH8RG7TSYnXFS8J1ZER9v+CkaMhvKHTgdN3NVa2Emy1rdLc7hRwaW5
3CznvL6NwpWuzs3LnfMMAtuZi3p0rramIWu8hmIG2EDjCDIAbBBsT+A6GcyllhAq0gZgXgRCq
Jsb2cKqB5fpOud+f4IHu9yznTeLBbu53RzhA5cuH4C0cBaeAvfJfFEHxFO1hxtVrsXsmjB2
l6qy5M1YNrhzTfAW5meHdx96o9xY3GalwHmK/Cl6925RmVF+uejKAko6Tw+P0wLHSghbGGR
q7qOVNTVUDzbq83KvN2qTgYMNUid7BRriKidN7XEAAdrhwCd1ycdeXqrxCRATf5134xCa2FC
zC/Hsk9yM0q4GyqP6j3MtrsXu1Z7t2e7ITCJyrcLGBD3MtsyXuez3TtfGPc11QJ7KaFdUIQO
KevY9S+7m2iZOyrmXVKcoQS6p3N1tdG6uqUzDIzNeT3NVgMfg8cBbmtCYsYbaBA4cHrqqD3O
6tyOHf+SGEeXWJqZTy3BwyDuZmNFjMaCZjsZEQTM+tx9BMu06dGUCfavFC98Rkkj65ddBKCT
Z3aqYuiLgAkEzVS8Yi5NvN8qi0ExtmNOSTkExpQ2AixjNGyvaRwvjvIKjL4DPA5c4jHelw3EY
fiMRxGJ4jFcBgs2NrbyODryCs3KXwEE7bnYxcd1qPc0NDOHysVuZVyOK3NnO8VdmvaXGDWoe
G4rftNTMXQU72v+osc1lems1KBAUd6UxuKuUStBanfUjjiw1tv6kXE2uob2F000SSrIX/yuFK
Wrg7Yq45wFu6dCYQXKrFRVgdsU5RZZTZPZUumS3CeP6RuP6ZrKJ9RMOeP0ZqdQKXqjj0CqnG
1FfmZWaVFe96qXEBzd39p2XHYIk5sX4or5ymi9Vc4/ZJ4C1bJOA1cjffX+AYbiMP4DNtnwBK
OJsnS0che000BV7KTu4heyo2d+Wu82Z0JC9Y9q6Y3Hpgzps4wrafwylCBXfG2/Ra6XEIBZnb
C0+212hS1y1ROSANZwFLdw9XbBuyHMA+Wk3UtSc7sClqErc0UvcS7kmEMc0FzugDbV4ERbWe
ILX1VtFbMIEQ9N12AQPTISAwENerbpBcsHdS9INQhZskCcvw212WetZLZIAzTYFL0pPHK+Kb
m/FpSR5ZXhXDIAqcucm3Rj2N7zql6PTZ+9LgYO824i1Zo0BAab/pRt8yBRaNsU++bQorHi
1G5yhW2KiAPjyaKc9eXq5U8UPbcis5QQM326M1IcQFFrNQIk6W4AFUxtU++jDGWNLllA3hEF
hNdVsuMtQ7RzrD0TslXgRu2YhCRgWr/4LNFx7srTtlZ2RHTadjy3cUoopHd+0opE2v8BRWov
A1VwGN6GMVFGH29M23mXKorRPQsJRWhmxjhRWhPJhVRWatDSSisxqkbOafrHdX4DrWf6d1vx
7d3Z+U7VoKC9jbnON7v8nduHBV+qjdS6jfdy59X/A067P5jt+XaCpgqUEc2dJpz9zXwsX9S

RDp7/xMq3hTB7UujHsbuAGPvrU+MeV351I0tCZ5dl8pd+NL6Jomqi8X1UNzgmU2SrgO+FrE
5eLLZS/puCZlsuFHBjsrsRXBQP3OeR/DBkw3fk9KtBwTXKoszgmK1ewbjuc733gGsH/zI9F9
1mQYtuc4+1L4yaEF8Of0LWSLoPuFHa3itPIU9aJF3AZ4HIjG66r4RYmR1v9MBMCPSQf7LC
1p+UIgm6GeoYnKpEKhk3aLsVQyaHBWqmtqVnk3dcInKWrzV3WOU3f+VkkGrzrCA93OznUMV
4HqWECGmrwIA+ZSZagJfiefm6KHMKT0vvd6fTdxh536RDbYef4/x/iaqypEGWhAJ0p54xrv
cnqk30f9kiP0SI8iRLd4kCeiMQ1b7y4Xqwhfqe1+K/HFLxbd5zkn+UgzGTrDJaUw9vi+uSTt
nNTMNTaPsAakjSaCNUVH19AhnQEQeosAA/RzyWGayCSDp6oX+yOO/Ob0tKdfThDVRiQr2Rw3
ybm9g6qdGy2lfo/ix4YIisQVIOGtdfbab1G6ZQ3gbubTdxhu7tN3WG5tpuZhudhAjahO0MrY
GbW4dBj7Sv+ZlZ/COLjHFFxN9TKRcPiGyVVzPduLsEr+RZJ8SiniVB7YIYzyVvb8A4s8x4yk
JvT9kxKjZI96BSAYLvuifixDqsczw6ZRfgeElN2wffBQ5KmUH4GiNixm0MN06/30sNVeSukyk
vHhnLHWxT79I0pdkJf/+3pL83ErKBRd1HS1qPyYQwmJ1k4VvYF2upOWxQ3HSIPWki/BC/Ooh
xi+nDL+Ch+8j34gnSg4xebb9Dc84IGz9Iktf1AKkv0SR4sX8Xef/Iko/aOfryHFM07B/rNRy
T9U7LJh/AdBu+wJifnaYW17jQk3el6HFS20sFILsmK70r/jpNm9L33tjh+scIHCSIHuufmp
1kR50lb+p6SHEPqskk8Dx1izndaznTbpI4L0af8eYU3UfXi+8tZ8slTpJeJH/HO9khxT9Gx4
N1WISThcDLX3C/J1Pxdj9EPuWkbsDJDWMIWLgNmdw830ehFtxjweboxv9cVDmpmLIM5t+Yd
0fxrptNzUupj65FscISeTI3N+mZEpmSkOd6/fqjmgKqth+7HJd5pIPyB93/ifmGKUPet+1TMR
ceDJVX0JyGGOeAIldFEdvt+imUL4Gy6lqOGGpsenXAdIUeckly2s9XEm0/8rPnuvrHyc50yJ
4uui+D0F967/Qqg7v0VOcsmarrtXOhltXI+yhAbKpQ7HnUXtknNDFkIbzpcANzZRNiJKUzNs
4I20pL84pra5Fi+553+nqwPYZ/lmN+ITPXds8HObsriEMb8SyngBE1pZvWD9EvJ3ebIPy8kg
gHVU56W7fmsbns55fNMaaSTQPvjkvyp1pakn+EP3QzQLRPF0jE94wdqq3tbb71tV5bLUeGm
j4UScfWMWjWmYBm++YUPkBNZAu1r7IF4UNZqy6mWQdUEIrHZ29hoy+RkQ/BANiAtiac1Paan
71NFiJfe+/VcUAGkpBH5CMcD72PBOFEIv05IS/gX03oeLCK0y4nBqFLnqxdckGOmp4IH0QX+
nJ1zgGtXNRx99RMOLc5VaBD8/DIXkF/A1d2GprTU2hba8i54GbB6PB21eSXngKTNG/MScsXX
df/OPFOSkT6RviVSyz3EwIf8xFLfxYX3r85o1aaNazRv1++1at8h9b2oMbVtkP+WTFgGTuqw
ejjRrflLVUEP+kcdLe3PDKwiUHN/SCBDCBJOW9gnLzypHCyeFBn6ocYE3f7Xc7MY1EemBusL
VcFgBampsklCiLw04qtKwmXlhON2oobPZOicGpFE0hcL3ZGcWQWYzoGqrbC9wtBCMi4NJYVp
NzvL30xHTlrRLgQT8gj8KkcytZn5Dwf2j7YHZD9X5d0CTIT0wz12xAUbSsdKnj0PHWINJG
yrTYa9gUR0kRaCMiIsNVRXVkpPa4j0DAreHQAGdYQGZ9EezBcEDTb9srOZocNez4hwFBr22fi
ReTNeB+Gsta3lrektb3loRt64X38Yb5D+eOgyYk4y0nRRxUPkkau2pCMZnLH2YbEjo+/8RHK
3qI9QuZuF6zBdd9LhDp69iggVZkPwDPezQuh1BAvoS8MIp1aadMhLU2S9ra2G2fntwJ9MdLgD
P8VfNctSsRB6ovtA/DfoM2KKIgmM7vmu6/shwhKuji6X5Mdfxx2c0ez44AkaQsdaD1WqnRe
04nEgzWrFEjpFh87wC7g6yRERX3VupGtm7n3N5k74tKod3HoFG38wfQ/Cje44hG7GdzfiGOP
InVZ2VSN0JYaq8MIQXBK7/uEkunJRipCAh0H15IZ6LwgLfimNldv0iXM3TpWB8G4Eu5aPguE
No+aPmApWB5fEo0fEsUulOgyYpRJu+OCdG/gepfpVphkr3zuST6wVc4qWUVir0vhBgmP4DJQ
wvdVD5KmJEI9VftmRi7ozyZEzuUmAA2i5BEajtv+b4CFNSxYpkKUrM7X+WmexDu+mDHWIVo
Qe6VynliYidKSU0wJ1huOX0I5b0ZDcji1r50rn6x5kbHV4dyp2lYJnwJtJqa01BEfy5hGmB6s
Iw3SUaft+z0ElBqnyNVaTVXia8rpAcG1eu+XCNWqtaYs5pxhA6wgMwgOwgQwgSwg7o6yahW5
M5XKvtexldHRX6Ajc+369r0kkfZQhc3BycAqAodbMzt0ZjIAU6/iR9/zwRRTazb1PYsY2rc8
PZ0rjHPpcgauXrUYuL/lw9dN9cRqAnu9Ppu+rJJH11szuN7qyZYkNSDSa1FrmjmwEdJHOCog

4dskAgiNrN0Vm49069P0QhWboHV2e0kVFjI6u3Tevwz4SdaG7Clfdc4/gFpXWoQrcz4ZMRJh
rrY3Stw/iWsqu2U+brtsg5ZBuOkMOksIFZv+kOmZBtWQSQdPUIN8cd9ZN6Rnrreq1/4FcEfQ
e7+KpPJM2c43+ucHDuM4dbLElfegI6w1LJiRwrWnTjHy69kHczE0EQbea5Z5wjpWpJJ2KmIg
ryDhGbTDNZBj+w0JUreIbFE/SmopdK4V9r3aKIL3T6RYuYYo4iDNnQCnWKOIgz/hMkhMuAlk
GX1ACR10F8v/S2g6e3Yt9ZBx4MERAbrWl6f10MWNLCqlphKVC1a1A29QNk7EreXnhegFdL
2TaK6KILwp2jZcKWyZ6PeVCvpj3IZK7Ig/11lvIKsdW6Vwr5dwfPVhIZDvK33/mGIMAA232z
pW5lu6THDJZMIK4BZwwJW9W5/Lnu/GDulb5DL9/9R4IsV0Zw+j9krec4/P311Rt3OlcBPdME
MBLDqLzLzQzSUNbC/9Y4n6DBIMOVv7qOQIT/6k11NKm3N/lwe+nIUxVhXFllcOrbEbJOC2Tv
VixP/mc+bsPgCc08iVw97K6LUrcD4wRPjRm4cVATRYJmK279r0EQ/ux0A2s4NBr3cxqlYr3x
5PvgpudzXu/ElmvO7+JdXphr9MhTNvfqkMgVWwDvKH/3GI2VMSViBRZ9VLKBite9H9ys+A4W
C+jy9SUUHmcpK0bZCNMVm7XBaBsYqgHrheoVxbZfggH3Xpe+78VM1IzWeFmYrIgzVsqcRNvi
PZTiPTN3tX5YDNbP4m7bd0zds8JZAWZIH1xyjNusOHVzGYvvWju2zzBAfTprErC5kfgpR3t
drtONf2aWfZ+JARr+oky9cm9FXaUGXae6vgitDfXATfE+ddp/7cYouW026eqKihcMu00Yxm4
x59w/74W2sMMVrxmcYK1x97/aHnSyCFHEIa8S4xtffS3130gwm6bjgxWxnuCaqsiWZ1vyOU
GdYkgiD9cNbg2DM10CyD9dOyB8RBmQSDRDDRGo0Y2+VwvNNDaMsSaXYYLjFYol8vG/J+/9ZI
L/3foN2tJu14m4JNNWkYrdfNEsM7oAm8WxB8oxNZEgPrJlwsZlWssg0cwDdTDeuDI5p6AvzU
UUMxMVvvOIrz4sBiubHIKPKRNT24i5dg18mUaVvE+9jwDE3+Yr0OvL7IMy21WQdHV29Y7+
eMj54JC9qOCY5d5EBaI96GqgBK1/o/2n6grTz6RyQ3yq9/5iG7XiexwRxPQ1cWhe/fyRYozp
/vtfrb1K1s8uDn2oNOi4MVsj5HdfLvHP3wbm9Zw4J398E7q+/N+zgsJiV+pl7I/7OSk1YH+v
A/JfxCoHxUq1R+z5FKOKDhP7OE6/sVfs5VmZ0QYrhXmhjjw4qd72lYXLdbmTOw8WE1zadVYu
wtDCf9PZpZSoxKwdhKF6+uF9/GLRkfnUWfBB7C13h3vkW6OANr1HKw3kdn2XXwEIz/ygGlm0
0WReuSOIUmtfSq3/xL2Fr4za11ctBbknsHxGEnMqCRrRYplby566srebPU/q4JeXsOK+WBcy
G2RBo6O2+QMplAKRBagUcKyV2RB5JLV5dUe9e26CcCWu8SUVep5GhNEoq1os5XgGw/Ao28Uf
v+PluiIqn/QETr0syw2ezPBYrRwKTtaKWc7WelCQdmsKOVyvzIR7hyn4v4xMY6rvN85xstx8
ETiF9QDa1O/RZMNGXpTKRce1K5oswcaTsfTrufePcgidKqRhCKIvN8HoL713+noX/Nn1TJ7
bo8cQajiFkVPGUEJ/JA59aziub8+HgO34w1D23Nw4PPiJEHK5s/qDpxxyQPUA2tMo8BW9gVz
SwAvW08cbsCIsHo+MNO9hX9Z8X+wUOUEkkgPqmJrC+Lz5XLGo6Y3Q4nxY8K5/8PtXbc8Osg+
EA2uM3A/COYogaU+DJjnt3/RgfojdnDbZzTeU8GI0wx0/dMuw1kHA+d0QTCBbfrALJb2SQ
nWQsRDadIldl0+sg4IkQvFNTWJ82NokxCgAqjkFdm93BD4G20kOu6QC6K52pyubeh5e2qKBT
LFBPw4qo5TNkwcrngBYTspzwByuefPfVwYhhvfq/5paAPKRjl2IyIy8eEQzhEW/wAiTrQwU6
ntrBrNOD+Ki+3OVyT0dckFMPUGPew6fRfzLb2ml7DXNLUO7pBG0gii+Yh8zjr6sk0yR9tS
1F69ew6to4VkG/+IoI0kGHJinx2uHJFB0rhk5eEV4t0OzX9LIPZB14u1ecblJSoorGHUNM4
crGERwn6eH5pIPyXzNW+wOV0V8448dNIEclnmehpqiDodZ1jv66wcP+rlxZJZ3x/2bHpbVo
Br1WEhYNaoInWEU+iuUCvX+ZmWktd2Z0IFWfvfr3jpc38QVuTgikiWjwvpaDR3eaO95obe
G4xdKdgbpONLuiUby1Hh0yd5wnT0yt5aruQFTsGNBpKKr3zZ1b1xkKs35R1N7y5vUXb18LuZ
ckPZB04JoHYkNSU2JoPGPDEQaOxMw0NpQGyV/Lc8U5WoR4yh7VPZlcZ/Lo990nss+vLPLc47
z4EIWbNlv6oICF3EtCF5tzJDVj/UzEW+o4RLtEOHBgiR5dMizC4IXcBWmiWfNq/W9IQ1bu6U
NWYHGEA4FthA6zogsUy7sJYYYFGsJ6V19XBnZwZ2fC22EqCu8M9s2grpjXinUFdlc7wpl68
DKi3aSA2d2GzrDYy5OYp+dR4Zh53YJ9Da8E/24uwreaWz3jxIPfrn7ob8Ucp2IkShl1sgrrb

oEYI++UfWcKV1z0QxvBRfR/5keknvBliPDjyu3/XkqoEEfdt8bdhBXc01EBQCXjsMEdHuWAQ
 fXv8QS+ad6q7ZknUFdh2d6izErBZoBpXT3M9jCgsT71ATUHlKCuZNecTAlemyw4RwmGCmCM
 u5bwQYhIq6qAbm7OsIK348/z/tVWHoK3vygrBT6f+XRJZ9QGgrefOan2/QI1fQJ2ISu77c3
 604yyTw+2BETHz8Oodixexc5nrxPqLJRBmPxGler7H/rX3hQ4i/jrqdEGPw0zCGW6qCtnbVE
 FbIZ8UMIYXLSXAE1+rEsEznfZ+gY7ZWMjv7aFJBWwWaxUQVrDnBK01xCCs/u+48Qyz1WQZrS
 ICGSykOM5Ryu3YoNmR30MRMuzXJR/0gXDL0Do3B08L7hCLcJKhK78fHfsttLKAZLbOTCGvhG
 AIXKMoGUM0fDlftVvdkEseclSyV8lbN8grS6jROjuFZgISITP+N/rAK6vYYUCGtghKFfrRCIK
 vczYWSrrbM2QAJp+VaJNRVpvpBhgh6aJbhVnxMg4YIhzs2Y9Sm8v9x7Cut4qoDUIwafMUEtc
 MhN5vuLR+Z6r5PL0Qak3ipA414oy76or9AY2oMGidWdISsL6IXuuvlkauqTr+sVs+sDcXda4
 gVa+ClouzCC2rBYQDgUM4FGjF7B5ZrRoBklVq6tw0sPmn/pKrRlpi6CRzSSM/82aTCvRxAiQz
 g05/yErBiw5xY5HqylWjRcpZUDJKo69scP1GAWoBBB3tg++CqWgkqi6XZa11IqSqMs6ZXXNe8
 VAYkFjzZ+47vseqwb6SqGdfNF+bggxv1b+5JVbHqehpmRjdamsIo4ca/4/9iBVWPbtHuTbqW
 vpXWUH4IzceXEelf3ZodU2Uzu88PTU15tqH0IUP/ziFw2utxlyFoR1VSTpdy2SZak/dSzJZ
 oMmeAISXtLQqVhfVDVRYJKpe+EtrBOIh2SBgkW6knVQSBU/vf7IMVZwFNrkkFh8aAjPSTI6c
 QLzW5MNCiBJVONrkjiHzdfy5vE3Ps/PPUby/sebT8ojx/iHPp2c+nX/IrMkQT/2PkadDMSEK
 xsVk1BI3pJG2cw5pM3NHMO6SR2Z1m7YVW0+iyDSictGPzwRRTX2JpJ9MdMUc7Io7NHCsg4dA
 iVu2Cv5Mgf0BZirxaV6FfOUtbClie2VvH6IHdPcAKWYQACF7qolwLrU9P0TEbeEQZuKBoTX3
 srYMID9IMI4enDDpTbp6UIW+lhWmtSckq3LnehKJIYIKtqyY15FyumNKtvz0kRVsVIJEPkD6
 GxSBausBWyWKtLz/eA2LLbPDMEMBvhlRarWWq/V/Csktvkqa/fENab60HTf7Om9h055V/C
 VO/vn3dnPsglKZTQsz46SsTOWBsSvPV5mNSBavrirget7pfxiUz/r3Xffjv1mds29V5dH5i7
 YhVgCS7k66TxYv6Pk6/20F1uAJUV17nM9EetYLOShRnye6QqD4v4xAt6hvVJPxB0v5eddny3
 ec98tnECT9bNBZJ8IMz9iitDxhn6X6lFaG7fiS2axZ99fIqzHgu07Zu6maChTNBQorX/3v/g
 MJuL0A1W86ysQqatj2KZbXKzBXXKa7tmmBSGHZSCX5OkWG0578xU6Yuu6/+ceKglY3MwIq5Wm
 im2s9nSIYply7eo08FN3AQOcr45R2zNhkZu7zO5eBmbNZsXLySB8DMDz28mi5zD9fDiK20u+
 a7Rnxy+jTm/3L6JNv6ytKgOSMF+aSgXAqtgBDhRc+Z8LEDkbfDuxdI1aE0jBrkqMXV/LkHMU
 H8IxtWqLtbOjFfx20yMMK5d+D0nbC/9Y5sBsRua03PnTTXfGlwB7eAQULHFVKSIIInQESQTWso
 L1z5CyDFJpfoBNXF0Js2TammAYeurIRewFqXPg9DPfpkEcFYDI12I+UdNb37B57KkIgaNQNO
 n8dWj6RChdU8pMQOARlpcR/0ugEoOms+OcirAS/9+yfXcEBb0AXBbr4ixPtAF0scrFhjnJBz
 trGZj8kUGtYyF1byP2D06P11WTiADf1iTQYSdTVpEGaK46HIhRPm6Aw8/9ZIL/3qvKiJDukk
 /2p7ffEenV8eOWVabK2GyP0x4i2HShq0fbDYQ5y+6Fv36MABZnhkWuzeI9Gp9sW74QL/F31
 fnpwPDS5TyFqDRVsEgZ6O9c84tZHR9xLxleEbgN6rtwP5ppq4MM1vlnLLvyjeofjFzZWHjn2+
 X66bU2i5F8V4pJrfp6p9JaQE+YCOHQm/f1wvUTEAAy7goiNVz2Qx/Upr2TD9Sue6ujUV9NTi
 uQCFtxzhHP4ehf83nh635C31/xu1ZSkiRu55+mqNwLzZN7u2fDAEBSCR++qTaSODRktLszcc
 L4zNV2cI7qCXAnn29uPAuDa5lpx/wIN790JhiFTAsYVZFGWREyhSzEvyj7ISwb130L6D/8fL
 usS++ujLLExDIHEN/A98oUsoT7I8XWHLrMHb3BzFYDv/3ji/uP7P79AcqFLfWQJoOMoYt4eK
 DG++HOaxC8yZLmbsD844LfhXjnKBD03coQMMBxLmdLkwMs6BkiEv2ViogRaAx+R/EW8PufT+
 PhBfWjmYa7SYAaI6s4hHcIT3CCsK8D3WLRonzZu+LNMT/S1lpZi7/vJAVt7d5xIscvFS5jYT
 ei6KUETnNkMcQRfnKvNlyyT2OWfpZ/ElstrmLmFd529MzFPoj/i754sckGFY8rSkVBOMqvePs
 i0DyzKSz8VqD2kbxGI0ooy2s2ccPuPe9JFp+SLCEe6CEfqZxThYAYUjknaQe555ML33wSiNw

cfuy+s3FUiUyssvXx/rYau3l/cxTT7FnPpBMsWSMPlGVIt+I5LBba9Q8LIX6/WCKwWtlf/sr
UNQLC3C8+t4f0dPvMGHXtXIoMXUUD+blfW+PrIprvlldDffBiiexdu6M8xAWQY9z+LBdX/Rl
FoXhRg99I9BOouWvcG3IGtTWReJChI6gW0jll+IwiD3f3EJYuD4D5cdT9hkI9xJ5Ea9zP6Bny
AkwwquUk+fbIVnWQ8sByFFk3gJTYqHMegiDNH+aWN6hBp28/u92QztrVD159yOPqqdOqGgZ6
ckX3eiij0jCb49cH4fwigS1npZTzmfx+XUThWxFXyrpbVf3Joxfu2tgwXrcUvu5PAAhmrBF5
KCZ1RfsPIOglBx/aB+Fc6cYNctYR6YAykITw1dNzo/j2QvYZhZbIfIOSudF2kKTE3OIA5Q6a
y0s4x83vt9sQxaQrccoouIfGqHfi7b98Vy1+rj0rx3N/tH6+UzXh9X5OvAHDwn6c0/iYcnaO
mGqX9Hj7ZBrIMv3q2ML8H2+04UAAdvC1saDUtNgoAAMceAADuqW0nAAAHUENTLmFzY8VQCAZz
mu6xNx3TH34A+m0SoI1k3QY2A6Rc4MbhZGN0B87eVSq8w8BsNN8du+1tknT43fv/t3dGQbKf
SS9autVSsw7UrarnXBtS5K8IL2fcC4d7e91jjbbnSiCGdZzNfPbvWDCDp3rScSDeZOE6kwG6
XKTZp7bm03W2nK9evQZYY3jcsCckB85IJNidh0PH0m0ZUVowgahpUgA8MTz2k2FL+N3JFAfo
eR4AMXefovqPAqLQxz9GBN/DaHd5mxk4nYAQnLe5OLguXrFpej8LryGWl8m8fP68Vjgt8OD9
HLbNSeIkLqeo0Kc6DK06EQsMXbFPHm6MrzsKmPppdRrEZR17zmLb+I0gIB+z/r5hgHGpGdD6
jYwVmHKjDm9JeL586J3qYYMbAjrUDVny2r8aYoEfTE7AiEysqDY0vPJ6nX8hJggifsM0bWWC
dPboUZtH1YTO+DMuGwnf/GW4j0dUEGTG38TqYTb+d3InweBkt3R1g/bNsvzDPm0qqWVxcyZ
rY9DGPSes3sFv6LwJhEKp7NuCBMA0ZpZdtM8SU4ujShmgsOCT2F/m5jYWlyZAYS9tWf8/2tL
wRG86+j09bjWlxrrptYUvLS/zljGmxh+Rk7MejJk0V5dFz/pbQoU6+b05CaKadxNKgC642GO
LbfQq+vAN25/tKD7mtmOB3OHzzvE+NOn02x9QXiHgQf3Yi2PteJhdVp9mJjhTAr14PmBsywO
pHozS57H4r13BzXMFy15b9mdtliNsb+Lfc4LXHym7Mwn+OTM6bnQZ9CMROWLdrDn8Ha6OTdU
PgEIKZ5A3pZ4Uvqhdsah6WMeLPq9+Z4a3bkw09ENgF3mIVpD1gPBp7QOWGRHEQLJAACuvO5M
qjeeLPoIrUxQGyHxZELYSi0Q+BjzJPiLejNtMzEY1WYY/LfvEfrB1+i/EG5HkoUWYf7YTpZz
h2NKdDF5Ghb1MI6RAY5zuqt9K2hFwN+klTmwZRHMyZbPEs0vIIQt6FbYO05GEDy8TkgPks5
MobwvoCNVGX5mtHAE3YBtngw5Z1niwcUzh9tpugl4hHctMxJb3hpjsJnY4m8gTHv82nuWDb
AZckdcYIkoZa9PuB+V4+FHtB6lgHhTCBVoBLTFxAS+kMwZ02FIKDCsSv7ttU2vMjGqcafl4y
M2g1TboersFtX0ws41xu4p2wUcaq9gsuBCshJiu240ZE7ET208t3svGE3REpSX5gmqSAFvM3
4ug2+sC8ewC3JgKNInbnbse1n6ExKARvr/ckkFEEwNWLrbj+NPfl17Cze3jfmIDIBUNGR1DH
rNlhjmfU68ZbRU4QNSiMfe31M7dHGxJzCmHmW2q1Rqu1TrhSVNplloEJ9U5xpxttYUtljywo
YIRrb3Gqm5MF7Y/PcDUyBt3b9wMSbvndR1AGqEDONXg9VuMH+ob61JfLn0FiUall6ztrEtyM
ROL1pavVrcZab7g2q05t0/aHBg/a/WJbjVpdq9+wwPRsR94lurJOtuNbsYgtifvB6zRjh1A5
MZd4NXaqN1dYOTHRA7F7Bf+5hcMLTreCoTxS2p6lSJBnQP+m5VanBBCGmZadvoNJTftj1xTW
G49+95TcV63bugo2nNWjRx9y999Sj4csa+i1wQ9rR1YcvAmEUw0I9ue014pHxQaOdddYIdAS
o5Y5Q1MozK4XnhJQMiyhzmwOqbsodMEaszcz92lxPqEunYC19gLCupmkplzekm/A1tWBz+r
tx3Nyr8MivMI/esBb7Esy0xnsOZdXQDQzSLMnt0OxbTkbaw/9RtbuZLdb1LdjWGY11aBWwBF
2RBwkfIKGgUyulSNb6z53XyggxuKyVuV5An3gi55al7aDSh2yCt5cp8gA2VECDJ0IfksMwHG
tcnBbv0sFu/gXIRLWLj+gRg2zfH7ewIeehKw+Kx4BNG4b3Jxza+wwVZKAIQSIYKdfTcrBIbw
ES2dPdJu6Q7pA7VUvOOLNvE6VQtVq0PsJAKPkEwwYbClZIngPpYk1jVVQ+vV5M2H0WbvmQ
/P1gpUJfohs7e1D6JdE4RUb5rlooEjJmmp6xSiz1ymVdeB2bfZ3t3PVWPAkbvMUtydPPOah
JneCKPYL6q0HtF5M9OocRmCg+n60mNOS6AGVSA2d5mOlpd2nJMI2jH4xzPraccjdQm9PJhrk
3ivBv3PoThx13VnEyaaO4c4EYzXPKjZb+LLEAiaQBqp1YkFguqhNij0bVccBlzBzCpumeLba

D0H4QBpqkUt4lqcpU4ye5JUhmThJiSprCaRlz2W2ZU9rqnJahEqv3sxyYQlvKwdn/DTWZ28a
 0uyIzlI0MfIk8MSSDickouC2LQgpoVrKd/liSTHUDh2ELwXJrELmDXbRTycsvIEvnZijRl7FZ
 XK1Jz50aAHPiY9kZ2JEkiW9bV/YhhSS1AbDHpbnyISN2Yzo15dnmKvh1UkTpYb+TxRh3eZv8
 jFNrrm2WfUx21u7N9MEGlfGPPSxwxXOigecT+KISpLEpGxfktlbH0y2T9629C5wBXcv+Fu2O
 7RGU9fAGsz0cV2ZzL+LBcjQouJK1me/mwsWBfULpo39mHP7t1bGEe5iSnKxIVZQa6DT/8xBG
 i9dGo/ql3Spcl1nn6dmm3tPP2NB8U6zf5d+1bnTxikbslyrhoWdYtRIJo63uKLO0zR2TEwgZ
 mjrlbjTsJcaj8joluyve3M9/VbP2NXSISd2IS1wlO1nj36MeyXFejtz8250LE3l+mbmlfhs
 v1tg9jxPyTHqNOPnXBOxLCXS8KSo7xn4s/QgHc+vDXzssiAVRoBwyH8WF57KteEWqitG14Wi
 TSk4xQKozwy6nHTwTUakijVUPFJ4+ehq4PfrwrQ/qBGU4ELgQFwOpoHktOD2K1w/0VIMxF2a
 f+1VjBv2cQI3NxAxw4fBv2cPd//7f/P+EuLuAHJEY6Q0uoNjMsc2q+uRqaeLXWhH0mDNG7rv
 VC6ps3GeDMbiLqU5c0ukem8ZNYosrtRNEnVhjy4QJdQd8MLafmFtkOMXNiSXSmn6IoUD09Pt
 04rKNbWbdlSfidBYBILgThhXzRUUJ8n8NEwBjLNCbPEGM8hcv0usl2c2LoQnQ8ix+7SPG6X
 C8vBBQ6gB4745nMONwYoUvtG43cyDeQALRvKjpDMlocu0iBnv0fhk50QGadoxw56d6FJdekX
 YYujhew9eQBzeVdW1D8TfXoYNixKSwRN1Ph/wkUeRD2gcAULe21r0xkuJLLadCEaITDeeF6L
 Hj03UKK2MTmDff6uTMfSzLGRG5amRg+taHCsnHLMCcn+9Htsc3e8tuWwbxu6NGnj+a+HjMg5
 emljdE0KIOIaRzAUWb3i0dDG6FLHfTRpvmHMuU6u54aje5Sr/WLrY5WMdovUr2HKlbuVfeL
 xoIIYkK43GBStWrWHKbfhbHPfadvI/H20kqHCUJ44shX8Qg4wk2LcxFzAxZFzOHMulfU97E
 0fKAYvWvZ2QurhdiMFoL7oRkAAA=
 --BOUNDARY.19584728.1

 To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

--BOUNDARY.19584728.1--

1.153 Crashing Phone Prog

From: Bippy M <BippyM@stingent.freemove.co.uk>

Date: Fri, 13 Aug 1999 21:38:40 +0000

Subject: Crashing Phone Prog

X-UIDL: 196119e0ee2aa89736e89d8813e0aa91

--BOUNDARY.19584728.1

Hiya Guys,

My latest program will be an up2date Dialling Code Program... Anyway, I have run into a small problem..

I have implemented a simple search routine.. which works in the following way :

In the GTString you enter either a Place or a Code... or the first letters of places your looking for eg... entering DER would list all places that start DER (DEERBY, DERRY) and entering D would list all places beginning

with D...

Anyway when I enter a single letter it hangs??! I don't know why.. so attached is the source (Sorry about the messy code etc..) could one of ya's have a look and see if you can see what the problem is!?

Thanks

Mark

--

x-----| BippyM@Stingent.freerve.co.uk |-----x

||

| Current Projects: |

| Overflow (Pipemania Clone) [.^.....] 30% |

| Packer2Packer Suite [.^.....] 20% |

||

x-----| BippyM@Stingent.freerve.co.uk |-----x

--BOUNDARY.19584728.1

Content-Disposition: attachment; filename="PCS.lha"

Encoding: base64

```
IictbGg1LWR4AADi0wEAogIMJwAAcKNvZGVzLmZpbGVmQmR2whbrackkt66+AK6WXJzmv4A
0228608AJAq6JINAqzlb0/NrzbWtNJ4kmOKvjj+/f/JjbSSTYMAJKm3eXd3e7mbucB73KWaN
rf4LV2w1c4Wv4riiXJJHIVHG1yQ7zfLDngamOsNca4470UMONC+KLlrdi0GuNfm8++tXbLtM
stfFUsN6J53Cuvy9prkihjjGPfXBtzn/s+3ca+S88g8jiVkefkh8MJ/vg7jXwhix4hsZv2H8
R+Ht2YY+Iilq2L/vmnGrDXRDBh7T8TtdSn4csw7jXFfGkm+PNFAt9+cuy10LXehkzwwuzkWh
8pxR4mfR+si3wtcmLNFfxN9Uh+zRuvSdZa4WurGt/IuKN1Q0P0Kgvx70xdj1Lc4WuN6/jBci
sGCYzSXxZsOI+qqycw7fNEtdJtnf9fXWeD7GfbYln7bFsuNeZVn7Ze0184skeN6LHSRba/TK
3zwvvgqdrK9fIXPTL3PXL2uHzy9qx5lemibQ4IDiRjXI32LeZ9h/Le582S8uKbAONcqj0yPm
si6jbLXybHRK8p92or9/MWx7nmefjTVvyhikxfwH4MJctNc6n37yoMeFUggZjLRPK0GtdUOa
TFnU9WVba44IZMqd4JyLjXTCp3EtTs5FxrhuD1U0BMfc41jvTE2LLXY9HiVnqHt+I9xrKvKv
Zo4FyYIV+N3ZQdIvH3zlnyJt2Gh9FSmGdUS4I0j78ZhE1FXWuoEKXihzRr0FtzGXOBr9HXXo
MMez1okL8Y+o5JY11E+eh7npscSDOOEFxi9hIj0vr0cvNZFswWY72aIRSqSrgAEXIVfjWviP
Srir9PdHHYxle/h/dMQHdxauilLh0qmhmc9XEa60fvt928u/j1EW9/fPy11jn9Aq9FmU9fxD3
mGUaT/sbwmarginHE2giwSL+JUkiHl3VK1x5pF72g1wSe33oJIIPdq6MyOgw+Fo6cj64/19P
4ac4GrHAPHM7B9m91Zo41/XQSnOy8+t0F844px70xLjXYO88T8MLJj05hgGSjT+Fv8mQLZzb
bXNDHIED/WNwtW+ATOR8te6GD3dS1Ne/u0PwtM+5FwO7DLDVrga96o5HznNfkgS55Ej5x55R
5GkW618FZ31y0DM97NCloJ5BA3dfEaZsUIrtJnzzijzQF0so0Y9YzjXDvzUAKdmfiPHLlb9l
lvA9h9ujBd+Bta8DY32anT5ZZgZibPoTweZNjzJc8yRApE29JWNBFryIttcT0EewgdSONgW
H5T7pfew/xVndXGfqsGmwadLJelp8Q5so6ZhxKwjmhdahxPLvqieFZuKTyku6OpsUd+HMYGt
OT0CFBdkrG8tW3dtE8SN3y2agXz63moG5IRKqyUCucB43Hr/G3yJ0G/6P+3cYHD9u0AUCjjX
t7upUA7h0rLz3WHY33dUIsMqsDc8czdEsyKB1aoKCN0LID/QeDjyH5f1kG1Q6RZXic7PS1fu
SKdbnXKlflwDv2c0kW838R+gjXD6q9ujE/5xFtroekH0Lehi1cYfPHGUTC7kHSJcFGmx0kyR
```

iyCko5H2jz06pqNH7+ZFKPieFmCKeKnwAprlX82WkW5/byw+S7+LV8k+mI8Nrmp+51SYHliq
451xSdw4pqVv55RZZqTKTmWpvlU0AZ++NZY2dyCDKkfD+o44gySGPZxqipJ9PSEmnBVliwAy
CIAPKMlpaCLDX5QYYhwKNzDql23D12HPW+kgycgdeR2QXEO19A45iKeMnWgaz4DWt3hLe+Pr
3IkY+cbwFHD/qb+YueoD2DnJtNfTNEPlhclA91rrG0YoRFy0jmndSj9iGpWzNqkF+R1b36i+
wm+QrplHdjLuY/V1RlwRRfro6oUmXPtmdPuJyROpEh8RgYyhIN+wRF1xtw4G0DI9rC0jZ8Ip
PWve6KBxK6L6BAUH5b0xRRfYsZqmhz+hiqOH1nyj4MFfbojM1YD8H2jYd3oahH70D8J+3vh
CkczsFl/pG4RSHxH4doGsNfF47Zb7BDWT7+oPcT9zUnIM3oHNs/AOdbOazfNmggHPijN2mut
Yn8V6KHZKGEXRbF8OEElR1wXI4uLzwlfxrpMNqSrK+vZqo2U7xsqKdxbd7moHFAzo4mfLXw
VcO2zU1Q4JBwv7rzQkK5oBQNxZV0FWU5vX8c3eTTKS4TNc5IIQD1YI5YRQDyTEG5jNTjLQM
PjUoI0TrfTdkp/Xrey17GtQio0+kSiekgebROwoMaKZZp+w9Au33tpE2L/bMopskUGdTLFj
hSVF9BEppFNNTnXsxrg7WdqsJ+3/+jLYjMvi2QgrJupJ1X/kccKN7izCMeAZyjJ944c+RUEe
FExnTHH4Shijc+NE78fCk5SeRKIxHrHuJ1bCHyaV5IMhq7X8egwy0j3XRQMoKZC1MRFiNbUe
K4RTu7ytpshrshiPsWT2qTbbX6w/VOKVJARiHhK2+PuiCOoUjyX5tBYog/eOoTfVdsy44AC3pj
2bbEjjiFdWx43pKtNcQ7y4NvjRQw+kPvYcYd2frkzbNbFBO6lmdZR3CMmzieiY16zjuIsCt/
SJkcmk0dkBwseZRLU12jOrGT9z0Hu6XrxipR/68MLbYTFfmhWmo2u7sKCrhm7omo675mwiE
OIwYmZxyVlcIojZ+51jZZ358dF22RzBQMAPDX4YcLW/iuetFI1tr3941xr6RBCMkphHu7dG
eeuvDdnAbx/rzRdom1ewRl8ntRO2m8aDQhGL1FSNYMJBRGuoKuNfmEmCJkPfd5S6bX9cbzq
9p/CVGvrhgmZifzNlpMPa3DuCww5c0GldZnLPe4JRfs6l9q4IVY4/brwCTns0TfvcBzrHs
efk7ZqJ8rOKOsay1+Q2zljPm1jDkE+r6yQ0C2/xpa4WelkIuvyItNVOvW59YhkH7PTXDQyvC
ScqScYKvjwgGwaPsLWW4eTYg6nlvrHs9/tbQph17fpMcs+Nnm9nx+13by0i2GmdqNvFOW1v7
S5iuD0K4fQqX6FOehVn0KtehVv0KuehV3cVwDvmDfIfTwYwQssTQ60Ica688qSZZxxxzi6ip
cJcEaYFqFcAlbQv6E4CjLFVwNxYtv3hCg+f1hg0Eit97Zq9ujxjzhYc3WdG6PG2gqMDZyFTU
ilGAHREp9i1LSRcGo8c03Wgm75EIJMw4pvvW5MIW2xJYv46ZCaD/RUGGao0oyHStJ/OkW2IU
3D4/HyFIJWiwx3ypIs9/yuhN37a3OBEQFTtMmiylJFs1sSRAV6hINfEEkVXuekyx3/AxJ3S
t7ScSZN78hItnpwSTwka9lpqKCWeWAZaMQSgayyvPX8ZYmdnk7KJkmzJ2muZcWSGsi4iXg7
GiuR/yWGvNYtL0RE3f4Rn6X/7N04QdkIP2CjX7X02AbAJX7PQ1+w8vkUj/xFZFQOax/pC7O
Z3vUL8lilxYKM4nC6ZEZnKcRTikZTQ6h0sekUcJxgznrdrqgnGt7himPKd0VdGsjha+WZiSM
30pISoOPAjCp0UJ39xy2cyX8W31PqR5fCTU2+W6RvH4o+2yN30d4fCgSDRdShxrHD8Fb0wls
OrGUq11A1hrmVHjoeHZdXpNgKlAkdM/+cezKoDA0/uOK6t8QeHS84UihirJiE7ykCWLYvs
71VeMHaoLOWv246fgBFO6DHghhkpIuJkIJoOgpn66g3N8tlkL/ayzxDpj2sdM2F2WvguKKVO
YHLMKThoyo73j4wZD51kiHd+ZY03pqNLWlQOWDDmDfxGjnnRZT8OXQXYN9yU95LX3WSPjdi
kSiYbrJstMrJ+cxIi6CxCqBgRWxFcnJthTbYlwYyFUff/BfwZ1Ss8lQZd4PLRA4ifJccdd8Wt
uCjKXCsnQIuyTjWdd4Fw4oGcF3TfzxXruogSh4l56tluJa2Dg6buaOagW0szjiNGhVS8ENY3
G8lVHrYPHEZ/f0yjf+h87nK3ZMxdhc0rg0e7RNVcsltc+MMckp4tZ5RXWfAvDO97dB1trll
jTknuPuIhXqxy+WACJVizBPuV4+hHAIoiCvPQqnIITucL+nAcorjw7KacFwNTBAAt6C9Lfxe
3zxfD994DmR1xLwQFTN8vAhEjClwG+bwzIYNhVDCIGEUfzwltMJGqCBXptm4mElglj88FdB
QLwSuu+WEHOIwv8KzQ1+OCcTw+AWpkihT4PGLP5Ys00sD/precfekr+75h+/VX78GS2vpIVg
ZKQ7uuNpoXwIsP2OdU45kIFmEjdn7d2jY4iarnVFJUQ41yhmcElkIUAUtaDLMY2UT+q+UMGn
O2issX8dXITHSZYTzjCTJsGsFwD5HyrrUQ0S35f+MygiZawx9M84+Q6sV5fFPfoc0lfMyCKa

DPSrVuJSL/ARscgqC5ozVBwtNm/zghNWlpV+XGUc4rvDtmjIeQ4XEaqIAqke0iKxT5y2111r
wxHuDOQYhZrUjhbDeRpdnGLkNg0SjJ/a+fdw3+fShE6Qrk6V+VvQQPlhGLUpDE6eODGul6/i
SgRnIRRxLmmGDmiPu+HIvu0IVHn9z7P4PKNOa9qkZKXTMnIv/JBe8AwfhzgxN/6NlaEa/q
Wy9svhFFDkrV5Rxx5qxsroaSbM1BH8obx70U2j24CAkqveBX8B0OdlrIuIycI11FBCuY1K
6yA6aiCnxR4sYbjxS4vn/97QT5EOcJrGco3i+tHFmk77mhvc98kkQXxG+OanApwH4PtafAfy
PA+WvAfg8S3f1Cn9DnYv2/8GDgIwysjxH0fvQOFV9HQC9Lkhh2dS7JdO/3PE+QNqSKffLUup
WS6P9AWEpu+FJY4DF31KB1OTwIEO+j49kbPLIX2sQ8wPZtM/bKIvs5Bi5yKjxT3hZHN9HERH
RfD2SnPB0Bdjh1JipGtBWW7S7mVZr+kS454402PosMw326Ko2jL7sq11PonTUCBbagR9dmRyN
fiGvhmfyUaVcPc34RPR44BxW6HtFVAsDchxLyXqhxSIPFlvEg1a8p+dpz2urGvDAK9fWMHRv
fC2a/eSaVp+cgPbZ8pmvrmHuePzoCrpkMFXmSgBnyzg+eJZrUfWPZ3fbVo1VPHCYIzfFevD4
Dn4hIkxiGFQmMhUVYMJu/Cusiy1zRKjmtlajbQWgT8flG+rMthSxgmtEaixwm0J7IJQ+c3
stfq0oHCrihqWJQ0VhCl8jIvcWU6jINhXtj4/ZSgmEx2/X8LJQUcea9neTyWl8espQVcik+
6KslbT5kqGMGO9LROzFm9aC7/nffxLfeFY+uWBv/VvmzywLddmwI+tpkK3yDyOZW3luxQ4f
HBJ45Nc9GHITywIqoiZM8EHp4P+vpxDzFhXxGUVy1cPjY6KdVFD54IU+Z3Ot59709SLtTE9
n8DTRpfQ3oXddy1fXBoz/iPolivVSUYaQ7qxYDC2pLFbU9Hihyt9jJ09JxSCshIKaJi1R/lp
G1vmwd+Su5ip+QrMpng8FuFsqEOhvnSSROXZRXaELviENqksVBUQomxGCWnbtJNU+Ba6s6sG
CodljiXnSnQD6y9lnokjgCvaDR8WWQUqWw37GCpMkiUbPD3D+BD893wHzXXh7AqSis038dR
LiPLUZEFMxFVSyYjAiXD1ryZR8Lcgkpu1HCif431YXdmYNfNkmRX6CRTbwoxQCecK9io78ff/
2zgnrNdAVb0X895viiyKHAJhLhJhU17YdplwoSYTmlG+Urmf1CLFNKSMmFay0FOG9aEonCt
e3MC4iCBfhXjVRk7rliKr1McU1CWCT9sokIbc7bSxxNaY37D+I/D27cMNdhYHJTQw10ahCD
gehGExjtOcbm09d7efySNahB0d0es1Fonb8hvs4lhnCCUSyNhaRO2+E0c0Ma9TqZaRO45MQo
ZSm4te/QzuWkTuUNUWMKHVPIROvNC6OSQQNw720+PtiaG+zx1GXuG/emcDG/YIAI+TuvEb/E
fHg60Y27N3y54YshuNjZTaPIrXahXBA14s1/EN+CmuEI7SsLgs0ZWSJ5f9RSpBiqXNqLQOn
WwNkJ5E0EiMMPsQBS0kBERF2IaYmgc/Im98HipLR0FDp08vBgpE9Ns9/oEb6Zo8Pxxhg1UP9
pEuT4ilzprs7SOAZL83gP7LHsa8CV/c8Sr0tZVoU5md9dZA6l5atCJTwdt++8UADbL9tMp
sRWcDqmJZcGQzi5A37ORQUNFCPdAxLmtJThfDAs2R5m3d2JCIOG3cel04gvxEEWKWB1eYQQ
ToH7Y4rpASVL/3wp+dXxqJWZvRoX746xXjv31oOG3xGPkzxfjDie+Cipgi1G+3xeaJ6JWeMU
yRVEft5MSN8Wd5/dRinAXQokLCj3B9vDJC9xZBC/w/fTH49Z+OG9szoWqiJopWNwo+EZuPA
NMfuRj9JqFtmg9Z35nHute9WF9bBG5hbB6xYQNHNu6ufIOeZJ5m5DpMRVtUTcurbld4snoI6
YqprbxLml1eJuFUum7Tm+eEdUUwkTym9Bw6tzHiNdILMxNgdGAa4sojiDuHUP+Mt3+1mMLEl
JIUEmLOp6RbfQlxFVgoSheumoBrKFBFNm6y/zHyaEE2scSQgh3lWVoJHYsXUuHOE0KvcY68d
Cv2hg2EOBCWzJRvVEmqff3acNp6OyI+1qiB0zzP4TtSkIPIQ11iYNEhk03+fdeSAGUn2JL9
oRscQvFjzBJMEeZ+e+/AwrfitvN8byTYqzvubmkf/wjb+UrPhDWdc3xpAIwb41XioJ8CLZr
xOgc+jfz8QRUYG/Zx5pFs73g0KrA3AaAkOqPhgUo24jOt8DslzPisIFJl4Hj7yFxiCP2VuuA
lqqGA8vP2QlMRQZDAb8DxL5xBGseg8c/bCQq8aCPdt00jpp5vzmN6DfXfP773++1P3119/jA
Wfzgow8waBWMiaXhEG9oMLyzI+rP/gcXGi87fKsUbtBB+lc1XnTSeiP+YtBFR10lbT0X0ek
jfeww0mehZsuuhctLx+Bh1eKgejNA4g8Qs6oUD2AnnLONWdBVxIppjaB7og6SMSBJyLiNl
YsV6/FMcB6xedceMTLBlcgx6yrB2N0LUEkqHHGbI69LoJtsigia838Tz2oMtfYz1LNaKt8L2
VIwh9P4IplIT+xAt3ig74QmT0kj42hzi6XEoCCkv6+HvTVPPpFy1iePnvLzjm7hS4VI7y+f3

D8kc0MMYo/sOKkkQMhExmbZKCricY2IzmolK5znhjGt04BvayR01zRYHw220kWhv6NabooIF
ZGP3xXllkgVFHScHDJizMKCve+Q7HwiO9Tg7rXWNUZlt+8/CuspryqfdoWpLaVoZqIsqkZV
glh4Ter9xvCkJU2mtRNhKSSZxhoKFSLFmyIgDVFWWUaF8JS2wtxr3h8Z25T0yYuhInUWP6iR
0UNQgJ3dRNzd6ZEI2AWTUVZPIs7y955e63fJiLP3SBsZ7e/IVIEfcRYNWAkGCgcLOimUE1A9
k3T4hsFMh64hUNUn2h7qNezLIU2+qXtOoe4JH/GxTs1cm7hcV/eKzNln844sBBSyM96U5/nO
0KMEZMEQ7Nt8tbJkThr+HPHOy020rfErrk1BQTbFoLV18uFzG79cbvO+fnO/zaPMfJfMg/2U
nWqV3+C+FIIiN+dJNhEJ4Q/M0dRQVwkU8qRxVoBCfTr7qIuMptmK7HHLJR9Q3EpluXM67oWS
jLpVBjPOLFifvsLDr3kyzLBvQt4eUCdRmkMX/26MGLDcpzQVPWM29XhO5bp16W4C2JCuiZ
GtGBwYNJIii5ogZFgpLulMyEQPYUbox2PDFCGiGgkJiz4+GF9z0DqN4U8l6nBs+7FyGbr0h
NHjqNtGjWvs+ffZ7swQ6ovd0S5F+2nECiy/xiOH/OIsf5xFxK/hIZIBIqqQAfMSBNUUmj9oc
a9MFWk3d9D2DVac8qWIPWEC1v/RvsCXDoLFoifF818QKYRdP7cHbCAVocPuXNEOPfd5q6myb
xbltmYEDEOZjvh7gcBepajzGo8ietc1PIIdJdVWH0nbn7TOvontVeBt+RloCz9JpRWbPI+Xxi
4IwA6MI0NewMXTv1FgcKFWIUnbD7DXvTsh/QQrnESpWUbul8quOJ2UFkPH4+i/Ggd3lbJqzh
e6Y9nUayXHbsDn5GsO4EdRY74G7LSBJSVba/UKTbLGYkq61xO3tnIFFZkcuoKtBDXHYInqPd
vflbLXvv3xUFousUfS/bZp7z3d57Q8dnWktV3oilb934aCrfoUVQ5Qdhn+NOilZ3CaB8+a0
bSteXGKI6a3bhwN8RXI9mbDZ1yw5q8y54C2WilWwUr6VxKa4v3GZNSbPSGR7lyr2++LGYq/D
r8bbLjZxwsotOrNg0OQpI4S+ini1QNYmT9P1Hziej/cy/kwWJg5HQm6bz5ayk7cN0D/f6sMa
j6jFN/sNca5n15I+/xArus70Echnp69MuWxQBP7R9ww5ciMYJwUL4+mNZJi3uzTwNY40Q6xy
5n0h4+HuHiRyRbaCNieertL73AW6XHpIM8Z6Bk/IKDvQRbr3xdd2URwTtenNhFNZP4n7Y7v9
FdNvjxP3xfSmvY0+KumCfxvOnIGWvxdTtEpzGcL+I/ANBQagVlwUSnNoKG6oHi4KM7s0GWx
osSB8ifdFOj2PbyaPzZfDSP2znhq7vmQY2xZD1UuYHD3V1ZXn46x7HeOUkoUMOI9ImvfvdW
bRwPulIz+i1X1+BYPmedc0OPspKY8IGovrKDkc+WiqrxwRBV5x3YpGERQrjxseb0vuE9yryB
aTo40ps+ZUQlPhzFBeb9gjej5XzDtp7RneZ+ad3dR8u6sY9tBUPYGwIJA3ZKzrqLCyC/K6FA
yoiyZE98JyRZ/091/q3TgrXr5e2zKGVISTc0ZUbDejqNO54o1vQV5gdNhc9p8ZzjMWkEmObt
ThoKCTssOhxbzN2C+mxE2nWdu5igINQG2jGTIbzF+bujDRMSFD4kJv5/Vi2yRbDHTpvnCm2
dnT5KyyE4+WgpCdBA0d2KgvQonkU5S6wqshIKTtXo/X3322eac3sFO4+/DnHI+DSPY3+APse
SMUqll+pr3oJ4WutTqT56B7qRtnR4yghzfKD5jNU3T6S0k1wfdjO0s5ei3P6ocg+OBBanNzy
lryqiGdo3T4bO9fGWwRo+XfKSVsXg51F4ligKIHD8zY3zYpgKp7LGIvEbjZnvTuxA+Hg5TG
XTrFCwkIUkUdQ56dZxZRu/j8fJXQPmSvBb3YG0WJMLqQrSvHwf88AW0X+u3xOC8NkmUu9NQ
KaxnDG8mtRtY9oU3/cgHayLZYOEkY7vf3DbLyXx8ICHDuwV1MEIVtqGa6hMbAd5iM93E6H81
6JvikCmzrqObqVXnGK4p6B/M9hpKsFwq7Xp6oa6lU4Gap95d8J62N6k0KtUj5ZcJdY6VKgIm
x5Aq/YqJMyVK/TKusUv/pYZ5aibHfjnJnvQ0wIBNIHoQfOVI5TswsLLfMaSku2U3GSrgQE9B
r8napxop0u/GFPi+mZ/uiMa8kXoDsbDoW/JNwkpONY27Gx/xpKKasLNQ+rpJE67Njt8YeAj
11DDnYjsZ4emN7juI2eLsm4ZSUcmJKhFkPP368C4ZOZj5zi2TXnjrieZ05Eyh62GDvKIT5Ob
bCtO6OvJ6kzXAwCDhpV44LqmDBEJH/YF6xenQdzfFMzMvtN49xTIJbCbQkGP5D0BpKNM4VA
cRbk4uJfTx2dDirUBLm/YBX0UHXHW9BEYSjxSA2/gLMA621mD65/LKGdI23k45FSM0UdXjB
8a9cMgiDzigOK8qWsP/bNUILq/6ojgaxEkuiXDG8i8lpKcS4pfVfxqz0aIcPdLIMJCOjxrhuL
BKOYzsJ9rTmWeszlGonIN9yeE1fp/T49cNwqwzmDgwOSE5gVsRMWyQj7YnHs7fgTunYbfgW
yO83WXtaZNM/qQKWhaq9+iRm/VibKOQUkRS+O4a0l8SGVEL+Yjc6OSlpPlwzaUWaiw9z5hS

RZG/5Q15gKcwUnaxnGvmELa8IBxSVZa+eYdnB8ID5ZCXF+UZMj9rUx4+sJcl54wC2+wI9sY4
 1TFW2v5POjtDV5K41Xp2m1oIpuj/RJWKMTgwb0xlg3+sD73aHAuchwfPOQ1I2Z+ggOtpjaow
 xAKIYJcT6nyKEYI8o011CNNoKNGzFFsHcT3ORX7LEwSo66zyLoRwthVhgWFR+VKDeHfKzh0q
 kxYInk+A+SHebDK1BoNcT4NlziyNrLszfFKhyIUIJOFR45hB0ajvMTSqjfxnPTNm7B98UUOqh
 YliapvLw4ddBASE7xRQxx1EGOk9JrDS4iDWtK31q7dUKkkBn0ldo6hcKXAoShKoE/3ItNGcM
 +qsg01T6KZF69DJQXda+g7r311xsmgjwm2G14QSO+0c/ynIzjBXNWEE+iN2O3Lgk4D2M2oxX
 mCDWuTuM9SwAt/GGDH318JjQ4Sw+o4aVHWJro7+EbY+T1nivVgnCg0pb7VEzRrT8RhtnP1R
 XgrRhT9yQX1osYU4IUtSzx6w9+vigwCsObES/MHeLJlrwN0QuuTNFt935k2t9Jnt/FGGZjb7
 UdKhQ9zKWdJQbbOdeSWj7VI+4a6aS2KHPN05p8aOEWbZoA3Z4cAMQhH8j+eV2YSwiAuqLIPk
 iWD3fkp+c5xDnZYOIcLCG/ZyrgvBci3vbNg0pbAiQNiy11CJP44YdEpcGCUFsnl4pGIb5ZpK
 a5xCES0DKAqINFmt/OGKETkJF1n2WvyjmN6Sbo6xwLRb3pKSra+si68matyIOiff482bOJ5
 LZ9+vX6PDL6RfaiQm5qdCDIyH5UaN8enIwv0v4/DRfhr60aVnrWpKsbigL19MMx7rHU/CJO2
 qJUk/sfO4+o8NeUEqxWZ90dCPg8Hj2YUdvR13VHRiwraqDrQXwOHNGucsVk6pcoq1tfhrc0s6
 HPRRHQNqHxGs0jRom7ITsksvNzA36V4SmpzmH5m2OeyFDkyHwE5gVuuULiL66cENR5GWW1I/
 p7Dz1N/T1m7VFxGKaHMEcBttnyBq+F7hqlvUz1LsBanFjpQI4Fz7C+ugWym75X9f2CbjroDp
 c9QJbSFEtKnqfwY+bfyF4/IGfL/BHfp/y874ag79P7dv3T0f6Euu2+PM6z7vNzzieiXowJ7H
 QviJa6sQpm/ZyI/i+0iOsE62rIjvzm+phpVEGWTh+p2FUSJb4b+zeIVE2zUcopx0k2Byiiy
 poOooK2/WoIJMCOj1RnB9jLPAe50fgVw+RVxrreZREUKHUXa9/YXKpbXzKH6ipol3r/Bld6F
 UvhFhLA6Pryi8NBNngoviSJtN5+BnGvenCqcQfPy4FsifV+IEBKFEExKWms4OmUSmLtuwvdpY
 weqYjkPineg9zwotlrfJ+LYLNFiyuynC2mP8DsUOWklrwyJnr9YmjFMZyXohdMafkQz3vQt
 zg+xjn1+vqcWWUUMoVhQ6OwybsHwitmgCBI8EU7wwDKHyReHcdZNdMOrsmfx0IKXL5Mv9sXj
 gOD98B9/fjXv304b6YVXvHCl+xGF2D6jmThZBp/maIyUF+LNkrIcPMLKlg/UUWUITyT26ir
 TX8VuoD/yVbEQsqyEb4QVaTbZ4ActDKV6Io+pDrJQpqqat0I3pHTs7j25AIIkhTXwxOSUIB8
 g+syZ7OOBAlO5o7BZ6SbZsHEZ1Qmado+X5Zz2vnjlLj1lq07u1n46x899+OyDOB5Qn6G9ma4o
 sIrBZh7BbAFC0JDYnrI2DOD6w6qngNON4+I24wW73CeGC30u0uQKK+dTMg4XmocguYOCEsd
 RQ9yEOZWEJbIjIiaQx30I51FWmRsB8ti23CHuYt9GB8tFm/X6c2TvIsjLeJQU+HT9/UDpfif
 AUDKJqAjB4IX8egkXvghZp4z/4SGRgXkJV3erNg1ECQEusviWdKbA3j1M0RFGNFjXJOEIH+E
 2WPcGI5W+lcs3yRLSfjX5r81Rw4iouPC5F6HV1Ay6umzBoxInBLkmX6NeNumxrdZdBz5FyZB
 6jb6Xo9DC5PgdC5yxC+1+VFdYLIY/BM+Q0343G+ErOTTkjDg50YU2+oJUoTw/lvfrDorInDD
 m/TKlCzSPZDUEZOd6vI2tDFJSPcGhRjm+x4JQVRg+Tnoo8ewaHLfFdHgpyAsxxESjSiRkVZx
 QSRPZJihJp+ML0Sp0sYjmYJ+y9uQH1ypIsARJWOZOzBmIwLECU/LrfsP5p+Xt24oKQeEU4a+
 /IVxiuBo+16tRC8lihyQxLqJ/pqHy+EAqJ+LIASvJkbcSSv0rHBHkCdriR16mHMMkwdkl+Vm
 lf/fXvRY9hTgSCSsYJSc1mlTfCKVf25i018IYh+1ZFtJPeFbcOBs+bZUh14a4Y1MCs5UB9Ws
 v+8x44+hlrhpy5kUhN1eUFn4U8+TAVwjemKsGACIdqIWdZnqW4WkCNafVNRdk1Jz0boe6qy7
 RhSRGeGW8tS3TURzcCaeCgKsGqsyZUMQRJXT14IWLHIJY5Xytplj1MtentwijdKiv3Rs4f14A
 boCJQU5+rQBZZNFP2IFNQp+Od6MW83Ou8IEBngi9rRBHfHLrxwLk0UDJk82IFFZ3QGikMI6s
 O0o+SqGHWB7JGxfy8PZ8Bt3erErPehjkaqK17UqL1bnQk++xuApt+nStjY7t/QSkvdDg93yP
 O+o4sy04JVDGJQ+mqqqyiwHxdqtnijRTxdk3UOLdcsEfv8IXBeT8w1srcZ6l3C+d9r0VZBWK+
 uEcc6/iYx1wqp7fmD1+Ijd8/m8/opQ9NP9ZN3yPiTtevhzi+Dwn7GE30Qms2YeOleY2DfgYk

QS9EsfPk/ILR9dA8U4qgjux7fs6RACi9tJ27Utg/LXBExTPa5MwtNnlTFo/1yx11apJEwXG
 xHroHtD4rhKLpxzNIOo1Ln7iviIbI9ezBH86R97N/6N8m9oODtVmNLJAaais0oGWUrfIEqY
 l0se1It8IcmzLm++Fj9ixhdUeG/QsA1+g5kZRrakmzM5Jqv4sz57Javjc0l/zgNg/Q3s2TSU
 illmE+vtFVFPBQIXo4Rad0DWmUzEysTpJtFIoNT6GbgTmG+waNMFL5xYxRA6MFwHUuA+UE
 FjK9Aab2YobAFKdM7IkCwidLqAcFokzX/cELd9HTnU7PkYTe3oGRq6irZVHz5WogUcoTme7z
 Iq64ZdDyF7Wp9jCET84h9vRveEHDTPHwxp1m0xqDEM8VqDfOz4a6YYFPu6d9G7AHg0SeKPT2
 TwOhyJvKr1RpBYMc3wfsYarbGImpOQXrn3uq1bWmGY+1TaVrNFe6rKpKKuLadZTXu0hOZkMH
 f5K21u8bcPy32Td+6EwI2Aq7uzX5/Qt6/pJHXBvoUxuvoJFFAWP0fKmxz6L3XenEEY6xlzr
 8iaNTGuRsc9FY1Qf46/unbfKLSzczMzaj0x8bqPIA7ERMURajLBuGa5t11OH19T+XX8mVYKy
 cEKaaqSVdSDkCsvnm06Xigd9nVvM/GjAiy5EUv81qdlZR8xZC/VzEuFUIGzryF9csULJGpLs
 8E3ySITnszdn9zrRogFotl1+a+xdtJIhG4b9ifjmgX7dnn2pv12Ee00Rf2cG+1ymcultVEf
 dDPUs9lnWPo88dcl2AhHhe02EGN4+6XuCsoMtlbc9g9pB+5FgrPtpQfZFYochpSqz7jXZiek
 XgVfXs2KIR72zyfjr3x1Z28Zk7K2EGygW2VKXDHSYVsQEz0669Bej8eghzul/9Q4oKTLJRnF
 QItBUE+Xjvt43x8YJv10O+zyQExWwq1IqlpHhMzNaEWwj3Svku6FGvUSPzTTOsIUXYWbNIRQ
 bA6MQZhrGap0oHsH55v4oj0CoJZYhCqJv66D60JDdu/3OOnONHFLM7vUWzCqjVAYs1Y1zJ8Jc
 uNESHWQXukWD6MZl/nzkyQ69djA2U8kiPDJvfxPzVrNtGtMjeZHs1kXA//QFWebDlFEgPUCr
 tR4eXHnX9mXtV/HySoMQ+qjI27hbhopBT6h7mg2QwrhoseqRecL6+m4mowA5Gwh9ASLRtOEj
 z6Q5FxQy95nqXaagEKDuRg6jOWH1OuC+K7/J7hvXYF01Qb19ES3T8aeQorP1pXjz/Rl02Jg4
 Mit5/4JtHq+xWy1C22VpZ4i8WZ2f7JScVyJyZ2T+7STiP0y5VxDtdLR1rScP1qK9JR4+7pbn
 m2Juus48GFhC3b4o9eu7e+jMnEexfVvfoJz9N8JbN9PzRQsvEPLBJKSXfzP0T3bfAnnS17Xh
 0JKVSqrOcBflTv7zwIt399r+S4pVULyJIE8F4fSK336yhB/iXGU//bl7BMwhSOrJca/8rfVi
 rHMBHe4sIq7KyrZYs41QZWPuP/424kvAMSUMKGowajzRbBfLeKM18VW7LDONIr2sUKcoPpDn
 lFKZxi7+hg3vbowiJWt83qkrXNnmX0iQLtd5/OK+agYMbHNDem8Scz4CzIww4+YqCLASezC
 sbZwnHD+JZ5472jBCKmOjMoonYqdM3fHWTXEHThCrLQ3QRu0L+NBuG41CvgOgRdhtvx84lx
 Xnfv+R1z+fzB8/9R1feYgFeOEcR3wwhXW88EL91+UOy8HlgLSeDwRSwK9NX2zq+W9DBIZkH6
 Bhk8cQIOpbr5Ym+SWCHD44Zpn7+Rv9NIfz3v/fQ39PmL/G9+75k3/pDWcUQvmEuub1AjLPwi
 xEVBMaKM5iyJtK4SvaO7SC05ZA/mNe/e6KCRoOrgvheFSYnWdZPM54VCdfk7Kc+IBI1HVmrL
 ixo6xBMPSWoq2nWB82uFRUyPEGxcyZe80cqIS67qm3ZJNOoFAErNqru/cDz80gADiSOSS45
 I8bcj328MaXW0UxAgAUTWfHH9//9OiAATabSTkjbkl+u9u9rKrczgZwHdm7JG1IR3nFkBjFa
 uKoZKn/xi6ZIsf1SaVVEaCimbWMhA7OKTzDtYRc5Ri9Zl2sAJIkjD9N2i3NZAaRaHc8ecboa
 DrxwgLZlaxnknUTp2qBSP3DV5EE2Kx3AKwUKcdDZbFDigy18cIq1I7qmGtygO1wkfiSFUZKW
 7MQTjoJABFKd2fWtmjBKqRTp3T9XTPTJDAENjC2tvi+v6atRe5qKmkMAgPx3JACmGMSxF5HJ
 c0Cu8G3a3Wrd3Tsc5BmuqxydIjc+EmOUreytMRSqNZK7IYJhwc6YMhhatacR4zufLhHkKu7x
 Gvvd/diPX5tI5me+i/EVftgq4WomOcUF5nqfyWLWVuTLJA2UoZipWFd0pqYxaSlwtI9U4wJ4
 JD/XSu8Ph1TIw2JBKD9UEu4aLVDS3LHDh1eIE8Pggx5JTMaFyte5rGaciBXO6XfV7/xxn9v
 UFFtChD95QnCpLYp0w4p5YYY03dP8KdV1sOEjXipM0VjUK5qAXONSdWg71A5rAEWitSKh6H
 PjmHPCtMQkLAQG+e21al0GBWDpREdgvUp6tvpAKQY8h3/3CQe8VQNwu7NFDH0AL9Zyg110iD
 pD5/uylA2Sc3LQELIdy5Y5JxJN0pNZSpI8fMjS3O7PTkAh+2IalTGNM/8rGCFEujEvxxwFfi
 1YLKSHx5U2n9aYV8IrVpTJkEP5cBAfnjC2NkxJ8TrzWpcn5Lcb+RGfTgwaxcQ3HBZaudUDpY

Nf16JLY1lzl1duyHMBvWd6hWmVJymftb26YEwJAeiC14SJKQ5yppKk/d78j+XkHVeDn5zYMMS
k5dMMcESEgQFitlzbDVUD6ITiJ1q2j1V9/DmLgPYrb7fViRkBNF/IV2okLUANlz88tC2+Bj
jGBnCGFca+5i6J2sLK3rAgIJmqYZtixoE4Rc3bUzZE0qgcO1WkhU0p2FviAATqQQEBYpHbFL
0ILkTYnA3rxRzgwWilwyOvT6I4sM0xaFP580cd2NtFp+7DD26dxmCl6KUTXCpCi6x0KYuKo4
+kovZ33P80iwJKmCLQzjK3OjJdkBdyQ9aoDs8EWGTL1+OE4rMnuBc5uHMv1AUhcqKgeEp8H8
lvqSODxjjMoQR39zjyuyo6p1hF/4EICMis5xSFJ00OEBd3SjTTVrGTrr0w2Kk44eis9m0+kb
IFMjxz2DVy0zBuZMVW5WN4Xx6WTFIHK+r1Y2P4UYwQI142GxXCmVAvylwPqVNDi6Ulvt9QVx
BOVj1OZAY0UvX7wDyIGJDTXele2Yx1egHeOJOioL5wbc1q/ptttzLq3NYJu6Cg0e9EwG8Qf/
+fkSX8vMIAx4s5YW5M4Jm/5DA78hqilpcq/OfgaS0g2bq3PIJ2OuCqEpoMn8JnShWCQmeyFik
hKeI+qIIaSqTLfHq0XL2ht7vCmcL+5Elk9IH2RzCMBQpYTWlQ12dIA1tXAZXFLVLP7BmcOb0
MfzTK2IF63D0wSULQKVgmNGaUXKS7dvw9JmMun14HWRbL4hkHr8j3YIKK/yFAkqI9Hiit+eg
Vfr9IQuQOTE8cKx0Ov7OpZucwCI5klwy48sElysi1rLFKvHpZ44RDeG+ulLswxs8Nsxdtb
rxY9ulaRihh6Z/HcdYOIz86pjmVM96prvVN96p0zXzOd+R/ISJPI71Ikxx5SFS7FgoXhXVRc
2e5QQHPJTgFc1F4quBMFofqT79z9xi2fSgxrrPJOsDnDcpaW5BgbMV9xapFA6iEVBHNnuU+H
qxIVQgyt3GmulrXi3H3RxxKTz85dwgcgUAKqlfeqKqwhhKB8K/HStA9xwgieVajUUABq3klqH
1U1qsR2OUSwgvWw10mpqii620P5JyuGvmvdDk7cUDboaMJ6J8b8MeRSfeFzWWPLfHcaMPQdeB
p8R35wYIXHTSS6MD0SSzX3/FeNMeLLLNPzQ0rW2erq+rAOX/1Wt/VaXfnAXem1Q6Rn6jPFQV
OgBJK2nh0qXlgOCd3qS7ZTYtPjmSkU8Wxn5zLxq+TxjTHmKuIIP74o0cwlU6Wizuuf2VysFn
8L/UT77iNiblzi2/LgJc0qXSKer5TmTQN3LniNRicMhHDNqtYvqtu++IIZu6Lccy0CIcdz
pUqLY414u18hGAVdx4akVLcdF9fYqFdmV7qZct03LHhZB4+Y9OrFIqDPRJHAV29itU7FA1jF
UajOAKZYOp6psTrE/0zaV7Bs5Hnev6uR5i0Hf1CMV5mjFuZ2+UHZ/0wHZu3KGSuU40vkk4VN
p2wOwpYSM26YRzhW/PHkLAmKDRgtLeua4L7hyFOuEi6RiiAD2IgDzeFXeA63fFmNRTZGxMrf
uLtwmKcsjrN9jYiMZRWjDBC6oas8Gen8Wdc7+Y4zehT8AF59adwgFwBF3Z614q7vDd6MD/Pv
RmKb8uKyyIgiyxerG7DhwFq3apBmaL/tNv9hoTCqKhLjN7RCmAtVS5PFjb0QRRKvT6u0bxW1
vnhzlBujmmoSnQpyjebQIE8u9fW/qiXHHEnPJIWFvS/mO8rGp8qYXE6pkqp7pBvRmW0IisJg
26EAsUoZZ8NKStFBxOmJBJ3zJ+U6oYtAFO+XsfbAYBHmq9m4t79GB50g5ejWvAkk2o+K/xyD
S4rIVTMMX5xR7rEB0UewAEWmfmbqb8Mphg06h0rDMmj0psOp0wtKqEKqSB6w639KpjuwPIVgd
fegmHNkeUkVhMFSP/tkzPX8l/oZUHf0Goa/78W3VqdygCnjyIoycUXJ84bUOWDAVEnvUlc1
ureYcc5pUioWUuyalV4wFgxAQBoFGAQRGMpSc66/Wu90cXTLVskIA1KPS+lwC4ys3BBPLK6a
sedY79Vj30WJ7Yf86ejuGrYmBQWav/vlfVoM2x4rwQsYpI0ioqkbSnNSBvb0rExPRyK0eJnW
CeqBuFPTyjklWKYHZ5MSPaO6lXbmbdf06WV9FCPue1OyrqHx4I5pTkiTqWtqluftNPoPoLe
Wo5T6caCm+thbCIL2Qntin7FTf1z4814bnPN/Ti8859uiTzqtfoHvfmKmyzrYPMI5ExEmwF
YC1g9zxdugv19QDMAD+/IPT6loq3HxT8ps3RQrj0vqghMs9nYQF+QTKopBOck0Q1WD3bfkyC
8xMJYLIXCX0oXDpaCxp/LfGqKdfEt8ZcT+ZNUJOxjgNlKy3PqIQepjLhWVLFazcJdZPcgth4
sEIGrUKVuCgZ6sUZCEAuoMykxWlej3I+cVHOZgfgX8+2IPk2e2d/vj136Y5LjeA0NJkrKa8a
g8VGQhx0/j0Tf09E4V30/MvwZcZQAAd7EdVN+sKP1nFbZ2d3/DO9/dnnxxP/p6ERkaFopJeyO
ZZSADg74rnVxs4vyjnwRF0v/6oXX/Bcx4LmfsvFf5yTGJgQcxA4VNCcyKN0GQObAQ8SkA9P
rDOsoJfznWkg480SoGbxQCaLfpNYIW2a/9PUNtZcSHwRztTf+mpz/LVf3VuQZozDZZfejx4
8sUGB+YVhsq/9MbaG/oR+ofcT+r8kiuNbij7P/He/td6NaRYU/hjZ/LG1+WNv8sYovqIxykb

q3bl9jd1p/Dlyw6O7RyChtzJopAGWd38YfZvflj/Ou7P513Fprp0LK0m0o2+tGL84hVA6GMS
ZF/kKnWjNAvee7QERr6OWqvEiNZpRu36/K8siOmmeyIzfbswIeP2dhNOyiqcPuaJu+Dpook
2RDc7fJAr104dH7wR51/Td2Fu9eCSn4ZQWkRlFKDojUkY+mnDzP+e9jxH+x0SVesLxF678J0
uluYgNd64XI3e76Edq8QmWNzQ3cUdFL2SbjIMBkK/DX5AdJqrB1MF5bfEDigCRIk1M5QoQ0M
/HBD0zxgqs6aPP/oprBOYKT+OI5OpNUySzx/MphGr89OQH+jPjQjbJpBDPPCsSMwzDTTFkw+
OTwGzPqp/N9+enqnMwM6mQBvH2EZ+n9OWFOxU6wjISU0HrRNPKUHeaFL3S2hLbMj1gV3Eozb
Jh0aUjcEAD1F5loQaMDaFO9Ch+xrPKgBPF/SM9UppyqxAsfV3daEkn+Nugz/526vnaL0tF
nxC5YUuv/49lf//eyY8PZNd+xzQkmeG1gkk1cDpe7gffK1wA+YJpXJ/LI/Tvys7/9ys0LBcu
bZwqy250VyrTBc5Uh8wx2Vd1Kv66LC9oX7FnD+hBp4fhTbw/CHt4fhPp4fgAkt9Q5t9Q5p9Q
5r9Q52eoGmy5XWst2hTlXyJjLvRoBxmmXvqtF7dqh4kNRfaBCL5Xtd2/J3c7ndzxdyIoEw5
OOkePaFjv4xJCSnKTEdMIYbxzUvbmmEFYwVYSOj/EUvVI4vmYbeh8JCFrhzwneuAokVMipEk
uFhj6kFvFywySy8djZDnlvGz1DDxLHPq8vfrY0Bt7DOQq3Kxtn6Rec2DVC+hYJvcvWWEere7
1ZAFOPsWb7v1DUYtZadFSKmuIclcb8U8Bf/Sx0goUbwy4ytmK1SRq0wVsoRvVQn2uHqfwo5j
tDaU7JbZ+tAwCAWHNARL7SMxEuFpS/MnUGxQQPLmnnJFbVTfqc2eOeGR5Ocp65UL2UGmkyS
Q+tSM2dKO1zBZeOe2pyE4vVhhb4AkzmmSTNLGL7T9hCCGo80q3uGr6M6rk0MhAsalukgKUuc
JA/6ILBbtGmFMKKWvVy9IYgAdGIOD5LPjx6Uwjn5YcGLs9SCFI/CZWxaoLmQVLWqlKCs4
mI/6s5trAX9A/TBCnkHq2qQKx+t+fVmtPfkZ0YpYNAwQ+Z+TYmBDKAUTSnKJJIUd8RJbE4A
IiDvDpX7FLQ1akQk0zkKotKrXjv9JBHJOF42Kzp4kEGHe2KpmsWAWYfnFmV+PI/as14N+vj+
3LH1x4RcB2QaSLf02Aq4ITPE+KLGaaxvcLWwULs4f3YsE3rFGJLmc/HUqnR0V9YiO82ezig6
MLemQF/pZMtUjnO/EoJvpTtA1CiwRyRXXGwfaAeWTPRLu5vTknT6F4YrFqVE+JD3ojHheadM
JRvKAwOfmVYq2OTCT/pf3PgxEg8stq8WPc2U5CNqg+RWEEvTIYU2508y/m5uYY4sWCJQiRC/
Ejogu9ONmY5OcEWySNGtY0c5Yw7mpN3+N7G8AmQj6yR5egQZsuMHHj86ZsazSdPNnX5MRwta
1i3myZIUfWVsTTuXHMjIDgHWt6/IEONesUYkwU5LIQGuJzz+xOUU86Na1OOM4xVnksVinYx
P5K0I9Yyf8o/A/OQaPELvAlpTfrfleMQZ+eEpwtaYRwI+Y6ev8JTqOCio0+jT3VKxPJo/T/p
pENn4TFQQFUV+vLvcXeMIK063KjPzJpX7E+puYWGp/FllxYdJ6eFbPeqa71QCpOPpB4EMAj
tBtLCMRGFT80aeWdrAysCSblRhx1xh448aKoc7JTut/DQdEXLGFvN1Kz3aqZLP+HCKya1S6R
bKm0KuUIMKSWk3KWFv3fOjguUMkDyy4I8fNpweJcG9iyyYDKSrIYtZIT9LVQ0JKKx+suXIB/
b3P3aJtHNrIonEWWqC54Kb6Z5woS7vG96lhbFKKKLjM3xjK3sKjliY0ujReOIoy/0RP6V4
zyLp7p7Hlxb90TCdyflrPYfz8gE6BXEG56eKLjPsNW8jyUfzgt1/bW1ILOrpls5QmHE8WHXQ
PfvSpGcPv/OfGYeERCrHdwQz+Z/BZT5sFO+O+Hi6CKYfOq0D0VX4Yi5G1QcFpf5gYh++1cJd
WSPnSaUXKwM+P4SPKxi+5WJD8ctFIDYsHGGYuEtlbGL+QdbBrMmok434Y8ik4IOpANyierwx
5s4BZQHtTdBapZ9z9FMjS3qywQypr7vozi3zTNs72N0Ce3AJEVO/BIJoo10giK+3+jjf//uD
E4E3/huErhEHPH9csjIKWA+h/Dzvi/l4djOUQ6XfKb3Jt8YKRYbFkAMYsoqFNGxgUMirgQV1
cAD/KOtNi1oplma3cIjXrLv4DhH2KB1ahg+aLeHceJc6wGhPzWOBvVWGfIr1+pKMp49CAXWd
8gS2XA/DXQMhQIKkvTh605Ap0ONNSJWoHFeOXnuoF2So7APjdnie73JTxeBEAgeCtNwSibz6
ppNwQpI4ZP6Tszgq2cRRgYIhF+EKHPNHxdXbxxuMRQnijq+TcPSI2E/s1O/6anv8tQlb9D6
mVSMWWWhWJibXFXgNF6cl7Kgn+GkAiZKgJ8+UrI8tOOXELIQ9m7WRsSOunshCgenbBdan3IS
TIWqB3C82HCmK9pVt/2wY6RAVIFe5INt5RTKVRrhYXXwD+HHAL3tqtg7J+bsUspnCEKS2qRX
+DqiLQWTsdm1veuBlfHL2K3NvktuIwipVfjkoJOfLhzw9Kk537QDdiEWEMgonFwswgCtkBa

mv6JlXAb3n8fNo8sUejOJE8VqcDXWfDhnSftwQUcWTomOWCXmRgxCxm3B73PY9mZFKBBiYv6
x4orcKCEMEkHrteiFLJIOx1rVfule4qdTnaaoEhgZBDIM0ci5A/Ny0VR3RIgBxk1ylggV+gHI
sVicaA8JEmNGI2GPZtzzoGNbVAhWi1Bhht4wpSPP4itLrIPa4nQUIRRSoFrtXwjcL3/qkjll
PKNysCl8Yj/HbXXXkx2vhfgTF+VpIJM9iYT+N2fslhtAfmToeQ6dVclUkzC3EjCYooIYSIS2
PhzZ8K/9N/c9I56zJmXMnRRet+LGjvYGip8poJ6J/YykYsQir0xXYKHBfksSifyGC224+dLq
jDkBJjcoIr8O8Hnmk3Lxaedzyeol069opq/ngSXdpkcvDZIKcUZxHuoBYxAIHAGdM0e/JiIf
7zmkTRTOeMcIDZ6/DFfpCqyjilBAB7Ct0hjYrWBBjoTV8gWPejfhPZI9+9GGzWeySOJVSjYp
9wG3jrcaUw49jRVfexPzJtdtFcaFohflcUlaRUuY4Ve7KII/KiKE7LSpWOAonwr78mCvb8IT
arVgyVn9eCD/gH6V3sTsZ4QRB6vAgwQEEI6KGpO6ZrlkGKUpl1J2J8vAuTG79bk2IzORVv/U
oAZ/n0pBZuyIKyYVWpxTmZer2x3x3LnlgtKx0qihBWNuQb/PyFIw/0qGYBQMcmMWYDEOp1q
vYCI mnM/rKqR0L1Lk1tEcVydszjbz5REYi7HZxb/fKOPEWr2LpEovZ5IVW2WK6XiFApFRRYU
gP1CsT47xcmoEisBSI08vUrCEaPmiXsUgBff6lSjKIA4zwKt9NKwHZsKguO5UOPej/PNOcIa
cE7wIpE6G2KjmuFMuX+H8xHKfBtJvPwTYgeGyqYDKppikX3KWAQYQS0uS6lIsZs54mtcWiiD
5cZ3OvW6iRkRMKOy9zwNFtKUR4gdgYsUYEQPRlkLLqU4pXQZxYgDT2J2Vt8cTDJR604pWY4Z
Z9da1J+IOFVSmnveIZn5YxAPW+IqYF1Kb5SpwMgRoOJnQnA56ADQglHEX/niZne2erKI1Y0Q
rb2lvjnRq9AQIF1xlhM4Agmuf3oSEOP/CYyZ4E7M/gnho8CKcdbY4Zq07JSHeiCJPEOpS1rc
UxFkHoySedM5V4gzoLkHFIMztlievoaQVsEH+e4Zps846tsde5QIXbBBwkMOfBCQXzvr7i/m
B8ZBjUuYno/i4M6Fd6z4PrS3sLbnGIpaNT+U/8U4uDp50SdGWXs8E54YAHD3x9E8B1KESR
ZtKy+mkjorz/WQpGpSKH/NnPgRwMIIgKvMLdetQQWwJGvW4i29zCyCMAirUCirACeZTPUmb
rXwaTxXLRKwjyaXN1b2F0QMk5EvutWI0kj+PCh+fMcs9iOqJP5To8HT+xFFv85VzJz8/7CIC
r8G6R0YPPw4UCmrs8MQsgoSbqc+3Q5go/wAdxCRmTd6pEPV1LSpDyogl/QmL2oRHoYAQjiYr
HkGLN58d6aCe+hhAxFiKn7qGBqFgFLYITFr1+EeoX0sLB5PGMLRilsr4b3j2eFIPXa7NaAt2
lbOsbKLpCmSGvSKXtle2ciBYho6xtFsrw7lgiBeilQ+K931ipDGsiVYOF0Z54v9qoeuyC65G
YIDsZerF6FvCC66i7BreRs12+s24Haljf4ylA6Ai1edSQ9VdbOBMKvQyuIquW5ya71QM/yMF
Jo80VypxbgzL+yS0tqCkBL0Qs2P2OTZ6sIVLJGX6XMxpPhzQolpwH91INPN6OKCW7NpTP9a
grgd+Wr36sNtjpfmAkQcPCxU4QRJ0VBwSVJzRPQIa4skFvNj0Z55irZzRS7tgWnFBLinWKV m
YO/Mhme10KzGhRFY3DmKLG2aB+tor00AZmA+mPchBaQ+SgsWxw5MSVYymUAmDvtUjwcUGDLB
0lO2LjgWCCVFOzFk7Kd3VovHp1Y21zy9D9I+hOoZ1Ois86xr6eRIWRzIDVSmEkgqOEzW4paWE
g+0719dS4qsHIIcFefQV6x2sjQGoohFKK8t1sQB9n4c/MYIlqYBoA2xLNMtUnaWG8WKRTN
nUKiTUO7BhTKlI8uGBcLB4b5w11MQ4p5xuaOB2PtXirLD+kxf0rVhLXyydnmCOJBOqwYo36+
SAUCnxHI4Rt5Iz2QqWiMw8ecz18tOyZ2NgHuIn7tK1Lr563SYs+HP0SRkEKdel7JSdDIEC
ILH3MQtdCB1kgVmpgMnSHIY7MHsXtUYJ5wEbBdBr8QVuNza8CuHieAqzPtXpJMO7ATR2Dcgm
cEbVFqfthinUMHr6DnPCntUqVOZQ35Blbn561BQxfPPbx1bIuELWL78OOUr+2xSJDCZoencK
2u9W2KFFG0e3l5ae4xK2zqPRgacwP/bf6NB4ta1kN8AN904yEHvjXFBsfu7XR0q+YBc2rNSe
5XPI/gmrUmGz/D5mNKfqpZ0IR+yQx9acMfXUzjfq/Fn5z4apYZ1Bvm4rMewD30vayQ1ihgeK
BLmknd50o78DCEcB/LYmaA7vlf5qPSK8IQCUnDtUsrcWKOWEctUAMxky9EfRcxDbJHOR0rmk
sx4QrUXU4G1aLergCF4B0lwZ7MPp5b4UdEL93pXlhp8v8hxORns8WD/FHUd9/QldIPP8wGsj
pwwAbz1Yzpb54sCCzSKcEVfpq51Q2Egwp4vUVZITAIWEUVQ6HyjAMtnkgCEeDAOXPsw400Dt
igdigJ+ZutQwAsgXIMVeIBTQ7wskMKS0atwecE0osulzK8UgKTTLdHmscxAGjiFrHER59Q5X

iimCwfUCF+sUXR6XqW35z7NfjG7AtluthYOfAYvOKzqYJ17J+eQWD7VIqs0TFxo1Ow7bR4M
D8tyd0h+nlQI/smHrwYB2oaYRK4c1vd8hfUHrcxCepbapONp1YNUDLtbEoFCRZGyIwgOWBW1
Ysaa2+PEr3dcK2hIMSW9m58Nzl3J1AnlkKOzIXqVSnQTRwSoCc9mtc7+vxYM/xf7aPEKTukP
Ac0ZUB1qkCgoHIUAsjQi11IGaEBjFmfK31sVct27fUjggDymLpEKA1QM/IVxVsUvDaXDKduT
WoK/yQvHzrixhxTJVqVa/F7PE68+9+e+vZOj3MgwaXczT4uMVF1qPZp/QNt2pYOv1/Fnw3ep
ILIK0htS6uFOvY1b5AJPijuwryE/KGL59WrX7vyY4xTmVJmSuGQKCgAamru1wpZA5k/LiPr
fXekEr71TRXo8fQm59uWfZWwkYjuv03TpMRqK/2etIYeJzWXy6lY8d80Qy6lhUloJ4ygtF2I
OgVKKHuTrWVA7o1nz0xXiu/N6PCcKJRtlUtEa7PDnRVGpIXjGvMERgvehsbOyhFc+mVnx5ed
Q786Zrf7IelE0qS3GxWVQDuHVkfsdNKYMCLIxUXiUCL4g5WdypkwmlQjLYra14IGKH8N3tBd
3nqD2u5EMHQXcypzdUAAtZolf9edQ0dPdiAGLQwpUNkSpQwInm11KnFjCCT4QjN9iwZTICSGI
ubuVC8kjk5oEXJ2yIIEPZ2qO/AW30f1w1doGaZ4t4OAA01ctB4yjSNijZ6oY5VJWU0xIFgiE
/rXIDp5mpKQ3DSuLbfMKS0BxulW4Yi0UyVffA8bauAmFLKVXzy57Hp4zRCHOQM1mQQBqRf/0
6DagMBdXkRYCuoBU56mE8qZsQM/7fArzSHl6L7v/hgE6AyPCDcTCnVVPzf6J2j+qRSulM4e5
VNFfoUt7FI21GrqCrLpbFatkX8+n0Y2O97//CCoMN+WVHUvOnEFoUV4M0jgHUuRmT4kHYTGO
Fvh1RxKTmTkH6GpKwJNMGTQcE8ufBiOk/JkXUykCoYTJmrVPopOZz9BNwBWSbW4n8cpbT1JR
R1SzfDeX4ECcjWrdKbwejtaZ5NXnPCDpUkJ8kPB0lJAU+B8XH75UGgxpijJbRPeILqZGU3PB
eouY52L8MLRBeQpy0bGBNqRzRwYc+3BI7FI5pwHbV4N0jY6Pq2LvF9+mhVDDTxEph8MAeOgZ
ysoRPCEXr7FkBqiLTKDPToIROwJmdvFOIAQyOYBpJ0bZU7mTJAprnTOTnuG/gwQpjfVLTsZ
57NiWr0bhcKkgqWRHOCuA4e6/8197cUv8Fwm1A0Xz6U7JZS+aNKcVvOWGboyiNfpVikfwPzG
fv3KnJ8C4IyCGqVrAx+t8gG4846Nrl04yYi+KwVMVKskiMcGXGvIRxOSxvWsN6ZFFx5+QoXm
VG8XaYkjm6Lnj3R80A1hXoe4kTCjE6UsF7sYEqb/k9MeTAz5MDXkwN+TA55MDvkwPeLB5ZE8
fQOtbvkwM69gnWm9al7d7IDNW528OS0RVoj7+tOx3J727rT6/P3+ziMSdi+nktkfI9cJCzr
aWXaVHqymWL51+RB14pvLd+nSj3PxdSlprPDgQy34bTMveC9oupG8+CW0dxeURBwzy/t7gCe
gLzLQFpm8192FvxYXWuvV2nAbr31XNsX/DzzbO75MHjkJtvY8Craet/UrbnRt2vwiFWvxJhi
tmU6Vbe6V4zLp3/rYxDV8OqaWDRErGDwFYQrxHdkypYUkmc0yvRr8Kmb3hmSx3/v4VhbdW9g
D8RY19Av41wIMavEMLXv7szS3ygwTRkZCWYXrZW/4ZXP4ZXf4ZXljkqceCAV0g110sQ7N8SM
Jg1BZdLYleUiusNqWEqDXeIq9n+rB/XVoNOSA61bS3wyBFPizH2YlKhZ/DG6srN/wiRqYHvB
gbG/Xjoo2N9vHwd8EWj80BVxXdigyLk3t7VoWR4TtVNF7mCLBHQ8k4sUEDt3rAB4tv+rkv9
HqfQ0soi3C7y5p/Zhb1sQ7j8kYGWrMPIE6NgKTH6YUf+x0V2sQr8/uxlH54d7g2L7+7TyZp
xJSw3k7TU6WdfhSvRPQAC+OliMwogXXrrfdHBLjzjvPgX+PtX4JsKkw58/Dg5NvnHS6GeDaz
5MDXkwN+TA55MDv2YGN0Z996OqY+igz/ww4FKGO5QWvG+/LnKWT6gYf5OzVRkgJ3z7faskBN
fZc14Lm/quKKJ29nz+iWNn7wB2S5jJz5ue3co4LsmdgdfaSn35XNP3829q82RxZs7xtbvZGs
0sipkAs+Nshk6BCeiK16hguP3SzLKLQ76MejgR3sd8qDgixkWeZcRrsGJCx/BhZ+7C14sLw1
ZBndJBgfXvSzamBxbRbrq06NW4XS07jepTe+jrf2urG1SztUtVLe1S5tUu61N7bmu9tyfe2
5Pvbcn3tuT723J97bk+9tyezTUG3b6EsBW7J0AyrAGp/P2/zTfNDxKV4rWvfGBRzm1eZc8K1
YML3ZqWqqEM9o4ZIMeWX6UeJHT3bFsrYjo84FdqDq6xhQH7kr6ewzu3ucpdrmlmueLkr5hQo
cEcXQv6IJ+n1bA35MDnkWPeDBe10TCdTXnq6NqWx9b3S7F8QODIyu1Co9xdtXtEg9sWGM7oY
Ce/OdKY3fIXd+jwV29/t6YBQv40LvxZ82ID4n+y5F/3u3EsLS3d5lVtSlwYpUH7IqofR7Rk
tkPuxN/hicswD2MZcGa2P4SAQ/Q1Yzr00Ci92qGmath+72QY2Pyxtfljb+7G9diikDdNdf/P

gmPDwTPgua8Fzfgud8Fz3lj5vdu0B7WO/+WNj8sbP5Y/vuy2xdy4rzs23s3UX/Vfe4eFTJf/
syMf2ZN8K6l7Xivb8V7niv+vARt7X2kbe19pG9PPXQod2KHu1Q8x3Q4yjXdichvlylgj5Y5
IcNIhc45rFKHHNYpS45rFKnCGxR6xSpIPLopLTDUo1irwUbMLXtmFr2zC15nYocp0Zpl0ms1
i5DjjO1QUYhSnkQKBbggi6ahbk2Nj8sbP5Y2vuxua8UNNfjFDTX4xQ01+MUNNfjFDbdPB1QY
w54jZAYHfFgc3fJgveTAz5MDXkweWJPqP2pYPL0Tv16J6rnPYNjPjX+PgHahmWeissX3vqPHh
ff8V7Hivd8V73gvY8d53WG/Fga3fD0Lfiyd8eRTvgR4he55eA8dA3vAvece3fHSR5inIYoPL
6plr1Wr1ii/rUNMbFDexQ5sUO61DezCrdXo08zEp3O5PVBGrT3tadjWnZ1p9eD3NmD3u4zzc
e2Ghp9wNAKkAcuOKHP4qLAYbzn8uShO7SoOhRFSOc9aShie7AcJicka8W4Ghfxgl0x6L7Ch
jbpY55z3wOWeldUEt3Bz9DJVirz0ZBYZpTbz8kkAtzb1WIGKsQUCEVC2rDVwDhQyV4gihykK
eS1+kd+vpGasBcCPmB/liiuxSwT2becJfDA/JR6BmrAXpwwQQwb2jRxmr33uflG3+ACn9C6r
cOcVBUrav0q/fycFCdilPWcx0MNWvXsjxyTVaJNVZS3v5ctCerFfvXUI7eoBLWZ/PRpm1Xj
MZMxkE90iZsrBovmy273e9be6+RXpgklmUwOVdK+PI/gQRNR8fbQvq0v34kSdEFG4r1Wmf7
iLbLiAX0klboY6sY8XHwFwHX38skeTQxVcLtJmTQy1ZJoAdzVO6hXanrg7fsXkF8UK6shz04
SVFWFSxhzI0cYXr/drc9s8a9VoN6H5I5UvCPHfDx6roMcKePLNo8pXvoDpQ4VcGOCZE/mQH
01eB3gFHgSPp7FXrO5RhqlCmvklHjGnKIVfiffwRyyopEt1MterdHWu8s9Vq0kVSoVfWJ1es
zjp3pv2cJNUec/ZsSbF1AX1o4m37PR2HQaWJha83s6KMD0bhHjZqrOfjrxkMUebRAAYsgTkXS
KUON68pqYK+VpSx44IstGDXXuzBrNnrDgH2Sf2bIC9ZV/Qwvat3WbNwvTJHFRw3asnAcIjrc
8GBUQqhj7fLtWascT+ArvOcr4UxM296CGwlK26soJPHTT18pFRnaYkQYauoVZiUphr77DZm2
F41Zx0n9JEBLjRhgf0Zm/rQ+NWQDtEf5qzlnOBTK0cE15LMAwmrE/BvcWj0dUDQBc9Wlft9H
orjYN2UQm/LkkgmUqau2BfoU1e74wYJFJnT5fRmJuzkzQP/vjxo55N2c1uzk63ZGho4Wr8a
JPnQxVZG5N7eoT1YC83n470jTi261drYKcTSyvTpXXByzTL2RDKKSOMz0ZLDV5Wy7rloY6s7
fGKD5hmGWKeRblkGgvAdGijEctopYxpjJRjygrjhwioMVvo81XNn7IGrlnUxWfXVr1Wxnmm
hf0dIIY4duqmkYxVtIqy26sCKSnz0kb+GXOKfylg7KO7QUMmxNN7KAx6zE/HMJqMcIWAxRo
PDyfrOT+jdLBQxNd01B6yRsrR0JnO5M745LAsyxq5ggiD3buj3x3PbuaOsz1naf0QP44wVaU
03D1na8trMyBvfXoZXWI+bqls4GvWale7h3uBShzd8ahR6yo3+UakRQ0KqYLDZCVVu9ZM1u
CnqMgu7v58U7bgr9fSI/9OpemopycmjFjtW4v/z18CYxfcMFOkbFverrvCSDB6FaULPDWwOU
x3I54B2umgHCP1ohyCXzP22JjBxomijXrf749Zx4MUccKRtqSeGN4hOnkE5uskOmkQzFF04I
y/pHpFCq9tVXu91vNd6p7aqvmd0KqJdTBfI/TmxabZefd82Npaut6JGNA9V56apWDITgCk50
LQN/7/q96/n+VCBpaekP6uLW8YTSurVXo2WIYpO+TUwNrW23RJHFqapokDq11YEfhH4VLW
DC2VuRpHOwHLSpeWppYwhG3329BeBI3PCIP631q4K+nK14RbfJhcq8iPIKi319q4g1tKca+8
tTaI9fnGepbsu1SUjgjoZyQC0Q02g1PqQHclgYhIwGS9cdU1A7ZJkCl9BUJT1Vg+o5nUAti
uLso4uwT0fBMQ0E1BKZKkG/aaSs07ncnFFpknENe4azizfFDp2xYzVuraZQRJxonTRAEhc6t
mOmCxyMAi005RsYORKq/7L+4A+2WTOpjBxX7RUrlo93boMF4ae+UP7MLAQek07S3XQ/koHby
4FDNMJAF1IaSdpZVuOX1EvSuw8VT+GrdW00NwTsiKMmvNg6Atqr0tGpDN4uc1FrMaG8t8g35
VY/rbb+kZc/U5ziu67I57eMd5lo4q6a9w/veW02nRp2aYbjLTVf1bW67101DvbqcyOsdHRdv
dp+d6r6X2VvZKOFMFoBBmJSUcytFlQaBpawGGNI6sNYukhIuhoG+fsjLiTQgatQDQzRlZsZy
Ot1HCdFCMcCdAkMaF5bts3CVt2xVgPvV0TRt9fAJsWWvtlQyRDvRoqQ5d2WKZKWVIXJBfUUm
3YEkEpdWpRLAge09kSUEBTd4INrpEWHvnkZkLoLzPyQc/POq3XptyXcMz4+rC8YSB8n4cqEw
754nS86zsVGPi7W1qnNro7Op/V/DhRhgVvGRQim27Xklt/Tq3+08OtedhYWozBZ4VXgmfv4I

WAWmSZbgcWaf3YquVpoOyWs8kbg66RanxDd+3tuaRvs5bPJG19UnAlQmr7aIU14o5qBHQWKX
 ya7o03ZJZbnwBORqrbPfQSSzZmLLajkkk90kmvo5vpW2ijFIKmhJ8gI4/jl+/4kkkgQAANgM
 WNYdYdY9wAFblbbcoBrMAFcLPQjr9nZqGNfonLUGECHHzR51+rUyeXhM2qcaVLmNt4s2uX4q
 XMObzVOqiiWIVVOjLaRAHrKQIa29wBLdSBx7Ckzve7k0Phfq7xd7WQmvd35AGHyqVIAbisci
 A9ffHKs5s0HdMMJZEjj34Y2oWK0VpzwK1eAxqv5YLWyoZlrNKs1uQVq9e2Ba+JaEP6zPfrDN
 Sx5V+bdXm5V5u8Pr2jXsv0LQnlzUkksvsX80HzdE7xYjihprKhppWZl4quqvUBFb1dwpNX64
 SZUrNsJf4TKJSKpFxVh+X8TLUYSkOVBbbbfhW/ykbmr7ZsrGrRNXIET9zvxVv805sJVaXXS7
 ksIVs1pLKraZ9S4nfX/FjB1riLq+yHs7Sm0bfLNE4aLbyUjlb+VNerXMYe1r9Jiqj6fhjUVP
 C/U+/qT3syRz3mrPduz3NZ7nze+mWo0UtSr85LV7ZLjITpsFVh6nAld0dVQa63XSmo5Wrm2y
 kS8p+LZSL9yP2ywMXhIEBCree0PNth0bjH8A92xk0A1VyQG7hq1dN61FN5Z3TffOCXsE5vmm
 S//8P43SmFa1KO2/qul+ryHm5DxBlob2dLOoZkRu60CHuXuX551yntytDrlS0JDL2by2ocoM
 1Vh5KBOLjDrhf+2Rd1LO0wQnTMgOUuWIZZyl0VLqXq19/z7vAXuXgcs9V6mHZVqnLPSb+d72
 6goauDOPZrP75apIgdDemiVvypObzfx8GFyIDWMFEDzV3JAUUstf7J8JxEopVYeItghAicv
 V/muZsFdT09LC7Znt2MrtlrVdbtBCTZknuIyowd4KZNwFNVpoG5ltIG2EGnFKSh3dP/5z7K
 FUhOxTKOH7SraTwiJIH8RG7TSYnXFS8J1ZER9v+CkaMhvKHTgdN3Nva2Emy1rdLc7hRwaW5
 3Cznl6NwpWuzs3LnfMMAtuZi3p0rramIWu8hmIG2EDjCDIAbBBsT+A6GcyIhAq0gZgXgRCq
 Jsb2cKqB5fpOud+f4IHu9yznTeLBbu53RzhA5cuH4C0cBaeAvfJfFEHxF01hXetVrsXsmjB2
 l6qy5M1YNrhztTfAW5meHdzx96o9xY3GalwHmK/Cl6925RmVF+uejKAko6Tw+P0wLHSGhbGGR
 q7qOVNTVUDzbq83KvN2qTgYMNUid7BRriKidN7XEAAdrhwCd1ycdeXqrxCRATf5134xCa2FC
 zC/Hsk9yM0q4Gyp6j3MtrsXU1Z7t2e7ITCJyreLGBD3MtsyXuez3TtfGPc11QJ7KaFdUIQ0
 KevY9S+7m2iZomyrXVKcoQS6p3N1tdG6uqUzDIzNeT3NVgMfg8cBbmtCYsYbaBA4cHrqyD3O
 6tyOHF+SGEEWXJqZTy3BwyDuZmNFjMaCZjsZEqTM+tx9BMu06dGUCfavFC98Rkkj65ddBKCT
 Z3aqYuiLgAkEzVS8Yi5NvN8qi0ExtmNOSTkExpQ2AixjNGyvaRwjvIKjL4DPA5c4jHeIw3EY
 fiMRxGJ4jFcBgs2NrbyODryCs3KXwEE7bnYxcd1qPc0NDOHysVuZVYOK3NnO8VdmvaXGDWoe
 G4rfNTMXQU72v+osc1lems1KBAUd6UxuKuUstBanfUjjiw1tv6kXE2uob2F000SSrIX/yuFK
 Wrg7Yq45wFu6dCYQXkrFRVgdsU5RZZTZPZUumS3CeP6RuP6ZrKJ9RMoeP0ZqdQKXqjj0CqnG
 1FfmZwaVFe96qXEBzd39p2XHYIk5sX4or5ymi9Vc4/ZJ4C1bJOA1cJffX+AYbiMP4DNtnwBK
 OJsnS0che000BV7KTu4heyo2d+Wu82Z0JC9Y9q6Y3Hpgzps4wrafwyICBxfG2/Ra6XEIBZnb
 C0+212hS1y1ROSANZwFLdw9XbBuyHMA+Wk3UtSc7sClqErc0UvcS7kmEMc0FzugDbV4ERbWe
 lLX1VtFbMIEQ9N12AQPτισAwENErpbBcsHdS9INqhZskCcvw212WetZLZIAzTYFL0pPHK+Kb
 m/FpSR5ZxhXDIAqcucm3Rj2N7zql6PTZ+9LgYO824i1Zo0BAab/pRt8yBRaNStsU++bQorHi
 1G5yhw2KiAPjyaKc9eXq5U8UPbcis5QQM326M1IcQFFrNQIk6W4AFUxtU++jDGWNLLIa3hEF
 hNdVsuMtQ7RzrD0TslXgRu2YhCRgWr/4LNFX7srTtlZ2RHtAdjy3cUoopHd+0opE2v8BRWov
 A1VwGN6GMVFGh29M23mXKorRPQsJRWhmXjhrWhPJhVRWatDSSisxqkbOafrHdX4DrWf6d1vx
 7d3Z+U7VoKC9jbkNOn7v8nduHBV+qjdS6jfdy59X/A067P5jt+XaCpgqUEc2dJpz9zXwsX9S
 RDp7/xMq3hTB7UujHsbuAGPVrU+MeV351IOtCZ5dl8pd+NL6Jomqi8X1UNZgmiU2SrgO+FrE
 5eLLZS/puCZlsuFHBJsrsRXBQP3OeR/DBkw3fk9KtBwTXKoszgmK1ewbjuc733gGsH/zl9F9
 1mQYtuc4+1L4yaEF8of0LWSLoPuFHa3itPIU9aJf3AZ4HIjG66r4RYrnR1v9MBMCPsQfb7LC
 1p+Ulgm6GeoYnKpEKKh3aLsVQyaHBWqmtqVnk3dcInKWrzV3WOU3f+VkkGrzrCA93OznUMV

4HqWECGmrwIA+ZSZagJfiefm6KHMKT0vvd6fTdxh536RDbYEf4/x/iaqypEGWhAJ0p54xrv
cnqk30f9kiPOSI8IRLd4kCeiMQ1b7y4Xqwhfqe1+K/HFLxbd5zkn+UgzGTrDJAuW9vi+uSTt
nNTMNTaPsAakjSaCNUVH19AhnQEQueosAA/RzyWGayCSDp6oX+yOO/Ob0tKDFThDVRiQr2Rw3
ybm9g6qdGy2lfo/ix4YIsQVIOGtdfbab1G6ZQ3gbubTdxhu7tN3WG5tpuZhudhAjajh00MrY
GbW4dBj7Sv+ZIZ/COLJhFFxN9TKRcPiGyVVzPduLsEr+RZJ8SiniVB7YIYZyVvb8A4s8x4yk
JvT9kxKjZi96BSAYLvufixDqsczw6ZRfgeEln2wffBQ5KmUH4GiNixm0MN06/30sNVeSUkyk
vHhnLHWxT7910pdkJF/+3pL83ErKBRd1HS1qPyYQwmJ1k4VvYF2upOWxQ3HSIPWKI/BC/Ooh
xi+nDL+Ch+8j34gnSg4xebh9Dc84lGz9lktf1AKkv0SR4sX8Xef/Iko/aOfryHFM07B/rNRy
T9U7LJh/AdBu+wJifnaYW17jQk3el6HFS2OsFILsmK70r/jpNm9L33tjh+sciHCsiHuuftmp
1kR50lb+p6SHEPqsk8Dx1izndaznTbpl4L0af8eYU3UfXi+8tZ8slTpJeJH/HO9khxT9Gx4
N1WISTHcDLX3C/J1Pxjd9EPuWkbsDJDWMIWLGnmdw830ehFtxjweboxv9cVDmpmLIM5t+Yd
0fxrptNzUj65FscISeTI3N+mZEPMskOd6/fqjmgKqth+7HJd5pIPyB93/ifmGKUPet+1TMR
ceDJVX0JyGGOEAIIfEdvT+imUL4Gy6lqOGGpsenXAdIUeclky2s9XEm0/8rPnuvrHyc50yJ
4uui+D0F967/Qqg7v0VOcsmarrxOhlXI+yhAbKpQ7HnUXtknNDFkIbzcANzZRNiJKUzNs
4I20pL84pra5Fi+553+nqwPYZ/lmN+ITPXds8HObsriEMb8SyngBE1pZvWD9EvJ3ebIPY8kg
gHVU56W7fmskbnS55fNmaASTQPvkvyplpakn+EP3QzQLRpF0jE94wdqq3tbb71tV5bLUeGm
j4UScFWMWjWmYBm++YUPkBNZAu1r7IF4UNZqy6mWQdUEIrHZ29hoy+RkQ/BANiAtiac1Paan
71NFiJfe+/VcUAGkpBH5CMcd72PBOFEIv05IS/gX03oeLCk0y4nBqFLnqxdekGOmp4IH0QX+
nJ1zgGtXnr99RMOLc5VaBD8/DIXkF/A1d2GprTU2hba8i54GbB6PB21eSXngKTNG/MScsXX
df/OPFOSkt6RviVSyz3EwIf8xFLfxYX3r85o1aaNazRvl++1at8h9b2oMbVtkP+WTFgGTuqw
ejjRrflLVUEP+kcdLe3PDkwiUhn/SCBDCBJow9gnLzypHCyeFbn6ocYE3f7Xc7MY1EembusL
VcfgBampsklCILw04qtKwmXihON2oobPZOicGpFE0hcL3ZGcWQWYzoGqrbC9wtBCMi4NJYVp
NzvL3OxHTlrRLgQT8gj8KcYtZn5Dwfu2j7YHZD9X5d0CTIT0wz12xAUbsSdKnpj0PHWINJG
yrTYa9gUR0kRaCMiIsNVRXVkpA4j0DAreHQAgdYQGZ9EezBcEDTb9srOZocNez4hwFBR22fi
ReTNeB+Gsta3lrektb3loRt64X38Yb5D+eOgyYk4y0nRRxUPkkaup2cmZnLH2YbEjo+/8RHK
3qI9QzuF6zBdd9LhDp69iggVZkPwDPezQuh1BAvoS8MIp1aadMhLU2S9ra2G2fntwJ9MdLgD
P8VfnctSsRB6ovtA/DfoM2KKIgmM7vnu6/shwhKuji6X5Mdfxx2c0ez44AkaQSdaD1WqnRe
04nEgzWrFEjpFh87wC7g6yRERX3VupGTm7n3N5k74tKod3HoFG38wfQ/Cje44hG7GdZfiGOP
InVZ2VSN0JYaq8MIQXBK7/uEkunJRipCAh0H15IZ6LwgLfimNLdv0iXM3TpWB8G4Eu5aPguE
No+aPmApWB5fEo0fEsUulOgyYpRJU+OCDG/gepfpVphkr3zuST6wVc4qWUVir0vhBgmP4DJQ
wvdVD5KmJEIg9VFtmRi7ozyZEzuUmAA2i5BEajtv+b4CFNSxYpkKUrm7X+WmexDu+mDHWIVo
Qe6VynlYidK5U0wJ1huOX0I5b0ZDcji1r50rm6x5kBVH4dyp2lYJnwJtJqa01BEfy5hGmB6s
Iw3SUaft+z0ElBqnyNVaTVXia8rpAcG1eu+XCNWqtaYs5pxhA6wgMwgOwgQwgSwg7o6yahW5
M5XKvtexldHRX6Ajc+369r0kkfZQHc3BycAqAodbMzt0ZjIAU6/iR9/zwRRtazb1PYsY2rc8
PZ0rjHPpcgauXrUYuL/1w9dN9cRqAnu9Ppu+rJJH11szuN7qyZYkNSDSa1FrmjmwEdJHOCog
4dskAgiNrN0Vm49069P0QhWboHV2e0kVFjI6u3Tevwz4SdaG7CIfdc4/gFpXWoQrcz4ZMRJh
rrY3Stw/iWsqu2U+brtsg5ZBUokMOKsIFZv+kOmZBtWQSqdPUIN8cd9ZN6Rnrheq1/4FcEfQ
e7+KpPJm2c43+ucHDuM4dbLElfegI6w1LJiRwrWnTjHy69kHczE0EQbea5Z5wjpWpJJ2KmIg
ryDhGbTDNZBj+w0JureIbFE/SmopdK4V9r3aKIL3T6RYuYy04iDNnQCNWKOIgz/hMkhMuAlk

GXIACRI0F8v/S2g6e3Yt9ZBx4MERAbr/rWl6fl0MWNlcqlphKVCla1A29QNk7EreXnhegFdL
2TaK6KILwp2jZcKWYz6PeVcVpj3IZK7Ig/11lvIKsdW6Vwr5dwfPvHzdVcK33/mGIMAA232z
pW5lu6THDJZMIK4BZwwJW9W5/Lnu/GDulb5DL9/9R4IsV0Zw+j9krer4/P311Rt3OlcBPdME
MBLDqLzLzQzSUUnbC/9Y4n6DBlMOVv7qOQIT/6k11NKm3N/lwe+nIUxVhXFllcOrbEbjJOC2Tv
VixP/mc+bsPgCc08iVw97K6LUrcD4wRPjRm4cVATRYJmK279r0EQ/ux0A2s4NBr3cxqlYr3x
5PvgpudzXu/EImvO7+JdXphr9MhTNvfqkMgVwWdVkh/3GI2VMSViBRZ9VLKBite9H9ys+A4W
C+jy9SUUhmcpK0bZCNMVm7XBaBsYqgHrheoVxbZfggH3Xpe+78VM1IzWeFmYrIgZvSqRNvi
PZTiPTN3tX5YDNbP4m7bd0zds8JZAWZiHL1xyjNusOHVzGYvvWju2zzBAfTprErC5kfgpR3t
drtONf2aWfZ+JARr+oky9cm9FXaUGXae6vgitDfXATfE+ddp/7cYouW026eqKihcMu00Yxm4
x59w/74W2sMMVrxmcYK1x97/aHnSyCFHEla8S4xtfFS3130gwjm6bjgxWxnuCaqsiWZ1vyOU
GdYkgiD9cNbg2DM10CyD9dOyB8RBmQSDRDDRGo0Y2+VwvvnNDaMsSaXYYLjFYoL8vG/J+/9ZI
L/3foN2tJu14m4JNNWkYrdfNEsM7oAm8WxB8oxNZEgPrJlWszlWssg0cwDdTDeuDI5p6AvzU
UUMxMVv/OIrz4sBiubHIKHpKRNT24i5dg18mUaVvE+9jwDE3+Yr0oVl7IMy21WQdHV29Y7+
eMj54JC9qOCY5d5EBaI96GqgBK1/o/2n6grTz6RyQ3yq9/5iG7XiexwRxPQ1cWhe/fyRYoZp
/vtrfb1K1s8uDn2oNOi4MVsj5HDfLvHP3wbm9Zw4J398E7q+/N+zgsJiV+pl7l/7OSk1YH+v
A/JfxCoHxUq1R+z5FKOKDhP7OE6/sVfs5VmZ0QYrhXmhjjw4qd72lYXLdbmTOw8WE1zadVYu
wtDCf9PZPzSoxKwdhKF6+uF9/GLRkfnUWFB7C13h3vkw6OANr1HKw3kdn2XXwEIz/ygGlm0
0WReuSOIUmtfSq3/xL2Fr4zA11ctBbknsHxGEnMqCRrRYplby566srebPU/q4JeXsOK+WbCy
G2RB06O2+QMplAKRBaGucKyV2RB5JLV5dUe9e26CcCWu8SUVEp5GhNEoq1os5XgGw/Ao28Uf
v+PluiIqn/QETr0syw2ezPB yrRwKTtaKWc7WelCQdmsKOVyvzI7hyn4v4xMY6rvN85xstx8
ETiF9QDa1O/RZMNGXpTKRce1K5oswcaTusfTrufePcgidKqRhCKIvN8HoL713+noX/Nn1TJ7
bo8cQajiFkVPGUEJ/JA59aziub8+HgO34w1D23Nw4PPiJEHK5s/qDpxxyQPUA2tMo8BW9gVz
SwAvW08cbsCIsho+MNo9hX9Z8X+wUOUeKkgPqmJrC+Lz5XLGo6Y3Q4nxY8K5/8PtXbc8Osg+
EA2uM3A/COOnYogaU+DJjnt3/RgfojdnDbZzTeU8G10wx0/dMuw1kHA+d0QTcbfrALJb2SQt
nwQsRDadIldl0+sg4IkQvFNTWJ82NokxCGAqjkFdM93BD4G20kOu6QC6K52pyubeh5e2qKBT
LFBPw4qo5TNkwrcngbYTspszWByuefPfvwYhhvfq/5paAPKRjl2IyIg8eEQzhEW/wAiTrQwU6
ntvrBrNOD+Ki+3OVyT0dckFMPUGPew6fRfzLbB2ml7DXNLUO7pBG0gii+Yh8zjr6sk0yR9tS
1F69ew6to4Vkg/+loI0kGHJinx2uHJFB0rhk5eEV4t0oOzX9LIPZB14u1ecblJSoorGHUNM4
crGERwn6eH5pIPyXzNW+wOV0V8448dNYEclnmehpqiDodZ1jv66wcP+rlxZJZ3x/2bHpbVo
Br1WEhYNaoInWEUt+iuUCvX+ZmWktd2Z0lFWFvfr3jpc38QVuTgjiWjwvpaDR3ea095ohea
G4xdKdgbpONLuiUby1Hh0yd5wnT0yt5aruQFTsGNBpKkr3zZ1b1xkKs35R1N7y5vUXb18LuZ
ckPZB04JoHYkNSU2JoPGPDEQaOxMw0NpQGyV/Lc8U5WoR4yh7VPZlcZ/Lo990nss+vLPLc47
z4EIWbNlv6oICF3EtCF5tzJDVj/UzEW+o4RLtEOHBgiR5dMizC4IXcBWmiWfNq/W9IQ1bu6U
NWYHGEEA4FthA6zogsuy7sJYYFYGsJ6V19XBNzWZ2fC22EqCu8M9s2grpjXinUFdIc7wpl68
DKi3aSA2d2GzrDYy5OYp+dR4Zh53YJ9Da8E/24uwreaWz3jxlpfrn7ob8Ucp2IkSh11sgrrb
oEY1++UfWkCV1z0QxvBrfR/5keknvBliPDjyu3/XkqoEEFdt8bdhBXc01EBQCXjsMEdHuWAQ
fxv8QS+ad6q7ZknUFdh2d6iznErBZoBpXT3M9jCgsT71ATUhlKCuZNecTAlemyw4RwmGcMCM
u5bwQYhIq6qAbm7OsIK348/z/tVWHO3K3vygkrBT6f+XRJZ9QGgrefOan2/Q11fQJ2ISu77c3
604yyTw+2BETHz800dixexc5nrxPqLJRBmPxBler7H/rX3hQ4i/jrqdEGPw0zCGW6qCtnbVE

FbIZ8UMIYXLSXAE1+rEsEznfZ+gY7ZWmJv7aFJBWwWaxUQVrDnBK01xCCs/u+48Qyz1WQZrS
ICGSykOM5Ryu3YoNmR30MRMuzXJR/0gXDL0Do3B08L7hCLcJKhK78fHFSttLKAZLbOTCGvHG
AlXKMoGUMofDlftVvDKEscIjV8IbN8grS6jROjuFzGisITP+N/rAK6vYYUCGtghKFfrRCIK
vczyWSrrbM2QAJp+VaJNRVpvpPBhg6aJbhVnxMg4YIhzs2Y9Sm8v9x7Cut4qoDUIWafMUETc
MhN5vuLR+Z6r5PL0Qak3ipA414oy76or9AY2oMGidWdISsL6IXuuvlkauqTr+sVs+sDcXda4
gVa+ClozCC2rBYQDgUM4FGjF7B5ZrRoBklVq6tw0sPmn/pKrRlpi6CRzSSM/82aTCvRxAiQz
g05/yErBiw5xY5HqylWjRepZUDJKo69scP1GAWoBBB3tg++CqWgkqi6XZa11IqSqMs6ZXNe8
VAYkFxfz+47vseqwb6SqGdfNF+bggxv1b+5JVbHqehpmRjdamsIo4ca/4/9iBVWPbtHuTbqW
vpXWUh4IzceXEelf3ZodU2UzU88PTU15tqH0IU/zifw2utxlyFoR1VSTpdy2SZak/dSzJZ
oMMEAlSXtLQqVhfVDVRYJKpe+EtrBOIH2SBgkW6knVQSBU/vf7IMVZwFNrkkFh8aAjpSTI6c
QLzw5MNciBJVOnrkjHdzfy5vE3Ps/PPUby/sebT8ojx/iHPp2c+nX/IrMkQT/2PkadDMsEK
xsVk1BI3pJG2cw5pM3NHMO6SR2Z1m7YVW0+iyDSictGPzwRRTX2JPJ9MdMUc7Io7NHCsg4dA
iVu2Cv5Mgf0BZirxjaV6FfOUtbClie2VvH6IHdPcAKWYQACF7qolwLrU9P0TEbEQZuKBoTX3
srYMID9IMI4enDDpTbp6UIW+lhWMTskq3LnehKJIYIKtyY15FyumNKtvz0kRvSvIJEpkD6
GxSBausBWyWkTlZ/eA2LLbPdMEMBVhIrarWwq/V/Csktvvkqa/fENab60HTf7Om9h055V/C
VO/vn3dnPsglKZTQsz46SsTOWBsSvPV5mNSBavrirget7pfxiUz/r3Xffjv1mds29V5dH5i7
YhVgCS7k66TxYv6Pk6/20F1uAJUVI7nM9EetYLOShRnye6QqD4v4xAt6hvVJPxB0v5eddy3
ec98tnect9bNBZJ8IMz9iitDxhn6X6lFaG7fiS2aXz99flqzHgu07Zu6maChTNBQorX/3v/g
MJUL0A1W86ysQqatj2KZbXKZbXKa7tmmBSGHZSCX5OkWG0578xU6Yuu6/+ceKglY3MwIQ5Wm
im2s9nSIYPLY7eo08FN3AQOCr45R2zNhkZu7zO5eBmbNZsXLySB8DMDz28mi5zD9fdIK20u+
a7Rnxy+jTm/3L6JNv6ytKgomsF+aSgXAqtdBdhrC+Z8LEDkBFdUxdI1aE0jBrkqMXV/LkHMU
H8IxtWqLtbOJfX20yMMK5d+D0nbC/9Y5sBsRua03PnTTXfGlb7eAQUHFVKSIIInQESQTWso
L1z5CyDFJPfobNXf0jS2TammAYeurIrewFqXpG9DPfpkEcFYD112I+UdNb37B57KkIgaNQNO
n8dWj6RChdu8pMQOARlpcR/0ugEoOms+OcIrAS/9+yfXcEbb0AXBbr4ixPtAF0scrFhjnJBz
trGZj8kUGtYyF1byP2D06P11WTiADf1iTQYSdTVpEGaK46HihRPM6Aw8/9ZIL/3qvKiJDUkk
/2p7ffEenV8eOWVabK2GyP0x4i2HShq0fbDYQ5y+6Fv36MABZnhkWuzeI9Gp9sW74QL/F31
fnpwPDS5TyFqDRVsEgZ6O9c84tZhr9xLxleEbgN6rtwP5ppq4MM1vlnLLvyjeofjFzWzHjn2+
X66bU2i5F8V4pJrfp6p9JaQE+YCOHQM/flwvUTEAAy7goiNVz2Qx/Upr2TD9Sue6ujUV9NTi
uQCftxzhHP4ehf83nh635C31/xu1ZskiRu55+mqNwLzN7u2fDAEBSCR++qTaSODRktLszcc
L4zNV2cI7qCXAnn29uPAuDa5lpx/wIN790JhiFTAsYVZFGWREyhSzEvYj7ISwb130L6D/8fL
usS+++ujLLExDIHEN/A98oUsoT7I8XWlHrMHb3BzFYDv/3ji/Up7P79AcqFLfWQJoOMoYt4eK
DG++HOaxC8yzLMbsD844LfHxJnKBD03coQMMbxLmdLkwMs6BkiEv2ViogRaAx+R/EW8PufT+
PhBfWjmYa7SYAAI6s4hHcIT3CCsK8D3WLRonzZu+LNMT/S1lpZi7/vJAVt7d5xlscvFS5jYT
ei6KUETNnMKCQRfnKVnlyY2OWfpZ/ElsrmLmfD529MzFPoj/i754sckGFY8rSkVBOMqvePs
i0DyzKSz8VqD2kbnGIoOoy2s2ccPuPe9JFp+SLCEe6CEfqZxThYAYUjkaQe555ML33wSiNw
cfuy+s3FUiUySSVXx/rYau3l/cxTT7FnPpBmsWSMpiGVI+I5LBba9Q8LIX6/WCKwWtlf/sr
UNQLC3C8+t4f0dPVmGHXtXIOMXUUD+blfW+PrIprjllDffBiexdU6M8xAWQY9z+LBdX/Rl
FoXhRg99I9BOouWvcG3lGtTWReJChi6gW0jl+lwiD3f3EJYuD4D5cdT9hkI9xJ5Ea9zP6Bny
AkwqquUk+fbIVnWQ8sByFFk3gJTYqHMegiDNH+aWN6hBp28/u92QztrVD159yOPqqdOqGgZ6

ckX3eii0jCb49cH4fwigS1npZTzmfh+xUThWxFxYRpbVf3Joxfu2tgwXrcUvu5PAAhmrBF5
KCZ1RfsPIOgLbx/aB+Fc6cYNctYR6YAyKITw1dNzo/j2QvYZhZbIfIOSudF2kKTE3OIA5Q6a
y0s4x83vt9sQxaQrccoouIfGqHfi7b98Vy1+rj0rx3N/tH6+UzXh9X5OvAHDwn6c0/iYcnaO
mGqX9Hj7ZBrIMv3q2ML8H2+04UAdvC1saDUtNgoAAMceAADuqw0nAAAHUENTLmFzY8VQCAZz
mu6xNx3TH34A+m0SoI1k3QY2A6Rc4MbhZGN0B87eVSq8w8BsNN8du+1tknT43fv/t3dGQbkf
SS9autVSsw7UrarnXBtS5K8IL2fcC4d7e91jbbnSiCGdZZnfPbvWDcDp3rScSDeZOE6kwG6
XKTZp7bm03W2nK9evQZYY3jcsCckB85IJNidh0PH0m0ZUvowgahpUgA8MTz2k2FL+N3JFAfo
eR4AMXefovqPAqLQxz9GBN/DaHd5mxk4nYAQNLe5OLguXrFpej8LryGWI8m8fP68Vjgt8OD9
HLbNSeIkLqeo0Kc6DK06EQsMXbFPhm6MrzsKmPppdRrEZR17zmLb+I0gIB+z/r5hgHGpGdD6
jYwVmHKjDm9JeL586J3qYyMbAjrUDVNy2r8aYoEfTE7AiEysqDY0vPJ6nX8hJggifsM0bWWC
dPcboUZtH1YTO+DMuGwnf/GW4j0dUEGtG38TqYtB+d3InweBkt3R1g/bNsvzDPm0qgWVcxyZ
rY9DGPses3sFv6LwJhEKp7NuCBMA0ZpZdtM8SU4ujShmgsOCT2F/m5jYWlyZAYS9tWf8/2tL
wRG86+j09bjWlxrrptYUvLS/zljGmxh+Rk7MejJk0V5dFz/pbQoU6+b05CaKadxNKgC642GO
LBFqQ+vAN25/tKD7mtmOB3OHzzvE+NONo2x9QXiHgQf3Yi2PteJhdVp9mJjhTAr14PmBsywO
pHozS57H4r13BzXMFy15b9mdtliNsb+LFc4LXHym7Mwn+OTM6bnQZ9CMROWLdrDn8Ha6OTdU
PgEIKZ5A3pZ4UvqhsdaH6WMeLPq9+Z4a3bkvO9ENgF3mIvPDIgPBp7QOWGRHEQLJAACuvO5M
qjeeLPoIrUxQGyHxZELYSi0Q+BjzJPiLejNtMzEy1WYY/LfvEFrB1+i/EG5HkoUWyf7YTpZz
h2NKdDF5GhB1MI6RAY5zuqt9K2hFwN+klTmwZRHMMyZbPEs0vIIQt6FBY005GEDy8TkgPks5
MobwvoCNVGX5mtHAe3YBtngw5Z1niwcUzhs9tputgI4hHctMxJb3hptsJnY4m8gTHv82nuWDb
AZckdcYIkozA9PuB+V4+FHTb6lgHhTCBVoBLTFxAS+kMwZ02FIKDCsSv7ttU2vMjGqcafI4y
M2glTboersFtX0ws41xu4p2wUcaq9gsuBCshJiu240ZE7ET2O8t3svGE3REpSX5gmqSAFvM3
4ug2+sC8ewC3JgKNInbnse1n6ExKARvr/ckkFEEwNWLrbj+NPfl17Cze3jfmidiBUNGR1DH
rNlhjmfU68ZbRU4QNSime31M7dHGxjZcmHmW2q1Rqu1TrhSVNp1loEJ9U5xpxttYUtljwo
YIRrb3Gqm5MF7Y/PcDUyBt3b9wMSbvndR1AGqEDONxg9VuMH+ob61JfLn0FiUall6ztrEtyM
ROL1pavVrcZab7g2q05t0/aHBg/a/WJbjVPdq9+wwPRsR94lurJOtuNbsYgtifvB6zRjh1A5
MZd4NXaqN1dYOTHRA7F7Bf+5hcMLTReCoTxS2p6lsJBNQP+m5VanBCCGmZadvoNJTFtj1xTW
G49+95TcV63bugo2nNwJRx9y999Sj4csa+i1wQ9rR1YcvAmEUw0I9ue014pHxQaOdddYIdAS
o5Y5Q1MozK4XnhJQMiyhzmwOqbsodMEaszqc92lxPqEunYC19gLCupmkplzekm/A1tWBz+r
tx3Nyr8MivMI/esBb7Esy0xnsOZdXQDQzSLMnt0OxbTkaw/9RtbuZLdb1LdjWGY11aBWwBf
2RBwkfIKGgUyulSNb6z53XyggxuKyVuV5An3gi55al7aDSh2yCt5cp8gA2VECDJ0IfksMwHG
tcnBbv0sFu/gXIRLWLj+gRg2zfh7ewleehKw+Kx4BNG4b3Jxza+wwVZKAiQSIYKDFtCrBIbw
ES2dPdJu6Q7pA7VUvO0LNvE6VQtVq0PsJAKPkcEwwYbClZIngPpYk1jVvQ+vV5M2H0WbvmQ
/P1gpUJfohs7e1D6JdE4RUb5rIooEjJmmp6xSiz1ymVdEb2bfZ3t3PVWPAkbvMUTydPPOoah
JneCKPYL6q0HtF5M90OcrMcg+n60mNOS6AGVSA2d5mOlpd2nJMl2jH4xzPraccjdQm9PJhRK
3ivBv3Pothxl3VnEyaaO4c4EYzPKjZb+LLEAiaQBqp1YkFguqhNij0bVccBlzBzCpumeLba
D0H4QBpqkUt4lqcpU4ye5JUhmThJiSprCaRl2W2ZU9rqNJaHEqv3sxyYQlvKwdn/DTWZ28a
0uyIzlI0mfIK8MSSDICKUC2LQgpoVrKd/iSTHUDh2ELwXJrELmDXbRTYcsvIEvNZijR17FZ
XK1Jz50aAHPiY9kZ2JEkiW9bV/YhhSS1AbDHPbnYiSN2Yzo15dnmKvh1UkTpYb+TxRh3eZv8
jFNrrm2WfUx21u7N9MEGIfGPPSxwxXoigecT+KISpLEpGxfktlBH0y2T9629C5wBXcv+Fu2O

7RGu9fAGsz0cV2ZzL+LBcjQOuJK1me/mwsWBfULpo39mHP7t1bGEe5iSnKxIVZQa6DT/8xBG
i9dGo/ql3Spcl1nn6dmm3tPP2NB8U6zf5d+1bnTxikbslyrhoWdYtRIJo63uKLO0zR2TEwgZ
mjrlbjTsJcaj8joluuyve3M9/VbP2NXSISd2IS1wlO1nj36MeyXFejztZ8250LE3l+mbmlfhs
v1tg9jxPyTHqNOPnXBOxLCXS8KSo7xn4s/QgHc+vDXzssiAVRoBwyH8WF57KteEWqitG14Wi
Tsk4xQKozwy6nHTwTUakijVUPFJ4+ehq4PfrwrQ/qBGU4ELgQFwOpoHktOD2K1w/0VIMx2a
f+1VjBv2cQI3NxAXw4fBv2cPd//7f/P+EuIuAHJEY6Q0uoNJMsc2q+uRqaeLXWhH0mDNG7rv
VC6ps3GeDMbiLqU5c0ukem8ZNYosrtRNEvVhjy4QJdQd8MLafmFtkOMXNiSXSmn6IoUDo9Pt
04rKNbWbdLSfiidBYBILgThhXzRUUJ8n8NEwBjLNCbPEGM8hwc0usl2c2LoQnQ8ix+7SPG6X
C8vBBQ6gB4745nMONwYoUvtG43cyDeQALRvKjpDMlocu0iBnv0fhk50QGadoxw56d6FJdekX
YYujhew9eQBzeVdW1D8TfXoYNixKSwRN1Ph/wkUeRD2gcAULE21r0xkuJLLadCEaITDeeF6L
Hj03UKK2MTmDFf6uTMfSzlGRG5amRg+taHCsnHLMCcn+9Htsc3e8tuWwbxu6NGnj+a+HjMg5
emljDE0KIOlArZaUWb3I0dDG6FLHfTRpvmHMU6u54aje5Sr/WLrY5WMdovUr2HKlbuVfeL
xoiIYkK43GBStWrWHKbfhbHPfadvl/H20kqHCUJ44shX8Qg4wk2LcxFzAxZFzOHMulfU97E
OfKAYvWvZ2QurhdiMFoL7oRkAAA=
--BOUNDARY.19584728.1

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

--BOUNDARY.19584728.1--

1.154 Re: Crashing Phone Prog

From: Leigh Parry <lparry@free4all.co.uk>

Date: Mon, 16 Aug 1999 08:06:51 +0000

Subject: Re: Crashing Phone Prog

X-UIDL: f1af276d799c7c48e484d6d837a07b81

Hello Bippy

On 13-Aug-99, you wrote:

> Hiya Guys,

>

> My latest program will be an up2date Dialling Code Program... Anyway, I have

> run into a small problem..

>

> I have implemented a simple search routine.. which works in the following

> way :

>

> In the GTString you enter either a Place or a Code... or the first letters

> of places your looking for eg... entering DER would list all places that

> start DER (DEERBY, DERRY) and entering D would list all places beginning

> with D...

>

> Anyway when I enter a single letter it hangs??! I don't know why.. so

> attached is the source (Sorry about the messy code etc..) could one of ya's

> have a look and see if you can see what the problem is?!?

>

> Thanks

>

> Mark

>

I found the problem, you were creating a SPACE\$ that was minus in value

try the following

; at top of program insert this line.

```
spaces$=" "; 20 spaces
```

; then replace following routine.

```
.todisp
```

```
areaname$=Left$(areaname$(1)+spaces$,20)
```

```
fsort$(c)=areaname$(i)+pad$dialcode$(i)+"-"+areacode$(i)+" "+cityname$(i)
```

```
c+1
```

```
RTS
```

Also, you are mixing the libs, that is using both Chr\$ + NChr\$, Left\$ + NLeft\$

this will add to executable length, but you know that ;)

Instead of using the SPACE\$ command try doing the above as that will knock

loads of the executable (if thats the only command from the lib) and also one

version of that command had bugs.

Hope these help.

Leigh.

--

A1200T - 040-33Mhz +16MbFast - 3.2Gig HD - 32x CD - ZIP

EMail: lparry@free4all.co.uk

URL: <http://www.free0024068.free4all.co.uk/>

If it jams - force it. If it brakes, it needed replacing anyway.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.155 Re: Crashing Phone Prog-Whoops

From: Leigh Parry <lparry@free4all.co.uk>

Date: Mon, 16 Aug 1999 08:13:15 +0000

Subject: Re: Crashing Phone Prog-Whoops

X-UIDL: 1bc43f9d5154b23fd073a1745f74c881

Hello Bippy

This mail is the corrected version.

; then replace following routine.

.todisp

areaname\$=Left\$(areaname\$(1)+spaces\$,20)

fsort\$(c)=areaname\$+pad\$+dialcode\$(i)+"-"+areacode\$(i)+" "+cityname\$(i)

c+1 ; corrected ^ no (i)

RTS

Sorry.

Hope these help., well it would if worked :)

Leigh.

--

A1200T - 040-33Mhz +16MbFast - 3.2Gig HD - 32x CD - ZIP

EMail: lparry@free4all.co.uk

URL: <http://www.free0024068.free4all.co.uk/>

If it jams - force it. If it brakes, it needed replacing anyway.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.156 Cursor colour

From: Leigh Parry <lparry@free4all.co.uk>

Date: Wed, 11 Aug 1999 06:18:39 +0000

Subject: Cursor colour

X-UIDL: 71f4c2d69cbc49383190c839b06197ff

Hello,

I'm using Edit\$ on my own screen and would like to know if it's possible to change the colour of the cursor. height of which set with Cursor 4.

I've tried changing the WColour #,# but the cursor remains black. (Colour 0)

Anyone with any help?

Cya,

Leigh.

--

A1200T - 040-33Mhz +16MbFast - 3.2Gig HD - 32x CD - ZIP

E-Mail: lparry@free4all.co.uk

URL: <http://www.free0024068.free4all.co.uk/>

Smile - People will wonder what you're thinking.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.157 Re: Cursor colour

From: "Vic E Babes" <zalda@home4968.freerve.co.uk>

Subject: Re: Cursor colour

Date: Wed, 11 Aug 1999 19:46:25 +0100

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: 5e4c9b366cf9411dae579a1c60214bc1

> I'm using Edit\$ on my own screen and would like to know if it's possible

> change the colour of the cursor. height of which set with Cursor 4.

>

> I've tried changing the WColour #,# but the cursor remains black. (Colour
0)

>

> Anyone with any help?

You could print a space with WColour 1,3, however, if you're using Edit\$, it will disappear after the user has typed the first character, so you'd probably have to write a routine to read the keys, and print them on screen yourself by printing the cursor, read a key, print the character, and then print the cursor again.

VIC

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.158 Re: Cursor colour

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

Date: Wed, 11 Aug 1999 18:16:17 -0500

Subject: Re: Cursor colour

X-UIDL: 81b614575075875f45b942a990c63d57

Hi

>> I'm using Edit\$ on my own screen and would like to know if it's possible

> to

>> change the colour of the cursor. height of which set with Cursor 4.

>>

>> I've tried changing the WColour #,# but the cursor remains black.

>> (Colour

> 0)

>>

>> Anyone with any help?

You might try messing with the ScreenPens command - you must do this before you open the screen.

I'm not sure which one (if any) affects the cursor colour - I usually use a trial & error method, changing one pen at a time until I find the correct colour parameter for what I'm trying to change.

Later...

--

Yours electronically,

Curt Esser

cange@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.159 Re: Cursor colour

From: "eTeacher" <eteacher@amiga.org.pl>

Subject: Re: Cursor colour

Date: Wed, 11 Aug 1999 08:03:40 -0000

charset="iso-8859-2"

Encoding: 7bit

X-UIDL: 5feccd48df4ee80e5a401576cb3f0e80

>I'm using Edit\$ on my own screen and would like to know if it's possible to

>change the colour of the cursor. height of which set with Cursor 4.

I'm not sure if it's the best solution but...

Cursor is using two last colours from palette - i.e. for 16 colours - register 14 and 15.

If you are using an OWN screen - set these colours corectly.

Chris, eteacher@amiga.org.pl

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.160 Cybergraphics displays :(

From: "Oliver Marks" <oly@enterprise.net>

Organization: Private

Date: 12 Aug 99 18:10:29 +0100

Subject: Cybergraphics displays :(

Encoding: 7bit

X-UIDL: 086365439b63c7598827026c9a89b202

Hi,

I am trying to display a planar bitmap on cybergraphics screen i am converting the planar display to a chunky display and then trying to display it using writepixelarray it does not work can anyone tell what is wrong from the code below?

WBStartup ;start the code without crashing

NoCli

WBenchToFront_

WbToScreen l

NEWTYPE.SMode ;store the screen mode here

DisplayID.l

DisplayWidth.l

DisplayHeight.l

DisplayDepth.w

OverscanType.w

;AutoScroll.w

End NEWTYPE

*SCRvp.ViewPort=0

width=640 ;default bitmap width

height=512 ;default bitmap height

SCRDisplayID.l = \$00021000 ;screenmode

SCRoverscan.w=0 ;overscan

SCRdepth.w=8 ;depth of screen

SCRwidth.l=320 ;width of screen

SCRheight.l=256 ;height of screen

```

x = 0 ;x cordinates of bitmap
y = 0 ;y cordinates of bitmap
smt$="Select A Screen Mode" ;title for mode requester
Dim SMRtags.TagItem(20) ;taglist for mode requester
SMRtags(0)\ti_Tag=#ASLSM_InitialLeftEdge,10 ;these are the position for the
SMRtags(1)\ti_Tag=#ASLSM_InitialTopEdge,10 ;screenmode requester
SMRtags(2)\ti_Tag=#ASLSM_InitialWidth,320 ;width of the mode requestor
SMRtags(3)\ti_Tag=#ASLSM_InitialHeight,200 ;height of mode requestor
SMRtags(4)\ti_Tag=#ASLSM_InitialDisplayID,imode ;these are shown as "selected"
SMRtags(5)\ti_Tag=#ASLSM_InitialDisplayDepth,5 ;when the requester opens
SMRtags(6)\ti_Tag=#ASLSM_InitialDisplayWidth,320 ;default width of display
SMRtags(7)\ti_Tag=#ASLSM_InitialDisplayHeight,480 ;default height of display
SMRtags(8)\ti_Tag=#ASLSM_InitialOverscanType,1 ;default overscan type
SMRtags(9)\ti_Tag=#ASLSM_InitialAutoScroll,0 ;default for auto scroll
SMRtags(10)\ti_Tag=#ASLSM_InitialInfoOpened,0 ;no "properties" window
SMRtags(11)\ti_Tag=#ASLSM_TitleText,&smt$ ;pointer to requester title$
SMRtags(12)\ti_Tag=#ASLSM_DoDepth,1 ;0 for no depth selector
SMRtags(13)\ti_Tag=#ASLSM_DoOverscanType,1 ;0 for no OverScan selector
SMRtags(14)\ti_Tag=#ASLSM_DoWidth,1 ;0 for no width gadget
SMRtags(15)\ti_Tag=#ASLSM_DoHeight,1 ;0 for no height gadget
SMRtags(16)\ti_Tag=#ASLSM_DoAutoScroll,1
SMRtags(17)\ti_Tag=#ASLSM_MinHeight,200 ;minimum height allowed
SMRtags(18)\ti_Tag=#ASLSM_MinWidth,320 ;minimum width allowed
SMRtags(19)\ti_Tag=#ASLSM_MinDepth,8 ;minimum depth allowed
SMRtags(20)\ti_Tag=#TAG_DONE ;end of tag list
*sreq.SMode=0 ;Create a requestor structure
*sreq=AllocAslRequest_(2,&SMRtags(0)\ti_Tag) ;crete a requestor
ok.b=AslRequest_(*sreq,&SMRtags(0)\ti_Tag) ;open the requestor with the specified options
If ok<>0 ;if 0, the cancel gadget was hit
SCRDisplayID=*sreq\DisplayID ;get display id
SCROverscan=*sreq\OverscanType ;get overscan type
SCRDepth=*sreq\DisplayDepth ;get the depth
SCRwidth=*sreq\DisplayWidth ;get the width
SCRheight=*sreq\DisplayHeight ;get the height
;SCRautoscroll=*sreq\AutoScroll
Else
Request "" ,"Cancelled!","OK" ;tell user it was cancelled
EndIf
If (*sreq) Then FreeAslRequest_(*sreq) ;free requestor structure

```

```
;*****Screen mode stuff *****
Dim SCRtags.TagItem(10)
SCRtags(0)\ti_Tag=#SA_DisplayID,SCRDisplayID ;use display id from screen mode requestor
SCRtags(1)\ti_Tag=#SA_Overscan,SCRoverscan ;use overscan from screen mode requestor
SCRtags(2)\ti_Tag=#SA_Depth,SCRdepth ;use depth from screen mode requestor
SCRtags(3)\ti_Tag=#SA_Width,SCRwidth ;use width from screen mode requestor
SCRtags(4)\ti_Tag=#SA_Height,SCRheight ;use width from screen mode requestor
SCRtags(5)\ti_Tag=#SA_Top,0 ;position to the right of the monitor
SCRtags(6)\ti_Tag=#SA_Left,0 ;position to the left of the monitor
SCRtags(7)\ti_Tag=#SA_AutoScroll,1 ;autscroll is on!
SCRtags(8)\ti_Tag=#SA_Behind,1 ;make screen in back of display
SCRtags(9)\ti_Tag=#SA_ShowTitle,0 ;
SCRtags(10)\ti_Tag=#TAG_DONE ;end of taglist
ScreenTags 0,"Asl Requestor Example",& SCRtags(0) ;open the test screen
ShowScreen 0
LoadPalette 0,"pallete.col"
ShowPalette 0
LoadShape 0,"Buttons/button1.bsh"
LoadShape 1,"Buttons/button2.bsh"
LoadShape 2,"Buttons/button3.bsh"
LoadShape 3,"Buttons/button4.bsh"
LoadShape 4,"Buttons/button5.bsh"
LoadShape 5,"Buttons/button6.bsh"
LoadShape 6,"Buttons/button7.bsh"
LoadShape 7,"Buttons/button8.bsh"
ShapeGadget 0,0,0,$0,0,0
ShapeGadget 0,40,0,$0,1,1
ShapeGadget 0,80,0,$0,2,2
ShapeGadget 0,120,0,$0,3,3
ShapeGadget 0,160,0,$0,4,4
ShapeGadget 0,200,0,$0,5,5
ShapeGadget 0,240,0,$0,6,6
ShapeGadget 0,280,0,$0,7,7
BitMap 1,640,480,8
LoadIFF "zones/area1.iff",1
MBitmap 0,640,480
MPlanar16ToBitmap 0,1
Window 0,0,SCRheight-40,SCRwidth,40,$1800,"",0,1,0
*SCRvp=ViewPort(0)
```

WritePixelFormat_ MBitmapPtr(0),0,0,MBitmapWidth(0),*SCRvp,0,0,640,480,#RECTFMT_LUT8

Repeat

Select WaitEvent

Case \$200

exit =1

Case \$40

Select GadgetHit

Case 0

Case 1

Case 2

Case 3

Case 4

Case 5

Case 6

Case 7

exit=1

End Select

End Select

Until exit=1

End

--

ICQ#: 33315204

Url :

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.161 Re: Cybergraphics displays :(

Date: Thu, 12 Aug 1999 20:23:41 +0100

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: Cybergraphics displays :(

Encoding: 7bit

X-UIDL: e378e856ffd734de3a850d7c27d8db7e

Oliver Marks wrote:

> I am trying to display a planar bitmap on cybergraphics screen i am
> converting the planar display to a chunky display and then trying to
> display it using writepixelarray it does not work can anyone tell what

> is wrong from the code below?

You've got a bitmap and you've got a Window. Why not use BitmapToWindow
?

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.162 Re: Cybergraphics displays :(

From: "Oliver Marks" <oly@enterprise.net>

Organization: Private

Date: 12 Aug 99 21:45:14 +0100

Subject: Re: Cybergraphics displays :(

Encoding: 7bit

X-UIDL: c4da44451fd208c7fb3829740305d562

> Oliver Marks wrote:

>> I am trying to display a planar bitmap on cybergraphics screen i am
>> converting the planar display to a chunky display and then trying to
>> display it using writepixelarray it does not work can anyone tell what
>> is wrong from the code below?

>

> You've got a bitmap and you've got a Window. Why not use BitmapToWindow
>?

I want the bitmap attached to the screen.

the window which is opened has planar shapes attached to it.

Does bitmaptowindow work with chunky bitmaps i assumed it would only
work with planar bitmaps ?

--

ICQ#: 33315204

Url :

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.163 Re: Cybergraphics displays :(

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

Date: Thu, 12 Aug 1999 18:43:48 -0500

Subject: Re: Cybergraphics displays :(

X-UIDL: d35f6f36364c73d5bf4e753b3fd40a4d

Hi Oliver

On 12-Aug-99, Oliver Marks wrote:

>> Oliver Marks wrote:

>>> I am trying to display a planar bitmap on cybergraphics screen i am

>>> converting the planar display to a chunky display and then trying to

>>> display it using writepixelarray it does not work can anyone tell what

>>> is wrong from the code below?

>>

>> You've got a bitmap and you've got a Window. Why not use BitmapToWindow

>> ?

>

> I want the bitmap attached to the screen.

I don't have a GFX board, so somebody who does PLEASE correct me if I'm wrong...

But it is my understanding that you can't draw or display anything directly on a GFX card screen - you must always use a window.

Why not open a full-screen backdrop window - then you can WritePixelFormat8_ to that.

>

> the window which is opened has planar shapes attached to it.

>

> Does bitmaptowindow work with chunky bitmaps

No

> i assumed it would only

> work with planar bitmaps ?

Yes, but you can "BitMapToWindow" a planar bitmap direct to a window on a GFX card screen. I know this works - I've had people test it. It's certainly not the best way to provide GFX card support, but it is possible.

You can also Wblit to a GFX card window - in fact, any of the Window drawing commands will work OK.

But since you already have a chunky "bitmap" the best thing is to

WritePixelFormat8_ it to a window for GFX cards, and convert it to a planar bitmap for non-GFX-card systems.

Later...

--

Yours electronically,

Curt Esser

camage@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.164 Re: Cybergraphics displays :(

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Sat, 14 Aug 1999 05:58:53 +0200

Organization: M2 productions

Subject: Re: Cybergraphics displays :(

Encoding: 8bit

X-UIDL: bceccf6bf9c09594a82ca9714799fd8b

Hello Oliver.

You wrote:

>> Oliver Marks wrote:

>>> I am trying to display a planar bitmap on cybergraphics screen i am

>>> converting the planar display to a chunky display and then trying to

>>> display it using writepixelarray it does not work can anyone tell what

>>> is wrong from the code below?

>>

>> You've got a bitmap and you've got a Window. Why not use BitmapToWindow

>> ?

> I want the bitmap attached to the screen.

I didn't think this was possible using CyberGraphix ???

Greets,

--

.---+-----

----- / /__ ----- <http://www.m2p.dk> --

/_____| Productions

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.165 Re: Cybergraphics displays :(

Date: Sat, 14 Aug 1999 05:52:37 +0100

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: Cybergraphics displays :(

Encoding: 7bit

X-UIDL: fe66f340b87bdc33135f632085507cb1

Oliver Marks wrote:

>>> I am trying to display a planar bitmap on cybergraphics screen i am
>>> converting the planar display to a chunky display and then trying to
>>> display it using writepixelarray it does not work can anyone tell what
>>> is wrong from the code below?

>>

>> You've got a bitmap and you've got a Window. Why not use BitmapToWindow

>

> I want the bitmap attached to the screen.

It depends what you mean by 'attached'. I would imagine attached means to setup a pointer to your bitmap rather than to copy the contents of the bitmap to the screen. The "ShowBitmap" command is a classic example of the attached concept; it is also a good example of what doesn't work with cybergraphx.

What I could tell from your source code (i didn't examine it very much) you had a Window and you had a regular Blitz bitmap. You were converting the bitmap to a Mildred chunky bitmap and then you were using a CGFX function to copy the mildred bitmap to your window.

This is exactly what BitmapToWindow would do. It will copy a bitmap (also works with Blitz bitmaps) to a Window and it does all the necessary

conversions for you, in this case it will convert the planar bitmap to the chunky format of the Window - presuming the Window is on a GFX card screen. The transparent planar to chunky conversion that is done by CyberGraphX (and indeed Picasso96) is very fast, I doubt you would get much speed gain by using a custom conversion unless the speed issue was very important i.e. in a game or something. In this case you would be wise to avoid planar in the first place.

> Does bitmaptowindow work with chunky bitmaps i assumed it would only
> work with planar bitmaps ?

As Curt mentioned, almost all of the Window functions work on a

GFX card and you can almost ignore the planar/chunky problems as they are all handled for you.

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.166 datatypes & using only cols 32+

From: Leigh Parry <lparry@free4all.co.uk>

Date: Sun, 22 Aug 1999 20:44:52 +0000

Subject: datatypes & using only cols 32+

X-UIDL: a37b1b79cda1bca00ee14e6b27552f65

--BOUNDARY.19731360.1

Hello,

I am using the attached code successfully in my prog, using RGFX datatype pics, which are only using cols 32-254

what i would like to know is, if possible how can i change it so that if i use JPEG pics instead, that only cols 32-254 are used by the image created.

Is there any tags I can use to get desired effect.

I don't particularly want to have to remap the created datatype bitmap to use those cols, but would like datatypes to do it for me while decoding.

I'm using a screen with 256 cols, 0-10 are set for gui + pens used in prog, 16-19 are mouse pointer, 20-32 are a cycling red fade and 255 is used by the cursor (using edit\$), so i need any graphics loading to only use the colours 32-254.

Using RGFX works very well (I use GFXCon to change offset of first col etc. and then DT2RGFX), but each pic is around 12k when thus converted. (160*128*8). If i use JPEG they then go to around 3-4k.

This would save a lot of space as I currently have around 600 pics, but finished my prog will have around 5000 !. quite a difference in size.

5000 * 12 k = 60Meg but 5000 * 4k = 20Meg BIG DIFFERENCE.

Thanks.

Cya,

Leigh.

--

A1200T - 040-33Mhz +16MbFast - 3.2Gig HD - 32x CD - ZIP
EMail: lparry@free4all.co.uk
URL: <http://www.free0024068.free4all.co.uk/>
Please don't ask me what the score is,
I'm not even sure what the game is.
--BOUNDARY.19731360.1
Content-Disposition: attachment; filename="dt"
_DATATYPE
redrawn=0
lock.l=Lock_(&name\$,#ACCESS_READ)
If lock
*dtn=ObtainDataTypeA_(&DTST_FILE,lock,0)
If *dtn
*dth=*dtn\dtn_Header
GroupID\$=Left\$(NPeek\$(&*dth\dth_GroupID),4)
If GroupID\$="pict"
*obj.b=NewDTObjectA_(&name\$,attrs(1))
If *obj
dtf\MethodID=#DTM_FrameBox
dtf\dtf_ContentsInfo=&fri,&fri,SizeOf.FrameInfo
DoDTMethodA_ *obj,0,0,&dtf
gpl\MethodID=#DTM_PROCLAYOUT
gpl\gpl_GInfo=0
gpl\gpl_Initial=1
DoDTMethodA_ *obj,0,0,&gpl
GetAttr_ #PDTA_CRegs,*obj,&*cregs
GetAttr_ #PDTA_BitMapHeader,*obj,&*bmhd
GetAttr_ #PDTA_BitMap,*obj,&*bm
For i.l=32 To 254
j.l=i*12
j+*cregs
r.l=NPeekB(j) MOD 256
g.l=NPeekB(j+4) MOD 256
b.l=NPeekB(j+8) MOD 256
AGAPalRGB #BMCM,i,r,g,b
Next
BltBitMapRastPort_ *bm,0,0,RastPort(#WIND),#PICX,#PICY,160,128,\$c0
ShowPalette #BMCM
redrawn=1

```
DisposeDTObject_ *obj
End If
End If
ReleaseDataType_ *dtn
End If
UnLock_ lock
End If
Return
--BOUNDARY.19731360.1
```

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
--BOUNDARY.19731360.1--

1.167 Re: Datatypes2bitmap

From: Leigh Parry <lparry@free4all.co.uk>
Date: Fri, 27 Aug 1999 20:10:14 +0000
Subject: Re: Datatypes2bitmap
X-UIDL: aa0821e45f1711870a4fa357ae5329d1

Hello Matt

On 25-Jul-99, Matt Briggs wrote:

> Hiya all

>

> Has anyone got any BB source coding that converts datatype
> images to bitmap objects? Cheers :)

>

If you still need this i can provide a couple of examples.

Will it be to Blitz Bitmaps os ones , Remapped etc.

Just mail me, with requirements.

Cya,

Leigh

--

A1200T - 040-33Mhz +16MbFast - 3.2Gig HD - 32x CD - ZIP

EMail: lparry@free4all.co.uk

URL: <http://www.free0024068.free4all.co.uk/>

The Answer = 42 = \$2A = %101010

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.168 Re: Datatypes2bitmap

From: Matt Briggs <engine9@ukonline.co.uk>

Date: Sat, 28 Aug 1999 14:37:05 +0000

X-SenderInfo: 1; picture="http://www.enginenine.cjb.net/gfx/logo001.gif"

Organization: Engine Nine Design

Subject: Re: Datatypes2bitmap

X-UIDL: 5b1dd4c4cab2cb314196bc921ba1c49

Hiya Leigh

On 27-Aug-99, you wrote:

>> Hiya all

>>

>> Has anyone got any BB source coding that converts

>> datatype images to bitmap objects? Cheers :)

>>

>

> If you still need this i can provide a couple of examples.

>

> Will it be to Blitz Bitmaps os ones , Remapped etc.

>

> Just mail me, with requirements.

Cheers dude. Yeah that'd be grand. Send me owt you have on this, cheers :)

--

Massive regards

M@t Briggs

Visit: <http://www.enginenine.cjb.net>

Email: engine9@ukonline.co.uk

E9List: engine9@onelist.com \ Members Wanted!!!

<tsb>

The abuse of greatness is when it disjoins remorse from power.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.169 Re: Datatypes2bitmap

From: Leigh Parry <lparry@free4all.co.uk>

Date: Sat, 28 Aug 1999 19:05:48 +0000

Subject: Re: Datatypes2bitmap

Encoding: binary

X-UIDL: 245d0cf2c228c64861eff7519057ffb7

Hello

I've uploade my DTLoad code onto my website,(address below).

There's 4 examples, which load an image through datatypes

1 remap to WB screen,

2 remap to own screen (all colours)

3 remap to own screen (with some colours locked - for own gui colours,mouse etc.)

4 remap to own screen (as no.3 but copies the image into a NBitmap)

All do the remaping with the datatypes library, but if you want to do it

yourself, I can re-do the code for no.s 3&4 and then let you remap it yourself.

Any comments etc. please e-mail me.

Regards

Leigh

--

A1200T - 040-33Mhz +16MbFast - 3.2Gig HD - 32x CD - ZIP

E-Mail: lparry@free4all.co.uk

E-Mail: lparry@ukonline.co.uk

URL: <http://www.free0024068.free4all.co.uk/>

URL: <http://web.ukonline.co.uk/lparry/>

The Answer = 42 = \$2A = %101010

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.170 Re: Datatypes2bitmap

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sat, 28 Aug 1999 19:31:04 +0100

Subject: Re: Datatypes2bitmap

X-UIDL: ea93bffc7ffe3b62358f138ed913e05c

Leigh Parry churned out *this* drivel:

> There's 4 examples, which load an image through datatypes

Hi Leigh, I've got 'em now thanks, and I'll try them later,

but just to let you know, they're not up on the
web.ukonline.co.uk/lparry site!

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

Silence is argument carried out by other means.

-- Ernesto "Che" Guevara

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.171 Re: Datatypes2bitmap

From: Leigh Parry <lparry@free4all.co.uk>

Date: Sun, 29 Aug 1999 11:58:01 +0000

Subject: Re: Datatypes2bitmap

X-UIDL: 5134399484d55da0462c9b4deebd8088

On 28-Aug-99, James L Boyd wrote:

> Leigh Parry churned out *this* drivel:

>

>> There's 4 examples, which load an image through datatypes

>

> Hi Leigh, I've got 'em now thanks, and I'll try them later,

> but just to let you know, they're not up on the

> web.ukonline.co.uk/lparry site!

>

> See ya,

Well, they were there but UK-Online's filenames have to match cases.

DTLoad-BB2.lha <> DTLoad-bb2.lha

I've rectified the prob, also added a fifth example, which remaps to wb
screen, or image is to large the opens it's own screen a displays it on that.

I'll put the new example onto Free4All site as soon as poss.

Any one get any other probs?

I forgot to include in readme and .asc files that you need AmigaLibs.res in

compiler options, but most people should work that out.

Cya,

Leigh

--

A1200T - 040-33Mhz +16MbFast - 3.2Gig HD - 32x CD - ZIP

E-Mail: lparry@free4all.co.uk

E-Mail: lparry@ukonline.co.uk

URL: <http://www.free0024068.free4all.co.uk/>

URL: <http://web.ukonline.co.uk/lparry/>

Oh do not touch

" " " "

" " "

" " "

" "

" "

"

"

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.172 Re: Datatypes2bitmap

From: James L Boyd <jamesboyd@all-hail.freerve.co.uk>

Date: Sun, 29 Aug 1999 22:22:39 +0100

Subject: Re: Datatypes2bitmap

X-UIDL: 39c19b12ad96ba3cfb2765139e65b40d

Leigh Parry churned out *this* drivel:

>>> There's 4 examples, which load an image through datatypes

Well, I've just finished trying them out, and they're excellent work...very useful stuff :)

If anyone has problems with unrecognised offsets, try using a different amigalibs.res (I used AmigalibsIII.res, but I can't remember if that's my numbering or someone else's, maybe Fred's, from his NewCommands archive?)...this caused me some head-scratching, but I got there in the end... :)

Great job, Leigh :)

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

The only thing I'd rather own than Windows is English. Then I'd be able to charge you an upgrade fee every time I add new letters like N and T.

-- Scott McNealy, chairman of Sun Microsystems, Inc.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.173 Detector V1.00 + DeBlitzer V1.00 (BlitzToolsV1_00)

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Mon, 30 Aug 1999 12:23:37 +0100

Organization: Satanic Dreams Software.

Subject: Detector V1.00 + DeBlitzer V1.00 (BlitzToolsV1_00)

X-UIDL: f1a96c97e4dd63dd600262c599198dbb

--BOUNDARY.274110552.20

Hello, and what not,

Seen as I'm not going to bother releasing them (yet) cos they don't really do a lot. And they only took me literally 30 minutes. I thought I'd just send them here incase any of you want them ;)

There are 2 exe`s in the archive, Detector and DeBlitzer.

Detector: Detects BlitzBasic executable files.

DeBlitzer: Kills Blitz identifier in executables at ALL offsets.

Type ? after the names in a CLI to get the arguments.

They don't work on files that don't have anything from acidlibs compiled in them.

But on 99% of executables I have tested them on, they have both worked fine!

NOTE1 - They'll crash and burn on 68000 machines!

NOTE2 - Check those EXE`s still work after using DeBlitzer on them.

I've tested it but you can never be too careful!

--

Rob,

--

MAILTO:loki@sds.in2home.co.uk | #ICQ:# 27181384

#FAX:# 0870 0888470

#SDS FOUNDER:# URL: http://www.satanicdreams.freemove.co.uk/

#PROJECT INFO:# Minimum Safe Distance [####----- 45% ish complete.]

#HOME OF:# /MorrisTheMaggot, BB2MUIUpdate, TimeSwipe, NIB,/

/CTTM2, BlitzBFB, Prefs2000 & TMS. And too much other stuff./

[And this, Wesley, is an airlock.]

--BOUNDARY.274110552.20

Content-Disposition: attachment; filename="BlitzToolsV1_00.lzx"

Encoding: base64

TFpYAAwACgQAAA8A9DQAAAAAAAKAgEAAoAAPO6wsWvIKYqoq0nBQIEZUJsaXR6ZXIPAGgu
AACaIQAACgIBAAAKAADzusQGknVJDvhH/DEIRGV0ZWN0b3JXkwRZ4xgAKhqoGZEAMwAAAt/h2
zo/OZzFGU/U16/O1nN2Iijbst8rqtY2czdThQNB69arorTe7Rtc8enW+MRSe3jGuJMY4eMc
Js8exGcr5xjG8Z9amleMmIx8YsYiRotFQJeMhitSmAn7zAAQzAIZAAL9Xf0HZ3X3Z93bv2/Z
3emdHwXWoN9NmZ19nSjNjEwFKIGfb86aTtjm2LmASsJnL4yQJqAETgnsk3t1NKwQenhewNESf
aYmkqiIwHoEYJyyxMiKEOSm6oHJBwBQgSAOcCOZyy3EggHPAeyKcvhA6IHRgkYVlIogogu6A9C
LQXSoLoCv5BfQV+AfCP1BfBro4J0QC/qyLQ8gZFgCjPOGznMlfVZCMNpFfj3B5YA4XEJqww
XO3mGkLysAYeBXYDD/12UQiDU94tIQKWt4Fi24VeVS8csGeRFV+V4GA2uaA1m8sxejjeqzbE
oflluxsge5RGwOyFaEIBCj5UMWLzMK1IPjFa81rzwtpfjR7J3sRoq11+daS8Zs6Gf20YYoL5
VCLPpU6W1HAWcUuNYX2kjihe3hFxB4nY4mtF+Y1FaayMD/csQnbE8nu1muYFbTacC9/5XuRp
Ynq3kQhi7/zFpwcjcJaL+LFyKFp1VJpeGH8fxHHgtZCnavBocK/4ksVgHUDuHfnasIqBFttZ
F7VwjEjtEDMri5IPvbhN8QW9B0sMxLl/kvG8p6ZhN+ViqF/28v1e3LGcprJROc+MT416SPw
UXmrDfvu0WH2q/4/PiRF+E4g1I2uhUT23abXJlPzaa877L4vJrxOEQsNTTnkoYqp0bAm1zip
848x1ayuq3hoFwFP5t3WiW1f+RHLf8v7O60NUzaOFiKFFMWnZ8u93KyfQOsafFNvRRjTxTUM
a5K/q7F83JDeDbajE43cCDBxsZE+KrfSd5M8sn6wqIRAXDpmKxilQG9gXybW95DEaJYQ1DPN
vGL2IcKUYvgb7eJrjZyasWnpnLaQpnoptZ3hGMNTR/sJ+nMNDakkeEXJ5Ybao4jr5x7rtKi
HjYO2FFxgjt/362Lif+s82nrf77avXsqJJDsOlu9VqY/dWjpfxl/++97TecLHbgW+zmmawFO
m4N3AfExH6Pnb7oVdFfkMrz9ztVIB2UzYuR8gqREVNWfavoakY/njnR2Jde4H38BwAqsg7iv
w/y78VR8gIWMsYcOqgHUow//oQ3o1PX+MpcTcj5CuYiuqznazSMXD+RPDc6q0UbRtYf2DQ+M
V76P9vZg1XfeSJpmycPL7HRIxP/361HZk+F4Q1oAi11xFSOP7UgrHvppi3zvaAmKm+2LDn
B9p94i5b/d6BiMBvGbzSKz9CbhqfS3f5TNsGRGwCuv/xZxvCJkr/9d4Ka9O7/1Hqhn55019v
3Zs18CRKm1oX2z6JIsH+2bifxup8/x/VfrOLkE8x70TLgqr394VABRYAb56qcIOBzRCNpTUN
dh3idFJxCoCLurdu2MssxsNTXXeodpUWIIKpDn9mG15pYqkSg2EtJsESAYQuV0eQzAOt5nJ
0jqthdaZvBFBdbc+xqcJ5rVC7wJuR0WQuaSbeYDGxfCAKT2AT/uXQ2IUfCfBwj0hF5PrkR72
NtHBGuLiQUj75YdbvEvdrLjORpwGlX00y1oogp+/3ksWn/4cEBSCfeLTouafaK7zxaafZu
n0kLRNm7hMa0oRHueCUL6qjERF0qYR3VPsQvIZoED3irW6WpNKzWKjZ5UbIiNRUsRk28ZKIW
lqdkHWz/25OEEPxRNbwVRWiXL8cvLjROTVRZxuwflUSW+bIGIsM3U4ybBQeLWtA9gZRI020b
HJmveRXjvrnABVPZiyh4JRX7ZmoiMayORV+jXgrt92HTQNULIMYqmKMGmnIxdU1eWSjd0q18

YHCjCJIapU/iLEEOx6pXYi5U1Wzgoe9pnjFWDJ6kJ5VUOOSq1MuGFHyNT5RtD3EsfzZe7rHc
bEe8mMtgqoeC0svp4VLukEqkyFcqhc3bhUVM2WZoxjrZF8Z1ARJwne/mcDfrZ3IKxZF96JY/
sbh+YTRyQAjce8dLLIAwoLEB7LFW+R4jUb3EpxGeqEtUvTURS1KPeGqsX0XQle11VDZikNX1f
71xfsm8Y8mWi248zul6EeiTQ472TJgtuXU+x5vX3JQNh+mGYbBkzP0j+LjQ2Mf4jTXZi2Ho
gMgWQ0aaHrsctRFSBvLx12K7M1QmJVPgZjT8ZEyK1jsRKeq01Gn6kcLipEkXPxlbXFa42LWq
x6W6wps/sUyEqqdBA4kSpxIfCVczgL8/5mfvIv//ilW8iUVukv5P0kdv/jjISyQnGByjGOTO
ncW1e91Cv6Sfr/qv4rBKKPBv2emqgdZdZjEPFCK145CkQi1sZtcX6ID1WCnhrhl4MWaPr3Lz
bVECoRLNi3Znacmstc8QhC4CkfJdvWJbr/cljdPgtrzVzELnZQhcPquZU4veek1XeUpHJG+
SVXdssHqOLiJspTtyzHj1zPPSIS4mf7kReBoHyFMWbQL3v/S/YInnToh42XjNSpEr5cWuDBN
In4YGRCZfs2i544+Lsx4zzWTNR0UWeYT50u56hNH38tvfe7uCkfeNxYePW4qd6PrPiSsa66C
aKq/a4O/3TqBIulv/vlJRg9tpTwuXtNrqsRzjPICQ6tz9NtLEdSc19SapFCcYb8zUCa39QG+
dSW6Ku0yMp0QGrAWURZx/EMbdqN83VQCEoDzXsmpfB55r0ppPAuYUpLeVF2YEjwNq8IE4LP5
5YbEcuUG1BG7ZYvqmoMaWCqbwugFTISyRnhhZcCNR/TKI/hNayBeCif1mOv9+gj8fw4vl/2M
VN7/uZZisDrH/8YVvfmLBoDoFB2N8amU0rkyiX0vFn31E3IuRhbrJOUVIqPHs649mu9pK9Ut
Fgc7+dUYoL7+rkbvZnQVIxMXz6DPHd138vElcQMkf3gkuWa8cBmuhKywxmLaEIJ6tTMbPPO
xEc2njocvbFjji6vZ27VwuaZcYZFsVCEufYiI5HGtogQIagHWeeNnacOG47F5+XFti7LR9+9
7injwWppS/WXT0M8pQQnnKa+y395J453zZDJf6queJXt1squeE1FijNLMi/6LMXtFro9gmVY
KjCP9cFsXvh1qub7lm21jGHOVAGTFCaqu0gNsPOvNSI7oRLty5OOLqUXXfrEdMs9m/BIPq3T
fYek2R4geeMcowiG8GBAZRWOYMKIWE8EFpCw7LPNbz9WUJToJh+Cq5Cu+AE/EUKMLBbPnTwFz
WxUz1lhShP3LwiTqwjclxbvTvYKoHcRBb06x+OtFP/+x/QZlxFg7DIEXipJ7cMa3azNe0X
YU7CbCjO6hbNrWCYZSjHsFVZctNk7DZrnRU5B8R2IhrNMsuFENCfqI+zjhCfV40Kz/XtSckb
s9zq9bOy16pzBJ/Jf5JtU/CTY6dvioPIDgnkp+goFTAPm0Rk5yrHx6cjlCegzE/f26dee9u
cR6BPKt+dE1+4K9L5fbvcehBME3q/R14Y1HGBKFUsY90Zh5tYQyN9SdIVF9q4ihmx9wGQRpC
+T3mcwKOqgXiWIoSuZqarilTyTca1nVPLVeok7shmMdvWw+90Lx9z0P7rK9FP5KWIBtue5g
tKxW5nNzWUcx6UezKdyv0Hy1I0NCzr6QPAqmwKG+irnuqhc69+WSV1dXUzWuGoRrM8Tfcp9
CaQ8IwlIdE0q1hhz0Qh2fjzaPKvf7HLas05WujKhQuULeF0qawDnjMAFOkeziY5oOGNWDcN/
DIEIEXgZTS9evaPUw3zkINZ1qdUytXuLYeNGa1hqFBuY8n3OoyygdB26Kr/C7gNZWerxG4R
XTypeNxTUo+16BnLjoo0MhN7uZ30MKGJKRpfZEv6vxqI5qdiXaMD+vJJIGemNljohA3HC8Tr
C2q+dFhuDtTVTURjFYirkfFxo4klwEjKCEBby7bh+Xa1yPgSzSPAqVznG8eypFQ0j1HKTI
dEH3uS7qAreYx03cRB2gFla54WpHGsixFnS/sTouWeO9PewS+gGXQSfswpDYq8+bql4ozNaI
VrrwAa96Z16PAI66Z5gTsQxulmInQUJgaAdmZBPdTrEtoktJmaETAdPIvOMDzdbivtyhiRb
N3LUk9ZRavVTJEJdTnrNNQwVa5GFS2uRoqt2IIXQFyMDmsUiYdatciQJgoQIoPHWoesTliI
M7HWdRKNwNWOFlafF1zTRPwQnFyI5ZqeIvwLHohst9raw0H4ksnmSket/HReGV07uUFmTBI
ASy4QbWVZ2cMsWPiUhnM7xeVgK99BxS1K0jkK52KL+cz/mrFWgTg/15ANnCcXpe5MPS8J4IC
pUdLW70o+XvG92jIZ5jiJXw2MlaWV7YXC7S3C/11iidthoR4MpQeBOEihqxshCw1UXmOd3TT
TQnZMC8f2Tx1NmJGzKdaxrqZc6rfUOdqce7PWZrnufxnZsbjPJ6qV5PCmDjXVKTkixIu4gm3
lGVKL2wqecEWiOTOk2o4hCdmsYRw2hNvTTntMQGGIZdcBdJaFeSw2dn4npzHT4vB+IXmHtvI
8VTB37yxpY9isWBhUFYyV3Z+Elr/qINLke5UzSW2nuEpnmPSr4ERUnnS0wtMHFkog4/qjJgt
kQ3ATTFkiBPJ89tI0qaunlpiB0qY41LMaTTKpReC56xYKGVRR55eVHOq3j4iym3Zc5ncstbt

1IZ3ndKWeZhyg6za3lkz5RPzRSW8F1vCtTtE3M4r1777uiFCQskPikspyY8KYiHSsmXF3N4i
1q1Le2iyYmIMzrbjBpOt8klLTPtWALwAh48oSOFnks5OZluy8cgsitRBS04INTg750+ePI25
QWITJiz75NSlrx8Gu8H9TTPfKmilFvaVJke8PXPBVATLb7NcFoG/of/PaH6mwM2I6RBpCo0m
I9Rjh1LHfalzlPnkmzoK+q+WMyyKVOT8uqvs2yNp/ELH48gi9EqHftEcJ0fbKoxVHKT8Imcz
9z7qHcWfiQ42IX99csRsZ3g05Nhh8/fpUJ7eJ0/xEeZ404uTdjUPv7/feHg+8uYdiQ9mtnyF
U1GpxPQXmh7iAk0OJ82BC0AY68ML1ADB9AeDTJ99xanfP5y9SnDo4H6pE07z+nkHHudRwP66
s6VW0F7famU/nU38Pe2ZU4eO4/wfPmjGdbRjZXXo1I3neEs1Dofqoc7qMMi0gz5TC/I/t3xi
DA9oqOGofbTneH0Xi89R9x72+KTP9gZ0encXWeprj/k3UE8m/Sg5Ulv7fcWco/bxnoeEUx96
k5/6CTtRhfo97TWgyOhO19hk9gfg1F/I4VRuAZfrfNTSPA9/SS9K++ofprT5ZPPTcb4Ow4Yy
80J8tOAb/vWnREKJgM828SmTxTgqEpmwVfzBkFBEiKKSEdcHmTeTZOCSLGzOw/6YtQidMQ8d
WnaDk5eEyNCvnwv+j8dIWUEvbVmKbDuWXpeth0HC9EkQM9Ro8Biz9tZ4GXUvjmYXOtzUMyW
yvF61E4OMQWaDUjKV10aJkqcm0y3wgG/3gTDpv96vkb/tl2nfzuD/qZH+112vASWQ8Y0TPXv
YZFvkJOuMdJNf/CT55bhyBhp3bNkOn2KiQVXGb/eEKchT06tnF4K2snRqW4bunDiz51Grq/O
rk6hTOi3xSMPypglsDprLiQfuzTbglEzj41OBVadv+qahiLokJ4Qtkr7S75ymuGXwxD1p5HD
9v8ZJP4RAp5OT9Kj+Ypyrjpxaz1FqX4zJbHmRP1ppH9hMiGy4jWE0nExifl2/pTMTIWLdGSP
IH71f2RERf7b9mKEP6ydRsYfLrr0RNB5JF4+95dPRRyc5tsYIGMhm2zGx9/MSIRIglCJckRY
GSRxPTMc/Ac/VFNafUsure1nZd3OV8983xuhLpn0aMq2MjPqgLEEPMEPxmLBuyBYRAqq6LTQ
K6yaiCQ233ZMct5Nghc/n+f9GruOBjyKYk1IO9gyrRL8qPSx+56zidnDGHvDS7YnlE87CIAR
ptaivwaqfZNSsY5K7nIhlnZBDMk6rRnrn9dp1m/zsHi1NpJ0OutGajM9/eHlsmApDYdYrsgo
7HmtPKHRdkRPEWrYr//NHxamQT4ZFBsRcWiCbZ66cYE7hEb/reKmRXUJdZpWMOaqVydgi+bS
I6sTZTkJSqERcI6NZrw8eHc72jzYT+icyDGXqKaNJJsFvrlB3tmA0KCXFTZgH+sh62geiXQx
PbfresVg42vo7z2VPTqdNF2kr71/EdTrOA7NhETi08euSkGRcWM5oZB1yHR+Y3QenzfR2Mzn
WkXGxuZikhvjjqd/fe8GoYAjdZG0+Bpie7eMsYUGMRIirCk5oPUycg2ZL7iGJB Yc0jm5yEb4
3V4bpb5yOXsF2yPSnej/RIi6W8SX2utQjaEfNWntQ3mPrY2Kbv+yMF3PDm0xEg/GMewotQxr
q6+ZatTijExC+QX19q6p701ScPJezwTwV394nQXz1fNbSwRUvbnBvKB/gcs26cvmlT47Qucr
dioApu12CqUL1cYxrL+bqIer2OBLZbItvdd08X3S3k/IYwPPjdkvk2eDnfGUZtkBf4cJbfCA
zOOQXMRO8hjT8izQxAtjFKXr/jgLNzO5pAnVx6thhi5bI2PqbPjil/o97XvHRaJdoDrNRNu
Vf3AMalyN6mAgGfJWKKblgonh3MjCEmiYoWHts0adpzOIUtwgxKmhuSCHowNpgwxm7x/5De6
JxHuwscyl4Y0hh4loIxxku4cGxjfkPNWeSW7tStq4aUog3J8JiY53GqOpwvDIm6etU1NmIVO
lOqNXLNz56z85e0QiDjCU69RJR0qNnmlvLch9Z1/52qn9a3+b0OTpu9hF0i0UOVzjH8NgP
M1Y0ol3eJGcPZ1/mxVad5A/ZvKbTVdhu1y/2c9EsErB1NWFvnbJq2Cr243z/3EsMXVQS8GtS
PRf6UbCVxtswrqVvuaZlQJjudZGD9aVwE+cFUhNJVKIMdPy0XSJQiLEkSypgWplPTyl+aha
Yipz+yAnxJN/WfnMq0yCE1jM6ld/WtoD+4E7IJrlv5aMkIMg4HJJihBdEIIVKj31/CVUEIX
BVgk3SHVa1ZeYfsyhnyf/KRkeOOX+zvPNx5SYL5tmxft7JHayjT2fZi5qvWKOozZFHg2B1V8
Khbf7LPw7BFD9i9kHP5vnVmkapLLgSxfZQkSnjRd2U2fi8Uu6kmnZ3kDDPETiiKQLYGYbqLI
kJT6UeNRCs/dNwNBAlTbSeiQZsu4V85q3AKD/k93iIu3OcSdWxn+WxC+GN6QnKWQF2SeRAOv
dWKwrpvWKd11fhibX9KEqXMQuPUqWERJZn+wHpSrzQn2JpLR6Ls63Hbp919xsm9f/BNHVmw
9kKkRai+z8wtuw6ttWXvd3T2RhvdQSPbwxD4PRwkI1Ad6pE73BJeqtRaFtf0CC4evjCF5q5C
+Mb0h0QhjNoYlQUKiDYz0tYTH7jOSbGCqg9zICEq0axYVbzXwUKswVUpLYKzctMC+UtW3pTb

VUbsrsw2wSVunnMqqxrPHIKLOInTWbCA+QvVZVLrrGZyyk4zAwc7iK/G5E820k4d+3kysuMi
oZmDosUBsaXDPfF73wy3eImG+3fGtkZFt1IImdqJRDYXdEuXL1hmKa8ks1t62JRocf35hHyQz
b73xLidLCAIOeSHnzzFq+qHVtbG7mnmuqoguTuUTOEZ6wTY+PD0H/fOwELPVtRIeWaDn8CNC
yk68qPgtcAn2+KYI8aMrWEDKqYWzvyBgWWe5KpiWsZyeJosRYfTGFlvQ2HdNLXUpcqYzOdm
ZoppkLOKJOcITsic5F8tZdV83HxRt+swlCkdv7NaMPiu/TE5oOusLWMOIchFsfzAgVSvl/o
CJb5bxVTrLK+Ig4C9FE1NnReiuFEUMWwmesrQXZUxenWXTauBq6jZRMQ63pfjgHuM7PB+BFY
q+FEepXZiKGucXHzKtBfHNCfDjdI3L1cDGHVTTk3OSNkSLiZwDEYnaN9QY6dlCkNxrXMD8VL
wKPEhohhUIITZuvHQcsVtYVw/BcdFEIF9jQX0CemmoX/XFlq6FdqLjBq+VKvU+Xj3kJIarFV
zwOH0p6rSgvKaherTjBPDx/fdqOyUXLyKtwSWva/KSt6LLDisfWXTwYocUKYqm8XddrNfvDb
7kBhbNxxvGFNzRIsyhu5kj0CPIOPListjYCWMbm7iIXabSKxhedXJ6vU5kXXIhs6VkyX8liY
jax1x+VXW26fxmnqTA6nV5aDMZYDVAAhrwfnJj+OCn/nuQWJxtCeDBafP30/cbEL70xDbsf+M
JG/9PUw/L5N5fQCfQd8OL2CJN5pEl6RnkyDZYe2AuvIHceuvjTfeoDDuAfOlbfMM2gTX0jXa
P+dX74ffft+4bnqB/QCv3q8QGH+Org+qAiuN9YP8GwIFBZm6LKM1I+qyJZWd+J68W5U1+5Y
IFvib/dXwEq/E3hKl4eUKlBaX9mLqDwKHhRcGD60xjCNTV9yo9qbigX1m+FanNCuNBvs6Y
C6azb4FgYIpAG+cQ2NyvQDADP7dX4JebNfn48zYPww30X9AI/l+PICWgML+ZQ1+d/Dzu89sO
nfeuaA83htNKR/DoB6X9GXizC9zMXCtRo2ajen4uKvY8hxzm3SPTeGqrVa1S17I+vPDkoIgb
hgKN+BoD6gKCBvFNQU219PyufrumVJAXmLyFGOZX/FhWfnt5/Y1VuNp+L5SVNvvxM3fv3Ot/
KwfOBQVN4w99g8ObAoYcuZdPFXeZf3rMfoEH+mfSCEHjDNqW4WCgVd09liPv4Rk2or8pDSb0
7/fWy8MN4338vnX0Dbp+pWaKDKvkIGmUL39Nk1blzL6zDM3bM3x62xqN3E2jiYUGMEOGDCze
gAUQ4J1oaOEHAhBoWvUMCUCQUgiAsHA0y5U3CTYuRo9BGdZDWqgdSg0FcKQOwslpU2FD9BAO
ghRww4RQIWwJ5yGx9NKHOKIcMwYFAMjO6YEmCtZA6nBt9Ic9a+sTtB5wRngIPYDCmJNC/WkP
oQbUuBUrg5MkgjUD1mBMv7kboMsMq8xrRxUCFSANy2ZOLBIN5Q+pyrH40wHAP9M4qyjaW8hM
7WcbZx4XXE0hEQ73WTRhYwdo6meNjjAGNmCkpgv50pTg08ZBunAHNQAb+JQ3CNYgVBwFANIS
cwhth6Qz0j0oNpaJKLT28BA6hw1QICR0hJjJm0ZDBCbggvQqbhEJ0pBO0gI0JEqE0QSmmDn8
AFpM9MeT/+NpBGAE9NojabNh3dcOm4oS2jhJ0DiZl+HyZy0MbJ0hmcII2mhMaHA4A4HjLAF
OUPaRCTGQLDwtAnQ7loOS0GBCFAmfB8AgKQ+rY5gmZU7ATaHTjDhohg3oYe00EgKg4DkdwMx
DmmTwmfISPBEaZ0Q6ZAdoD0tPzoSE0MEaJBKO4IAODIf3h60udC2qgoJAJBSM4DBCMI+TR5G
CmbgkFLNEwZuDeaZ13GWNuw2hg4SLwExMAJYGm0GTJB3KEOiRFuXeU2TwHTjyNtm6SGx31TR
c7BNCZesraNitM2om72GxvrAWBS2e+66vYuo7vSg5t/liaryA68hgzv+d3nP7E1pc2BRWHnb
67EDHPisK0dde7HNRUjrRipOX6y77pFRN5sa62njQmv8vVmJz03Kdp1+5yIo77ZQdx/l2oW5
3v8Ga4+TWG8tpNXMdVtNvOGTncGfLckp+Hn09ICRaw7TdzB1wKwHQHbtskyb/CO7SusFUEtW
7Ffc0oNX9QP7qKi0zUAHUpk+kT41WSPgvuDwJXPX9DdIH307dlQlx8yUs952NMir5HcI8HS+
T03dyma0/zONt+vfs+rQIPMHkH5kdqdQ26KAmQAsv1OxX5p7syU1wL64dIb3txS9qclYYgEA
9NW42mYRv7sESTc/vGL/zzQ9h2Jg8sSLO11u039Gt370HWvt71RmY+keNnc7+VYfpHqqvTtX
67tfadO/fX/XHitz/uSG3Hz0u2TvPgh0epN47ddsEeI9lPbgOAJeuKp96YIpKVzPrBLtP2pi
8UPsvCzrqGsfE66XI/jPiDmPmpW92sFWW0qrbKJC4eXUCPZEJm0FAyaxZrAeMM7Hb/tQt8FY
Q5OsuQvySV0bEcm/gOUnxYz9y4QUBVAu/wJy8jvwoQSIJsWz8y39r2zJnbcTY/PbvscXts
mksvk+EGd9ybNnGzucQ3/yR+8M7/DOHPy2EZROFCvK2ry/d1GQM5YV//0N+5xnLn5HmMc2hv
Bmc/haCoM2cgfdAGc+Ru3gwnNvt2ETlea22r+rT71YnN13j7E/vd3fXc6m73dnW//XH/5JtG

50B+C218RH79auOL72bbuUcFEXW5fb7gv25GVx+Rv3zb8GdZpk248gp9pt7k3KbbvetNcvk
 FM621c/n5+ZGGufNtvNtcGDm27bnz82Rbdufl2K/V9uRILz1t3GOP1vcGLu2B/67+3nrwXw0
 K7Lcfh7Pwyet4L7CobB37fD8LbsSh/6fKjB4NrCfvwXw+fn7gtIq22N6Rad8LWBNdwG34f7+
 eold5OBPB3gwYKOU8Nd/nf+59mZ/9x+tsifailht2+/PbHXpbPFvHqPFKtqP7/V3+rv9Hf6D
 /yX7oqWvt3RUUv670Z3+jsv53E7sw9vcjksZ+59HYohaB+jdh3tp9Qh/rv/XJVC+vNmTD5H3
 jXyefv13YPB6wT679Lv3MoTGP0jd8qipF/2x4oTuDxIXD4rf19+9Cnbo3cF0sY63I92fR2mS
 yq0b7wey7Dsel+fX4KfvJ631uNI+7p3r8/vl/Zbu7hF11/QfQHf0P/e7v1Rf3yo8XbK/Of92
 v3ObB8brPcOA703b77f1hpdK32re35PNL7dHr12+sH5301prbio/AWAto0XaC710zoiOZt2
 m0i0hwgQ5v4ICHBBqJUBPKCDOHA9DYGsZKblxtFQwggYt31HNngb+ocBUKzSkLXRdgtcSZ0F
 G6CDHDMtAw1AWEr4mdHF305c+iADVoLSD1OiWh14c0XS5tmrTCsAvltaWGS0gr5zdF/tInQ
 MXoXV0IE6KGtFkkdMaLtlPSWplyWRhHBU5hwzGDXJVP0iiYF1jNYnTk4NukFGJFrQGkOVK0I
 CjQS43dpKjASzJXaeNDp4z8nryutT7Q44itaDmhATSQFB5QwO4wx2ngw6eti9XOjhT2htKQo
 +LtakBmKtAzgreyfl1tJ452t9NXOjhu1pSFJxo9WAQYSIdpqW/tr4bKB2toI8mZCS04QhQtJ
 SsCmjjZyZiP4w2kIYEBEBAi/gv8xjFKndoC1UDoUE3VbAqMCuLmRjN8o2goYoQNOL86HDHCA
 dBA2hwEBwAlQkARyUdInQEboL8cGRcHF4dKmbMYOIqhgO29rQFVNCRIW0WPaeJgE+3U1D8O
 G5qGA8CwDjr+9yAdagZMFFnuuQ5x3uJDXIARpA+BkJOWP2TWiXwKfUAM+9INnNoAAAAA
 --BOUNDARY.274110552.20

 To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

--BOUNDARY.274110552.20--

1.174 Display Capture

X-Originating-IP: [193.113.139.186]

From: "Stephen Sweeney" <bhunachicken@hotmail.com>

Subject: Display Capture

Date: Mon, 02 Aug 1999 07:40:46 GMT

X-UIDL: 7f3a0e328121ef355f8909e014270d99

Okay... I want to take some screenshots of a game I'm making...

unfortunately I don't know if or how it is possible to capture the Display

(Blitz Mode) of a dual-playfield with a 256 colour rainbow inserted in the

back..? I (foolishly) tried the SaveBitmap command and erm... it didn't

work...

Anyone got any ideas?

(apart from using emulators!)

 Stephen Sweeney

Parallel Realities

http://members.xoom.com/The_Scarf/

Get Your Private, Free Email at <http://www.hotmail.com>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.175 Re: Display Capture

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

Date: Tue, 03 Aug 1999 12:46:15 +1200

Subject: Re: Display Capture

X-UIDL: c3e3041b4786268f10a2e3311430f9de

On 02-Aug-99, Stephen Sweeney wrote:

> Okay... I want to take some screenshots of a game I'm making...
> unfortunately I don't know if or how it is possible to capture the
> Display (Blitz Mode) of a dual-playfield with a 256 colour rainbow
> inserted in the back..? I (foolishly) tried the SaveBitmap command and
> erm... it didn't work...

Try some of the old bitmap grabbers off Aminet which look for bitmaps automatically, or manually in chip mem.

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.5)

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.176 Re: Display Capture

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Tue, 3 Aug 1999 09:58:54 +0100

Subject: Re: Display Capture

Encoding: 8bit

X-UIDL: f578b4303037970b8a29e2066909a29b

> > Okay... I want to take some screenshots of a game I'm making...
> > unfortunately I don't know if or how it is possible to capture the
> > Display (Blitz Mode) of a dual-playfield with a 256 colour rainbow
> > inserted in the back..? I (foolishly) tried the SaveBitmap command and
> > erm... it didn't work...
>
> Try some of the old bitmap grabbers off Aminet which look for bitmaps
> automatically, or manually in chip mem.

It might not work as the display would be created out of the bitmaps (i.e. with the copper on the fly). You might need to get some sort of Action Replay type cartridge. Or ask on afb, Vost or one of the other writers must know how to do it.

--

!) ^ V] [!) M I © M I] [M M

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

ICQ=16827694

Attention, attention --- that is all.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.177 Re: Display Capture

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

Date: Tue, 03 Aug 1999 07:12:08 -0500

Subject: Re: Display Capture

X-UIDL: 126bbec15aadd7585a52f20e8c6a5377

Hi,

>>> Okay... I want to take some screenshots of a game I'm making...
>>> unfortunately I don't know if or how it is possible to capture the
>>> Display (Blitz Mode) of a dual-playfield with a 256 colour rainbow
>>> inserted in the back..? I (foolishly) tried the SaveBitmap command and
>>> erm... it didn't work...

>>

>> Try some of the old bitmap grabbers off Aminet which look for bitmaps
>> automatically, or manually in chip mem.

>

> It might not work as the display would be created out of the bitmaps (i.e.
 > with the copper on the fly). You might need to get some sort of Action
 > Replay type cartridge. Or ask on afb, Vost or one of the other writers
 > must know how to do it.

Why not take the easy way out? Since it's your program, I am assuming you
 have all the original graphics.

So, just use a gradient fill in your paint program for the "copper rainbow"
 background. Then just paste on your other images where you want 'em.

Later...

--

Yours electronically,

Curt Esser

camage@ix.netcom.com

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

 To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.178 Re: Display Capture

X-Originating-IP: [193.113.139.186]

From: "Stephen Sweeney" <bhunachicken@hotmail.com>

Subject: Re: Display Capture

Date: Tue, 03 Aug 1999 13:00:36 GMT

X-UIDL: e8c4a272b79aae2c473af08ecf2545bf

>Why not take the easy way out? Since it's your program, I am assuming you
 >have all the original graphics.

>

>So, just use a gradient fill in your paint program for the "copper rainbow"
 >background. Then just paste on your other images where you want 'em.

>

Yeah, I guess that's the best way....

Okay everyone thanks for all the help.... :)

Now.... does anyone know how to...<SNIP!>

 Stephen Sweeney

Parallel Realities

http://members.xoom.com/The_Scarf/

Get Your Private, Free Email at <http://www.hotmail.com>

 To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.179 Re: Display Capture

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Tue, 03 Aug 1999 17:22:33 +0100

Subject: Re: Display Capture

Encoding: 8bit

X-UIDL: 1f75b0e0e2eb5def2852bf8ec0920a42

Stephen Sweeney churned out *this* drivel:

>> Why not take the easy way out? Since it's your program, I am assuming you

>> have all the original graphics.

>> So, just use a gradient fill in your paint program for the "copper

>> rainbow" background. Then just paste on your other images where you want

>> 'em.

> Yeah, I guess that's the best way....

Another idea is to write a tiny little program which just shows the (INCBIN'd) picture and sticks the copper stuff in itself...just make the displayer, which would be tiny, and change the INCBIN'd picture file for each screenshot...then people can click on each copy of the "program", which has an icon like a picture file, and it displays with full copper effect :)

You could do the picture-with-copper-added displayer for stuff

like AF's CD, Aminet distribution, and use the paint-package cheat for website shots, etc...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

Sarcasm is the lowest form of wit. It's also the funniest.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.180 Double Buffering

X-Originating-IP: [194.197.68.41]

From: "Jani Parviainen" <palmtree70@hotmail.com>

Subject: Double Buffering

Date: Fri, 20 Aug 1999 12:06:06 PDT

X-UIDL: e6e126867dec09bbfa0f2d7100e4944a

Hey!

Could someone write a little code for doing a GOOD double buffering.

I mean like that where I can use BLIT and BBLIT commands together that shapes won't flicker when I use BLIT command. I've tried to do; I'm close, but not enough ;)

I also need some GFX-artists if anyone knows??

Get Your Private, Free Email at <http://www.hotmail.com>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.181 Re: Double Buffering

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

Date: Fri, 20 Aug 1999 17:15:13 -0500

Subject: Re: Double Buffering

X-UIDL: 2fc6fde1ab0407d581eed0d552c67e7c

Hi Jani

On 20-Aug-99, Jani Parviainen wrote:

> Hey!

>

> Could someone write a little code for doing a GOOD double buffering. I
> mean like that where I can use BLIT and BBLIT commands together that
> shapes won't flicker when I use BLIT command. I've tried to do; I'm close,
> but not enough ;)

The key to flicker-free double buffering is to make sure all drawing, Blitting, BBlitting, etc. is being done on the undisplayed bitmap at all times.

As long as you are doing that, there should never be any flicker.

The full source codes for my games "Crazy8's" and "Dungeon Explorer" are available on my web-site and on Aminet/dev/basic

Both use flicker-free double-buffering, Blit, BBlit, etc.

The Crazy 8's game has more comments, so it's probably the best choice.

Later...

--

Liar: One who tells an unpleasant truth.

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.182 Re: Double Buffering

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Fri, 20 Aug 1999 20:01:05 +0100

Organization: Satanic Dreams Software.

Subject: Re: Double Buffering

Encoding: binary

X-UIDL: 950753d9d742ad78f907081f2270135c

Hello Jani

Hiya, Jani... ,on 20-Aug-99 you mailed me about: Double Buffering! So I ma reply`in...

> Hey!

>

> Could someone write a little code for doing a GOOD double buffering. I
> mean like that where I can use BLIT and BBLIT commands together that
> shapes won't flicker when I use BLIT command. I've tried to do; I'm close,
> but not enough ;)

It`s pretty simple to fix, if you have BBlit working... Then you got most of it, if you want to draw to the bitmap without corrupting it with a normal Blit, you have to do it when unbuffering has taken place and the bitmap is free of BBlited objects.

Remember, 1 buffer per bitmap (in your case 2 buffers are needed.)

and that you have to draw to both with your Blits, so you would setup a flag that is acted upon, ONLY if it`s set and directly after the Unbuffer, this routine should work twice then set the flag back to `Off`. (so that it works on both bitmaps.)

If you still cant fix it, send us the code and I'll have a go ;)

--

Rob,

--

MAILTO:loki@sds.in2home.co.uk | #ICQ:# 27181384
#FAX:# 0870 0888470
#SDS FOUNDER:# URL: <http://www.satanicdreams.freemove.co.uk/>
#PROJECT INFO:# Minimum Safe Distance [####----- 45% ish complete.]
#HOME OF:# /MorrisTheMaggot, BB2MUIUpdate, TimeSwipe, NIB,
/CTTM2, BlitzBFB, Prefs2000 & TMS. And too much other stuff./
["Paranoia must run in your species, Odo." - Quark]

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.183 Re: Double Buffering

X-Originating-IP: [194.197.68.44]

From: "Jani Parviainen" <palmtree70@hotmail.com>

Subject: Re: Double Buffering

Date: Mon, 23 Aug 1999 11:30:51 PDT

X-UIDL: f6506cd597f256b06bfc8f9f56e7b789

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

>Reply-To: blitz-list@netsoc.ucd.ie

>To: blitz-list@netsoc.ucd.ie

>Subject: Re: Double Buffering

>Date: Fri, 20 Aug 1999 17:15:13 -0500

>> > Could someone write a little code for doing a GOOD double buffering

> > mean like that where I can use BLIT and BBLIT commands together > shapes

> won't flicker when I use BLIT command. I've tried to do; I'm close,

> > but not enough ;)

>

>The key to flicker-free double buffering is to make sure all drawing,

>Blitting, BBlitting, etc. is being done on the undisplayed bitmap at all

>times.

Okey. I managed to do working double buffering with bblit and blit, but now

I want to add a stencil ;) I've tried use Stencil command before main loop

and SBlit command in mainloop, but these won't work. Can anybody help me,

again?

Get Your Private, Free Email at <http://www.hotmail.com>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.184 DTLoad - as a Function

From: Leigh Parry <lparry@free4all.co.uk>

Date: Mon, 30 Aug 1999 14:14:33 +0000

Subject: DTLoad - as a Function

X-UIDL: 419a60beb4e7069bdb239d3518767278

Hello,

I've now upladed another LHA onto my site.

Uses Datatypes in a function.

can be called several times, as it stores pointers etc.

Check it out,

I've also done sound Function which uses DT's if any body wants that.

(not currently uploaded)

(XBSound & Blitz' Sound libraries caused problems, e.g. if using 'SongPlayer', then started a prog with the XB or Blitz sound commands 'Songplayer' halted and you couldn't quit out of it.)

Cya,

Leigh.

P.S. - For James Boyd

If you want to Include it in your Stats&Funcs, please do, all I ask is you acknowledge me as it's author (and maybe include email & web links).

--

A1200T - 040-33Mhz +16MbFast - 3.2Gig HD - 32x CD - ZIP

EMail: lparry@free4all.co.uk

EMail: lparry@ukonline.co.uk

URL: <http://www.free0024068.free4all.co.uk/>

URL: <http://web.ukonline.co.uk/lparry/>

The Answer = 42 = \$2A = %101010

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.185 Re: DTLoad - as a Function

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

Date: Tue, 31 Aug 1999 13:39:12 +1200

Subject: Re: DTLoad - as a Function

X-UIDL: 4fd12a5d40f140ff55e7bc17e65a50d8

On 31-Aug-99, Leigh Parry wrote:

> I've also done sound Function which uses DT's if any body wants that.
> (not currently uploaded) (XBSound & Blitz' Sound libraries caused
> problems, e.g. if using 'SongPlayer', then started a prog with the XB
> or Blitz sound commands 'Songplayer' halted and you couldn't quit out
> of it.)

That's because the Blitz sound commands hit the hardware direct,
rather than use the audio.device, if it used the audio.device, then it
would know those sound channels were already allocated.

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed
for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.6)

<<http://homepages.paradise.net.nz/ants>>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.186 Re: DTLoad - as a Function

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

Date: Mon, 30 Aug 1999 18:44:53 -0500

Subject: Re: DTLoad - as a Function

X-UIDL: 1dal1e8894a1b631d28bf7984fd15774

Hi Leigh

On 30-Aug-99, Leigh Parry wrote:

> Hello,

>

> I've now upladed another LHA onto my site.

>

> Uses Datatypes in a function.

>

> can be called several times, as it stores pointers etc.

>

> Check it out,

Sounds good!

>

> I've also done sound Function which uses DT's if any body wants that.

Yes, please! Or, better, upload it to your site too so everybody can get it...

Later...

--

Yours electronically,

Curt Esser

camage@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.187 Re: DTLoad - as a Function

From: James L Boyd <jamesboyd@all-hail.freereserve.co.uk>

Date: Wed, 01 Sep 1999 02:40:32 +0100

Subject: Re: DTLoad - as a Function

X-UIDL: 875c1aaa9172d26b3358c5660f1e5d10

Leigh Parry churned out *this* drivel:

> I've also done sound Function which uses DT's if any body wants that. (not
> currently uploaded) (XBSound & Blitz' Sound libraries caused problems,
> e.g. if using 'SongPlayer', then started a prog with the XB or Blitz sound
> commands 'Songplayer' halted and you couldn't quit out of it.)

I'll have a copy if it's not on your site (I'll be going tomorrow for the other version :)

> P.S. - For James Boyd

>

> If you want to Include it in your Stats&Funcs, please do, all I ask is you
> acknowledge me as it's author (and maybe include email & web links).

Great, thanks...and I always add credits if I know who's done what :)

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freereserve.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(<http://surf.to/all-hail/>)

<tsb>

640K ought to be enough for anybody.

-- Bill Gates in 1981.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.188 ElmoreDosLib

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Mon, 2 Aug 1999 17:05:01 +0100

Subject: ElmoreDosLib

Encoding: 8bit

X-UIDL: 72246eb2b9be78fab720ab3b66d84ab5

What version of the ElmoreDosLib was there a bug in? Was it the one available separately on Aminet?

Thanks.

--

!) ^ V] [() M © M] [N N

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

ICQ=16827694

Evangelist

Anagram: Evil's Agent

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.189 Re: ElmoreDosLib

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

Date: Mon, 02 Aug 1999 20:31:16 -0500

Subject: Re: ElmoreDosLib

X-UIDL: a14b4f6a32e017b7be1aea912428290f

--BOUNDARY.1748673560.3

Hi David

On 02-Aug-99, David McMinn wrote:

> What version of the ElmoreDosLib was there a bug in? Was it the one
> available separately on Aminet?

No, it is the one found on BUM 9 (and maybe 10 also?)

That is, if you mean the one where the command "ChangeDir" tokenizes, but no longer works. However, you can use the command "Examine" in it's place.

The library was apparently updated, but the docs weren't...

I recently looked through it with a Hex editor and found a lot more commands than are in the docs - stuff that apparently allows you to read and change

the file bits, pull out the path string from a full file/path string, move files to different directories, etc.

I've attached the command list.

But by the time I found these, I already had learned to do these things through the OS, so I never experimented with these new commands to see if they actually work...

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

--BOUNDARY.1748673560.3

Content-Disposition: attachment; filename="Blib.109"

ElmpreDos.library

CHDir

CurrentDir\$

MoreEntries

EntryDir

EntryName\$

EntryBits\$

EntrySize

EntryDate

EntryHour

EntryMins

EntrySecs

EntryComment\$

CopyFile

SetCopyBuffer

NameFile

MakeDir

AnalyzeDisk

DiskUnit

DiskErrors

DiskCapacity

DiskUsed

DiskBlocks

DiskFree

MoveFile

GetAssigns
Assign\$\nExamine\nSetFileComment\nSetBits\nSetWildString\nMatchWild\nDosError\$\nDiskState\nDiskType\$\nFilePart\$\nPathPart\$\nFullPath\$\nNoMoreEntries\nGetLocal\$\nGetEnv\$\nSetLocal\nSetEnv\nUnSetLocal\nUnSetEnv\nRun\nComparePaths\nAssign\nExec\n--BOUNDARY.1748673560.3

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
--BOUNDARY.1748673560.3--

1.190 Re: ElmoreDosLib

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>
Organization: The Robert Gordon University, E&EE
Date: Tue, 3 Aug 1999 09:51:54 +0100
Subject: Re: ElmoreDosLib
Encoding: 8bit
X-UIDL: 37055e7dded13f1dec718b7fb3857efb

> That is, if you mean the one where the command "ChangeDir" tokenizes, but

> no longer works. However, you can use the command "Examine" in it's
> place.
Yeah, I think that was the one I meant. Funny that, I always thought I had the
one from BUM9/10 and it seemed to word. Or maybe it was from BUM6.
> The library was apparently updated, but the docs weren't...
In keeping with the whole tradition of Blitz then ;)
> I recently looked through it with a Hex editor and found a lot more
> commands than are in the docs - stuff that apparently allows you to read
> and change the file bits, pull out the path string from a full file/path
> string, move files to different directories, etc.
>
> I've attached the command list.

Those look like the commands that are in the new ElmoreDosLib on Aminet. The
docs for those commands are in that archive.

--

!) ^ V] [!) M I © M I] [N N

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

ICQ=16827694

I'd explain it to you, but your brain would explode.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.191 Re: ElmoreDosLib

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

Date: Tue, 03 Aug 1999 07:18:00 -0500

Subject: Re: ElmoreDosLib

X-UIDL: d89ed11cea5400bfadfaf36e64fb1cb7

Hi David

On 03-Aug-99, David McMinn wrote:

>
>> That is, if you mean the one where the command "ChangeDir" tokenizes, but
>> no longer works. However, you can use the command "Examine" in it's
>> place.
>
> Yeah, I think that was the one I meant. Funny that, I always thought I had
> the one from BUM9/10 and it seemed to word. Or maybe it was from BUM6.

>
>> The library was apparently updated, but the docs weren't...
>
> In keeping with the whole tradition of Blitz then ;)
Unfortunately, yes ;)
>> I've attached the command list.
>
> Those look like the commands that are in the new ElmoreDosLib on Aminet.
> The docs for those commands are in that archive.

Right you are! Thanks, David.

I looked through the doc - it seems that this version requires WB 3.xx (or so it says in the doc) - maybe the "bug" really was people unknowingly trying to use it on 2.xx?

Later...

--

The wise shepherd never trusts his flock to a smiling wolf.

Yours electronically,

Curt Esser

camage@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.192 Enforcer hits

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 5 Aug 99 13:48:41 +1000

Subject: Enforcer hits

X-UIDL: b7c2a512ee04c042278dcbd17825032c

--=_8<==MD237A99639-7D70EC11==8<=_=

Encoding: 7bit

Can anyone explain why the Window statement at the end of this program has enforcer hits.

If you END before the window - no problem. Remove that END and you get the attached hits.

Thanks

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

www.shoalhaven.net.au/edgewater

--_8<==MD237A99639-7D70EC11==8<=_=

Encoding: plain (7/8 bit)

Content-Disposition: attachment; filename="EnfTest.asc"

X-MD2-FilePath: Blitz2:Motel/converters/EnfTest.asc

; Can anyone explain why this program has enforcer hits

;

; See the last line for details

WBStartup ; so we can run from an icon

=====

; First get some info about the user's system

WbToScreen 0

*Main_Screen.Screen = Peek.l(Addr Screen (0))

Screen_Font\$ = Peek\$ (*Main_Screen\Font\ta_Name) ; Screen font's name

Screen_Font_Height.w = *Main_Screen\Font\ta_YSize ; ... and height

Screen_Width.w = *Main_Screen\Width ; Screen's width

Screen_Height.w = *Main_Screen\Height ; ... and height

Screen_Depth.b = *Main_Screen\RastPort\BitMap\Depth ; Screen Depth

Screen_Detail_Pen.w = *Main_Screen\DetailPen AND \$FF ; The drawing pen colours

Screen_Block_Pen.w = *Main_Screen\BlockPen AND \$FF

CloseScreen 0

=====

; The open the screen and a borderless backdrop window.

LoadFont 0,Screen_Font\$,Screen_Font_Height

Screen 0,0,0,Screen_Width,Screen_Height,Screen_Depth,-32768,"YAPI Demo",Screen_Detail_Pen,Screen_Block_Pen

*Main_Screen.Screen = Peek.l(Addr Screen (0))

Screen_Bar_Height = *Main_Screen\BarHeight + 1

End ; Leave this in - no hits. Delete it - lots of hits

Window 0,0,0,Screen_Width,Screen_Height,\$1980,"",1,2

End

--_8<==MD237A99639-7D70EC11==8<=_=

Encoding: plain (7/8 bit)

Content-Disposition: attachment; filename="Hits.asc"

X-MD2-FilePath: Blitz2:Motel/converters/Hits.asc

WORD-READ from 00000006 PC: 00F8A016

USP: 002FE382 SR: 0004 SW: 0769 (U0)(-)(-) TCB: 002FD6D8

Data: 00000000 00000000 002EF230 00000102 00000044 00000000 00000005 00000044

Addr: 00000000 0002A320 002F7CD8 002F7CD8 002FE4E6 002FE44E 002094A4 -----
Stck: 00FB4AA6 0020C520 002F7CD8 00000000 0020C520 00000000 002F7CD8 00000000
Stck: 00F81E7A 00FB3776 0020C520 002FE51E 002EF230 0020C520 00FB37AC 00000044
PC-8: 4E757000 1028001B 4E757000 59816A06 30280002 4E755981 6A061028 00054E75
PC *: 0C68805C 0006661E 0C280002 00056D16 2268000C 93E80008 B2FC0000 6708B2D0
Name: "EnforcerTest"
WORD-READ from 00000000 PC: 00F8A040
USP: 002FE382 SR: 0019 SW: 0769 (U0)(-)(-) TCB: 002FD6D8
Data: 00000000 FFFFFFFC 002EF230 00000102 00000044 00000000 00000005 00000044
Addr: 00000000 0002A320 002F7CD8 002F7CD8 002FE4E6 002FE44E 002094A4 -----
Stck: 00FB4AA6 0020C520 002F7CD8 00000000 0020C520 00000000 002F7CD8 00000000
Stck: 00F81E7A 00FB3776 0020C520 002FE51E 002EF230 0020C520 00FB37AC 00000044
PC-8: 00020005 6D162268 000C93E8 0008B2FC 00006708 B2D06204 08C00002 59816A0E
PC *: 32104A80 67022209 E7493001 4E755981 6A4008C0 000348E7 30007400 7202142E
Name: "EnforcerTest"
WORD-READ from 00000002 PC: 00F8A006
USP: 002FE382 SR: 0019 SW: 0769 (U0)(-)(-) TCB: 002FD6D8
Data: 00000000 FFFFFFFC 002EF230 00000102 00000044 00000000 00000005 00000044
Addr: 00000000 0002A320 002F7CD8 002F7CD8 002FE4E6 002FE44E 002094A4 -----
Stck: 00FB4ABE 0020C520 002F7CD8 00000000 0020C520 00000000 002F7CD8 00000000
Stck: 00F81E7A 00FB3776 0020C520 002FE51E 002EF230 0020C520 00FB37AC 00000044
PC-8: 4E757000 1028001A 4E757000 1028001C 4E757000 1028001B 4E757000 59816A06
PC *: 30280002 4E755981 6A061028 00054E75 0C68805C 0006661E 0C280002 00056D16
Name: "EnforcerTest"
WORD-READ from 00000000 PC: 00F8F856
USP: 002FE442 SR: 0014 SW: 0769 (U0)(-)(-) TCB: 002FD6D8
Data: 00000000 00200010 002EF230 00000102 00000044 00000000 00000005 00000044
Addr: 00000000 00000000 002F7CD8 002F7CD8 002FE4E6 002FE44A 002094A4 -----
Stck: 002EF230 002FE532 002FE532 00FB4A66 0020C520 002F7CD8 002EF230 002FE576
Stck: 0020C520 00F88B34 80000000 002EAEA0 002EF230 002F7CD8 00000000 002E90FC
PC-8: 276F0028 0020266D FFA84E5D 4E754E55 FFFC2F0B 2648206B 002093C9 27490020
PC *: 3010E740 48C03228 000248C1 42A74878 00CA2F01 2F002F09 2F092F2B 000C2F09
Name: "EnforcerTest"
WORD-READ from 00000002 PC: 00F8F85C
USP: 002FE442 SR: 0004 SW: 0769 (U0)(-)(-) TCB: 002FD6D8
Data: 00000000 00200010 002EF230 00000102 00000044 00000000 00000005 00000044
Addr: 00000000 00000000 002F7CD8 002F7CD8 002FE4E6 002FE44A 002094A4 -----
Stck: 002EF230 002FE532 002FE532 00FB4A66 0020C520 002F7CD8 002EF230 002FE576
Stck: 0020C520 00F88B34 80000000 002EAEA0 002EF230 002F7CD8 00000000 002E90FC

PC-8: 266DFFA8 4E5D4E75 4E55FFFC 2F0B2648 206B0020 93C92749 00203010 E74048C0
PC *: 32280002 48C142A7 487800CA 2F012F00 2F092F09 2F2B000C 2F092F09 2F082F48
Name: "EnforcerTest"
WORD-READ from 00000000 PC: 00F8F808
USP: 002FE63E SR: 0004 SW: 0769 (U0)(F)(-) TCB: 002FD6D8
Data: FFFF0014 0000FFFF 002FE76C 002EF3E4 00000000 00008050 00208066 00000000
Addr: 00000000 00000000 002EF230 002F7CD8 00000000 002FE696 002094A4 -----
Stck: 002F7CD8 0020E26C 002E0000 00000000 00000000 00000000 00000000 00000000
Stck: 0000FFFF 00FF0100 00000000 FFFF0000 0000CACA CACACACA CACA0000 00000000
PC-8: 4E55FFAC 2F0B2648 43EDFFB2 4EB900F8 6C78206B 00202B48 FFB693C9 27490020
PC *: 3010E740 48C03228 000248C1 487800CA 2F012F00 2F092F09 486DFFB2 2F092F09
Name: "EnforcerTest"
WORD-READ from 00000002 PC: 00F8F80E
USP: 002FE63E SR: 0004 SW: 0769 (U0)(F)(-) TCB: 002FD6D8
Data: 00000000 0000FFFF 002FE76C 002EF3E4 00000000 00008050 00208066 00000000
Addr: 00000000 00000000 002EF230 002F7CD8 00000000 002FE696 002094A4 -----
Stck: 002F7CD8 0020E26C 002E0000 00000000 00000000 00000000 00000000 00000000
Stck: 0000FFFF 00FF0100 00000000 FFFF0000 0000CACA CACACACA CACA0000 00000000
PC-8: 264843ED FFB24EB9 00F86C78 206B0020 2B48FFB6 93C92749 00203010 E74048C0
PC *: 32280002 48C14878 00CA2F01 2F002F09 2F09486D FFB22F09 2F092F2B 000C2F48
Name: "EnforcerTest"
--=_8<==MD237A99639-7D70EC11==8<=_=

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
--=_8<==MD237A99639-7D70EC11==8<=_=
(end of MIME multipart message)

1.193 Re: Enforcer hits

From: Roger Beausoleil <vision_fx@citenet.net>
Date: Sat, 25 Nov 1995 17:51:28 +0500
Subject: Re: Enforcer hits
X-UIDL: 08b226bd2713ef5556c17512a4971e34
Hi Tony,
The only mistake you did in your code was to omit to find the WorkBench Screen
ViewMode...
First... Add this line in the User's Screen info..
Screen_ViewMode.1 = *Main_Screen\ViewPort\ColorMap\VPMModeID

Second... Re-Write this Line...

Screen 0,0,0,Screen_Width,Screen_Height,Screen_Depth,Screen_ViewMode, etc...

Roger Beausoleil

Quebec-Canada

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.194 Re: Enforcer hits

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

Date: Thu, 05 Aug 1999 07:46:06 -0500

Subject: Re: Enforcer hits

X-UIDL: fd9be7a06447993a68149a476f882295

Hi Tony

On 04-Aug-99, Tony Rolfe wrote:

> Can anyone explain why the Window statement at the end of this program
> has enforcer hits.

Yes, it is the \$80 in the window flags you are using.

If I substitute this:

Window 0,0,0,Screen_Width,Screen_Height,\$1000|\$800|\$100,"",1,2

It runs fine - no hits.

What is the \$80 in your flags? I don't find it in the manual, and it is the one that causes the hits.

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.195 Re: Enforcer hits

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Thu, 5 Aug 1999 14:24:51 +0100

Subject: Re: Enforcer hits

Encoding: 8bit

X-UIDL: 59880272428d24c096175cc9454935a2

> What is the \$80 in your flags? I don't find it in the manual, and it is
> the one that causes the hits.

Another undocumented feature :) I think its the superbitmap flag, and you need
to specify the bitmap (and gadgetlist) parameters if you use it.

--

l) ^ V][l) M @ M][N N

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

ICQ=16827694

You must go to Dagobah, where you will be taught by Yoda, the sly,
sweet mother fucker who taught me this shit.

- Samuel L. Jackson, Jedi Master

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.196 Re: Enforcer hits

X-Originating-IP: [193.113.139.186]

From: "Stephen Sweeney" <bhunachicken@hotmail.com>

Subject: Re: Enforcer hits

Date: Thu, 05 Aug 1999 13:17:33 GMT

X-UIDL: 469857eeb211e886473123f1b50794d3

>Yes, it is the \$80 in the window flags you are using.

>

>If I substitute this:

>Window 0,0,0,Screen_Width,Screen_Height,\$1000|\$800|\$100,"",1,2

>

>It runs fine - no hits.

>

>What is the \$80 in your flags? I don't find it in the manual, and it is

>the

>one that causes the hits.

\$80 is the SuperBitmap flag and was left out of the manual.

Get Your Private, Free Email at <http://www.hotmail.com>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.197 Re: Enforcer hits

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

Date: Thu, 05 Aug 1999 18:03:53 -0500

Subject: Re: Enforcer hits

X-UIDL: 6baa3ce91b28df5dd2797679fc87d374

Hi David

On 05-Aug-99, David McMinn wrote:

>

>> What is the \$80 in your flags? I don't find it in the manual, and it is

>> the one that causes the hits.

>

> Another undocumented feature :) I think its the superbimap flag, and you

> need to specify the bitmap (and gadgetlist) parameters if you use it.

Aha! So the hits are probably caused since no gadgetlist and bitmap

parameters were given, then?

BTW, Fred, PLEASE PLEASE PLEASE include a decent manual with PowerBasic ;)

Later...

--

Don't force it, use a bigger hammer.

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.198 Re: Enforcer hits

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 6 Aug 99 11:40:43 +1000

Subject: Re: Enforcer hits

Encoding: 7bit

X-UIDL: 2d35456de511c8ed38189c44715d3cdf

On Thu, 05 Aug 1999 07:46:06 -0500 Curt Esser said:

> Hi Tony

>

> On 04-Aug-99, Tony Rolfe wrote:
> > Can anyone explain why the Window statement at the end of this program
> > has enforcer hits.
>
> Yes, it is the \$80 in the window flags you are using.
>
> If I substitute this:
> Window 0,0,0,Screen_Width,Screen_Height,\$1000|\$800|\$100,"",1,2
>
> It runs fine - no hits.
>
> What is the \$80 in your flags? I don't find it in the manual, and it is the
> one that causes the hits.
Superbitmap. Hmmm, wonder why I had that there.
Since I don't supply a bitmap, its not surprising that it hits!!

Thanks

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

www.shoalhaven.net.au/edgewater

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.199 Re: Enforcer hits

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 6 Aug 99 11:42:00 +1000

Subject: Re: Enforcer hits

Encoding: 7bit

X-UIDL: 54b04fb3e2544534422a34c2466acfc8

On Sat, 25 Nov 1995 17:51:28 +0500 Roger Beausoleil said:

> Hi Tony,

>

> The only mistake you did in your code was to omit to find the WorkBench Screen

> ViewMode...

>

> First... Add this line in the User's Screen info..

>
> Screen_ViewMode.l = *Main_Screen\ViewPort\ColorMap\VPModelID
>
> Second... Re-Write this Line...
>
> Screen 0,0,0,Screen_Width,Screen_Height,Screen_Depth,Screen_ViewMode, etc...

Many thanks Roger. That'll fix it.

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

www.shoalhaven.net.au/edgewater

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.200 Re: Enforcer hits

From: Frederic Laboureur <alphasnd@sdv.fr>

Date: Fri, 06 Aug 1999 09:59:53 +0100

Organization: Fantaisie Software

Subject: Re: Enforcer hits

Encoding: 8bit

X-UIDL: d30962fb4bf00821bbd9b79a3eccf274

Hi Curt,

>> Another undocumented feature :) I think its the superbitmap flag, and you

>> need to specify the bitmap (and gadgetlist) parameters if you use it.

>

> Aha! So the hits are probably caused since no gadgetlist and bitmap

> parameters were given, then?

>

> BTW, Fred, PLEASE PLEASE PLEASE include a decent manual with PowerBasic ;)

No prob :). Any volunter ?

Good bye,

--

Fred.

^V^V^V Frédéric Laboureur (Fred)

__/_

/ ^ ^ u ^ ^ n ^ ^ \ E-Mail : alphasnd@sdv.fr

1.202 Re: Enforcer hits

From: Roger Beausoleil <vision_fx@citenet.net>

Date: Sat, 07 Aug 1999 01:08:11 +0500

Subject: Re: Enforcer hits

X-UIDL: e23a7b48858e0d3fa7b777d90e269ddb

On 07-Aug-99, Tony Rolfe wrote:

>On Sat, 25 Nov 1995 17:51:28 +0500 Roger Beausoleil said:

>> Hi Tony,

>>

>> The only mistake you did in your code was to omit to find the WorkBench

>Screen

>> ViewMode...

>>

>> First... Add this line in the User's Screen info..

>>

>> Screen_ViewMode.1 = *Main_Screen\ViewPort\ColorMap\VPModeID

>Hi, Roger.

>I tried this and it gives me a sort of double-wide low-res screen,

>when my WB is PAL high-res 640x256. The actual value returned by

>this line is hex 00029000 which doesn't seem to make sense (at least

>to me!)

Hi Tony,

The Value \$29000 is the right value for your Workbench setup... \$29000

means that you have a Workbench in Pal 640x256!

The Line that I tell you to add:

Screen_ViewMode = *Main_Screen\ViewPort\ColorMap\VPModeID

...will return the ViewMode display for from the user's Workbench.

And ...

Screen 0,0,0,Screen_Width,Screen_Height,Screen_Depth,Screen_ViewMode,"",1,0

... will open a screen with the same Width/Height as the User's Workbench.

The main mistake you did was to try to open a window with 640 pixels width in

a 320 for the Screen (With a ViewMode as -32768). The Enforcer Hit.

I hope this is more clear...

Roger Beausoleil

Quebec-Canada

>--

>Tony Rolfe

>Amiga 2000, 68030/25, 1+4Mb

>www.shoalhaven.net.au/edgewater

>-----

>To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

>For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.203 Re: Enforcer hits

From: Andrew Guard <aMIGA_dUDE@assign.u-net.com>

Date: Fri, 06 Aug 1999 18:21:03 +0000

Organization: ProPassWord

Subject: Re: Enforcer hits

Encoding: 8bit

X-UIDL: bc9bb1880fca89462198709c64c09f28

Hello Tony

On 05-Aug-99, you wrote:

> Can anyone explain why the Window statement at the end of this program
> has enforcer hits.

>

> If you END before the window - no problem. Remove that END and you
> get the attached hits.

>

> Thanks

>

>

Do you have blitz beduger active?

Regards

--

Think about it, ProPassWord. <mailto:ppw-subscribe@egroups.com>

--

Satanic Dreams Software <http://zap.to/sds> Fax +44 (0)870 0888470

V//Amiga// Team Amiga RC5 -- 603e+ 233/040 PowerUP, 32 Meg,

BVision, Zip, DVD, Kickstart 3.1 Pace56 External voice, ISP

<http://www.wirenet.co.uk/> ICQ 21765436

Non-Reciprocal Law of Expectations: Negative expectations yield negative results.

Positive expectations yield negative results.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.204 Re: Enforcer hits

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>
Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia
Date: 9 Aug 99 11:51:57 +1000
Subject: Re: Enforcer hits
Encoding: 7bit
X-UIDL: 5e5f49263ea7c29c89ba32c58ee31517
On Sat, 07 Aug 1999 01:08:11 +0500 Roger Beausoleil said:

> Hi Tony,

>

> The Value \$29000 is the right value for your Workbench setup... \$29000

> means that you have a Workbench in Pal 640x256!

That is correct. I was trying to interpret it in light of the short version "Mode" field, which did not make sense! Where is the documentation for this ViewMode? I cannot find it in the includes (obviously I am looking in the wrong ones!)

>

> The Line that I tell you to add:

> Screen_ViewMode = *Main_Screen\ViewPort\ColorMap\VPModeID

>

> ...will return the ViewMode display for from the user's

Workbench.

>

> And ...

> Screen

0,0,0,Screen_Width,Screen_Height,Screen_Depth,Screen_ViewMode,"",1,0

>

> ... will open a screen with the same Width/Height as the User's

Workbench.

Especially when I spell ViewMode correctly in both places!! :-(

Thanks for your help. All is working perfectly now.

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

www.shoalhaven.net.au/edgewater

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.205 Engine Nine Design members

From: Matt Briggs <engine9@ukonline.co.uk>
Date: Sat, 28 Aug 1999 14:38:45 +0000
X-SenderInfo: 1; picture="http://www.enginenine.cjb.net/gfx/logo001.gif"
Organization: Engine Nine Design
Subject: Engine Nine Design members
X-UIDL: ae57a7bf18da349665ce9eb8dbd1e606

HiYa all

Anyone wanna join our every growing engine nine design amiga
pd group? :) if so, mail me or join the engine9 list at
www.onelist.com .

--

Massive regards

M@t Briggs

Visit: <http://www.enginenine.cjb.net>

Email: engine9@ukonline.co.uk

E9List: engine9@onelist.com \ Members Wanted!!!

<tsb>

State Farm? Guard dogs?

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.206 Re: Engine Nine Design members

Date: Sat, 28 Aug 1999 22:26:30 +0100 (BST)
From: =?iso-8859-1?q?Ayar=20Baboon?= <compiler_monkey@yahoo.co.uk>
Subject: Re: Engine Nine Design members
Encoding: 8bit
X-UIDL: 35acaac56e266571e977b67c7bcbcc5a
--- Matt Briggs <engine9@ukonline.co.uk> wrote:

> HiYa all

>

> Anyone wanna join our every growing engine nine

> design amiga

> pd group? :) if so, mail me or join the engine9 list

> at

> www.onelist.com .

Noooooo!

It's a trap! ;)

(I'm defecting, er, sort of...)

Do You Yahoo!?

Get your free @yahoo.co.uk address at <http://mail.yahoo.co.uk>
or your free @yahoo.ie address at <http://mail.yahoo.ie>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.207 Re: Engine Nine Design members

From: Matt Briggs <engine9@ukonline.co.uk>

Date: Sun, 29 Aug 1999 17:56:55 +0000

X-SenderInfo: 1; picture="http://www.enginenine.cjb.net/gfx/logo001.gif"

Organization: Engine Nine Design

Subject: Re: Engine Nine Design members

X-UIDL: 025980118b419caa45a17a39568a0d67

Hiya Ayar

On 28-Aug-99, you wrote:

>> HiYa all

>>

>> Anyone wanna join our every growing engine nine

>> design amiga

>> pd group? :) if so, mail me or join the engine9 list

>> at

>> www.onelist.com .

>

> Noooooo!

> It's a trap! ;)

Heh, ssssh! The more members we catch, the more we can
eat... :)

> (I'm defecting, er, sort of...)

Hmm...

--

Massive regards

M@t Briggs

Visit: <http://www.enginenine.cjb.net>

Email: engine9@ukonline.co.uk

E9List: engine9@onelist.com \ Members Wanted!!!

<tsb>

T-Shirt saying: It isn't easy being a Princess.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.208 Re: Filter stuff (Was: VisualPrefs problems)

From: "Simon Hitchen" <simon@gadge.u-net.com>

Organization: Gadge Software

Date: 30 Aug 99 09:48:43 +0100

Subject: Re: Filter stuff (Was: VisualPrefs problems)

Encoding: 7bit

X-UIDL: f4128b51e02791d4d8309a7df9b17306

Hello James L Boyd,

> Probably the filter thing will be fixed by this too, but

> here's how to turn the filter on and off :

>

> (Hardware Poke, no Enforcer hits :)

>

> Poke.b \$bfe001,0 - on

> Poke.b \$bfe001,2 - off

>

> Weird thing though - if you Peek this location, it'll read -2 if it's

> on (0 if off), even if you poke it with 2 just before peeking it...anyone

> know why (just out of curiosity)?

'Cos you're peeking the whole byte, the rest of the bits could be 0 or

1 so it could return any byte value IYSWIM :)

You could try this :)

; Record filter setting at the start so we can restore

; it later in a nice user friendly way :)

filtstate.b=Peek.b(\$bfe001)

; Set the filter on or off as many times as you

; need to in your proggy by using...

BCLR #1,\$bfe001 ; filter on

; or....

BSET #1,\$bfe001 ; filter off

```
; Restore the original filter settings at the end
If filtstate AND %10
BSET #1,$bfe001 ; filter off
Else
BCLR #1,$bfe001 ; filter on
End If
--
Simon
MailTo:simon@gadge.u-net.com
http://www.gadge.u-net.com
ICQ: 22707489
A1200T-060/50-48+4+2MB-CD-HDx2-V90-SVGA-SCSI-ZII-CGX/3D.
Health Warning! - This Amiga Is Genetically Modified(tm)
Revenge AGA:UFO_EU:WB-Tidy:WB-Animal:YAMM & other stuff.
```

 To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
 For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.209 Re: Filter stuff (Was: VisualPrefs problems)

```
From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>
Date: Mon, 30 Aug 1999 19:45:34 +0100
Subject: Re: Filter stuff (Was: VisualPrefs problems)
X-UIDL: aa31e1e14c2dac30c9563e211124da23
Simon Hitchen churned out *this* drivel:
>> Weird thing though - if you Peek this location, it'll read -2 if it's
>> on (0 if off), even if you poke it with 2 just before peeking it...anyone
>> know why (just out of curiosity)?
>
> 'Cos you're peeking the whole byte, the rest of the bits could be 0 or
> 1 so it could return any byte value IYSWIM :)
Ah, I always forget you can read smaller than a byte :)
> BCLR #1,$bfe001 ; filter on
>
> ; or....
>
> BSET #1,$bfe001 ; filter off
^^ Is the #1 in this the number of the bit then? Not an asm guy ;)
See ya,
```

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

The release of atom power has changed everything except our way of thinking...the solution to this problem lies in the heart of mankind. If only I had known, I should have become a watchmaker.

-- Albert Einstein

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.210 Re: Filter stuff (Was: VisualPrefs problems)

From: "Simon Hitchen" <simon@gadge.u-net.com>

Organization: Gadge Software

Date: 31 Aug 99 23:39:02 +0100

Subject: Re: Filter stuff (Was: VisualPrefs problems)

Encoding: 7bit

X-UIDL: 15c1ac5f957218ba989403bff90f3917

Hello James L Boyd,

> > BSET #1,\$bfe001 ; filter off

>

> ^^ Is the #1 in this the number of the bit then? Not an asm guy ;)

Yup!

P.S. I wasn't an "ASM guy" 'till 2 days ago :)

--

Simon

MailTo:simon@gadge.u-net.com

http://www.gadge.u-net.com

ICQ: 22707489

A1200T-060/50-48+4+2MB-CD-HDx2-V90-SVGA-SCSI-ZII-CGX/3D.

Health Warning! - This Amiga Is Genetically Modified(tm)

Revenge AGA:UFO_EU:WB-Tidy:WB-AnimAL:YAMM & other stuff.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.211 fmv

From: Emil Oppeln Bronikowski <opi@amigascne.org>

Date: Tue, 31 Aug 1999 15:22:52 +0100

Organization: calkowiecie nie-zorganizowany

Subject: fmv

X-UIDL: c53ca0e1930055eec5fef97b0efb9c8b

Yello,

im looking for full motion video module for cd32...

zdroofka!

--

Emil Oppeln Bronikowski - TrogSoft

opi@amigascne.org <http://abyss.lodz.pdi.net/~opi>

First Class Mag

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.212 Re: fmv

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Tue, 31 Aug 1999 18:35:44 +0100

Organization: Satanic Dreams Software.

Subject: Re: fmv

X-UIDL: c18ff478ef637bc647178860ed0486af

Hello Emil

Hiya, Emil... ,on 31-Aug-99 you mailed me about: fmv! So I'ma reply`in...

> Yello,

>

> im looking for full motion video module for cd32...

Really? Nice. ;)

> zdroofka!

--

Rob,

--

MAILTO:loki@sds.in2home.co.uk | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.cjb.net/>

#PROJECT INFO:# Minimum Safe Distance [####----- 45% ish complete.]

#CO-WEBMASTER:# <http://www.blitz-2000.freemove.co.uk/>

[Never have sex with someone in your office. Wait until you get home.]

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.213 Fonts

From: Bippy M <BippyM@stingent.freemove.co.uk>

Date: Wed, 25 Aug 1999 21:29:59 +0000

Subject: Fonts

X-UIDL: 0b406ea14cfcc60f3bc8359885eabd1f

Hiya Guys,

How do you find out what system font you are using?

I'm trying to use the stuff from Amigalibs.res file to no avail..

Cheers

mark

--

x-----| BippyM@Stingent.freemove.co.uk |-----x

||

| Current Projects: |

| Overflow (Pipemania Clone) [..^.....] 30% |

| Packer2Packer Suite [.^.....] 20% |

||

x-----| BippyM@Stingent.freemove.co.uk |-----x

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.214 Re: Fonts

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Thu, 26 Aug 1999 01:06:26 +0100

Subject: Re: Fonts

X-UIDL: 31b32137a1b12ebf6996370c9618a6e1

--BOUNDARY.1749112792.4

Bippy M churned out *this* drivel:

> How do you find out what system font you are using?

>

> I'm trying to use the stuff from Amigalibs.res file to no avail..

If you mean the Workbench screen's font, see attached...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

Men talk of killing time, while time quietly kills them.

-- Dion Boucicault

--BOUNDARY.1749112792.4

Content-Disposition: attachment; filename="GetWBFont.asc"

Content-Description: Shows Workbench font

wb\$="Workbench"

*scr.Screen=LockPubScreen_ (&wb\$)

If *scr

*scfont.TextAttr=*scr.Screen\Font

fname\$=Peek\$(*scfont.TextAttr\ta_Name)

fheight.b=*scfont.TextAttr\ta_YSize

NPrint "Workbench font - ",fname\$, " : ",fheight

UnlockPubScreen_ &wb\$,*scr

Else NPrint "Failed to lock Workbench screen!"

EndIf

NPrint "":NPrint "Click mouse..."

MouseWait

End

--BOUNDARY.1749112792.4

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

--BOUNDARY.1749112792.4--

1.215 Re: Fonts

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

Date: Thu, 26 Aug 1999 07:14:21 -0500

Subject: Re: Fonts

X-UIDL: 9449378d4647f267e11cbd3eb41853ce

--BOUNDARY.1748424336.1

Hi Bippy,

On 25-Aug-99, Bippy M wrote:

> How do you find out what system font you are using?

>

> I'm trying to use the stuff from Amigalibs.res file to no avail..

Here is an example that gathers some information about any opened screens.

Maybe it will help...

Later...

--

Yours electronically,

Curt Esser

camage@ix.netcom.com

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

--BOUNDARY.1748424336.1

Content-Disposition: attachment; filename="screen.info.asc"

;demo of getting screen information

;last modified JAN 10 1999

;by Curt Esser <camage@ix.netcom.com>

;===== MUST have Blitzlibs:amigalibs.res as

;===== resident in your compiler options!

WBStartup

NoCli

WBenchToFront_

FindScreen 0 ;get information on the WB screen to start

;*SCR will point to a Screen structure

*SCR.Screen=Peek.l(Addr Screen (0))

;---- OK, Got it! Now let's gather some information:

Gosub getScreenInfo

;---- let's make a window, using the WB screen information:

winwidth.w=400

winx.w=(swidth.w-winwidth)/2 ;we'll center it on the screen

winhi.w=sheight.w-20 ;and make it a bit shorter than the screen

winy.w=bheight.b+2 ;and put it just below the title bar

title\$="Screen Info :"

Window 0,winx,winy,winwidth,winhi,\$8!\$400!\$1000,title\$,dpen.w,bpen.w

;---- now let's print the Screen info's in our window

Repeat

Free IntuiFont 0

LoadFont 0,font\$,fontY.w ;we'll use each screen's font

WindowFont 0

NPrint " "

NPrint " Screen = ",stitle\$

WPrintScroll

```

NPrint " Font = ",font$
WPrintScroll
NPrint " Font size= ",fontY
WPrintScroll
NPrint " Width = ",swidth.w," pixels"
WPrintScroll
NPrint " Height = ",sheight.w," pixels"
WPrintScroll
NPrint " TitleBar = ",bheight.b," pixels"
WPrintScroll
NPrint " Front Pen= ",bpen.w
WPrintScroll
NPrint " Back Pen = ",dpen.w
WPrintScroll
NPrint " "
WPrintScroll
If *NXT.Screen
NPrint " -- Press {RETURN} to continue --"
Else
NPrint " No other screens opened "
EndIf
WPrintScroll
NPrint " "
WPrintScroll
ev.l=WaitEvent
If ev=$400 AND *NXT
*SCR.Screen=*NXT.Screen
Gosub getScreenInfo
NPrint "===== "
WPrintScroll
Else
ev=$200 ;if no other screens, fake a close-gadget hit :)
EndIf
Until ev=$200 AND EventWindow=0
End
;-----
getScreenInfo ;read information from a screen structure
stitle$=Peek$ (*SCR\Title) ;the screen's title
font$=Peek$ (*SCR\Font\ta_Name) ;screen font's name

```

fontY.w=*SCR\Font\ta_YSize ;font height
 swidth.w=*SCR\Width ;screen's width
 sheight.w=*SCR\Height ;and height
 bheight.b=*SCR\BarHeight ;height of it's title bar
 dpen.w=*SCR\DetailPen AND \$FF ;the drawing pen colours
 bpen.w=*SCR\BlockPen AND \$FF
 *NXT.Screen=*SCR\NextScreen ;pointer to the next screen, if any
 Return
 --BOUNDARY.1748424336.1

 To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
 For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
 --BOUNDARY.1748424336.1--

1.216 Forewarning (sort of) (WAS: Re: GTList problems)

From: Gaz-JD/FX-s`D <gaz@jokerd.freemove.co.uk>
 Date: Tue, 03 Aug 1999 15:03:02 +0100
 Organization: Joker Developments
 Subject: Forewarning (sort of) (WAS: Re: GTList problems)
 X-UIDL: 9b923c7a73697bf2b012859d58b794d4

Hi,

I still can't get it workin'. If anyone wants to see what happens on their system (preferably one with DOpus Magellan 2 installed) mail me privately and I'll send it your way. Its about 50K.

Cya!

Gaz.

--

<tsb>

<tsb>Gareth Griffiths

<tsb>Founder of Joker Developments:

<tsb>E-Mail: *gaz@jokerd.freemove.co.uk*

<tsb>WWW: *www.jokerd.freemove.co.uk*

<tsb>ICQ: *GazChap (31023012)*

<tsb>

<tsb>It ain't over 'til you read the tagline.

<tsb>

 To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
 For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.217 Freeze ups

From: Bippy M <BippyM@stingent.freemove.co.uk>

Date: Thu, 26 Aug 1999 22:27:37 +0000

Subject: Freeze ups

X-UIDL: 82e9ada58560c89f1522e785dd8abd8f

Hiya Guys,

Thanks to both James and Curt for help regarding the last few queries I sent, now another..

As you might remember I asked if it was possible to free arrays before my proggie quits, well i did this dim array\$(0), but my program still freezes when I quit!!

I have about 4 arrays set-up, each is a string array with 20,000 elements (only 10-11,000 get used atm)..

For some reason when I quit it locks the system up for upto 30seconds (Depends on CPU) (It even locks the mouse pointer).. any ideas?

Mail me and I'll send the source privately (About 130k)

Cya

Mark

--

x-----| BippyM@Stingent.freemove.co.uk |-----x

||

| Current Projects: |

| Overflow (Pipemania Clone) [.^.....] 30% |

| Packer2Packer Suite [.^.....] 20% |

||

x-----| BippyM@Stingent.freemove.co.uk |-----x

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.218 Re: Freeze ups

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

Date: Thu, 26 Aug 1999 19:01:50 -0500

Subject: Re: Freeze ups

X-UIDL: 7a994d05baa79f019b9570d641cbf21a

Hi Bippy

On 26-Aug-99, Bippy M wrote:

> Hiya Guys,

>

> Thanks to both James and Curt for help regarding the last few queries I

> sent, now another..

>

> As you might remember I asked if it was possible to free arrays before my

> proggie quits, well i did this `dim array$(0)`, but my program still freezes

> when I quit!!

>

> I have about 4 arrays set-up, each is a string array with 20,000 elements

> (only 10-11,000 get used atm)..

>

> For some reason when I quit it locks the system up for upto 30seconds

> (Depends on CPU) (It even locks the mouse pointer).. any ideas?

Yes, it is beacuse of the way variable-length strings must be handled. BTW, this is NOT Blitz's fault (for once...)

Since normally a string can be of any length, a string array can not actually have all it's elements stored in one convenient block of memory, like numeric arrays are kept.

As James pointed out the string array contains 4 bytes per element - but these are NOT the actual strings - they are simply pointers to where the actual string is kept in memory. When you load or alter the string itself, it is copied to somewhere else in memory and the pointer is updated to show the location. So, when the program ends, each of the individual chunks of memory being used by the actual strings must be tracked down and free'd, one at a time. This could be up to 20,000 x 4 arrays! in your case, depending on how many of the strings were actually used.

I'm surprised it can be done in only 30 seconds ;)

The same goes when you re "DIM" the array to "0" - it worked fine for James, but he probably didn't bother to put any contents into the 20,000 strings....

So, there you see the problem...

The solution? Well, if you must have these strings adjustable in length (like a normal string) I know of no way to fix this.

I have a couple of ideas to try if you can set a pre-determined maximum length for the strings.

It all depends on what you are using them for..

>

> Mail me and I'll send the source privately (About 130k)

You can send me the source if you like, but I'm afraid I can't help if the string-length must be adjustable...

Maybe someone smarter than me knows a solution...

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.219 Re: Freeze ups

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

Date: Thu, 26 Aug 1999 20:24:32 -0500

Subject: Re: Freeze ups

X-UIDL: ad6f2d4bbff32588e792bdc109a0f228

Hi Again...

On 26-Aug-99, Curt Esser wrote:

{ Yes, I'm talking to myself again - sometimes it helps ;) }

> The solution? Well, if you must have these strings adjustable in length

> (like a normal string) I know of no way to fix this.

Of course, after I sent this, I thought of a possible solution - or, really a "semi-solution":

You could try setting your program to a very low priority just before it ends. I don't know if it will help - it will actually make it take LONGER to free all the strings, but it may free up the processor for other programs to run while this is happening so the system doesn't seem to "freeze" If you have your own screen and windows opened, free them first so the user isn't left staring at your screen forever while the strings are being free'd ;)

The NCS has a command for setting your program's priority, and there is also a Function for this in James Boyd's StatsFuncts file (if I remember correctly)

Later...

--

All true wisdom is found on T-shirts.

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.220 Future of Amiga

From: Luca Carminati <toffi@spm.it>

Date: Sat, 28 Aug 1999 20:56:21 -0500

Subject: Future of Amiga

Encoding: 8bit

X-UIDL: 9bc62053af142911b86e9a3d59fe8a1e

Hi Blitzers,

I've not been using my computer for about 3 months, and even during the months before, I was not up-to-date about the lot of Amiga. I had heard about OS3.5 and 5.0, as well as new kind of machines, but I have no precise information. Is there anyone who can tell me if the great bosses are trying to keep Amiga computers alive? What I'd like to know is if it's still worth continuing to develop software for the current machines (I've got an A1200/030/WB3.0). Maybe new generation Amigas will be born, but will the current programs be compatible with the new machines?

Thank you very much for any information.

--

Best regards,

Luca.

||

| ----- LUKE'S PROJECTS ----- |

||

| Luca Carminati <toffi@spm.it> |

| A1200/030/2+4Mb/WB3.0/1.2GbHD |

||

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.221 Re: Future of Amiga

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Sat, 28 Aug 1999 17:04:53 +0500

Subject: Re: Future of Amiga

X-UIDL: 45de69a4acf7b7cec5ddaf932331bf3c

On 29-Aug-99, Luca Carminati flashed:

>Hi Blitzers,

>I've not been using my computer for about 3 months, and even during the months

>before, I was not up-to-date about the lot of Amiga. I had heard about OS3.5

>and 5.0, as well as new kind of machines, but I have no precise information.

>Is there anyone who can tell me if the great bosses are trying to keep Amiga

>computers alive? What I'd like to know is if it's still worth continuing to

>develope software for the current machines (I've got an A1200/030/WB3.0).

>Maybe new generation Amigas will be born, but will

>the current programs be compatible with the new machines?

>Thank you very much for any information.

Hi Luca,

Any software you write which will run on Amiga OS 3.0-3.5 is guaranteed to be runnable on the NG Amigas because they will have hardware enhanced emulation of the present generation Amigas. The new Amigas will of course have a completely different processor from anything of any type now existing, so NO software from ANY platform will be directly compatible. Software of all types will however run faster on the new Amigas under emulation than on the machines it was written for. Software written especially for the new Amigas will flat FLY!!!

As for present generation Amigas, they aint dead yet! In fact, mainly due to the increasingly easy availability of better processors and modern peripherals for them, they look to make at least a small resurgence. Several companies have very nicely equipped Amiga clones announced and several G3 cards are under development for eminent release within the next few months.

I personally believe that the present generation of Amigas will actually benefit some from the release of the NG Amigas, and many will continue to be used for years to come. However, most people will probably use their present Amiga software under emulation on the NG Amigas when they get them.

Whereas emulation of the present Amigas on wintel machines is basically a novelty and more trouble than it's worth for most people (sort of like emulating a wintel on an old Amiga), emulation of a present-generation

Amiga on a NG Amiga will be very good indeed. Adding a fast processor to a present generation Amiga will definately make a new machine out of it though, and adding a G3 PPC to one will make it leave pentiums and Macs in the dust! The Amiga OS and software are so much more well optimised that giving them a ride on a modern processor is like launching them on a rocket! I use Art Effects 3 on my Amigas, and Photoshop 5 on a Mac G3-350mhz tower at work. Art Effects with a good processor on the Amiga OS is MUCH faster. The same can be said for Photogenics, PageStream, Personal Paint, TV Paint, Alladin 4D, and a growing list of other things which support PPC. The best news though, is that even software written for M680x0 processors can now be run MUCH faster on a PPC than on the native processor, and the new Amiga OS 3.5 supports that as standard! The addition of a good graphics card gives another great boost to the performance (not to mention the appearance) of many programs, especially games which support them.

USB is coming on the NG amigas as well as several of the OG Amiga clones. USB is handy and flexible, and will be cheap and ubiquitous, but SCSI is still king performance-wise. USB will however serve very well for most purposes.

Firewire may be on the NG Amigas (I certainly hope so) and on some of the OG Amiga clones. Firewire is MUCH faster than USB, and is finally catching on somewhat. It is more flexible than SCSI but not faster. In a way it might be said that it combines the better attributes of USB (simplicity, flexibility and potential economy) with the speed advantage of SCSI. I hope it catches on on all platforms.

Read the Amiga Tech report for a good summary of the expectations for the first NG Amiga machines which they are calling their MCC (Multimedia Convergence Computer) and which is but one of a plethora of planned products.

Still no official word on the processor yet except guarded hints and statements that we "should be pleased". Scuttlebut and a very few pieces of circumstantial evidence indicate that the new TransMeta processor is a very good possibility. If so, WHOOPEEEEE!!!

If you haven't heard, the NG OS/OE kernal has been changed from QNX (which is good, and ready) to Linux which is ready, but not yet good enough for Amiga. I believe the decision was a good one as Linux has several thousand excellent programmers working on it and it will soon surpass QNX. Also, arrangements are being made to fit it (the kernal) for Amigas needs and Linus Thorvalds himselfe is working on the TransMeta processor

(presumably to help optimise it for the Linux kernel and vice-versa. Actually, things are looking up for both the present generation Amigas and the NG Amigas. A present generation Amiga with a fast PPC processor and the efficient Amiga 3.1 + OS will stomp on anything wintel or Mac have to offer. Amigas no longer need to be under powered, and it is now cheaper to beef up an Amiga with a fast processor and graphics card than to buy a new Mac or wintel OF EQUAL QUALITY. The free and nearly free wintels don't count. I have (unfortunatly) been exposed to them and they are TROUBLESOME, LOW QUALITY JUNK, with both compatability problems and reliability problems. I regularly use and set up (and curse at) all types of wintel machines and the latest Macs, and I can say without reservation that you are better off sticking with the Amigas if you are willing to put the money in them that you would put into buying something else. It pisses me off to see how many people have complained that it costs money to upgrade an Amiga, so they turn around and spend even more money to get something else, which they soon have to upgrade also.

An Amiga with a good processor and graphics card and some ram and hard-drive space IS A BETTER MACHINE than the alternatives, and there is no need to pine for software because some of the best productivity software made is for the Amiga, and emulating a Mac on the Amiga is both efficient and effective. Forget windoze, you don't want that trash anyway! Any software you need is available for the Amiga and/or the Mac (on Amiga). "Aha," you say, "what about games?" Well, things are looking up somewhat, but there are still a million games which aren't on the Amiga. How many thousand of them are you planning on buying? ;) OK! It's up to US to do something about it (the Amiga programmers). Not to mention all the usefull little utilities and stuff we like to make. People are being cautiously more hopefull now, and if we respond, it will grow. Amiga have been highly encouraging people to upgrade their machines and many are. Now, let's show them our stuff!! The main thing we Blitzers need is access to PPC programing, and Fred (bless his heart) is actively working on that! The official language of the NG Amigas will be C++ (basically unchanged from the present generation) along with Java for network objects. But there is still a need for a more strait-forward language like Blitz. Fred has promised to consider that as well, so let's all be as helpfull to him as we can in every way that he can use.

So... don't give up the ship!!! After all, whatever you do will be portable one way or the other, and with the path that is being taken I believe we can expect MUCH larger markets in the future. Everything Amiga

are doing is aimed at precisely that goal. It is NOT the stodgy, bloated applications popular (because people don't know any better) now on other platforms which will be the money-makers of the future, but rather the imaginative, inovative and clean applications achievable only by those who can think for themselves which will be the big wave of the future. The big house of cards is about to come crashing down, and when it does, we Amigans (along with Linux people and a few other free-thinkers) will be left standing atop the rubble like monuments to determination, with squared shoulders and bulging muscles ready to build the REAL dream castles! Bill Gates was once like us, but he sold out to greed and power and now has much money but no real friends. I say it is possible to be successful and still have friends if you are fair, thoughtful and intelligent. New oppertunities are about to open up in the electronics age. Don't miss them. Resist the dark side Luke. May the force be with you... ;)

catcha later,
Donovan Reeve (bubby.lnk@ispi.net)

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.222 Re: Future of Amiga

From: r790@mindless.com

Date: Sat, 28 Aug 1999 19:16:48 -0400 (EDT)

Encoding: 7bit

Subject: Re: Future of Amiga

X-UIDL: 79be401b39358f3443629cb5c24e7041

Hi Luca,

Well, OS3.5 is due for release in late September.

Recently a company called Iwin popped up out of nowhere, alleged to be building Amiga compatible computers at attractive prices. Though no one can verify if they are legit. Personally I don't think so.

Their site is <http://www.iwin-corp.com/>

A while ago Jim Collas stated that communication was important, and made an effort to keep the community updated. Now they seem to have done another U-turn, and stated "For the next several months, the Amiga staff will be focused on implementing our business and product plans. We will not be discussing or commenting on future company directions during this time. "

This all sound a bit suspicious, getting closer to a new machine launch you would be expecting them to be shouting a bit more loudly. I understand that they can't or won't release the specs. But this silence hardly inspires confidence.

It wouldn't surprise me at all if bad news is on the way...but then I am a bit of a pessimist. ;)

For more news you could try

<http://www.ann.lu>

<http://www.amiga-news.de/>

<http://www.cucug.org>

Regards,

Shane O'Neill

Get your free email from AltaVista at <http://altavista.iname.com>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.223 Re: Future of Amiga

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

Date: Sun, 29 Aug 1999 16:03:36 +1200

Subject: Re: Future of Amiga

X-UIDL: 58a8046d3585bab8e3d21eac34ae5fe9

> Whereas emulation of the present Amigas on wintel machines is
> basically a novelty and more trouble than it's worth for most people
> (sort of like emulating a wintel on an old Amiga), emulation of a
> present-generation Amiga on a NG Amiga will be very good indeed.
> Adding a fast processor to a present generation Amiga will definately
> make a new machine out of it though, and adding a G3 PPC to one will
> make it leave pentiums and Macs in the dust! The Amiga OS and software
> are so much more well optimised that giving them a ride on a modern
> processor is like launching them on a rocket! I use Art Effects 3 on
> my Amigas, and Photoshop 5 on a Mac G3-350mhz tower at work. Art
> Effects with a good processor on the Amiga OS is MUCH faster. The same
> can be said for Photogenics, PageStream, Personal Paint, TV Paint,
> Alladin 4D, and a growing list of other things which support PPC.

Yeah, try using Explorer5 on a 266PII- sloooowww. It takes about *2*
seconds to repond to a menu event!!!

and Thanks for the positive talk! :-)

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed
for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.6)

<<http://homepages.paradise.net.nz/ants>>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.224 Re: Future of Amiga

From: r790@mindless.com

Date: Sat, 28 Aug 1999 21:48:40 -0400 (EDT)

Encoding: 7bit

Subject: Re: Future of Amiga

X-UIDL: 278700bcac342299679d3a75e5c47a85

Hi Donovan,

[Big Snip]

> Whereas emulation of the present Amigas on winte
> machines is basically a novelty and more trouble than
> it's worth for most people (sort of like emulating a
> wintel on an old Amiga)

A friend of mine is running Amiga emulation on his PC, he has a 24bit workbench, and 8 Meg. Chip ram.

It runs at about 8 Mips (on AMDK6-II 450), hardly blindingly fast or anything, though it is more than usable. His A1200 030/50 runs at 9 Mips.

[another big snip]

> Firewire may be on the NG Amigas (I certainly hope so)
> and on some of the OG Amiga clones. Firewire is MUCH
> faster than USB, and is finally catching on somewhat.
> It is more flexible than SCSI but not
> faster. In a way it might be said that it combines the
> better attributes of USB (simplicity, flexibility and
> potential economy) with the speed advantage of SCSI.
> I hope it catches on on all platforms.

Well, I can't claim to know how well Firewire is taking off. I do know that Apple own this standard, and if they over charge when licencing it out then I'm afraid it's doomed, though I too would like to see it take off.

[Snip...and another huge chunk goes missing]

Christ, you like writing don't you! ;)

> Amigas no longer need to be under powered, and it is
> now cheaper to beef up an Amiga with a fast processor
> and graphics card than to buy a new Mac or wintel OF
> EQUAL QUALITY.

Hmmm...It depends, If you are talking about the lower spec PPC processors,umm...maybe, though if your on about the higher spec. ones then - No way in hell.

I'll be getting a PC within the next month.

I'll be buying the motherboard, processor etc. etc. separately and putting it together my self, which should work out pretty well.

However Linux will be going on it a quickly as possible, and possibly also BeOS. Windows will just be a necessary evil, for games and university work.

> I regularly use and set up (and curse at) all types

> of wintel machines and the latest Macs.

Hey, Me too!

Well, I don't regularly set them up... but I regularly curse at them. ;)

[biggish snip]

> "Aha," you say, "what about games?" Well, things are

> looking up somewhat,

> but there are still a million games which aren't on

> the Amiga.

hehe, I'll be able to play 'Baldur's Gate', 'Magic and Mayhem' and 'Black & White'. I really want to play those. :)

> So... don't give up the ship!!!

Can't speak for anyone else, but even though I'll have a PC they will have to pry the Amiga from my cold dead hands. ;)

Regards,

Shane O'Neill

Get your free email from AltaVista at <http://altavista.iname.com>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.225 Re: Future of Amiga

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

Date: Sun, 29 Aug 1999 16:20:49 +1200

Subject: Re: Future of Amiga

X-UIDL: da30c132caab23feb5910cf185b837f3

On 29-Aug-99, r790@mindless.com wrote:

> A while ago Jim Collas stated that communication was important, and
> made an effort to keep the community updated. Now they seem to have
> done another U-turn, and stated "For the next several months, the
> Amiga staff will be focused on implementing our business and product
> plans. We will not be discussing or commenting on future company
> directions during this time. "

> This all sound a bit suspicious, getting closer to a new machine
> launch you would be expecting them to be shouting a bit more loudly. I
> understand that they can't or won't release the specs. But this
> silence hardly inspires confidence. It wouldn't surprise me at all if
> bad news is on the way...but then I am a bit of a pessimist. ;)

Yes, it's a little worrying, either Gateway's on their back for
releasing info, or... :/

--

Anton Reinauer <anton@ww.co.nz>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.226 Re: Future of Amiga

From: r790@mindless.com

Date: Sat, 28 Aug 1999 22:45:58 -0400 (EDT)

Encoding: 7bit

Subject: Re: Future of Amiga

X-UIDL: 08ffa9a4706a57cceaeda70997bb31d8

Hi Donovan,

[Big Snip]

> Whereas emulation of the present Amigas on wintel
> machines is basically a novelty and more trouble than
> it's worth for most people (sort of like emulating a
> wintel on an old Amiga)

A friend of mine is running Amiga emulation on his PC, he has a 24bit workbench, and 8 Meg. Chip ram.

It runs at about 8 Mips (on AMDK6-II 450), hardly blindingly fast or anything, though it is more than usable. His A1200 030/50 runs at 9 Mips.

[another big snip]

> Firewire may be on the NG Amigas (I certainly hope so)
> and on some of the OG Amiga clones. Firewire is MUCH
> faster than USB, and is finally catching on somewhat.
> It is more flexible than SCSI but not
> faster. In a way it might be said that it combines the
> better attributes of USB (simplicity, flexibility and
> potential economy) with the speed advantage of SCSI.
> I hope it catches on on all platforms.

Well, I can't claim to know how well Firewire is taking off. I do know that Apple own this standard, and if they over charge when licencing it out then I'm afraid it's doomed, though I too would like to see it take off.

[Snip...and another huge chunk goes missing]

Christ, you like writing don't you! ;)

> Amigas no longer need to be under powered, and it is
> now cheaper to beef up an Amiga with a fast processor
> and graphics card than to buy a new Mac or wintel OF
> EQUAL QUALITY.

Hmmm...It depends, If you are talking about the lower spec PPC processors,umm...maybe, though if your on about the higher spec. ones then - No way in hell.

I'll be getting a PC within the next month.

I'll be buying the motherboard, processor etc. etc. separately and putting it together my self, which should work out pretty well.

However Linux will be going on it a quickly as possible, and possibly also BeOS. Windows will just be a necessary evil, for games and university work.

> I regularly use and set up (and curse at) all types

> of wintel machines and the latest Macs.

Hey, Me too!

Well, I don't regularly set them up... but I regularly curse at them. ;)

[biggish snip]

> "Aha," you say, "what about games?" Well, things are

> looking up somewhat,

> but there are still a million games which aren't on

> the Amiga.

hehe, I'll be able to play 'Baldur's Gate', 'Magic and Mayhem' and Black & White. I really want to play those. :)

> So... don't give up the ship!!!

Can't speak for anyone else, but even though I'll have a PC they will have to pry the Amiga from my cold dead hands. ;)

Regards,

Shane O'Neill

Get your free email from AltaVista at <http://altavista.iname.com>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.227 Re: Future of Amiga

From: Alex Barten <bartman@sp-plus.nl>

Date: Sun, 29 Aug 1999 12:23:55 +0200

X-SenderInfo: 1; street="Van Gentstraat 57-1"; city="1055 PD Amsterdam";

country="The Netherlands"; phone="+3120-6880756"; dob=6071972

Subject: Re: Future of Amiga

Encoding: 8bit

X-UIDL: 4ed91a4501aa346dc14c8c0977ad2eb1

Ave Donovan

On 28-aug-99, you wrote:

DR> Hi Luca,

DR>

DR> Any software you write which will run on Amiga OS 3.0-3.5 is guaranteed to
DR> be runnable on the NG Amigas because they will have hardware enhanced emulation
DR> of the present generation Amigas. The new Amigas will of course have a
DR> completely different processor from anything of any type now existing, so NO
DR> software from ANY platform will be directly compatible. Software of all
DR> types will however run faster on the new Amigas under emulation than on the
DR> machines it was written for. Software written especially for the new Amigas
DR> will flat FLY!!!

DR> [cut]

DR> I personally believe that the present generation of Amigas will actually
DR> benefit some from the release of the NG Amigas, and many will continue to
DR> be used for years to come. However, most people will probably use their
DR> present Amiga software under emulation on the NG Amigas when they get them.
DR> Whereas emulation of the present Amigas on intel machines is basically
DR> a novelty and more trouble than it's worth for most people (sort of like
DR> emulating a intel on an old Amiga), emulation of a present-generation
DR> Amiga on a NG Amiga will be very good indeed. Adding a fast processor to
DR> a present generation Amiga will definitely make a new machine out of it
DR> though, and adding a G3 PPC to one will make it leave pentiums and Macs
DR> in the dust! The Amiga OS and software are so much more well optimised
DR> that giving them a ride on a modern processor is like launching them
DR> on a rocket!

Being off topic can be interesting ;-) But how do you know all these facts (or are these expectations) from the AmigaNG? I for one am *very* suspicious about the new computer and especially its proclaimed Amiga-emulator.

Will it be faster than UAE on a PC? Will it really run any software? Will I be able to use Blitz under emulation? And if not, will there be somebody to write a new superbasic variant? (or port the E-compiler ;-) Questions nobody of us can answer at the moment, as we don't know how far Amiga Inc have progressed with their job.

So I'll cross my fingers!

Kind regards

--

Always remember that you are unique. Just like everyone else.

+-----+

|Alex Barten / bartman@sp-plus.nl |

|Biker:Koga Miyata Granwinner Alloy Ultegra/DuraAce |

| Giant Terrago 98 Magura / Giant X-1500 |

|Amiga freak:Amiga1230/882/18mb/CD/ZIP/tower/C=1960 |

+-----+

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.228 Re: Future of Amiga

From: Toby Zuijdveld <hotcakes@a1bbs.net.au>

Date: Sun, 29 Aug 1999 20:59:44 +1000

X-SenderInfo: 1;

picture="http://www.geocities.com/SunsetStrip/6865/a1people/tobyzuij.gif"

Organization: Crash'n'Burn Incinerated, Satanic Dreams Software

Subject: Re: Future of Amiga

X-UIDL: 0ce2d48f76533a15a1f950b750f74d1b

Hello Luca

On 29-Aug-99, you wrote:

LC> it's still worth continuing to develop software for the current

Just write software for the fun of it like the rest of us. You can't expect any big bucks to be in it for a few years yet =]

Regards

--

Toby Zuijdveld

<http://a1bbs.net.au/hotcakes>

<mailto:hotcakes@a1bbs.net.au>

<icq:222222555777111555111555>

to the value of equipment destroyed.

-- Carolyn Scheppner

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.229 Re: Future of Amiga

From: "Vic E Babes" <zalda@home4968.freemove.co.uk>

Subject: Re: Future of Amiga

Date: Sun, 29 Aug 1999 15:41:27 +0100

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: 3548ba13d5f33a8b94feb1f70a581ccb

As far as the current Amiga is concerned, Amiga Format printed a statement that if OS3.5 doesn't sell well, then OS4.0 (for current Amigas) won't be developed - sounded like a threat to me. However, it was also stated that OS4.0 (if developed) would include new ROMs. I suppose it depends on how many current Amiga Users upgrade to the NG - personally, unless I get a job

soon, I won't be able to afford one, so I'll be coding useless programs on my current Amiga, while the rest of the world is using their's to switch the Microwave on, etc.

I personally think that when Digital TV takes off, there will be a decline in the market for computers in general, the boom in PCs started with DOOM, and has continued with interest in the Internet - but once people can have the Internet all day long on their TVs, I think people will go back to using consoles for games. That should be good for the Amiga, as it will leave the market to dedicated computer users who won't put up with crap operating systems, and PCs will go back to being business machines.

On the subject of consoles, I wonder how the Dreamcast copes with the difference between NTSC and PAL when hooked up to the NET for online gaming?

VIC

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.230 Re: Future of Amiga

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

Date: Sun, 29 Aug 1999 17:30:33 +0100

Organization: Pagan Software

Subject: Re: Future of Amiga

X-UIDL: c764c65926ed6aa1c8dadf9c0ad698fb

I watched as Anton Reinauer hammered "Re: Future of Amiga" out on their keyboard...

> Yeah, try using Explorer5 on a 266PII- sloooowww. It takes about *2*

> seconds to repond to a menu event!!!

Gets even better, apparently the latest beta version of Windows 2000 needs somewhere in the region of a gigabyte of hard-disk and around 64mb of RAM just to run Microsoft's own Web server (IIS), which is frankly a heap of shite and piss slow.

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>Visit us at <http://www.pagan-games.com>

<sb>

<sb>SimpleFTP v1.3 - Now available!

<sb><http://www.thehub.u-net.com/>

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team *AMIGA*

<sb>

<sb>Abandon the search for Truth; settle for a good fantasy.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.231 RE: Future of Amiga

From: "Jonas Thorell" <jonasth@bahnhof.se>

Subject: RE: Future of Amiga

Date: Sun, 29 Aug 1999 23:49:27 +0200

charset="iso-8859-1"

Encoding: 7bit

Importance: Normal

X-UIDL: 0d015bbe61e1bca7da305fb6c2bf555f

Rick Hodger wrote:

> Gets even better, apparently the latest beta version of Windows 2000 needs
> somewhere in the region of a gigabyte of hard-disk and around 64mb of RAM
> just to run Microsoft's own Web server (IIS), which is frankly a heap of
> shite and piss slow.

Hm, that's nothing. That's what the server version of Windows 2000 more or less requires without taking IIS into consideration. Not that it would run comfortably on that configuration. It needs more memory! It does run, well crawls more like it. But I seriously don't think that is something to complain

about really. Everyone with a PC already has got that equipment or better. It's rather hard finding harddisks smaller than approx. 6 gig anyway (new ones that is).

Don't get me wrong here, I'm not a fan of Microsoft (okay, this is written in a

Microsoft application but what the...my Amiga isn't working at the moment - and this

PC can do things I can only dream of achivieng on the Amiga, sad but true) by any

stretch of imagination but complaining over a server-OS taking more resources than a

"home-OS" seems rather silly. True, Linux or VMS for example are more efficient

(not to mention stable) OS's but as far as requirement goes, the above specs is low-end.

/Jonas

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.232 RE: Future of Amiga

From: amorel <amorel@xs4all.nl>

Date: Mon, 30 Aug 1999 02:57:26 +0500

Subject: RE: Future of Amiga

X-UIDL: c54fb1edb808227fd3d9299ea47a57af

On 30-Aug-99, Jonas Thorell wrote:

C=(not to mention stable) OS's but as far as requirement goes, the above specs C=is low-end.

Well duh!!!! It IS low end cause the OS needs ever more excessive amounts of resources. In other words, the OS and other bulk programs up the `low-end` level with blinding speed. I recall a webserver/site based on a C=64 or C=128. The stupidity of especially the pc world is terrible and I will never spend my \$\$ on it.

Regards

--

-*AMOREL*- musician/programmer \\ Amiga 1200T/PPC/040/32/2g more shit

<http://www.xs4all.nl/~amorel> \\ Good old C=64 and an attitude!

Will program/compose for food \\ /Half a decent studio

Ever tried: \\ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \\ /productions,demos,programs...

-*Oscillating filter if registered! Amoralplayer1.3, a no fuss audioplayer*-

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.233 Re: Future of Amiga

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Mon, 30 Aug 1999 06:17:16 +0500

Subject: Re: Future of Amiga

X-UIDL: 8c57c2309fdd23515ffa81cc64ee6e58

On 29-Aug-99, r790@mindless.com flashed:

>Hi Luca,

>Well, OS3.5 is due for release in late September.

>Recently a company called Iwin popped up out of nowhere, alleged to be
>building Amiga compatible computers at attractive prices. Though no one can
>verify if they are legit. Personally I don't think so.

>Their site is <http://www.iwin-corp.com/>

>A while ago Jim Collas stated that communication was important, and made an
>effort to keep the community updated. Now they seem to have done another
>U-turn, and stated "For the next several months, the Amiga staff will be
>focused on implementing our business and product plans. We will not be
>discussing or commenting on future company directions during this time. ".
>This all sound a bit suspicious, getting closer to a new machine launch you
>would be expecting them to be shouting a bit more loudly. I understand that
>they can't or won't release the specs. But this silence hardly inspires
>confidence.

Naw, it's not suspicious. All the blow by QNX, Phase 5, Iwin, etc. has
shook them a bit and they have decided to make an all-out effort to move as
quickly as possible to get new Amigas out that will appeal to us Amigans.
They don't have time to stop and talk. It's a race.

Frankly, I'd be more worried if they HADN'T reacted to it all because then
I'd know that what Amigans thought didn't matter to them. They got a lot of
feedback from us, in fact they heard the same things over and over a million
times. Now they are trying to DO something about it. Besides, the
competition is also moving very fast, and that is even more scary to them
(and me).

Also, don't forget that is't mainly the executive-level coms that have been
put aside for now... the rest of their web-site still remains the same
including the feed-back forums run by Derick.

Jim just doesn't want the intro date to slip any further which it would if
they spent all their time explaining every move and answering the same dumb
questions countless times. In late November we will hear more.
cacha later,

Donovan Reeve (bubby.lnk@ispi.net)

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.234 RE: Future of Amiga

Date: Mon, 30 Aug 1999 13:31:44 +0200 (MET DST)

From: Jonas Thorell <jonasth@bahnhof.se>

Subject: RE: Future of Amiga

X-UIDL: f035aefc5ac721d9add5beee3bf8aeed

On Mon, 30 Aug 1999, amorel wrote:

> C=(not to mention stable) OS's but as far as requirement goes, the above specs

> C=is low-end.

>

> Well duh!!!! It IS low end cause the OS needs ever more excessive

> amounts of resources.

Call me crazy if you like but I call 64 meg and 1 gig harddisk low-end

even on our so-called efficient AmigaOS.

/Jonas

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.235 Re: Future of Amiga

From: Toby Zuijdveld <hotcakes@a1bbs.net.au>

Date: Mon, 30 Aug 1999 22:43:59 +1000

X-SenderInfo: 1;

picture="http://www.geocities.com/SunsetStrip/6865/a1people/tobyzuij.gif"

Organization: Crash'n'Burn Incinerated, Satanic Dreams Software

Subject: Re: Future of Amiga

X-UIDL: de9ed65a1b433658a4d968847aa1a47f

Hello Jonas

On 30-Aug-99, you wrote:

JT>> C=(not to mention stable) OS's but as far as requirement goes, the

JT>> above specs C=is low-end.

JT>> Well duh!!!! It IS low end cause the OS needs ever more excessive

JT>> amounts of resources.

JT> Call me crazy if you like but I call 64 meg and 1 gig harddisk low-end

JT> even on our so-called efficient AmigaOS.

OK, Mr Crazy =]

Regards

--

Toby Zuijdveld

<http://a1bbs.net.au/hotcakes>

<mailto:hotcakes@a1bbs.net.au>

<icq:22222555777111555111555>

Keyboard not connected, press <F1> to continue.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.236 Re: Future of Amiga

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

Date: Mon, 30 Aug 1999 13:01:10 +0100

Organization: Pagan Software

Subject: Re: Future of Amiga

X-UIDL: 0921e857b8966251506d851148a6f956

I watched as Jonas Thorell hammered "RE: Future of Amiga" out on their keyboard...

>> Gets even better, apparently the latest beta version of Windows 2000

>> needs somewhere in the region of a gigabyte of hard-disk and around 64mb

>> of RAM just to run Microsoft's own Web server (IIS), which is frankly a

>> heap of shite and piss slow.

> Hm, that's nothing. That's what the server version of Windows 2000 more or

> less requires without taking IIS into consideration. Not that it would run

> comfortably on that configuration. It needs more memory! It does run, well

> crawls more like it. But I seriously don't think that is something to

> complain

> about really. Everyone with a PC already has got that equipment or better.

> It's rather hard finding harddisks smaller than approx. 6 gig anyway (new

> ones

> that is).

Erm....no it's not (Lifts a PC mag) ...4 Gb Fujitsu drive costs 61 ex VAT

(flips a few pages) Seagate 1.2 Gb for 45 ex VAT.

> Don't get me wrong here, I'm not a fan of Microsoft (okay, this is written

> in a

> Microsoft application but what the...my Amiga isn't working at the moment

> - and this

> PC can do things I can only dream of achivieng on the Amiga, sad but true)

> by any

> stretch of imagination but complaining over a server-OS taking more
> resources than a
> "home-OS" seems rather silly. True, Linux or VMS for example are more
> efficient
> (not to mention stable) OS's but as far as requirement goes, the above
> specs is low-end.

But the point is that Microsoft have steadily increased the need for resources over the years to force people to upgrade, and you essentially don't get much benefit, plus I really wouldn't want to touch an OS that needs over a gigabyte of hard-disk....if something went wrong software wise you'd be better off just flattening the thing and starting over from scratch.

We have an Linux machine in work, a P120 with 32Mb of RAM and a 4.3Gb hard-disk, and it quite happily manages to run X-Windows, web-server, mail server, ftp server, serve two websites getting somewhere in the region of 1-2000 hits a day *and* run 3 SQL databases which can be searched via the web-sites (each database having a few thousand entries)....it can do all that plus have some memory left over for us to test perl scripts on.

The Microsoft equivelent going by Windows2000 standards would need to be PII 550 with 256Mb of RAM and a probably need at least a 10 Gb hard-disk...and it would still probably be slow, not to mention the fact that Windows2000 is amazingly unstable (just check the logfile on www.windows2000test.com if you want to see for yourself, crashed 9 times in 2 days) and it is *amazingly* slow, not to mention the amazing amount of security bugs that Windows2000/WindowsNT/Windows9x have, I've read one story of how a WindowsNT4 machine running just a web server and a SSH daemon were broken into in a mere 8 seconds via the internet.

Oh, and don't you know that Microsoft plan to use the same Windows2000 to sell to the home market? This is half the fun, they want to merge Windows98 and Windows NT so they don't have to spend as much.

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>Visit us at <http://www.pagan-games.com>

<sb>

<sb>SimpleFTP v1.3 - Now available!

<sb><http://www.thehub.u-net.com/>

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team *AMIGA*

<sb>

<sb>You're being followed; cut out the hanky-panky for a few days.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.237 RE: Future of Amiga

From: "Jonas Thorell" <jonasth@bahnhof.se>

Subject: RE: Future of Amiga

Date: Tue, 31 Aug 1999 00:55:36 +0200

charset="iso-8859-1"

Encoding: 7bit

Importance: Normal

X-UIDL: 1f3a9855233aa1ccc7c3c9c71672db59

Rick Hodger wrote:

>> But I seriously don't think that is something to
>> complain about really. Everyone with a PC already has got
>> that equipment or better. It's rather hard finding harddisks
>> smaller than approx. 6 gig anyway (new ones
>> that is).

> Erm....no it's not (Lifts a PC mag) ...4 Gb Fujitsu drive costs 61 ex VAT

> (flips a few pages) Seagate 1.2 Gb for 45 ex VAT.

Depends on where you live I suppose. Here it is, or getting there at
any rate. The retailers dumps them at a fast rate. We can get 6 gig drives
for that price. Or almost. I bought one for work yesterday for 69 plus VAT.

No discount or anything.

> > (not to mention stable) OS's but as far as requirement goes, the above
> > specs is low-end.

> But the point is that Microsoft have steadily increased the need for
> resources over the years

And other platforms have suffered the same, without Microsoft or the
OS-maker

being responsible. A couple of years ago I could comfortably use my Amiga
with 8 megs of fast. Today, that's practically nothing. There's a reason I
have 100 megs of FAST nowadays. Memory requirement goes up as the hardware
and
software gets better.

> to force people to upgrade, and you essentially

> don't get much benefit, plus I really wouldn't want to touch an OS that
> needs over a gigabyte of hard-disk....

It doesn't either. Microsoft states it but it does runs on smaller sized
disks
at well.

> if something went wrong software wise
> you'd be better off just flattening the thing and starting over from
> scratch.

Or being wise enough to have a ghost-image of it.

> The Microsoft equivalent going by Windows2000 standards would
> need to be PII 550 with 256Mb of RAM and a probably need at least a 10 Gb
hard-disk...

I know perfectly well that Linux is more efficient than Windows. I work with
both
at work, and have some experience with OpenVMS as well. Windows is number
three
performance-wise of those three. And as far as I know, there are no 550 Mhz
versions
of the PII. 450, yes. I know, I'm being picky...

> and it would still probably be slow, not to mention the fact that
Windows2000
> is amazingly unstable (just check the logfile on
> www.windows2000test.com if you want to see for yourself, crashed 9 times
in 2 days)

Haven't checked that site but that number seems a little too high, although
it
isn't the most stable of systems. I've even managed to crash NTFS myself...

>Oh, and don't you know that Microsoft plan to use the same Windows2000 to
>sell to the home market? This is half the fun, they want to merge
>Windows98 and Windows NT so they don't have to spend as much.

I do know that they intend to use the 2000 kernel in the home-market arena
but that it otherwise will be a stripped-down 2000. How much stripped down
I do not know but the GUI is more or less going to be Internet Explorer.

Yup, that's right. They are that stupid.

/Jonas

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.238 Re: Future of Amiga

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

Date: Tue, 31 Aug 1999 12:42:49 +1200

Subject: Re: Future of Amiga

X-UIDL: 9c0a7a323570c1786900a6a7d2f192ca

On 29-Aug-99, Toby Zuijdveld wrote:

> Hello Luca

> On 29-Aug-99, you wrote:

>> it's still worth continuing to develop software for the current

> Just write software for the fun of it like the rest of us. You can't

> expect any big bucks to be in it for a few years yet =]

Or teach yourself what you need to know on a user-friendly platform,
with lots of support! :)

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed
for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.6)
<<http://homepages.paradise.net.nz/ants>>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.239 Re: Future of Amiga

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

Date: Tue, 31 Aug 1999 13:37:05 +1200

Subject: Re: Future of Amiga

X-UIDL: ab451f7d282ac79d14cfa7a2667dbedf

On 30-Aug-99, Vic E Babes wrote:

> On the subject of consoles, I wonder how the Dreamcast copes with the
> difference between NTSC and PAL when hooked up to the NET for online
> gaming?

The same way Quake does, you have a timer that counts real time, and
events are logged on time not frames (as Quake's frame rate varies on
screen res, and complexity of scene).

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed
for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.6)

<<http://homepages.paradise.net.nz/ants>>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.240 Getting slightly off-topic (was Re: AHI the revenge!)

Date: Tue, 10 Aug 1999 18:53:48 -0300 (ADT)

Sender: John Mason <ah210@chebucto.ns.ca>

From: John Mason <ah210@chebucto.ns.ca>

Subject: Getting slightly off-topic (was Re: AHI the revenge!)

X-UIDL: 4ec9705c952cfc9ffd1afd8ee915ef8b

On Tue, 10 Aug 1999, Paul Burkey wrote:

>> Unfortunately, loading one isn't quite so simple, since a wav can be 8, 16,
>> or 32bit (and apparently anything in between also), as well as mono/stereo
>> and can be compressed in numerous ways...

>

> I've been using Sound Forge XP (Windows app) to edit sound data lately
> and I

> noticed the WAV saving options are huge. I think WAV has become a little
> more like IFF where the IFF standard supports many different types of
> data.

> While IFF supports sound, graphics, palettes, anims, music etc. WAV is
> still

> only a sound format but it can contain many different types of sound

Does anyone know if there's a difference between normal WAV files and
RIFF-WAV files? I have one of these and it won't play with anything I've
tried (Play16, SongPlayer, etc). It almost seems like it's compressed in
some way.

--

John Mason -- ICQ 17931257

<http://chebucto.ns.ca/~ah210/Profile.html>

Home of NewStuff and Reminder!

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.241 Re: Getting slightly off-topic (was Re: AHI the revenge!)

From: Gaz-JD/FX-s^D <gaz@jokerd.freemove.co.uk>

Date: Tue, 10 Aug 1999 23:33:46 +0100

Organization: Joker Developments

Subject: Re: Getting slightly off-topic (was Re: AHI the revenge!)

Encoding: binary

X-UIDL: a198b8a98a7afa793ec299816a5ce2a4

Hi John

On the 10-Aug-99 you said something about Getting slightly off-topic (was Re: AHI the revenge!) so now I am going to offer a witty retort (well maybe :)

> Does anyone know if there's a difference between normal WAV files
> and RIFF-WAV files? I have one of these and it won't play with
> anything I've tried (Play16, SongPlayer, etc). It almost seems like
> it's compressed in some way.

Its probably compressed by MP3. A lot of WAV's from large sites (like MontyPython.net) have been compressed with MP3, to save space. But you say that it still won't work in songplayer! Consequently, I can't help ya. Try AMPlifeier, that might work (its on aminet)

--

<tsb>

<tsb>Gareth Griffiths

<tsb>Founder of Joker Developments:

<tsb>E-Mail: *gaz@jokerd.freemove.co.uk*

<tsb>WWW: *www.jokerd.freemove.co.uk*

<tsb>ICQ: *GazChap (31023012)*

<tsb>

<tsb>Government's like a septic tank. Big chunks rise to top.

<tsb>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.242 Re: Getting slightly off-topic (was Re: AHI the revenge!)

Date: Wed, 11 Aug 1999 02:14:43 +0100

From: Paul Burkey <burkey@bigfoot.com>

X-Accept-Language: en

Subject: Re: Getting slightly off-topic (was Re: AHI the revenge!)

Encoding: 7bit

X-UIDL: eb8bc67ba953ad83b1b17a35e9646ad1

John Mason wrote:

> On Tue, 10 Aug 1999, Paul Burkey wrote:

>

>>> Unfortunately, loading one isn't quite so simple, since a wav can be 8, 16,

>>> or 32bit (and apparently anything in between also), as well as mono/stereo

>>> and can be compressed in numerous ways...

>>

>> I've been using Sound Forge XP (Windows app) to edit sound data lately

>> and I noticed the WAV saving options are huge. I think WAV has become

>> a little more like IFF where the IFF standard supports many different

>> types of data. While IFF supports sound, graphics, palettes, anims,

>> music etc. WAV is still only a sound format but it can contain many

>> different types of sound

>

> Does anyone know if there's a difference between normal WAV files and

> RIFF-WAV files? I have one of these and it won't play with anything I've

> tried (Play16, SongPlayer, etc). It almost seems like it's compressed in

> some way.

It might be an ADPCM sample. I remember downloading lots of wavs from a web site once and I couldn't play them on any Amiga software. The first four bytes of the file were 'RIFF' which is exactly what a ADPCM WAV uses. It may also be a way of notifying that it's not a traditional WAV file (the usual PCM format) but rather a modern wav with anything from MP3 to microsofts own Windows Media Audio.

Cheers,

Paul

--

< Paul Burkey <http://www.sneech.freemove.co.uk> >

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.243 Re: Getting slightly off-topic (was Re: AHI the revenge!)

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

Date: Wed, 11 Aug 1999 06:37:54 -0500

Subject: Re: Getting slightly off-topic (was Re: AHI the revenge!)

X-UIDL: 8885f94a285d2dde09fcf76a8a547721

Hi Paul

On 10-Aug-99, Paul Burkey wrote:

> John Mason wrote:

>>

>> Does anyone know if there's a difference between normal WAV files and
>> RIFF-WAV files? I have one of these and it won't play with anything I've
>> tried (Play16, SongPlayer, etc). It almost seems like it's compressed in
>> some way.

>

> It might be an ADPCM sample. I remember downloading lots of wavs from
> a web site once and I couldn't play them on any Amiga software. The
> first four bytes of the file were 'RIFF' which is exactly what a ADPCM
> WAV uses. It may also be a way of notifying that it's not a traditional
> WAV file (the usual PCM format) but rather a modern wav with anything
> from MP3 to microsofts own Windows Media Audio.

Well, Paul is right - the .wav format supports all sorts of different
compression methods.

But, in fact, the first 4 bytes of any .wav sample header are always RIFF,
just as the first 4 bytes of our 8svx samples are always FORM.

The compression information (if it is compressed) is found elsewhere in the
header. I can send you the .wav doc if you want it.

But the best solution (I think) would be to get someone with a PC to convert
the sample to an uncompressed 8bit or 16bit .wav for you...

Later...

--

All monsters are created evil, but some are more evil than others.

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.244 Re: gfx-board and blitz

From: Mikkel =?iso-8859-1?Q?L=F8kke?=<flameduck@software.dk>

Date: Mon, 02 Aug 1999 15:07:19 +0200

Organization: M2 productions

Subject: Re: gfx-board and blitz

Encoding: 8bit

X-UIDL: da278c7635f832dacd26bc4cc62d649f

Hello Roman.

You wrote:

> just a quick question:

> is it possible to open a screen(coplist) on a gfx-board in blitz-mode? if

> yes, how can i do that?

The short answer : NO !

Greets,

--

.---+-----

----- / /__ ----- <http://www.m2p.dk> --

/_____| Productions

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.245 GOD DAMN PHUCK!NG MUI !!!

From: Matt Briggs <engine9@ukonline.co.uk>

Date: Mon, 02 Aug 1999 17:38:37 +0000

X-SenderInfo: 1; picture="http://www.enginenine.cjb.net/gfx/logo001.gif"

Organization: Engine Nine Design

Subject: GOD DAMN PHUCK!NG MUI !!!

X-UIDL: b8b221afbef707738dee3338b7f44b8c

Hiya all!

Right; MUI. It's driving me absolutely INSANE!!!! What I am

trying to do, is create a vertical group that contains

bitmap objects, text objects and gadgets. I am able to do

this, and attach it to an MUI window, however when I attach

a scroll bar to it (using scrollgroup.mui) the bars do not

size accordingly, and I am not able to scroll the group.

Does anyone know how to solve this, or indeed does anyone

know what the hell I am on about? :)

Example code anyone? :)

Secondly, does anyone wanna join Engine Nine Design? We are currently looking for new members! Mail me for more details.

--

Best regards,

Matt Briggs

Visit: <http://www.enginenine.cjb.net>

Email: engine9@ukonline.co.uk

<tsb>

T-Shirt saying: Dinner is ready when the smoke alarm goes off.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.246 GTList problems

From: Gaz-JD/FX-s`D <gaz@jokerd.freereserve.co.uk>

Date: Mon, 02 Aug 1999 12:28:17 +0100

Organization: Joker Developments

Subject: GTList problems

X-UIDL: 6348c140edb68df9c7973daa76ffd12d

Hi,

OK, get this for a problem:

If I run my program WITHOUT workbench (i.e. boot with no startup-sequence) then it is perfectly alright. All the gadgets work, and all the windows open when they should.

BUT!

If I run it with workbench open (ie I booted as normal!) then the About gadget doesn't work, and the Change Hotspot gadget doesn't work.

It brings up "GTList already attached to window" errors. The program opens the window everytime you click the gadget, and Free's it everytime you close that window. Mail me if you want the EXE and I'll mail it you privately (don't wanna get it any more trouble!)

But for now, has anyone got any idea why this happens? All the windows etc. are on their own screen!

Cya!

Gaz.

--

<tsb>

<tsb>Gareth Griffiths

<tsb>Founder of Joker Developments:

<tsb>E-Mail: *gaz@jokerd.freemove.co.uk*

<tsb>WWW: *www.jokerd.freemove.co.uk*

<tsb>ICQ: *GazChap (31023012)*

<tsb>

<tsb>Never fire a laser at a mirror.

<tsb>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.247 GTList problems

From: Gaz-JD/FX-s^D <gaz@jokerd.freemove.co.uk>

Date: Mon, 02 Aug 1999 12:28:17 +0100

Organization: Joker Developments

Subject: GTList problems

X-UIDL: 1d8e4150fc57b3dc161dd14e5e5f2757

Hi,

OK, get this for a problem:

If I run my program WITHOUT workbench (i.e. boot with no startup-sequence) then it is perfectly alright. All the gadgets work, and all the windows open when they should.

BUT!

If I run it with workbench open (ie I booted as normal!) then the About gadget doesn't work, and the Change Hotspot gadget doesn't work.

It brings up "GTList already attached to window" errors. The program opens the window everytime you click the gadget, and Free's it everytime you close that window. Mail me if you want the EXE and I'll mail it you privately (don't wanna get it any more trouble!)

But for now, has anyone got any idea why this happens? All the windows etc. are on their own screen!

Cya!

Gaz.

--

<tsb>

<tsb>Gareth Griffiths

<tsb>Founder of Joker Developments:

<tsb>E-Mail: *gaz@jokerd.freemove.co.uk*

<tsb>WWW: *www.jokerd.freemove.co.uk*

<tsb>ICQ: *GazChap (31023012)*

<tsb>

<tsb>Never fire a laser at a mirror.

<tsb>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.248 Re: GTList problems

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

Date: Mon, 02 Aug 1999 20:30:37 -0500

Subject: Re: GTList problems

X-UIDL: 2d13fbaea6f586ddd5d63be106ffa8c8

Hi Gaz-JD/FX-s^D

On 02-Aug-99, Gaz-JD/FX-s^D wrote:

> It brings up "GTList already attached to window" errors. The program
> opens the window everytime you click the gadget, and Free's it everytime
> you close that window. Mail me if you want the EXE and I'll mail it
> you privately (don't wanna get it any more trouble!)

The problem is this: Once you attach a GTlist to a window, it stays
attached even if you close (free) the window.

Do this:

DetachGTlist (whatever...)

FreeWindow (whatever...)

Now, it is safe to attach it again the next time you open the window.

Also, the GTlist should only be created once during the "life" of the
program, unless you first "Detach" it, then "Free" it.

You can "Attach" and "Detach" it as many times as you like - you can even
"Attach" the same GTlist to another window if it suits your purposes...

Later...

--

Yours electronically,

Curt Esser

camage@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.249 Re: GTList problems

From: Gaz-JD/FX-s^D <gaz@jokerd.freemove.co.uk>

Date: Tue, 03 Aug 1999 13:14:00 +0100

Organization: Joker Developments

Subject: Re: GTList problems

Encoding: binary

X-UIDL: 16095363545e382a11d45496c870ba79

Hi Curt

On the 03-Aug-99 you said something about Re: GTList problems so now I am going to offer a witty retort (well maybe :)

> Do this:

>

> DetachGTlist (whatever...)

> FreeWindow (whatever...)

Already tried that. You see, the point is, I haven't previously attached it to the window! So when I execute a DetachGTList at that point it says GTList not attached to window or something like that.

Like I say, this only happens when Workbench (Magellan II to be specific) is loaded. It didn't happen b4, but now it does! Its like when Exists was giving me GURU! Illegal Instruction errors!

And why isn't DetachGTList in the f**king manual? ;)

--

<tsb>

<tsb>Gareth Griffiths

<tsb>Founder of Joker Developments:

<tsb>E-Mail: [*gaz@jokerd.freemove.co.uk*](mailto:*gaz@jokerd.freemove.co.uk)

<tsb>WWW: [*www.jokerd.freemove.co.uk*](http://*www.jokerd.freemove.co.uk)

<tsb>ICQ: [*GazChap\(31023012\)*](http://*GazChap(31023012)*)

<tsb>

<tsb>Socialism is the equal distribution of poverty.

<tsb>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.250 Re: GTList problems

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Tue, 3 Aug 1999 15:29:55 +0100

Subject: Re: GTList problems

Encoding: 8bit

X-UIDL: 6d3934fe7361a975077c745726e1f778

> Already tried that. You see, the point is, I haven't previously

Are you using <OS3.0? I can't remember the original post but if you have a GTListView gadget, under OS2, all your gadget IDs get screwed and that stops your gadgets from working. I think you need to set your gadget IDs to more than 50 and have the GTListViews at the end of the list or something lame like that.

> And why isn't DetachGTList in the f**king manual? ;)

Because the manual is crap? Acid were too busy fixing their buggy libraries to do any documentation? Guildhall are just lame? Take your pick.

--

l) ^ V][l) M © M][N N

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

ICQ=16827694

Hand me my lightsaber... it's the one that says, 'Bad Mother Fucker.'

- Samuel L. Jackson, Jedi Master

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.251 Re: GTList problems

Date: Tue, 03 Aug 1999 21:37:36 +0100

From: BootBlock/s^D <BootBlock@Bigfoot.com>

Organization: Satanic Dreams Software

X-Accept-Language: en

Subject: Re: GTList problems

Encoding: 7bit

X-UIDL: 49e37fd6caf876c7d4fc6e1619684220

Gaz-JD/FX-s^D wrote:

> Already tried that. You see, the point is, I haven't previously

> attached it to the window! So when I execute a DetachGTList at that

> point is says GTList not attached to window or something like that.
Right, ages ago I had a problem similar to this. It kept blabbing
on that the GTList was already attached when there wasn't one! The
cause of it was that the window wasn't actually being opened / partly
off the screen.

So try making the window a lot smaller (say 10x10) and see if that
works. If so, then er.. you've gotta resize your window laddy!

If NOT, then.. er.. I dunno! :)

> And why isn't DetachGTList in the f**king manual? ;)

Wasn't it a late command or summat that came with one of
the BUMs?

--

BootBlock/Satanic Dreams, from Grimsby, England. - ICQ#: 14864929
HTTP://Fly.to/ParpsVille - LAST UPDATED: ??/07/1999.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.252 Re: GTList problems

From: Gaz-JD/FX-s^D <gaz@jokerd.freereserve.co.uk>

Date: Wed, 04 Aug 1999 11:55:33 +0100

Organization: Joker Developments

Subject: Re: GTList problems

X-UIDL: 3a912b2ac4767b713e64fb727632ea7b

Hi BootBlock/s^D,

OK, this comment does not mean that I am of the
homosexual variety, it is simply a comment of extreme gratitude ;)

I love you! (OK, just cleared that up, i AM NOT GAY, soo if HawkEye is
reading, DO NOT START IT UP AGAIN!!!!) I traced the problem to this
after following your suggestion of changin the window size:

I had set the code which centres the window like this

```
centrex=WBWidth/2 : centrey=WBHeight/2
```

and the screen which the prog operates on is 640x256 HiRes.

Consequently, booting with no startup sequennce works fine because the
Workbench screen is 640x256 HiRes as well, but my proper workbench is
640x512 HiRes Laced, so it was attempting to place the window right
near the bootom of the 640x256 screen (ie where the window would be
centered had it been 640x512)

So I've changed it now and is working fine. Cheers m8.

Cya!

Gaz.

--

<tsb>

<tsb>Gareth Griffiths

<tsb>Founder of Joker Developments:

<tsb>E-Mail: *gaz@jokerd.freemove.co.uk*

<tsb>WWW: *www.jokerd.freemove.co.uk*

<tsb>ICQ: *GazChap (31023012)*

<tsb>

<tsb>NAK NAK Who's there? #E) NO CARRIER

<tsb>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.253 GTshape

From: amorel <amorel@xs4all.nl>

Date: Sun, 15 Aug 1999 01:19:11 +0500

Subject: GTshape

X-UIDL: 8d45e10fe78d7534d259f8b47d9cc1ac

Thanks for the help with this, but I haven't had much luck. Using regular shape gadgets works, but they have different positioning as gtagadgets and don't adjust their position when for example the title bar is bigger (visualprefs etc). I also tried the BSS acidlibs with the new gadtools library. Well that one fixed the image problem but introduced bugs when quitting. My prog just kept on crashing on quit. While it never did that b4. So for now I'm stuck :-\

Regards

--

-*AMOREL*- musician/programmer \ \ Amiga 1200T/PPC/040/32/2g more shit

<http://www.xs4all.nl/~amorel> \ \ Good old C=64 and an attitude!

Will program/compose for food \ \ / Half a decent studio

Ever tried: \ \ / Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \ \ / productions, demos, programs...

-*Oscilating filter if registered! Amoralplayer1.3, a no fuss audioplayer*-

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.254 Re: GTshape

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

Date: Sun, 15 Aug 1999 10:12:23 -0500

Subject: Re: GTshape

X-UIDL: 8238c6cfa96042e31007c413050fa333

Hi amorel

On 14-Aug-99, amorel wrote:

> Thanks for the help with this, but I havent had much luck. Using regular
> shape gadgets works, but they have different positioning as gtgadgets and
> dont adjust their position when for example the title bar is
> bigger(visualprefs etc). I also tried the BSS acidlibs with the new
> gadtools library. Well that one fixed the image problem but introduced
> bugs when quitting. My prog just kept on crashing on quit. While it never
> did that b4. So for now I'm stuck :-\

If you are using VisualPrefs, you will need to use the visualprefs exit-fix
that David McMinn posted recently.

Or the empty error-trap VP fix to avoid the exit crash.

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.255 Re: GTshape

From: amorel <amorel@xs4all.nl>

Date: Mon, 16 Aug 1999 03:12:42 +0500

Subject: Re: GTshape

X-UIDL: 45465c65498a4ea4b66de4ff406c532f

On 15-Aug-99, Curt Esser wrote:

C=If you are using VisualPrefs, you will need to use the visualprefs exit-fix
C=that David McMinn posted recently.

Well, I use that(VP) to test my program. Where`s that program of David M.
you mentioned, I checked both your and his site to no avail. Also I

checked the blitz2000 zite on freeserve. It seems that at least 2 libraries cannot be downloaded, the http link for downloading the actual file doesnt work. I think its the case with more or all links.

Regards

--

-*AMOREL*- musician/programmer \ \ Amiga 1200T/PPC/040/32/2g more shit

<http://www.xs4all.nl/~amorel> \ \ Good old C=64 and an attitude!

Will program/compose for food \ \ /Half a decent studio

Ever tried: \ \ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html>\ \ /productions,demos,programs...

-*Oscilating filter if registered! Amoralplayer1.3, a no fuss audioplayer*-

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.256 Re: GTshape

From: David McMinn <dmcminn@house-of-mojo.freeserve.co.uk>

Date: Mon, 16 Aug 1999 12:53:31 +0000

Organization: International House Of Mojo

Subject: Re: GTshape

X-UIDL: 3d72b6b4bce118adaad80e6ca0aab53e

--BOUNDARY.2016215120.2

Encoding: quoted-printable

Hi Amorel

> C=3DIf you are using VisualPrefs, you will need to use the visualprefs =
exit-fix

> C=3Dthat David McMinn posted recently.

> =

> Well, I use that(VP) to test my program. Where`s that program of David =
M.

> you mentioned, I checked both your and his site to no avail. Also I

> checked the blitz2000 zite on freeserve. It seems that at least 2

> libraries cannot be downloaded, the http link for downloading the actua=
l

> file doesnt work. I think its the case with more or all links.

I've attached it to this mail. The reason it is not on the web anywhere i=

s

because I had not tested it with any gadgets other than a gtlistview. I w=

as
going to test GTShapes, but have not had the opportunity yet, as I thought they
might cause problems. Guess I'll find out soon though.
I'll have a look at the B2000 site, as this is a bit worrying. I've probably
managed to do something really stupid though. I'm good at that :)

Bye

-- =

[] ^ V [] [] | | = A9 | | [] | | |

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

ICQ = 3D 16827694

Microsoft - 'embrace and enhance'

The Borg - 'assimilate and conquer'

--BOUNDARY.2016215120.2

Content-Disposition: attachment; filename="freegtlistfix.bb2"

WBStartup

NEWTYPE.arise

pad.w

text.s

End NEWTYPE

NEWTYPE.gtl

glist.l

vi.l

current.l

windowptr.l

End NEWTYPE

Statement FreeGTList{gt.w }

*g.gtl = Addr GTList(gt)

If *g\glist

FreeGadgets_ *g\glist

*g\glist = 0

FreeVisualInfo_ *g\vi

End If

End Statement

Dim List test.arise(100)

While AddItem(test())

test()\text = String\$(Chr\$(Rnd(26)+65),10)

```

Wend
WbToScreen 0
AddIDCMP #LISTVIEWIDCMP
Window 0,0,0,320,200,$100f,"AAA",-1,-1
GTLListView 0,0,10,10,290,170,"",0,test()
AttachGTLList 0,0
While WaitEvent<>$200
Wend
DetachGTLList 0
;seterr:end seterr
;Free GTList 0
;clrerr
FreeGTLList{0}
End
--BOUNDARY.2016215120.2

```

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
--BOUNDARY.2016215120.2--

1.257 Re: GTshape

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Tue, 17 Aug 1999 18:41:10 +0100

Subject: Re: GTshape

X-UIDL: e9f69d5cb02dc96157baeb0030ca8ddc

David McMinn churned out *this* drivel:

[David's VP GTList fix]

I must've missed a meeting - is this something specifically needed
for GTLists, ie do you use it /as well as/ the other (SetErr...) fix?

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(<http://surf.to/all-hail/>)

<tsb>

Silence is argument carried out by other means.

-- Ernesto "Che" Guevara

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.258 Re: GTshape

From: Curt Esser <camge@ix.netcom.com>
Date: Thu, 19 Aug 1999 06:37:00 -0500
Subject: Re: GTshape
X-UIDL: 17f5e421d99185be7371f22e8f8e7d9d
Status: U

Hi James

On 17-Aug-99, James L Boyd wrote:

> [David's VP GTList fix]

>

> I must've missed a meeting - is this something specifically needed

> for GTLists, ie do you use it /as well as/ the other (SetErr...) fix?

I think you could use either one - either by itself should work.

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.259 gtshapegadget

From: amorel <amorel@xs4all.nl>
Date: Tue, 10 Aug 1999 22:23:23 +0500
Subject: gtshapegadget
X-UIDL: 0d9e351ea77e8c748ece60b978ad9e93

I am busy using gtshape gadgets in my program. I declare the gtshape so that it has 2 shapes, one for not pressed and one for pressed. Well if I declare another one with also 2 shapes, but 2 different ones ofcourse, then the last(pressed) shape of the second gadget suddenly also becomes the last(pressed) shape of first gadget.

Ofcourse I have loaded in and declared the shapes the proper way(initshape and loadshape). For this I used 4 shapes numbered 1 to 4 and gadget 1 has shapes 1 and 2 and gadget 2 has shapes 3 and 4.

Any idea what causes this?

Regards

--

-*AMOREL*- musician/programmer \\ Amiga 1200T/PPC/040/32/2g more shit

<http://www.xs4all.nl/~amorel> \\ Good old C=64 and an attitude!

Will program/compose for food \\ /Half a decent studio

Ever tried: \\ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \\ /productions,demos,programs...

-*Oscilating filter if registered! Amoralplayer1.3, a no fuss audioplayer*-

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.260 Re: gtshapegadget

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

Date: Tue, 10 Aug 1999 19:59:16 -0500

Subject: Re: gtshapegadget

X-UIDL: b57a56501240f27adb86bf3f67a66b9b

Hi Curt

On 10-Aug-99, Curt Esser wrote:

> Hi amorel

>

> On 10-Aug-99, amorel wrote:

>> I am busy using gtshape gadgets in my program. I declare the gtshape so

>> that it has 2 shapes, one for not pressed and one for pressed. Well if I

>> declare another one with also 2 shapes, but 2 different ones ofcourse,

>> then the last(pressed) shape of the second gadget suddenly also becomes

>> the last(pressed) shape of first gadget.

>>

>> Ofcourse I have loaded in and declared the shapes the proper

>> way(initshape and loadshape).

You shouldn't use "InitShape" before loading them - "InitShape" is only used

if you are going to draw the shape yourself within the program using the

"ShapesBitMap" command.

"LoadShape" automatically initials it first...

This is not the cause of the problem, but it will waste memory.

>>For this I used 4 shapes numbered 1 to 4

>> and gadget 1 has shapes 1 and 2 and gadget 2 has shapes 3 and 4.

>>

>> Any idea what causes this?

>

Yes, you have an old version of the Blitz GTlibrary. This was fixed at some point, but I'm not sure when. I know the version that comes with the BSS works OK.

You could try looking in Aminet/dev/basic for an updated version.

Or maybe someone else knows when this was fixed, and where the updated version is found?

Another solution is to use Freds NCS library. This will allow you to use shapes of more than 4 colours as GTshapes.

Or even use the standard shapegadgets instead. Standard shapegadgets are actually more flexible (you can have a set of MX shapegadgets) and since you are defining the images yourself, they will look exactly the same...

Later...

--

A nuclear war can ruin your whole day.

Yours electronically,

Curt Esser

camage@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.261 Re: gtshapegadget

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Wed, 11 Aug 1999 10:20:07 +0100

Subject: Re: gtshapegadget

Encoding: 8bit

X-UIDL: 78c324a6e184a3496a9b28b2579faa77

On 10 Aug 99, at 19:59, Curt Esser wrote:

> Hi Curt

>

> On 10-Aug-99, Curt Esser wrote:

Curt, are you speaking to yourself again? ;)

> >> I am busy using gtshape gadgets in my program. I declare the gtshape so

> >> that it has 2 shapes, one for not pressed and one for pressed. Well if I

> >> declare another one with also 2 shapes, but 2 different ones ofcourse,
 > >> then the last(pressed) shape of the second gadget suddenly also becomes
 > >> the last(pressed) shape of first gadget.
 > >> Any idea what causes this?
 > >
 > Yes, you have an old version of the Blitz GTlibrary. This was fixed at
 > some point, but I'm not sure when. I know the version that comes with the
 > BSS works OK.

I think the only fixed version came with BSS.

And an alternative to Curt's suggestions would be to download
 Aminet/dev/basic/gtshape.lha which shows you how to fix the problem and also
 fixes the "GTShape always being 4 colour" problem.

--

!) ^ V][() M © M][(M M

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

ICQ=16827694

Some things in life just suck. Your mother is one.

 To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.262 Re: gtshapegadget

From: amorel <amorel@xs4all.nl>

Date: Wed, 11 Aug 1999 13:52:40 +0500

Subject: Re: gtshapegadget

X-UIDL: 370e6741a47adc29d0f585316a98a9c0

On 11-Aug-99, David McMinn wrote:

C=Aminet/dev/basic/gtshape.lha which shows you how to fix the problem and also

C=fixes the "GTShape always being 4 colour" problem.

I have that since ages. ot that it works now, it cant find some constants.

Different amigalibs.res I have now I reckon. But that source uses some
 pointers and peeking around iirc and I will NOT use pointers unless theres no
 other way(and I yet have to find a situation like that, well only had this on
 pc to overcome Pascal's 16 bit variable limit :)

I do have the blitz cd so I'll check the BSS lib mentioned.

To Curt:

I tried the normal shapegadget but it doesnt work when you just list it in

your normal gtgadget list. I guess you need a seperate list for non gtgadgets. Actually I'm using 2 gtlis and one can change that through the menu. The only crashfree way I found is to free, detach etc and then rebuild the window and attach etc the new gtlist. Am I right into thinking that a window can only have 1 gtlist attached to it? As I couldnt attach 2 lists, when I tried I got this privallege violation too =>

Regards

--

-*AMOREL*- musician/programmer \\ Amiga 1200T/PPC/040/32/2g more shit
<http://www.xs4all.nl/~amorel> \\ Good old C=64 and an attitude!
Will program/compose for food \\ / / Half a decent studio
Ever tried: \\ / / Contact me for bookings,
<http://www.xs4all.nl/~amorel/wendy.html> \\ / productions, demos, programs...
-*Oscilating filter if registered! Amoralplayer1.3, a no fuss audioplayer*-

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.263 Re: gtshapegadget

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Wed, 11 Aug 1999 15:08:42 +0100

Subject: Re: gtshapegadget

Encoding: 8bit

X-UIDL: 6321de87f6859e1ba8727ef4f55c9ac4

> I have that since ages. ot that it works now, it cant find some constants.
> Different amigalibs.res I have now I reckon. But that source uses some
> pointers and peeking around iirc and I will NOT use pointers unless theres no
> other way (and I yet have to find a situation like that, well only had this on
> pc to overcome Pascal`s 16 bit variable limit :)

Whats the difference between you using pointers and pointers being used internally in a Blitz library?

> I do have the blitz cd so I'll check the BSS lib mentioned.

The BSS installer should fix the bbglib at some point.

> To Curt:

> I tried the normal shapegadget but it doesnt work when you just list it in
> your normal gtgadget list. I guess you need a seperate list for non gtgadgets.
You need to attach the normal gadgetlist to a window using the gadgetlist

parameter when you open the window. Obviously you need to define the ShapeGadgets before-hand.

> Actually I'm using 2 gtlis and one can change that through the menu. The
 > only crashfree way I found is to free, detach etc and then rebuild the window
 > and attach etc the new gtlis. Am I right into thinking that a window can only
 > have 1 gtlis attached to it? As I couldnt attach 2 lists, when I tried I got
 > this privallege violation too =)

Yeah, thats probably right, Blitz would go nuts otherwise. You may just need to detach the old gtlis and then attach the new one.

--

l) ^ V][l) M © M][N N

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

ICQ=16827694

For Sale: Parachute. Only used once, never opened, small stain.

 To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.264 Re: gtshapegadget

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Thu, 12 Aug 1999 03:51:34 +0200

Organization: M2 productions

Subject: Re: gtshapegadget

Encoding: 8bit

X-UIDL: a7ebaa1540a96681027f76ddd4ff5dcf

Hello amorel.

You wrote:

> Different amigalibs.res I have now I reckon. But that source uses some
 > pointers and peeking around iirc and I will NOT use pointers unless theres no
 > other way(and I yet have to find a situation like that, well only had this on

Firstly, AFAIK, in Blitz, pointers and variables work in the same way.

Secondly, in C at least (and possibly other languages), bluntly refusing to use pointers, means you've crippled yourself, pointlessly.

Greets,

--

.....+-----

----- / /__ ----- <http://www.m2p.dk> --

/_____| Productions/

 To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.265 Re: Guru Type.

From: "Vic E Babes" <zalda@home4968.freeserve.co.uk>

Subject: Re: Guru Type.

Date: Sun, 1 Aug 1999 12:42:15 +0100

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: 58b68fd22d35fdc6e251038b33c9edfc

> another question from me:

>

> how do i create some kind of an indexed variable?

>

> for example:

>

> for x=0 to 100

> test[x]=\$="blabla"

> next x

>

> this code should repeat test1\$= ... test2\$=... and so on...

>

> thanx for any help

DIM test\$(n)

where n is the number you require. Then do your loop.

for x=0 to 100

test\$[x]="blabla"

next x

note the \$ symbol goes before the brackets.

VIC

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.266 Re: Guru Type.

From: Emil Oppeln Bronikowski <opi@amigascne.org>

Date: Sat, 17 Jul 1999 00:02:52 +0100

Organization: calkowiecie nie-zorganizowany

Subject: Re: Guru Type.

X-UIDL: 8f0cfbf91b37c28688e87bca7642ceb2

Yello Ayar

w3333 15-Jul-99, Ayar Baboon naklepal-h:

)-> Good idea. And do you mean UAE on the Amiga? Why make UAE FOR the

)-> Amiga?

)-> That's voyuerism ;)

)-> Sort of...

well having a good amiga (with ppc+gfx cart) forcing u to forget
about some old software (mostly games). Now i can play
settlers,walker,or superfrog in window :-)

Or just for testing programs ;)

yer old

opi.plastic

--

Emil Oppeln Bronikowski <opi@amigascne.org>

Developer Team of *TROGLADITE SOFTWARE*

<http://www.trogsoft.freemove.co.uk>

[*God Loves You As You Are*]

project: *Write2Amiga* <6% >

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.267 HEX problems (again, for the third time this year!)

From: Gaz-JD/FX-s^D <gaz@jokerd.freemove.co.uk>

Date: Thu, 19 Aug 1999 01:05:25 +0100

Organization: JokerD/FX

Subject: HEX problems (again, for the third time this year!)

Encoding: 8bit

X-UIDL: a230a068d935f1f369c217de1222571e

Hi,

Try this on your machine. Hex-edit a file (preferably a backup ;)

and change one of the bytes to 0A (10 in decimal)

Now FileSeek to the exact same position in Blitz, and read in that byte, and
convert it to decimal using whatever means necessary. Does Blitz return 0
instead of 10?

It does on mine.

If I change it to 09 or 0B (9 and 11 respectively) it comes out fine, but as
son as I put it back to 0A, it returns 0 again.

Why? Any ideas? Please help if you can, because its driving me insane. Hex edit problems have been a real factor in my life so far ;)

Thanx in advance.

Cya!

--

ⓂⓂ ⓂⓂ ⓂⓂⓂⓂⓂ --=> *Gareth Griffiths* <==

ⓂⓂ ⓂⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂⓂ ⓂⓂⓂⓂⓂ ⓂⓂ ⓂⓂ

ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ gaz@jokerd.freemove.co.uk

ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂⓂⓂ ⓂⓂⓂⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ www.jokerd.freemove.co.uk

ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ

ⓂⓂⓂⓂ ⓂⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂⓂⓂ ⓂⓂ ⓂⓂⓂⓂⓂ A1200/030, 18Mb RAM, HD/CD

A well-written life is as rare as a well-spent one.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.268 Re: HEX problems (again, for the third time this year!)

Sender: parnaudeau@wanadoo.fr

Date: Thu, 19 Aug 1999 22:07:12 +0200

From: Mathias PARNAUDEAU <mathias.p@wanadoo.fr>

Organization: wanadoo.fr

Subject: Re: HEX problems (again, for the third time this year!)

Encoding: 7bit

X-UIDL: aa11c9681ff9ff62a1ee8d88cf1c776f

Gaz-JD/FX-s^D wrote:

>

> Hi,

> Try this on your machine. Hex-edit a file (preferably a backup ;)

> and change one of the bytes to 0A (10 in decimal)

>

> Now FileSeek to the exact same position in Blitz, and read in that byte, and

> convert it to decimal using whatever means necessary. Does Blitz return 0

> instead of 10?

>

> It does on mine.

>

> If I change it to 09 or 0B (9 and 11 respectively) it comes out fine, but as

> son as I put it back to 0A, it returns 0 again.

>

> Why? Any ideas? Please help if you can, because its driving me insane. Hex

> edit problems have been a real factor in my life so far ;)

Hi !

Would you give more details ? How do you read, and convert, and print
the byte ?

Because, now, it's not enough to help :-)

Cheers,

Mathias

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.269 Re: HEX problems (again, for the third time this year!)

From: Gaz-JD/FX-s^D <gaz@jokerd.freemove.co.uk>

Date: Thu, 19 Aug 1999 22:26:38 +0100

Organization: JokerD/FX

Subject: Re: HEX problems (again, for the third time this year!)

Encoding: 8bit

X-UIDL: 33abc63f9fb7a022c98b778e77793ff2

Hi Mathias

On the 19-Aug-99 you said something about Re: HEX problems (again, for the third time this year!) so now I am going to offer a witty retort (well maybe :)

> Would you give more details ? How do you read, and convert, and print

> the byte ?

I FileSeek to the position of it, and then read it in using edit\$ and
convert it to an integer it hink using Cvi. Like this

```
FileSeek 0,1425:tmp$=Edit$(2):skills(1)=Cvi(tmp$)
```

Note that 1425 is a made up offset.

Then it returns 0 instead of 10.

And I use OpenFile, not ReadFile or WriteFile

--

ⓂⓂ ⓂⓂ ⓂⓂⓂⓂⓂ --=> *Gareth Griffiths* <=<=<

ⓂⓂ ⓂⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂⓂ ⓂⓂⓂⓂⓂ ⓂⓂ ⓂⓂ

ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ gaz@jokerd.freemove.co.uk

ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂⓂⓂ ⓂⓂⓂⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ www.jokerd.freemove.co.uk

ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ

ⓂⓂⓂⓂ ⓂⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂⓂⓂ ⓂⓂ ⓂⓂⓂⓂⓂ A1200/030, 18Mb RAM, HD/CD

Remember that silence is sometimes the best answer.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.270 Re: HEX problems (again, for the third time this year!)

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

Date: Thu, 19 Aug 1999 19:03:06 -0500

Subject: Re: HEX problems (again, for the third time this year!)

X-UIDL: af86b02e948bddb005ce5d38b3539302

Hi Gaz-JD/FX-s^D

On 18-Aug-99, Gaz-JD/FX-s^D wrote:

> Hi,

> Try this on your machine. Hex-edit a file (preferably a backup ;)

> and change one of the bytes to 0A (10 in decimal)

>

> Now FileSeek to the exact same position in Blitz, and read in that byte,

> and convert it to decimal using whatever means necessary. Does Blitz

> return 0 instead of 10?

>

> It does on mine.

Yes - the problem is using Edit\$ to read the byte!

Check the manual, you will find out that using Edit\$(x) to read from a file will read in "x" characters, OR UNTIL IT READS AN End-of-line CHARACTER, which is chr\$(10) (or \$0A in hex) so your byte of 0A is terminating the input - in other words, it becomes the end-of-string character chr\$(0) (or simply "0" in decimal)

The fix is simple - use either of these to read in any byte, regardless of it's value:

```
OpenFile 0,"whatever"
```

```
byte.b=asc(inkey$(1)) ;inkey$ always reads the specified number  
or (faster method):
```

```
byte.b=0 ;just do this once to set it in memory
```

```
OpenFile 0,"whatever"
```

```
ReadMem 0,&byte,1 ;reads the next byte into variable "byte"
```

Later...

--

He who laughs, lasts.

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.271 Re: HEX problems (again, for the third time this year!)

Sender: parnaudeau@wanadoo.fr
Date: Fri, 20 Aug 1999 10:24:01 +0200
From: Mathias PARNAUDEAU <mathias.p@wanadoo.fr>
Organization: wanadoo.fr
Subject: Re: HEX problems (again, for the third time this year!)
Encoding: 7bit
X-UIDL: 59b2df1a7bbce6616725d5264202b58b
Curt Esser wrote:

>
> Yes - the problem is using Edit\$ to read the byte!
> Check the manual, you will find out that using Edit\$(x) to read from a file
> will read in "x" characters, OR UNTIL IT READS AN End-of-line CHARACTER,
> which is chr\$(10) (or \$0A in hex) so your byte of 0A is terminating the
> input - in other words, it becomes the end-of-string character chr\$(0) (or
> simply "0" in decimal)

Curt is right : \$0a is the EOL value. You should use Edit\$ and other xx\$ functions to work with text files. But I think it's better to use memory access with Readmem function for example (or Read_ system function). I use to load files in memory and work with the Peek/Poke couple.

Cheers,
Mathias

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.272 HTTP...

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>
Date: Sun, 29 Aug 1999 23:46:21 +0100
Subject: HTTP..
X-UIDL: 8af4509f37c804f28e27c1412848cff2

Hi all,
Does anyone have any code for downloading files from the internet (http)?
I seem to remember there was some code for this, but can't find it...
See ya,

--
<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk
<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*
<sb>Connected from Dundee, Scotland.
<sb>(http://surf.to/all-hail/)
<tsb>

Institutionalised cruelty is one thing, but the /twisted brain-wrong/
of a one-off man-mental is quite another.
-- Chris Morris, /Brass Eye/

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.273 Re: HTTP...

From: "Gaz Griffiths (GazChap)" <gaz@jokerd.freemove.co.uk>
Date: Mon, 30 Aug 1999 07:34:39 +0100
Organization: JokerD/FX
Subject: Re: HTTP..
X-UIDL: 040e156be5820d2851cf5d3d8b9951de

Hi,
I want this code as well! =]
Soz to James who may have thought that this was the answer...
=]
Cya!
--

<tsb>*Gareth Griffiths*: gaz@jokerd.freemove.co.uk
<tsb>Founder of *Joker Developments*: http://www.jokerd.freemove.co.uk
<tsb>*ICQ*: 31023012
<tsb>
<tsb>Is your church on the B.A.T.F hit-list?

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.274 Re: HTTP...

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>
Organization: The Robert Gordon University, E&EE
Date: Mon, 30 Aug 1999 09:08:24 +0100

Subject: Re: HTTP...

Encoding: 8bit

X-UIDL: 098d04f8c3b402521535ff228225a823

> Hi,

> I want this code as well! =]

> Soz to James who may have thought that this was the answer...

Its called BlitzGet.lzx and I think its on Rui's site.

--

l) ^ V][l) Ml © Ml][Nl Nl

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

ICQ=16827694

Don't eat yellow snow. I don't care how good it tastes, just don't.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.275 Re: HTTP...

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Mon, 30 Aug 1999 19:36:50 +0100

Subject: Re: HTTP...

X-UIDL: 5b592a18df13cb8d0eda6488707a127b

David McMinn churned out *this* drivel:

>> I want this code as well! =]

>> Soz to James who may have thought that this was the answer...

>

> Its called BlitzGet.lzx and I think its on Rui's site.

Cheers, David...and for Gaz, it's at :

<http://homepage.esoterica.pt/~grim/archive/BlitzGet.lzx>

Remove the archive/BlitzGet.lzx for the main site (is this

Rui's site? I didn't see a name anywhere...).

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(<http://surf.to/all-hail/>)

<tsb>

Fool me once, shame on you; fool me twice, shame on me.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.276 Re: I hate Planar

From: Jake Frederick <gonzo@acadia.net>

Date: Sun, 01 Aug 1999 18:31:11 +0500

Subject: Re: I hate Planar

X-UIDL: d42d4aa681dbc46243bec8f056a9c950

On 01-Aug-99, ZimZum wrote:

> Can most graphics cards do such a small resolution such as 320x256 in 8 bit

> or would I have to move up to 640x400x16 or something?

Most graphics cards use a 320x240 mode for lo-res which can be in 8 bit.

--

-If the doors of perception were cleansed everything would appear to man as it truly is, infinite.-

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.277 I hate Planar

From: ZimZum <David@tara-1.demon.co.uk>

Date: Sun, 01 Aug 1999 15:56:50 +0100

Subject: I hate Planar

X-UIDL: 1198795811035f41cbfd53801d1819fc

Hi,

Surprise... got a problem. And, Hey its another Graphics/Screenmode Related one. Oh well at least it's got something to do with Blitz ;-))

I want my program to run on a 320x256x8 display, with part of a Superbitmap displayed inside this (prolly 640x256 or something). I've had no problems doing this using Blitz mode Copperlists and Mildred, but I want the program to be able to be displayed on GFX cards as well as AGA, which, as far as I know, means Amiga Mode.

If I open a screenmode requester I would only want 8 bit modes that are 320x256 and nothing else. Is there any way I can filter out the other modes

that I dont want?

Can most graphics cards do such a small resolution such as 320x256 in 8 bit or would I have to move up to 640x400x16 or something?

I can get screens opened alright using the Screen command, but I dont know how to get this to use higher Fetchmodes (x3?). Is this possible or do I have to use Screentags? If so can anyone tell me how.

Once I have a screen opened, which is the best way to transfer a Mbitmap onto it without flicker?

and one last thing... If I'm using the normal Planar blitz drawing commands to get the Chunky buffer onto the screen.. will this still work properly if the screen is opened on the graphics card? Or is there a special set of commands I need for RTG ?

Cheerz in advance

Dave

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.278 I hate Planar

From: ZimZum <David@tara-1.demon.co.uk>

Date: Sun, 01 Aug 1999 15:56:50 +0100

Subject: I hate Planar

X-UIDL: 64faad0ca3f4ab3f80458df679b7e7ef

Hi,

Surprise... got a problem. And, Hey its another Graphics/Screenmode Related one. Oh well at least it's got something to do with Blitz ;-))

I want my program to run on a 320x256x8 display, with part of a Superbitmap displayed inside this (prolly 640x256 or something). I've had no problems doing this using Blitz mode Copperlists and Mildred, but I want the program to be able to be displayed on GFX cards as well as AGA, which, as far as I know, means Amiga Mode.

If I open a screenmode requester I would only want 8 bit modes that are 320x256 and nothing else. Is there any way I can filter out the other modes that I dont want?

Can most graphics cards do such a small resolution such as 320x256 in 8 bit or would I have to move up to 640x400x16 or something?

I can get screens opened alright using the Screen command, but I dont know how to get this to use higher Fetchmodes (x3?). Is this possible or do I

have to use Screentags? If so can anyone tell me how.

Once I have a screen opened, which is the best way to transfer a Mbitmap onto it without flicker?

and one last thing... If I'm using the normal Planar blitz drawing commands to get the Chunky buffer onto the screen.. will this still work properly if the screen is opened on the graphics card? Or is there a special set of commands I need for RTG ?

Cheerz in advance

Dave

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.279 Re: I hate Planar

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

Date: Mon, 02 Aug 1999 11:54:53 +1200

Subject: Re: I hate Planar

X-UIDL: 5479cbf6169deae8c8221f6f1bd625a3

On 02-Aug-99, ZimZum wrote:

> Can most graphics cards do such a small resolution such as 320x256 in
> 8 bit or would I have to move up to 640x400x16 or something?

They all tend to go down to 320*240 :) So do you can do it for AGA
and GFX cards at that res -just open a 320*256 in AGA, and use only 240
of it. :-)

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed
for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.5)

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.280 Re: I hate Planar

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

Date: Sun, 01 Aug 1999 22:37:31 -0500

Subject: Re: I hate Planar

X-UIDL: 9b03595577d0d5b22c279fd7987ef1ea

--BOUNDARY.1748638456.1

Hi ZimZum

On 01-Aug-99, ZimZum wrote:

> I want my program to run on a 320x256x8 display, with part of a
> Superbitmap displayed inside this (prolly 640x256 or something). I've had
> no problems doing this using Blitz mode Copperlists and Mildred, but I
> want the program to be able to be displayed on GFX cards as well as AGA,
> which, as far as I know, means Amiga Mode.

Yes.

>

> If I open a screenmode requester I would only want 8 bit modes that are
> 320x256 and nothing else. Is there any way I can filter out the other
> modes that I dont want?

Yes again, thanks to David McMinn's hook function. See the attached example.

I cut it out of my program, but you should get the idea.

> I can get screens opened alright using the Screen command, but I dont know
> how to get this to use higher Fetchmodes (x3?). Is this possible or do I
> have to use Screentags? If so can anyone tell me how.

I think you'll have to use a taglist anyway, to get GFX card modes.

There is an example on my web site of opening a screen using a taglist.

As far as the fetchmode, I think in AGA it is just a matter of making sure your screen opens at a Y location of 0, and is an even multiple of 64 wide (or is it 32?)

On a GFX card, I think fetchmode is irrelevant, since the blitter is not used.

>

> Once I have a screen opened, which is the best way to transfer a Mbitmap
> onto it without flicker?

You'll have to transfer it to double-buffered planar bitmaps for AGA.

>

> and one last thing... If I'm using the normal Planar blitz drawing
> commands to get the Chunky buffer onto the screen.. will this still work

> properly if the screen is opened on the graphics card?

No.

> Or is there a

> special set of commands I need for RTG ?

Mainly, it must be sent to a window somehow.

Later...

--

Once you understand how to write a program,

get someone else to write it.

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

--BOUNDARY.1748638456.1

Content-Disposition: attachment; filename="LimitScreenmodes.lha"

Encoding: base64

KqMtbGg1LQMKAAAC2GgAA3bIBJwAAFEExpbW10U2NyZWVubW9kZXMuYXNjL40H1nu9e9Im49S/
Pv4A43Ip8D7YQByOPo4T5DgNt1MbdAtncIEmsDcA3pu7hdzNZCcr+N39/5mbujJIN91ct8EV
itV8V8dV998Pd4e7SKNt3ihkgwY5UIkNYee3MHrv1m/a10oR7q0VS3BBKZ2hqWktV7Ri0QwI
raLRi1vt9kMC8xtX9wZkQ5cyzJyG9nCNbmH1o1vI3L1a3Qzft1i05Mil0azhPK7X/cbys1nJ
QNLhXEg2I8rw/eQtnUbxjx2d+vV8lnUQrTnMWjNjTLiV57plRkuQqzxH0s56N5u2a/ZjNJx
j2a9d5hV4bW3gREjGs3rIP8Njt//5TkK3kwI9G29pQoaPpG823pEj5fvmhXtvPXLvFh/Hpu1
uRKfcaPTmL9a0XGw5kGZjZEymt4OYyz5THUbxN1rzf17c3VdkXLptf//MC4DYELMcKnQpRIb
ZoFLmxG0ZoceYykyrGRMs0qMsKlOlUY8kBsZ4olG4YoV/A2SaTGuFMiJbgmxMMDWjMMur8po
8/cW/Hf1jc/COonWbSmY0cylmzH60GOal+JERoIZQkSLSbEgduQZY75Qd9My76B3vzP0cFuH
Wfs7SufaZYk4jxG6zywnxRIUGC1Ieebx6bOO6RoJJKmJWLYklpTFZRhWQQX/KZBIMeuQxmWx
r5aythP15VojqWa9V52HUr1fauHqGTa8AA8F7q5ZIVwni5gypdgyofY0EbZ/cDMZA0JInpL5
xex3i+FOdosxw7uFybr/sLWe8WY3W+HHjf0/qXiu0T3e8Ta5Q/Y+gpqgGdop5e8Uc8Jy3H/D
YsV6+wa4NSxakOQ2cNFikW+bpt83o5k6B9qVeeb6klxGciU3e7nMBZJc4U6H5DIbFCsbSRCv
IPio2dEps8PvRFSXb31LmqD+cIDWnyBCg5HA42oGPP9RhyiNkMPsUD3jO/3jPR1iBRjPJh05
0P2O5EKXaAyxotBD2PTjEZTKcNNLNUsiBz4OjB67fP1YMNvnuW79ylE/3/M0vQyNQ4UYqhyH
Y71eP726by19Wmsdwa5CNns09nuDnaf7NPsbuuJ/ug10J/MnQahC+tB60mmV2P++XtJG9a7
x34kjWL/oN+btG53qv8DbmMvoObG4+KGIPr8QjjP+Lulxa5U9EuleaFVMfqgc2Nz4Sm/YUe9
b/ibOJp1exrmpSoNdbtcU5KnWbGcedGU90sE7OmKDqZ2w2+Pqu89w3+f7gNdE1YqJ0TWYhN
pKUe502FSGTdBNzTjOspiNERGiVFTDYe3FDOrU0MV+fWWq7zcy1bIKtqidldVSy/4tkrMO5J
FOPa7NOzffrqy5fkZwqVC5pZBNfimQbQKI6RKzVzVBlytndHMqbHjFALVeGzBL6fVXeMZ0H4
GTCb2qj6qI6AzugnGRSs0ZnY6wM/guZ2UyPz3jI1Azw5Fm7htjnIzg3Kvuzmt+PXyIERuQQb
b239ulMJIMp4A0ab1nkxoiRBtDQ9MqcsP4zIkghky7Y34XK8P/y5C7w1JtUqcaQ3EAzYmmr
RNqGa9/DBhNkGla3+maUGvWhTxBXGhfLjTJ0YvyHB6gy5Dxo8NUGIpGcJRZfz2xWMXbvPtv4

Fy+Go7rtX+evRMi5u0LE3fLP9nLcw8js8knfLO5LvLx8mF2eST58/v42Xc6cpyGCxDUWLF9j
 Jj3Buf+/nirNgj8f4mrOJOEYfQVPK561DRDFEyrIrfM5+zIbVDNqfQClhYFh4+MUIPkoByqvN
 B5FmwpMyr3wpFWylaGkJZOiBNKERvPMsA9+aQWLcqhTZMfmH3Z9pDHITMMBj705QYP30VmLz
 0+syZHqK2n0PT8MrRM6b+e5Acv2yxJfMUCTluVonzbio5f0gUErUPHOf53g5MiTMekL48M2
 QQtB+cghCDpYrm0CIiJ5YQ9GdiCj4isOWUtKDQP5C46goahgyPr/0XcBq1jV5IidJldzK80i
 /2NM3xqkEo0EtXWN84a9cMD+H1/5zYnAXnmX+A90LVQWdckAn5DdlHeFzgyQc5G+sH7Y+RUo
 LFdFMPiV5bjQ4QzwPalgFaKdVRrANV3AOIm64ZGCZWiiZhaJM6Sp3M2QcKS58T1RDPZsJEaI
 tLgjKlaw9o06Zh30Hg6Sq5uaGRG/1UcXf8VLiz+CH4I6MnYzM/4LhTPLnLg6X6/2CI9gRqZX
 oCr2D7BVLE84VqZHcEXufDf+wRSwpOETsaOBee3eugFcje4kywrxVY2GWZFPkIEJwcvED5u
 I4k/Wo3ZBTT1Cltauvg5WK6FBIwEfEETSxmVw7ohFPac0Z/fDHNGICESPwTIsXgNFhx6d7y1
 yGJUFGHRA7cjZT06HpFZp36Ftnb6t8WcwYZ9Vnzbw8JdEGo+Pi/ARQg2OXDFVde+Zvyhjigs
 tF3VrW2TVAG9orYbk42yZFP2IN1Une+Vq6ZMkWna7gbnTHDIEg78DereHR+0M+u2/E3q3f
 v/XbM29EfpsqufRPFLPozKI1P7Sy3v2mMcaRB9KRHg90Of+tVRPM9gTIIQaWy1mTNMblyKUN
 ahFgA9/qR670Y5gwwqzXNaAODEuNnhkPWQgUO4pxM8HEvIKiLJEjrRE6wTcmMnQC45nhEX0g
 jG5zAWQkADiCQEM2g1fCdUJDAiurKcWoeL0OPyIhVsVV0ypmZhGe47xjEs2MLiQGy5FpAjcr
 vmt2GfU1ywyd9bsu+1msb2NoUxwGNB5HUOYwieShZQVSS6c3phchd0I9IBOH45ooG+MFXmKk
 WznFScgvHDF2on86cFvjMhIjHjtx4sUiMCOiejWtzLTAnGI44knMo3sRb1QQ1PH8n8c1T4+u
 plEsSmkb0gQOK78Isb2QtrAXjZ6NIVrBwaNEeIpg5bYDbPHzvs1IPLnBQzhLqGsKXZ2BIS2b
 JDKOpUbN9iYAzkVH05oimmtDyCZ7Hs7rH0Dtyq+7yZjqfFuS3UDveJi4QHUqI1eSSwF5AthG
 fPniDFzGZwmXS6nFHA3zJKzadipXWZTFegqHjo/jdvCmEgseODz+Q9fxn3n/HUP56rbitMlr0
 prCThTy4/capz9GE92traqvUOgkFAJPXfgr/o8myP+xiOMeBEUxUVFwBqTr8w+w/BY7Q+o1
 GLIQW6/jt2av0Xi/sE7L8FntE54FRAPx8vyYvB4nZcIFmx/HutsCVjeqHr1Xz+bWI3xLv7/L
 qN8unsBrLQbd1g3Ghetv7OkdpbXQtYcNq82lkhRE2+oGPya4CtBdzMLDGHNN35FvcXLdYTj9
 1D0+eJ7WjatBB+7BfZ+yH+1NHGkRhBDT2tqJJDfQVucUVS36Fuhk/JKmpX50+sa2psLiEoiq
 NXXBBSQ2zghHINw3dmKMw6Qe16GhndpMqtrUQTiBOB/c/qcW1rPpcTZxjW4q/QfBF/uQjPs8
 DISia/hwCSLPLQe4CvfAAA==
 --BOUNDARY.1748638456.1

 To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

--BOUNDARY.1748638456.1--

1.281 I'm away

From: Frederic Laboureur <alphasnd@sdv.fr>

Date: Sun, 08 Aug 1999 11:20:12 +0100

Organization: Fantaisie Software

Subject: I'm away

Encoding: 8bit

X-UIDL: 1f18cedf8c475f3d80a828fcf84b5e74

Hi all,

I'm will be away until the 27th august, so don't expect any news until that. I will unsubscribe the list else, I will have to check the 10000 mails received :)

Good bye,

--

Fred.

 ^^^^ Frédéric Laboureux (Fred)

__/_

/^ ^ u ^ ^ n ^ ^ \ E-Mail : alphasnd@sdv.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 (1999)

PowerBasic - The Ultimate Programming Language Is On The Way - 92% Done.

 To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.282 IFF Loading

From: "Neil Bullock" <tsoft@tsoft.screaming.net>

Subject: IFF Loading

Date: Mon, 16 Aug 1999 21:01:47 +0100

charset="Windows-1252"

Encoding: 7bit

X-UIDL: 41b457b25336bc1a8c3a9050c7a8cfd0

Hi,

Could someone just give me a small snippet of code that opens a screen/bitmap/slice in Blitzmode and loads in an IFF picture file. I've written one, but it crashes, and I just wanna make sure that I'm doing it right.

Thanks

 / Neil Bullock, Trogladite Software / Current Projects /

/ Website: <http://trogsoft.tsx.org/> / Reovery:2190 - [#.....] /
/ IRC: [irc.afternet.org](irc:irc.afternet.org) - #trogsoft / Command Centre [#####..] /
/ troggladite@trogsoft.freemove.co.uk / UnInstaller 2 [#####..] /

Pentiums melt in your PC, not in your hand.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.283 Re: IFF Loading

Sender: parnaudeau@wanadoo.fr
Date: Mon, 16 Aug 1999 22:08:26 +0200
From: Mathias PARNAUDEAU <mathias.p@wanadoo.fr>
Organization: wanadoo.fr
Subject: Re: IFF Loading
Encoding: 7bit
X-UIDL: d2e7a83d13eaaf560ff635008ed50eae

Neil Bullock wrote:

>
> Hi,
> Could someone just give me a small snippet of code that opens a
> screen/bitmap/slice in Blitzmode and loads in an IFF picture file. I've
> written one, but it crashes, and I just wanna make sure that I'm doing it
> right.

Why do you use BlitzMode instead AmigaMode ? It's so easy to program ...

Cheers,

Mathias

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.284 Include problems.

From: r790@mindless.com
Date: Thu, 19 Aug 1999 21:02:32 -0400 (EDT)
Encoding: 7bit
Subject: Include problems.
X-UIDL: fab538034469fd3e87eae2d94426e9d9

Does anyone know why the Blitz Amiga include files won't include when I try to compile them?

'Duplicate Type', Apparently.

Oh, by the way, if anyone wants to find out who their Star Wars twin is go along to <http://outofservice.com/starwars/>

There's a personality test, just select answers from pull-down menus, and it will tell you who you are like from Star Wars along with a description. Good fun.

Mine are:

Open to New Experiences - Low

Uncle Owen and Aunt Beru

Conscientious - Very Low

Han Solo

Extraverted - Very Low

Wampas

Nervous / High-Strung - Low

R2-D2

Agreeable - Very Low

Emperor Palpatine

WellI'm off to plot Global Domination. Muahahaha

Regards,

Shane O'Neill

Get your free email from AltaVista at <http://altavista.iname.com>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.285 Re: Include problems.

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Fri, 20 Aug 1999 04:31:15 +0100

Organization: Satanic Dreams Software.

Subject: Re: Include problems.

Encoding: binary

X-UIDL: ed530e2a3a061366005e2934971c915d

Hello r790@mindless.com

Hiya, r790@mindless.com... ,on 20-Aug-99 you mailed me about: Include problems.! So I'ma reply`in...

> Does anyone know why the Blitz Amiga include files won't include when I

> try to compile them? 'Duplicate Type', Apparently.

This is just a ploy to get that Star-Wars crap in wasn't it? ;)

[Cut spammy star-wars crap ;)]

--

Rob,

--

MAILTO:loki@sds.in2home.co.uk | #ICQ:# 27181384

#FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.freemove.co.uk/>

#PROJECT INFO:# Minimum Safe Distance [####----- 45% ish complete.]

#HOME OF:# /MorrisTheMaggot, BB2MUIUpdate, TimeSwipe, NIB,/

/CTTM2, BlitzBFB, Prefs2000 & TMS. And too much other stuff./

[Visit your money this year: vacation in Washington, D.C.]

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.286 Re: Include problems.

From: r790@mindless.com

Date: Fri, 20 Aug 1999 19:12:50 -0400 (EDT)

Encoding: 7bit

Subject: Re: Include problems.

X-UIDL: 715276e7b2ee658093cb1cfea89c2b95

Hi Rob,

> This is just a ploy to get that Star-Wars crap in wasn't it? ;)

Maybe most of the mail was taken up by that Star Wars stuff, but no, I really can't get the includes to ... Well, include.

I either get a Garbage at end of line or a duplicate type error. I may go through the includes sometime to see what the hell is going on, but at the moment I doing other things.

I was going to write the program you suggested (I think it was you, can't really remember :)) which would report which library a command belongs to in Blitz, though I couldn't get the files to include, so I started it in 'C', which initially I had a problem with, though Damir sorted that out.

It's unlikely that it will be finished during this weekend as I feel I need to spend some quality time in the pub. ;)

P.S.

Star Wars isn't crap :)

Moooooooooooooooo.

Regards,

Shane O'Neill

Get your free email from AltaVista at <http://altavista.iname.com>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.287 Re: Include problems.

From: r790@mindless.com

Date: Fri, 20 Aug 1999 19:20:10 -0400 (EDT)

Encoding: 7bit

Subject: Re: Include problems.

X-UIDL: f2f66077752aecae2740be0768dd5e3c

Hi Rob,

> This is just a ploy to get that Star-Wars crap in wasn't it? ;)

Maybe most of the mail was taken up by that Star Wars stuff, but no, I really can't get the includes to ... Well, include.

I either get a Garbage at end of line or a duplicate type error. I may go through the includes sometime to see what the hell is going on, but at the moment I doing other things.

I was going to write the program you suggested (I think it was you, can't really remember :)) which would report which library a command belongs to in Blitz, though I couldn't get the files to include, so I started it in 'C', which initially I had a problem with, though Damir sorted that out.

It's unlikely that it will be finished during this weekend as I feel I need to spend some quality time in the pub. ;)

P.S.

Star Wars isn't crap :)

Moooooooooooooooo.

Regards,

Shane O'Neill

Get your free email from AltaVista at <http://altavista.iname.com>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.288 Re: Include problems.

From: David McMinn <dmcminn@house-of-mojo.freemove.co.uk>

Date: Sun, 22 Aug 1999 13:11:41 +0000

Organization: International House Of Mojo

Subject: Re: Include problems.

Encoding: 8bit

X-UIDL: 7546a67585946e14760495db279a7203

>> Does anyone know why the Blitz Amiga include files won't include when I
>> try to compile them? 'Duplicate Type', Apparently.

You may have amigalibs.res included as a resident at the same time. It contains all the stuff from the Blitz OS includes, and you should use it because it doesn't need to get recompiled everytime, like the separate files.

Or you may have defined a newtype with the same name as another one thats already in those files.

> This is just a ploy to get that Star-Wars crap in wasn't it? ;)

>

> [Cut spammy star-wars crap ;)]

Bye

--

[] ^ V [] [] D M [] © M [] [] N N

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

ICQ = 16827694

Some things in life just suck. Your mother is one.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.289 Re: Include problems.

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Sun, 22 Aug 1999 16:39:56 +0100

Organization: Satanic Dreams Software.

Subject: Re: Include problems.

Encoding: binary

X-UIDL: 41997ff338e2dcd2b2f84e7036abbee

Hello r790@mindless.com

Hiya, r790@mindless.com... ,on 21-Aug-99 you mailed me about: Re: Include problems.! So I'ma reply`in...

> P.S.

> Star Wars isn't crap :)

> Mooooooooooooo.

At least not to younger audiences... ;)))

--

Rob,

--

MAILTO:loki@sds.in2home.co.uk | #ICQ:# 27181384

#FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.freemove.co.uk/>

#PROJECT INFO:# Minimum Safe Distance [####----- 45% ish complete.]

#HOME OF:# /MorrisTheMaggot, BB2MUIUpdate, TimeSwipe, NIB,/

/CTTM2, BlitzBFB, Prefs2000 & TMS. And too much other stuff./

[Hobbes, we're dealing with a pro - Calvin]

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.290 Re: Include problems.

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Sun, 22 Aug 1999 19:34:26 +0100

Organization: Satanic Dreams Software.

Subject: Re: Include problems.

Encoding: 8bit

X-UIDL: b9a5c2e6bab141f6250f53d1d988fbb6

Hello, and what not,

Opps, wrong addy Dave.

Yeah ok, StarWars is for those who like that kind of stuff,
at risk of starting more starwars mails and arguing. ;)

*** FORWARDED MESSAGE ***

Original author: David McMinn

Written on: 22-Aug-99

*** Begin of forwarded message ***

>> P.S.

>> Star Wars isn't crap :)

>> Mooooooooooooo.

>

> At least not to younger audiences... ;)))

I liked it. Didn't like it when I was younger though.

Anyway, Shane, about the thing saying Garbage at end of line, its because you
are trying to include a file which has been saved as ASCII, just load it into
Blitz and then save it as you would a normal source file.

Bye

--

[] ^ V [] [] D M © M [] [] N N

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

ICQ = 16827694

A crab in the hand is worth two in the bush.

*** End of forwarded message ***

--

Rob,

--

MAILTO:loki@sds.in2home.co.uk | #ICQ:# 27181384

#FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.freemove.co.uk/>

#PROJECT INFO:# Minimum Safe Distance [####----- 45% ish complete.]
#HOME OF:# /MorrisTheMaggot, BB2MUIUpdate, TimeSwipe, NIB,
/CTTM2, BlitzBFB, Prefs2000 & TMS. And too much other stuff./
[Sex on TV won't hurt you a bit, Unless you fall off.]

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.291 Re: Include problems.

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>
Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia
Date: 23 Aug 99 12:53:18 +1000
Subject: Re: Include problems.
Encoding: 7bit
X-UIDL: a53e0cbe0dac27385669dc379ecf4c4b
On Fri, 20 Aug 1999 19:12:50 -0400 (EDT) said:

>
> Hi Rob,
>
>> This is just a ploy to get that Star-Wars crap in wasn't it? ;)
>
> Maybe most of the mail was taken up by that Star Wars stuff, but no, I really can't get the includes to ... Well, include.
> I either get a Garbage at end of line or a duplicate type error. I may go through the includes sometime to see what the hell is going on, but at the moment I doing other things.
>
You will (or at least I do) get "Garbage at end of Line" if you save the includes as ASCII (i.e. if you do the "Edit/Save Block As...") menu command. I always highlight the block, Cut it out of the mainline, flip to the next Blitz window, make sure that is empty with the Project/New command, paste the block in and then do a Project/Save from that file.

PS Anyone got a neater way?

Cheers

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

www.shoalhaven.net.au/edgewater

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.292 Re: Include problems.

From: r790@mindless.com

Date: Mon, 23 Aug 1999 19:57:02 -0400 (EDT)

Encoding: 7bit

Subject: Re: Include problems.

X-UIDL: 08b0be4ba554372b848c446c8610cdaa

Hi.

Tony wrote:

> You will (or at least I do) get "Garbage at end of > Line" if you save

> the includes as ASCII (i.e. if you do the "Edit/Save > Block As...") menu command. I always highlight the > block, Cut it out of the mainline, flip to the next > Blitz window, make sure that is empty with the

> Project/New command, paste the block in and then do a > Project/Save from that file.

Cheers, I give it a go.

Regards,

Shane O'Neill

Get your free email from AltaVista at <http://altavista.iname.com>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.293 Indirect Gosub

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 10 Aug 99 09:50:20 +1000

Subject: Indirect Gosub

Encoding: 7bit

X-UIDL: 32f291717916ad7922497cb10a3eb4a6

Hi,

Is there any way to store the address of a routine in a variable and then gosub the routine based on the variable?

Something like:

```
Routine_Address.1 = &Routine1
```

```
gosub main_routine
```

```
Routine_Address = &Routine2
```

```
gosub main_routine
```

```
end
```

```
main_routine
...
gosub <<routine whose address is contained in>>Routine_Address
...
return
Routine1
...
return
Routine2
...
return
```

I don't want to do an On... Gosub, because that means I have to change the main routine each time I add a new calling routine.

Thanks in advance

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

www.shoalhaven.net.au/edgewater

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.294 Re: Indirect Gosub

From: r790@mindless.com

Date: Mon, 9 Aug 1999 20:59:10 -0400 (EDT)

Encoding: 7bit

Subject: Re: Indirect Gosub

X-UIDL: 94e00ef600cf113c2cada0e5a991cdd8

Hi Tony,

> Is there any way to store the address of a routine in a variable and
> then gosub the routine based on the variable?

There is no way that you can do that with a gosub anyway, as gosub takes a label.

A label in a program represents an absolute memory location in the program code (It relative compared with RAM as exec relocates the code

anyway, but it's an absolute offset in to the code).

When a compiler sees a label it converts it to an address, and all subsequent calls to the label are filled in with the appropriate address.

> I don't want to do an On... Gosub, because that means I have to change

> the main routine each time I add a new calling routine.

Why would on - gosub be inconvenient?

If you considered using on - gosub, then I assume you need to test an expression before the routine is called.

Either way I can't really see the benefit in loading a variable with a routine address, Why not just use functions or statements?

Though if it's speed that your worried about then I can't really see anything faster than on - gosub, as loading a variable with an address

after testing an expression would only result in more clock cycles.

Well, maybe it's just me?

Though I don't fully understand what your trying to accomplish.

Regards,

Shane O'Neill.

Get your free email from AltaVista at <http://altavista.iname.com>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.295 Re: Indirect Gosub

From: "Dave" <dave@nbsamiga.demon.co.uk>

Subject: Re: Indirect Gosub

Date: Tue, 10 Aug 1999 02:27:57 +0100

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: bd51f369f72f2eafb89057f32f0bbd41

Hi Tony,

You could probably do something like the following

```
getreg a0,addressofroutine.l
```

```
movem.l d0-d7/a0-a6,-(a7)
```

```
jsr (a0) ;or is it jsr a0 ?? I can never remember
```

```
movem.l (a7)+,d0-d7/a0-a6 ;just to make sure, as the
```

```
blitz compiler keeps track of certain
```

```
;reg`s linearly
```

or maybe not...possible need to find exactly what the gosub statement

trantslates into...but I can`t access blitz at the moment....

Good luck,

Dave

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.296 RE: Indirect Gosub

From: Roger Beausoleil <vision_fx@citenet.net>

Date: Sat, 25 Nov 1995 17:22:07 +0500

Subject: RE: Indirect Gosub

X-UIDL: c10dd78e53ac811a978807122302d570

--BOUNDARY.6537.357.287387792.1

Hi Tony,

You should write something like this following with the help of the Asm
to Use the Indirect Gosub:

```
WbToScreen 0
```

```
Window 0,0,0,320,200,$140F,"",1,0
```

```
SubCallRoutine.1 = ?Routine_1
```

```
Main:
```

```
Movem.l D0-D7/A0-A6,-(a7)
```

```
GetReg A0, SubCallRoutine
```

```
JSR (A0)
```

```
Movem.l (A7)+, D0-D7/A0-A6
```

```
if SubCallRoutine <> 0
```

```
Bra Main
```

```
Endif
```

```
Mousewait
```

```
end
```

```
Routine_1
```

```
Nprint "Blitz is"
```

```
SubCallRoutine = ?Routine_2
```

```
RTS
```

```
Routine_2
```

```
Nprint "Marvelous!"
```

```
SubCallRoutine = 0
```

```
RTS
```

```
Try it! See you...
```

```
Roger Beausoleil
```

```
Blitz-Asm-C Coder
```

```
Quebec - Canada
```

--BOUNDARY.6537.357.287387792.1

Encoding: base64

```
AAAAzwIgmADFASAwLDAsMCwzMjAsMjAwLCQxNDBGLCiLDEsMAAAAABTdwJDYWxsUm91dGlu  
ZS5sID0gP1JvdXRpbmVfMQAAAABNYWluACAgICCAKSBhMCxTdWJDYWxsUm91dGluZQAglCAg
```

gHkgMChhMCkAACAgICCACyBTdWJDYWxsUm91dGluZSA8PiAwACAgICAgICCAWCBNYWluACAg
 ICCAwAAAAIAKAIACAAAAUm91dGluZV8xACAgICDdgiAiQmxpdHogaXMiACAgICBTdWJDYWxs
 Um91dGluZSA9ID9Sb3V0aW5lXzIAICAgIICUAABSb3V0aW5lXzIAICAgIN2CICJNYXJ2ZWxv
 dXMhIgAgICAgU3ViQ2FsbFJvdXRpbmUgPSAwACAgICCAIAAA
 --BOUNDARY.6537.357.287387792.1

 To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
 For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
 --BOUNDARY.6537.357.287387792.1--

1.297 Re: Indirect Gosub

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>
 Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia
 Date: 11 Aug 99 13:40:22 +1000
 Subject: Re: Indirect Gosub
 Encoding: 7bit
 X-UIDL: 2a75c06c48735a0e09582ba980ccddab
 On Mon, 9 Aug 1999 20:59:10 -0400 (EDT) said:

>
 > Hi Tony,
 >
 >
 >> Is there any way to store the address of a routine in a variable and
 >> then gosub the routine based on the variable?
 >
 >
 >
 > There is no way that you can do that with a gosub anyway, as gosub takes a label.
 > A label in a program represents an absolute memory location in the program code (It relative compared with RAM as exec
 relocates the code
 > anyway, but it's an absolute offset in to the code).
 > When a compiler sees a label it converts it to an address, and all subsequent calls to the label are filled in with the appropriate
 > address.
 >
 >
 >> I don't want to do an On... Gosub, because that means I have to change
 >> the main routine each time I add a new calling routine.
 >

- > Why would on - gosub be inconvenient?
- > If you considered using on - gosub, then I assume you need to test an expression before the routine is called.
- > Either way I can't really see the benefit in loading a variable with a routine address, Why not just use functions or statements?
- > Though if it's speed that your worried about then I can't really see anything faster than on - gosub, as loading a variable with an address
- > after testing an expression would only result in more clock cycles.
- >
- > Well, maybe it's just me?
- > Though I don't fully understand what your trying to accomplish.

Ok, what I really want to do.

I currently have a common routine which is gosubbed by over 50 outhter routines, passing a DIM LIST array and a report number to allow me to keep track of which list I'm using at the time.

This is being converted to use david Newton's DLL routines. The original had eight select statements of the form

```
Select report_number  
case #CustomerList  
NextItem Customers()  
case #SupplierList  
NextItem Suppliers()  
etc.
```

Of course the NextItem is actually many different things, depending on the context.

This has the consequence that, every time I add a new report, I have to go in and update the eight select statements to add the new array.

Using DLL, I have eliminated all but two of the Selects. I Simply do

```
*TheList = *CustomerList or whatever
```

before calling the routine and the case statement simply becomes

```
NEXT_ITEM{*TheList}
```

The two I can't replace both use gosub somewhere different for each array.

What I want to do is Header_Routine.l = Customer_headings (or whatever the specific heading routine is called) before calling the routine.

Then I should be able to do something like

```
MOVE.L a0,Header_Routine  
JSR 0(a0)
```

but me no speak 680x0 assembler.

There we are.

Cheers

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

www.shoalhaven.net.au/edgewater

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.298 Re: Indirect Gosub

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 11 Aug 99 13:43:11 +1000

Subject: Re: Indirect Gosub

Encoding: 7bit

X-UIDL: 82e4cb0e369f8011f98e72caacece62c

On Sat, 25 Nov 1995 17:22:07 +0500 Roger Beausoleil said:

> Hi Tony,

>

> You should write something like this following with the help of the Asm

> to Use the Indirect Gosub:

Thanks Roger, I'll give it a go and let you know how it went.

That looks exactly what I need.

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

www.shoalhaven.net.au/edgewater

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.299 Re: Indirect Gosub

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 12 Aug 99 10:59:01 +1000

Subject: Re: Indirect Gosub

Encoding: 7bit

X-UIDL: b0bf96f01b247f009e80c289314356dd

On Sat, 25 Nov 1995 17:22:07 +0500 Roger Beausoleil said:

```
> Hi Tony,  
>  
> You should write something like this following with the help of the Asm  
> to Use the Indirect Gosub:  
>  
> WbToScreen 0  
> Window 0,0,0,320,200,$140F,"",1,0  
>  
> SubCallRoutine.l = ?Routine_1  
>  
> Main:  
> Movem.l D0-D7/A0-A6,-(a7)  
> GetReg A0, SubCallRoutine  
> JSR (A0)  
> Movem.l (A7)+, D0-D7/A0-A6  
>  
> if SubCallRoutine <> 0  
> Bra Main  
> Endif  
>  
> Mousewait  
> end
```

Yes, Roger that worked perfectly.

Two things I don't understand

1. In this text you saved and restored registers, but in the example you did not. The example code works fine (as far as I can tell).

Is it really OK to not save the registers?

2. The Blitz reference manual says the you should only use GetReg with data registers. Is this another case of the manual getting it wrong or is a0 a special case?

Thanks again for your help

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

www.shoalhaven.net.au/edgewater

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.300 Re: Indirect Gosub

From: Roger Beausoleil <vision_fx@citenet.net>

Date: Sat, 25 Nov 1995 17:03:35 +0500

Subject: Re: Indirect Gosub

X-UIDL: 30a3521dc0a07fef9930e69a6b6ea759

On 12-Aug-99, Tony Rolfe wrote:

>On Sat, 25 Nov 1995 17:22:07 +0500 Roger Beausoleil said:

>> Hi Tony,

>>

>> You should write something like this following with the help of the

>Asm

>> to Use the Indirect Gosub:

>>

>> WbToScreen 0

>> Window 0,0,0,320,200,\$140F,"",1,0

>>

>> SubCallRoutine.l = ?Routine_1

>>

>> Main:

>> Movem.l D0-D7/A0-A6,-(a7)

>> GetReg A0, SubCallRoutine

>> JSR (A0)

>> Movem.l (A7)+, D0-D7/A0-A6

>>

>> if SubCallRoutine <> 0

>> Bra Main

>> Endif

>>

>> Mousewait

>> end

>Yes, Roger that worked perfectly.

>Two things I don't understand

Hi Tony,

>1. In this text you saved and restored registers, but in the example

>you did not. The example code works fine (as far as I can tell).

>Is it really OK to not save the registers?

A. Saving the registers is the best and safety way, at least for register a3 to a6, because Blitz use thoses registers for its own applications... and it

MAILTO:loki@sds.in2home.co.uk | #ICQ:# 27181384
#FAX:# 0870 0888470
#SDS FOUNDER:# URL: <http://www.satanicdreams.freemove.co.uk/>
#PROJECT INFO:# Minimum Safe Distance [####----- 45% ish complete.]
#HOME OF:# /MorrisTheMaggot, BB2MUIUpdate, TimeSwipe, NIB,
/CTTM2, BlitzBFB, Prefs2000 & TMS. And too much other stuff./
[Gravity: Not just a good idea, it's the law.]

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.303 Re: IRC

From: Anton Reinauer <anton@ww.co.nz>
Date: Sun, 22 Aug 1999 07:49:21 +1200
Subject: Re: IRC
X-UIDL: df1b49d067d95ff3857287468b95de25
On 22-Aug-99, Gaz-JD/FX-s^D wrote:
> And I do put the effort in every week anyway, so I deserve a break :)
Keep up the good work Gaz! :)

--

Anton Reinauer <anton@ww.co.nz>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.304 Re: IRC

From: Rob Hutchinson <loki@sds.in2home.co.uk>
Date: Sat, 21 Aug 1999 20:53:39 +0100
Organization: Satanic Dreams Software.
Subject: Re: IRC
Encoding: binary
X-UIDL: 789c88fab501499c721020df70e1b47c
Hello Anton
Hiya, Anton... ,on 21-Aug-99 you mailed me about: Re: IRC! So I'ma reply`in...
> On 22-Aug-99, Gaz-JD/FX-s^D wrote:
>
>> And I do put the effort in every week anyway, so I deserve a break :)

>

> Keep up the good work Gaz! :)

Ahahahahaha LOL!

--

Rob,

--

MAILTO:loki@sds.in2home.co.uk | #ICQ:# 27181384

#FAX:# 0870 0888470

#SDS FOUNDER:# URL: http://www.satanicdreams.freemove.co.uk/

#PROJECT INFO:# Minimum Safe Distance [####----- 45% ish complete.]

#HOME OF:# /MorrisTheMaggot, BB2MUIUpdate, TimeSwipe, NIB,/

/CTTM2, BlitzBFB, Prefs2000 & TMS. And too much other stuff./

[Borgasm, n. The ecstasy of being assimilated]

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.305 IRC

From: Gaz-JD/FX-s^D <gaz@jokerd.freemove.co.uk>

Date: Fri, 27 Aug 1999 23:06:18 +0100

Organization: JokerD/FX

Subject: IRC

Encoding: 8bit

X-UIDL: c32ad1559e2215ac3282d7a57f973170

Hi,

Don't forget the meet tommorrow. 8pm as always, #blitz on irc.esper.net

I won't be there till about 10:30. Gotta keep my phone bills down...

Cya!

--

ⓂⓂ ⓂⓂ ⓂⓂⓂⓂⓂ --=> *Gareth Griffiths* <==

ⓂⓂ ⓂⓂⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂⓂⓂ ⓂⓂⓂⓂ ⓂⓂ ⓂⓂ

ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ gaz@jokerd.freemove.co.uk

ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂⓂⓂⓂ ⓂⓂⓂⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ www.jokerd.freemove.co.uk

ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ

ⓂⓂⓂⓂ ⓂⓂⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂⓂⓂ ⓂⓂ ⓂⓂⓂⓂⓂ A1200/030, 18Mb RAM, HD/CD

If at first you don't succeed, forget skydiving.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

--

Rob,

--

MAILTO:loki@sds.in2home.co.uk | #ICQ:# 27181384

#FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.freemove.co.uk/>

#PROJECT INFO:# Minimum Safe Distance [####----- 45% ish complete.]

#HOME OF:# /MorrisTheMaggot, BB2MUIUpdate, TimeSwipe, NIB,/

/CTTM2, BlitzBFB, Prefs2000 & TMS. And too much other stuff./

["You're underestimating my comeback potential!" - Dazzler]

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.308 Re: IRC meets

From: amorel <amorel@xs4all.nl>

Date: Sat, 14 Aug 1999 23:10:49 +0500

Subject: Re: IRC meets

X-UIDL: 4ab536f693fb79d25f43aa9294592af4

On 15-Aug-99, Gaz-JD/FX-s^D wrote:

C=Hi,

C= I think the reason that noone turns up is that noone nows about it!

Maybe some people dont like to meet a guy who`s girlfriend pukes on?

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.309 Is there a utility that.....

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Mon, 16 Aug 1999 15:56:19 +0100

Organization: Satanic Dreams Software.

Subject: Is there a utility that.....

X-UIDL: 9a348699c9da86ca9b2b9d9373af7b26

Hello, and what not,

You can give a command name and then it scans your blitzlibs

to find out which library the command belongs to?

Now that would be useful.

I know Curts investigator tells you which libraries you are using in your source? Does it do this aswell?

Anyway, just a thought.

--

Rob,

--

MAILTO:loki@sds.in2home.co.uk | #ICQ:# 27181384

#FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.freemove.co.uk/>

#PROJECT INFO:# Minimum Safe Distance [####----- 45% ish complete.]

#HOME OF:# /MorrisTheMaggot, BB2MUIUpdate, TimeSwipe, NIB,/

/CTTM2, BlitzBFB, Prefs2000 & TMS. And too much other stuff./

[I LOVE this game!]

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.310 Re: Is there a utility that.....

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

Date: Mon, 16 Aug 1999 18:32:57 -0500

Subject: Re: Is there a utility that.....

X-UIDL: 95e043959772f3a9cabbaa45b2f07aeb

Hi Rob

On 16-Aug-99, Rob Hutchinson wrote:

> Hello, and what not,

>

> You can give a command name and then it scans your blitzlibs

> to find out which library the command belongs to?

>

> Now that would be useful.

> I know Curts investigator tells you which libraries you are

> using in your source? Does it do this aswell?

Sort of... It reads thru your libraries, and saves a master data list (for it's own use) that contains the Lib name and command list for each library you have.

This is a plain text file, so you could load it up in a text reader or editor and do a search for the command you want.

The only problem is that the libs in AcidLibs are not named, so the data

list only shows the lib number for them - sorry, but this is because the library's names are not included in the AcidLibs file...

Or, you could just make a list of the command names you want to find out about in the Blitz editor, save this as a source code, and run the Investigator on it...

<sb>

There is also another utility on my website that will give you a listing of the commands from any selected libraries (including AcidLibs and DefLibs) - it's output can be sent to your printer, to disk, or simply be displayed in a window.

This one can also be used as a Super-Ted plug-in module (you can call it from the SuperTed menu, and the window will open on SuperTed's screen)

Although neither of these does exactly what you want, the full source is included with both, so you could probably hack 'em up to do what you suggest.

Later...

--

Yours electronically,

Curt Esser

camage@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.311 Just incase anyone cares....? ;)

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Tue, 17 Aug 1999 04:57:04 +0100

Organization: Satanic Dreams Software.

Subject: Just incase anyone cares....? ;)

X-UIDL: 7700327c44eeded003c91011e5e451c6

Hello, and what not,

I've just slightly updated, MUICustomRequest[V1.2] and NewIconsBlitz[V1.10], both will be on aminet within a day or so. NewIconsBlitz now has some bugs fixed and 2 examples of using it with GTShape gadgets.

MUICustomRequest now works with 0-transparency.

I think I'm also going to release all my small and/or failed

old programs soon too, why not? And last time I sent one to the list (that crappy holo-player thing), I got some good responses and requests from people.

But really most of it is old and not very advanced.

Still it might be of use to someone.

--

Rob,

--

MAILTO:loki@sds.in2home.co.uk | #ICQ:# 27181384

#FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.freemove.co.uk/>

#PROJECT INFO:# Minimum Safe Distance [####----- 45% ish complete.]

#HOME OF:# /MorrisTheMaggot, BB2MUIUpdate, TimeSwipe, NIB,/

/CTTM2, BlitzBFB, Prefs2000 & TMS. And too much other stuff./

[I am Pooh of Borg: I think I'll assimilate a little something today.]

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.312 loki@satanicdreams.cjb.net

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Tue, 24 Aug 1999 22:48:07 +0100

Organization: Satanic Dreams Software.

Subject: loki@satanicdreams.cjb.net

X-UIDL: 8f33908c22cc58730af2c59fd5e2a9

Hello, and what not,

--

Rob,

--

MAILTO:loki@sds.in2home.co.uk | #ICQ:# 27181384

#FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.freemove.co.uk/>

#PROJECT INFO:# Minimum Safe Distance [####----- 45% ish complete.]

#HOME OF:# /MorrisTheMaggot, BB2MUIUpdate, TimeSwipe, NIB,/

/CTTM2, BlitzBFB, Prefs2000 & TMS. And too much other stuff./

[Cogito, ergo sum conservative.]

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.313 MagicWB Daemon

From: "Lee McCormick" <lee@wssoftwarelee.freemove.co.uk>

Subject: MagicWB Daemon

Date: Mon, 9 Aug 1999 23:05:37 +0100

boundary="----=_NextPart_000_002C_01BEE2BB.B1311C20"

X-UIDL: 623c2529d3adc9b59bbf4ae02f2c0c68

-----=_NextPart_000_002C_01BEE2BB.B1311C20

charset="iso-8859-1"

Encoding: quoted-printable

Hi everyone.

=20

Does anyone have any idea how I can detect whether the user is running =
the MagicWB daemon or not. Its so I know to load images into the =
backgrounds of windows.

=20

Thanks

=20

Lee

=20

Lee McCormick

White Star Software

E-M@il =3D lee@wssoftwarelee.freemove.co.uk

URL =3D www.wssoftwarelee.freemove.co.uk

ICQ =3D 38717152

"They always say that bread lands butter side down. Well the thing to =
do is just wait until the bread hits the floor and then butter it." - =

Lee Evans

-----=_NextPart_000_002C_01BEE2BB.B1311C20

charset="iso-8859-1"

Encoding: quoted-printable

<!DOCTYPE HTML PUBLIC "-//W3C//DTD W3 HTML//EN">

<HTML>

<HEAD>

<META content=3Dtext/html;charset=3Diso-8859-1 =

http-equiv=3DContent-Type><!DOCTYPE HTML PUBLIC "-//W3C//DTD W3 =
HTML//EN">

<META content=3D'"MSHTML 4.72.3110.7"' name=3DGENERATOR>

```

</HEAD>
<BODY bgColor=#a8ccf0>
<DIV><FONT color=#000000 size=2>Hi everyone.</FONT></DIV>
<DIV><FONT color=#000000 size=2></FONT>&nbsp;</DIV>
<DIV><FONT color=#000000 size=2>Does anyone have any idea how I can =
detect=20
whether the user is running the MagicWB daemon or not.&nbsp;&nbsp; Its =
so I know=20
to load images into the backgrounds of windows.</FONT></DIV>
<DIV><FONT color=#000000 size=2></FONT>&nbsp;</DIV>
<DIV><FONT color=#000000 size=2>Thanks</FONT></DIV>
<DIV><FONT color=#000000 size=2></FONT>&nbsp;</DIV>
<DIV><FONT color=#000000 size=2>Lee</FONT></DIV>
<DIV><FONT color=#000000 size=2></FONT>&nbsp;</DIV>
<DIV><FONT color=#000000 size=2>---</FONT></DIV>
<DIV><FONT color=#000000 size=2></FONT>&nbsp;</DIV>
<DIV><FONT color=#000000 size=2>Lee McCormick<BR>White Star =
Software<BR>E-M@il =20
<A=20
href=20"mailto:lee@wssoftwarelee.freemove.co.uk">lee@wssoftwarelee.freemove.co.uk</A><BR>URL=20
=20 <A=20
href=20"http://www.wssoftwarelee.freemove.co.uk">www.wssoftwarelee.freemove.co.uk</A><BR>ICQ=20
=20 38717152</FONT></DIV>
<DIV><FONT color=#000000 size=2></FONT>&nbsp;</DIV>
<DIV><FONT color=#000000 size=2>&quot;They always say that bread =
lands butter=20
side down.&nbsp;  Well the thing to do is just wait until the bread hits =
the=20
floor and then butter it.&quot; - Lee Evans</FONT></DIV></BODY></HTML>
-----=_NextPart_000_002C_01BEE2BB.B1311C20--

```

1.314 Map Editors

From: r790@mindless.com

Date: Mon, 9 Aug 1999 19:52:56 -0400 (EDT)

Encoding: 7bit

Subject: Map Editors

X-UIDL: 258e371ad95c8cac0d9976e05abb4d9a

Arse! Altavista is F*&!%ng me around again.

I didn't think the first response to Amorel got through,
as it told me my login had expired and I had to re-login.

Anyway, can anyone recommend any really good Map Editors?

Cheers,

Shane O'Neill

Get your free email from AltaVista at <http://altavista.iname.com>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.315 Re: Map Editors

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

Date: Tue, 10 Aug 1999 13:24:00 +1200

Subject: Re: Map Editors

X-UIDL: 87539d4c9d8178f14ce896b525069a6a

On 10-Aug-99, r790@mindless.com wrote:

- > Arse! Altavista is F*&!%ng me around again.
- > I didn't think the first response to Amorel got through,
- > as it told me my login had expired and I had to re-login.
- > Anyway, can anyone recommend any really good Map Editors?

The Red map editor in BSS, and I prefer Liz's BlitzMap in dev/basic on Aminet.

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed
for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.5)

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.316 Memory Problem (fixed)

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>
Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia
Date: 24 Aug 99 19:13:07 +1000
Subject: Memory Problem (fixed)
Encoding: 7bit
X-UIDL: 2e89eba74baf6c053a7bbe6b741b57d

The cause of my memory problems was a patch called MemSpeed which slowed my system down by a factor of 4. Anyone who is using it may want to do a sysinfo speed test with and without it.

I was lucky enough to win a copy of WB3.5 pre-release. If anyone wants info on this, let me know & I'll post here or privately, depending on what the group thinks

--

Tony Rolfe
Amiga 2000, 68030/25, 1+4Mb
www.shoalhaven.net.au/edgewater

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.317 Re: Memory Problem (fixed)

From: Curt Esser <camge@ix.netcom.com>
Date: Tue, 24 Aug 1999 17:06:33 -0500
Subject: Re: Memory Problem (fixed)
X-UIDL: c44200a611ceea6d58a63df72c7cae6e

Hi Tony

On 24-Aug-99, Tony Rolfe wrote:

> I was lucky enough to win a copy of WB3.5 pre-release. If anyone
> wants info on this, let me know & I'll post here or privately,
> depending on what the group thinks

I'm interested and I'm sure everybody else is too? If not, please send it to me, anyway...

>

>

Later...

--

You don't have to rehearse to be yourself.

Yours electronically,

Curt Esser

camage@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.318 Re: Memory Problem (fixed)

X-Originating-IP: [193.113.139.186]

From: "Stephen Sweeney" <bhunachicken@hotmail.com>

Subject: Re: Memory Problem (fixed)

Date: Wed, 25 Aug 1999 07:33:49 GMT

X-UIDL: 8c11c67e51d77f6215d2e02b899cb18f

> > I was lucky enough to win a copy of WB3.5 pre-release. If anyone

> > wants info on this, let me know & I'll post here or privately,

> > depending on what the group thinks

>

>I'm interested and I'm sure everybody else is too? If not, please send it

>to me, anyway...

> >

Sorry, but doesn't this count as piracy..?

Stephen Sweeney

Parallel Realities

http://members.xoom.com/The_Scarf/

Get Your Private, Free Email at <http://www.hotmail.com>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.319 Re: Memory Problem (fixed)

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Wed, 25 Aug 1999 08:20:09 +0100

Organization: Satanic Dreams Software.

Subject: Re: Memory Problem (fixed)

Encoding: binary

X-UIDL: cabb37e66d48def0ac5c7b7e340bea8c

Hello Stephen

Hiya, Stephen... ,on 25-Aug-99 you mailed me about: Re: Memory Problem (fixed)! So I'ma reply`in...

>>> I was lucky enough to win a copy of WB3.5 pre-release. If anyone

>>> wants info on this, let me know & I'll post here or privately,

>>> depending on what the group thinks

>>

>> I'm interested and I'm sure everybody else is too? If not, please send it

>> to me, anyway...

>>>

>

> Sorry, but doesn't this count as piracy..?

Erm, what? Telling us what it`s like?

Yeah, they`ll lock you and throw away the key for that! ;)

--

Rob,

--

MAILTO:loki@sds.in2home.co.uk | #ICQ:# 27181384

#FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.freemove.co.uk/>

#PROJECT INFO:# Minimum Safe Distance [####----- 45% ish complete.]

#HOME OF:# /MorrisTheMaggot, BB2MUIUpdate, TimeSwipe, NIB,/

/CTTM2, BlitzBFB, Prefs2000 & TMS. And too much other stuff./

[* * * <- Tribbles * * * <- after the wash cycle]

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.320 Re: Memory Problem (fixed)

From: Toby Zuijdveld <hotcakes@a1bbs.net.au>

Blitz Lust <blitz-list@netsoc.ucd.ie>

Date: Wed, 25 Aug 1999 21:10:13 +1000

X-SenderInfo: 1;

picture="<http://www.geocities.com/SunsetStrip/6865/a1people/tobyzuij.gif>"

Organization: Crash'n'Burn Incinerated, Satanic Dreams Software

Subject: Re: Memory Problem (fixed)

X-UIDL: 657b367afa7bf0fe3901539bbb9f9f5a

Hello Rob

On 25-Aug-99, you wrote:

RH>>>> I was lucky enough to win a copy of WB3.5 pre-release. If anyone

RH>>>> wants info on this, let me know & I'll post here or privately,

RH>>>> depending on what the group thinks

RH>>> I'm interested and I'm sure everybody else is too? If not, please send

RH>>> it to me, anyway...

RH>>

RH>> Sorry, but doesn't this count as piracy..?

RH> Erm, what? Telling us what it's like?

RH> Yeah, they'll lock you and throw away the key for that! ;)

That does it! I'm boycotting all Review mags!!!

Amiga Format is evil! Shoot them all!

Regards

--

Toby Zuijdveld

<http://a1bbs.net.au/hotcakes>

<mailto:hotcakes@a1bbs.net.au>

<icq:222222555777111555111555>

Silence cannot be misquoted. Except by Rush Limbaugh, that is...

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.321 Re: Memory Problem (fixed)

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Wed, 25 Aug 1999 05:49:17 +0500

Subject: Re: Memory Problem (fixed)

X-UIDL: a3fb47770e739ac710e5e22dcbccaf8c

On 24-Aug-99, Tony Rolfe flashed:

>The cause of my memory problems was a patch called MemSpeed which slowed my

>system down

>by a factor of 4. Anyone who is using it may want to do a sysinfo speed test

>with and without it.

>I was lucky enough to win a copy of WB3.5 pre-release. If anyone

>wants info on this, let me know & I'll post here or privately,

>depending on what the group thinks

I would like info on it. I don't mind it being posted if others are interested, privately is fine also. Also, would you mind answering a couple of specific questions about it if you can?

catcha later,

Donovan Reeve (bubby.lnk@ispi.net)

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.322 Re: Memory Problem (fixed)

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Wed, 25 Aug 1999 06:08:53 +0500

Subject: Re: Memory Problem (fixed)

X-UIDL: 95fb5a8b070df42c1c608b8516df86da

On 25-Aug-99, Stephen Sweeney flashed:

>> > I was lucky enough to win a copy of WB3.5 pre-release. If anyone

>> > wants info on this, let me know & I'll post here or privately,

>> > depending on what the group thinks

>>

>>I'm interested and I'm sure everybody else is too? If not, please send it

>>to me, anyway...

>> >

>Sorry, but doesn't this count as piracy..?

No! Definately not!!! He is only offering to tell us about it,

not give it to us.

catcha later,

Donovan Reeve (bubby.lnk@ispi.net)

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.323 Re: Memory Problem (fixed)

From: Andrew Guard <aMIGA_dUDE@assign.u-net.com>

Date: Sat, 28 Aug 1999 07:43:23 +0000

Organization: ProPassWord

Subject: Re: Memory Problem (fixed)

Encoding: 8bit

X-UIDL: 32a898b894befcff77ded561a1ee80d5

Hello Stephen

On 25-Aug-99, you wrote:

>>> I was lucky enough to win a copy of WB3.5 pre-release. If anyone

>>> wants info on this, let me know & I'll post here or privately,

>>> depending on what the group thinks

>>

>> I'm interested and I'm sure everybody else is too? If not, please send it

>> to me, anyway...

>>>

>

> Sorry, but doesn't this count as piracy..?

>

If it just info/review ie (Text) no, but if exe or doc's from 3.5 then yes.

Regards

--

Think about it, ProPassWord. <mailto:ppw-subscribe@egroups.com>

--

Satanic Dreams Software <http://zap.to/sds> Fax +44 (0)870 0888470
V/AmigaV/ Team Amiga RC5 -- 603e+ 233/040 PowerUP, 32 Meg,
BVision, Zip, Ricoh CD-R/RW, Kickstart 3.1 Pace56 External voice,
ISP <http://www.wirenet.co.uk/>

ICQ 21765436

- Montaigne.

I prefer the company of peasants because they have not been educated
sufficiently to reason incorrectly.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.324 Memory problems

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 23 Aug 99 13:13:40 +1000

Subject: Memory problems

Encoding: 7bit

X-UIDL: c5866678a3ead1e36451a7a393173933

I boought a Z2 Memory board with 4Mb on board at ADU on Saturday,

plugged it in an all seems well...

Except, the machine is now half the speed it was.

I had assumed that the machine would pick up the 32-bit memory first and only slow down when it ran out and started to use the z2 stuff.

SYSINFO shows 1Meg Chip ram and one chunk of 8Meg of 24Bit DMA.

The board has nothing interesting showing up on it, but SYSINFO says that it is SupraRAM, by SUPRA CORP

Anyone got any ideas how I can split the memory into two chunks?

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

www.shoalhaven.net.au/edgewater

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.325 Mildred site on the move....

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Thu, 19 Aug 1999 19:29:04 +0100

Organization: Satanic Dreams Software.

Subject: Mildred site on the move....

X-UIDL: f5fe51a98c1d99cd4612d139b5c88350

Hello, and what not,

Right, Mildred site has been moved to the Blitz-2000 site, the original Mildred site will remain open for the moment.

Paul has said that it when he decides to use his webspace for something else, it will close.

If there is anything you want adding to the section, please contact me or David and it shall be added.

Cya...

--

Rob,

--

MAILTO:loki@sds.in2home.co.uk | #ICQ:# 27181384

#FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.freemove.co.uk/>

#PROJECT INFO:# Minimum Safe Distance [####----- 45% ish complete.]

#HOME OF:# /MorrisTheMaggot, BB2MUIUpdate, TimeSwipe, NIB,/

/CTTM2, BlitzBFB, Prefs2000 & TMS. And too much other stuff./
 [Being normal isn't one of my strengths, but being a redhead is!!]

 To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.326 Re: Module converter

From: Emil Oppeln Bronikowski <opi@amigascene.org>

Date: Sat, 17 Jul 1999 00:31:49 +0100

Organization: calkowiecie nie-zorganizowany

Subject: Re: Module converter

X-UIDL: 5d298e71b0d3f2d1d407d8b052e5d0c5

--BOUNDARY.5062688.9

Yello Ayar

w3333 15-Jul-99, Ayar Baboon naklepal-h:

)-> True. I suppose you could compose without actually loading any

)-> instruments. ;)

a bit of topic:

some of new scene intros like gush by potion (64k) and grid by nature (40k)

have routines to precalculate samples for module.

Orginal module for gush is 8 ch. digibooster size 1.2mb

and in grid we have 2 modules one 1.7mb second 700k

and i have a 4 kb intro :D look

yer old

opi.plastic

--

Emil Oppeln Bronikowski <opi@amigascene.org>

Developer Team of *TROGLADITE SOFTWARE*

<http://www.trogsoft.freemove.co.uk>

[*God Loves You As You Are*]

project: *Write2Amiga* <6% >

--BOUNDARY.5062688.9

Content-Disposition: attachment; filename="anon-freedom.exe"

Encoding: base64

AAAD8wAAAAAAAAAADAAAAAAAAAAAAAAAAIAAAPnAAMIAEABAAAAAAPPAAAD50H5AAAACJIS+nqEkX6
 D4xwDXyQeAAAsPAgH//8uALPNbwAAAtGF+ZCB4AHIIYQAAjhMAUcz/9mDmeA5yBWFmZQJyDmF4
 2EBg4mFaZQZyAXgBYBhhUGUGcgJ4A2AOYUZIBnIEeAdgBHIIeBdhUNhAuHwAFmfEbQJTRGEq
 ZQZyCXQgYBBhIGUGcgV0AGAGcg40PAIgYSjQQkfxAAATI1HM//xgAP98U0dmEH4QMAbijkhG

PCJIRuJITnXijk51MAbirp5BbgjeQ+6+PCLvvr/mkXjvcBFTnUjSAACQfkAAAAAI0gACCx4
AAROrv2ESOH/AE7pACAx2xEQm/mFgsBwQlkDAG4KugkMfKX+oDDrStihV3LCfyu9AAKvgIBL
5Zcgvhkp5xU39RTQSmnU4Dh/5PUHEk/qFimkEgREAmYB6BmRJJgVEj5wK9CavUV3YADqTCM
7C09MDPVo2CEgD3BLErwhDpwCnw8NIkOmligQYSQQSbQSQRcH5blwrAZAwPDS6HBwB0RdGJ9
MJ9NJ8GJnuBkQAUO5B6hgIN0hXSlcEUewQEAKQIzYiRzl+3OAghNO2EJyFM78CKEInNHw5f+
CA2eGb602IZfFXKTGBuQEsVFTATXqH+KwyKUV+U3IbJVboIAntsAk0AwE3r/THzBx8EtTtd/
7tkJR9zSFgBGS0jJqb0XrlyAiMiA069UIMJ5gYjTr3VQJ1zoVBEAqFCr6gGgoVAsPDBV1QHP
gQwI/0ByEAjMDNqA+CQCvaBTCOAgnlQK+RwEFRqCQAUC3CDwAlfQnBAIC/IZggEIAwCHYICI
IRGiOCAzBhBE8ECT3AOWRbBAhQgFk0YwQB9YvKN32ARihAR5o7/cGQ7/6FRJHp45was4KRgL
EJ26fQUH/ImOSEBDC6O/cAqECMsOVRsNYof6h0rm4J0rpCzPL5CpFPIWH9+j8gjPjzFkiV2g
0ZG9fIR5cXixfMZG9IPog0hCxbUkAGocwLmFErCxDhAC5X+Kgc41HgMFskVCPaCAHNOPUS9U
mnkLB+/V6CicJyAY5ojAgyQR4orEg9CCIg/YWUxd0WM4BLYuKaXzAQCaQqnXWw8K4Qq5Ui5m
hNp5AYR1rkClyhg3ArhQSgQCBxcFEuBDHAradSgXCJfkAVrOpwJH/4iIch5TlyNL0pw+pS5d
XgRVmAIX68QC5V6vACIpjAAk6kliJaPgIJBsfVDIBJr1ELFfq9Em/E3aj4DOEAklMv00iTFi
TgUX1RN7hMCqm06iEYoLD8NLUg9oHMAPvvDSPQA6JTS1zf0g3wHlBnU8h8Av1Mo/rgGgmEL
hQbFlk/OKIBBJEDjEw58BSCemlcSi0v6SCAUSCSJNt86NYSpyBwc2KT7IBYPDW6ZBVjQmK+
xIA2WQQDIAIAYaVLvEN4RFEHqFEpkEjEB9FBqFBwvBzYKPBjgnIGJtojYpeF4mH4nCO3EeQ
AfFrpAIPGLocK6mEsMa9WK9WjNCmRPTeATKgg6I1xzoxXoxcBABUKB/+YTORBIMrcDQp3Sp
12AaQHg8bh8biwox+pgMtgekFkjBlZnmZvm0MLKETXAmE6h8S8eIzEEU45TDZVcUokw9bZih
YKNcrBcltoyinJDKfgYeBkxcsEwuUFyZGSinAsM7zuETBFqECBr1GwBEAqwFoBxQjIIP+vS
SpDZR/VAoBkoRVgB1Kv36vn2mEGmUHIMHIEgTA6dYLMhqJhlhayaZYalDXgvs+gt6pYffX0E
CkcAYxcpORwGkk1BS4HCETcBo1KqBcrEAPHAaIWIiSIAFIEAGgkIAAVCTUC8Q6PhcuoSUigH
p1Xp1fQxWF4GqBDw97jIHKGb3yHKAaAuCaQAjSF4cBLICKmYU2gEyihGMwJxQJhA+EAMY44
C7SdUC4RCFsYgXRTygf0ALmoNVAAHc4EyAG365fq4fa6T4AVKIXKoHCgY/C5PB5fB5vC7mFm
4CCiSaGSqGyiBySC8eZiQCYuAmAywCvgX2UnZS7EFNQZYEECKVaxYCd0L3QmXi50JtQilCIA
R0wnTz7AhA2XccAsYLABxpbOCRuHE4ewnGWIZYy1AF+xHZwKt+QqWbid3Aa34amE7qYT6kE6
hnyv0LvUtK0zCIZJGkAVCQRi8GVwueJ54p8ByYBKAKYgZpDX9kILKJSHSKJ5qJ1oJCOuJIG
Jv2p2+d16JMIbEIHKKBEMpjSTPSxfUxUKJBbkgRwCMIYxOCADQUSLFpAGTqRXqGTKizIAZNS
aTADuKdJsMwo/p/9hvlOAHXMn5SfZ/wMOFgAQqDfwbhEccDQrU7JP0CqWHsEBswU+TCJemCp
iuhWehW+hXJhwM0BdBokXKmqVSOGL3CqAAIHeItAJVUha7XDpftv8FW4F3Do/yfwnLBQ5mIl
DmwDKASi9QuYXyvQaLk/Oox2qzGPrUIDJyERICI78CZARg5pOD+61wiinAbGWCOXCfXM2Nmb
F4gFgilCq2sEGuEMxIAbTBdbDeIHIp5CwTvUEkFA6McB9aIEcBPIJfp3AZ8cYskSukHkHBi
GBm5JyKdc9pmd7gFapFoJzfAm9JwGEAqPN//UsQADHXaGXiyALLiDrxDLdJrtFLGEF2gF4gV
hjV2hF4hVhilBIHqQRCC9cHiOLOBKjg5YK1MPcA8uZFXMTqcAw6AGmiAAr5IE+F8C4AP+Ia
cf/XSOaDlpHQodWADkYqD8OBDzEmAPUwwfH4/D+WARC5eQeHw+DwDDEFCCl9BRYVKRE1AAIS
ZJJGoovshH/R/TKQJPp/9gqWJkk8hYgSaeQsfz48DtegGdCa0JvQnOKIkJUiAMKC0oHAg4CB
7ol32/wFXA6GAKEAIxb1+AD66h/qD5aZbyAQ6hgl+AOVQsZmQYB1ewAz3HIADwI1bAIItQmEg
nUJy0gplDkQA0X0QDQXyp36H6M7whEO4CQjOSjXh9QAHoUWpUWTUCIdPRhtQpR8AA1FgFg55
Ci/SihZj+gmDFAksmA9DLybUDJVaTapAJbgIZVYUDhBoiJyiywOmlemmTSiS6dQjBXiB3KqT

4AQ1IPQBkBQkHQEdJWoB8C3wLTgJl+zE94+hXV5ceGXXVocio8Q6MFQ5PeGtzSCzSm9Th5SI9
aidbib8k8B4hwhlB/UpFiA5viB4AOZ7TCYQLRGBgeD9AAxMSFgMIPCqBgMBpQJGA8FB4PA4f
BzQOzEQMC8BsADMcdkuTRAEG5ASUFHJ/3KA3iAXqAX7/7rCW2DWEgXgagpcUBSwuBJA+ehwX
ACDUC4gIg8hvHHC/0MEhRslR9iA2gPF4UHBqYOz1jabybgBdJbYdwZGYf8hNgiQJgoUmgUwW
XpxcWmM48QRHEIfiMfh+jF9bBQ7LFMYWiYTJAXMaRQ4ER/wSiQDQcniejGenGYj+VsGxQ+Dx
OHxMDwsHwwDSYIANYAcJGZMhJOTuyQ4QiyAqKviogfILggQiPlhFsrcACJTAAoSLAQRkGDQi
gFEoMUIP/9QU7sAtMMKDWmEYgHwOxkpcSuwECpUHBnJUed/+pUeZ/99JKRMu4KMsl4+z4qVB
an8/ghPSCEoITVw8//kw/hkkXABO8AfHggAEEAqRBMBJgAeAklCaECb7HZPDRjRcIBMoB0qD
EOBUeTuQKUAAsnykEiGSbgBrRQ/TIIBeIHUiiACB2GVXiA3qDwAhFqycD0Bmj4A8DCMPAK9H5
oiMIcL7EYFVORANvQYYYFYKldoDqjimp/g3FewECo0D/8ymFi2Rg4Ph0IALhbaEOGyvnyFug
VyyEIK5hejRYXh+aBdKBQgBpB+JReQBSofcpV2JjXINIDxOF4KVNofXuH4KXOAEV6gvGoPp+
Q5SgHNbgCXciXBmHckxMOPrsHdQfRAoBIqRGgRNSqT6oRAJVTLLILDwJhFwCoMKJwOJwKZwG
a9MNOHFemB4BWhgpwovAYvQZkC8Di9DmQbwKb0LhBxEjBjHDjcCncD8ZfUH2QCBA6JWBh
gH/u0w4cSBDgzSJGDFOHVIDZvZPgF0pAAe8UiQoFF/UFiEiB8ZFxY+RRtDDyTgStnRI3ePcI
FgwMIWDHyASTHVIV4EtOgEYkVOpvugkApgATHX6FSLsQQn5IobS/bO7BNqeD+v0HmRIQZcOq
0ORBlwaRQYNgYyAO7HDxtR5//81YxVR5H/11sAAAd/4RAGRTPZitRQjE5Gq5ljIr1Y6mQaEGl
ZwczmSMiKqgiu7EoCIIiIBJGVVAUQjMwEkIREAiHZIf2SIWROr2YIQiOgMRMysCKSoqA6krq
4E6orKgf2CxIga3PSpVSBqCByJxUs0QhDX6AVLKSCOTKAeik4IAbtgiMgAVAgEP6VAgr3Ia
JTCSgABQhfJ/wwEssCvkysNggwH6B9kADOJAB6gJRHZe8ARZ+IBKhINkASCS/dANBIIpYZZU
go4Fhk0kpM8ikjB6kUCwxq6QKJSMsoIdzAAo8r//SAUfAQCe0eAZa5BVyp1/IhAJ1wJ1hghj
bkcnJ9NjKv6gekofxiUAp11ihKrCgJoKggVBNhgUMigGNgJKAmgqFAGGBUER8KACeRA+CD0C
mDACMkF2EyCbYZBkDQKNCGBQnkGgDVCcBMkgESxDRVUIUBQiVBhIgoAVKiogaDeqhMguOQGD
WEZ4SoCgMDiVAsEg0SoIg8JhZbwH6AWDwAoEHOHhg1hgnjA1gUwWoPo8IGCFTMDLBBJBeoFC
qH4haoUjEq0wCKWf9SCI34BnCASLgX4AFGr8Aixckqcp8AhFH9UO6IJ9ciEv2Q7sSqeRIAP
/LJ5CwPl08hYZP0TuwSCMSKMSSMSriTiZABSKFMIFNPEAXiAUneQHjIKTRiUc6cTIAaRQ5l
A5tBPkdGM2dyIbRHT8qgjzIWTc/xDmeZwfIoX5HDgiDIEBwRY4IoCScC5FzAIAHyRlRcZEPc
wXLGW8IXIJYhWeQ3QBVCfEcTR5dD7SRKU4H5rKTFgSEMqm2AzfgegAb1HSQ8COCBkhBKtVkl
IdkIIoVUn06gNi0QRjFlxkoVugEYIvxSAVINXWOAJAAM8kEQrFA2EPAGWaBUKgSDAUeNg/u
vwJDS///JBU5mKFVpEtpEApkihQAyh+md16W0mAVTJFVqoBcJbfP75JmRAsOmsFmmZAxECDA
SIBnqFJQJnoA4C1rABgAgGBISof//kH6ANwsevvwCC4A19hQA/ZudMyPb5HAAGcqWY2QpUFR
IVKxXLEQZVqxWqxUqxXqxIwPg1YgENsMA/kUpnfv//p1zoJBCAzggDBp0QI//YgMK6ZHJMCA
SAPggEkAHABKAFQA7gAQAP4gAaPsFUeASVTbrArsZgFAIJEqAYAAAAAAA+wAAAAABAAAAQA
AAIAAAABAAAAAgAAANwAAAAAAAAD8gAAA+sAAwgAAAAD8kAAA+sAAQAAAAAAD8g==
--BOUNDARY.5062688.9

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

--BOUNDARY.5062688.9--

1.327 Mouse movements

From: Gaz-JD/FX-s^D <gaz@jokerd.freemove.co.uk>

Date: Tue, 24 Aug 1999 10:47:51 +0100

Organization: JokerD/FX

Subject: Mouse movements

Encoding: 8bit

X-UIDL: 3a92e871c7591bec21c7380f7d22a900

Hi,

Is there any way to actually move the mouse in Blitz. I see that SMouseX and SMouseY actually find the x position and yposition of rht emouse, but it cannot set it, can it?

If only for something like AM*S's X Mouse=blah.

Cya!

--

ⓂⓂ ⓂⓂⓂⓂⓂⓂ --=> *Gareth Griffiths* <==

ⓂⓂ ⓂⓂⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂⓂⓂⓂⓂ ⓂⓂ ⓂⓂ

ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ gaz@jokerd.freemove.co.uk

ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂⓂⓂ ⓂⓂⓂⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ www.jokerd.freemove.co.uk

ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ

ⓂⓂⓂⓂ ⓂⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂⓂⓂ ⓂⓂ ⓂⓂⓂⓂⓂ A1200/030, 18Mb RAM, HD/CD

Confuse everyone -- smile all day on Monday!

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.328 Re: Mouse movements

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Tue, 24 Aug 1999 12:50:48 +0100

Subject: Re: Mouse movements

Encoding: 8bit

X-UIDL: 163aa12db7837defeed766caf5ab82cd

> Hi,

> Is there any way to actually move the mouse in Blitz. I see that

> SMouseX

> and SMouseY actually find the x position and yposition of rht emouse, but

> it cannot set it, can it?

You can use AbsMouse and RelMouse, but as they're both crap, you should use BSetMouse (or similar) function in James Boyd's Stats&Funcs archive on Aminet.

--

l) ^ V] [l) M © M] [N N

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

ICQ=16827694

Snooze Alarms

Anagram: Alas! No More Z's

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.329 Re: Mouse movements

Date: Sat, 28 Aug 1999 17:47:29 -0700 (PDT)

From: =?iso-8859-1?q?Wiremu=20TeKani?= <tekani@yahoo.com>

Subject: Re: Mouse movements

Encoding: 8bit

X-UIDL: d2b5f2a15cdfd55c5025fbeebe293f7e

Hello, Wiremu here.

--- Gaz-JD/FX-s^D <gaz@jokerd.freemove.co.uk> wrote:

> Hi,

> Is there any way to actually move the mouse in Blitz. I see that SMouseX
> and SMouseY actually find the x position and y position of the mouse, but it
> cannot set it, can it?

I was just thinking about it; In blitz the mouse pointer is just Sprite 0,
right? So if you want the sprite to move independently of the mouse wouldn't
you just do something like this?

Display Sprite 0,x,y,0

And then you use your SMouseX/Y command to regain control with the mouse.

Having said that, this is just THEORY, and I think we all know how reliable
theory is...

Bye,

===

-----Wiremu TeKani-----

EM: tekani@yahoo.com

"Die soon and fail"

---AntiSpock

Uhu glue, yehar woo, Whooo! Spew, through and through, Skew,
 I only wanna be with you, Girl you know it's true, Tree trunks
 jibber jabber joo, number two, Dr Who, Winnie the Pooh, Ooo,

Do You Yahoo!?

Bid and sell for free at <http://auctions.yahoo.com>

 To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.330 MUI coding

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

Date: Wed, 25 Aug 1999 13:22:28 +1200

Subject: MUI coding

X-UIDL: 5126eb338ee5ee0748645935b51dae89

Here's something /very/ interesting from Holger Kruse on MUI
 programming, from ANN: <http://ann.lu/old/9908/articles/990813c.txt>

;*****

Subject: Re: OS 3.5 improvements (BGUI/ClassAct/MUI)

From: "Holger Kruse" <kruse@nordicglobal.com>

Newsgroups: comp.sys.amiga.misc

Date: Thu, 12 Aug 1999 14:36:49 GMT

"SV" == "Staf Verhaegen" writes:

SV> The major difference between BGUI/Classact on one side and MUI on
 SV> the other is that BGUI/Classact is based on the gadget.class from
 SV> BOOPSI and MUI not. As a consequence the event handling of
 SV> BGUI/Classact programs is done on the task priority of the
 SV> input.device (20) and for MUI the default user task priority (0).

Not the default user task priority, but rather the priority of the
 task that runs the MUI event loop. That could be ANY task in the
 system, not necessarily the main application task, and it could run
 at any priority. It is usually a good idea to set the priority of
 that task higher than zero, but this is the programmer's
 responsibility.

ClassAct essentially forces a lot of event handling to occur at
 priority 20, limiting its scalability, whereas MUI allows the
 programmer to freely set the priority of event handling to whatever
 is appropriate, allowing object hierarchies to scale arbitrarily.

Note also that even the ClassAct programmers have realized that doing all the work within input.device is NOT a good thing, and recent versions of ClassAct have an option that allows programmers to defer many things (e.g. layout changes) from input.device to the application task, like MUI.

It is unfortunate that the usefulness of using a separate MUI task at a higher priority and separating it from the main application is something the MUI docs do not point out, and therefore a lot of programmers don't do it, leading to the "event handling at priority 0" syndrome, and perceived slow responses, even in situations where this could easily be avoided.

It is also worth pointing out that GUI engines which allow input.device to directly access object data structures (e.g. for event handling) MUST use some kind of mutual exclusion mechanisms (e.g. semaphores) within each class, to avoid race conditions if input.device and the main application try to access the same object at the same time. One example of this is the dreaded ObtainGIRPort() issue, which has caused a lot of grief in the past. (Arguably, deeply rooted in the theory of computer science, semaphores and object-oriented programming don't go well together, so object trees should never be multi-threaded in the first place, but that would be a topic for a separate thread.)

Compared to that, MUI with its single-threaded object tree, does not require explicit resource locking when accessing an object, because the single thread that is allowed to do that owns all resources by default. As a result a lot of CPU time that ClassAct and similar engines have to spend on resource locking (semaphores and the implied Forbid()/ Permit() calls) is saved, which may at least in part explain why in my experience MUI tends to be faster than ClassAct, assuming identical GUI designs.

--

Holger Kruse kruse@nordicglobal.com

<http://www.nordicglobal.com>

;*****

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,25/040,200/PPC ,WB3.0

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed
for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.5)
<<http://homepages.paradise.net.nz/ants>>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.331 Re: MUI coding

From: amorel <amorel@xs4all.nl>

Date: Thu, 26 Aug 1999 01:26:19 +0500

Subject: Re: MUI coding

X-UIDL: 51ebe71a7dbb2443dd6e62a9334cea79

On 25-Aug-99, Anton Reinauer wrote:

C= Here's something /very/ interesting from Holger Kruse on MUI
C=programming, from ANN: <http://ann.lu/old/9908/articles/990813c.txt>
I read that, he has a way of being vey unclear. But oh well, its just some
rant of classact versus mui actually. I didnt find it very interesting.

Regards

--

-*AMOREL*- musician/programmer \ \ Amiga 1200T/PPC/040/32/2g more shit
<http://www.xs4all.nl/~amorel> \ \ Good old C=64 and an attitude!
Will program/compose for food \ \ /Half a decent studio
Ever tried: \ \ /Contact me for bookings,
<http://www.xs4all.nl/~amorel/wendy.html>\ \ /productions,demos,programs...
-*Oscillating filter if registered! Amoralplayer1.3, a no fuss audioplayer*-

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.332 Re: MUI coding

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

Date: Fri, 27 Aug 1999 13:58:07 +1200

Subject: Re: MUI coding

X-UIDL: 1c7d53bbb0c15d20dbf3fdbb07588733

On 26-Aug-99, amorel wrote:

> On 25-Aug-99, Anton Reinauer wrote:

> C= Here's something /very/ interesting from Holger Kruse on MUI

> C=programming, from ANN: <http://ann.lu/old/9908/articles/990813c.txt>
 > I read that, he has a way of being vey unclear. But oh well, its just
 > some rant of classact versus mui actually. I didnt find it very
 > interesting.

The bit that interested me was the fact the MUI programs seem slow, is
 because they weren't coded properly (the MUI GUI task needs it's
 priority to be set above the usual 0), I thought MUI programmers should
 know about it- that's all :-)

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed
 for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.6)
 <<http://homepages.paradise.net.nz/ants>>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.333 Re: MUI coding

From: amorel <amorel@xs4all.nl>

Date: Fri, 27 Aug 1999 14:28:18 +0500

Subject: Re: MUI coding

X-UIDL: 97e09e71cfceae10d8a66a207bce00a3

On 27-Aug-99, Anton Reinauer wrote:

C= The bit that interested me was the fact the MUI programs seem slow, is
 C=because they weren't coded properly (the MUI GUI task needs it's
 C=priority to be set above the usual 0), I thought MUI programmers should
 That means every mui programmer did it wrong and the mui creator never really
 told them. Or never said how to do it right, then? Well I think it doesnt
 matter how well you program in mui, it`ll always be slow.

Regards

--

-*AMOREL*- musician/programmer \ \ Amiga 1200T/PPC/040/32/2g more shit

<http://www.xs4all.nl/~amorel> \ \ Good old C=64 and an attitude!

Will program/compose for food \ \ / Half a decent studio

Ever tried: \ \ / Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \ \ / productions,demos,programs...

-*Oscillating filter if registered! Amoralplayer1.3, a no fuss audioplayer*-

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.334 Mui-Prefs

From: Leigh Parry <lparry@free4all.co.uk>

Date: Tue, 10 Aug 1999 18:01:21 +0000

Subject: Mui-Prefs

X-UIDL: bea10d1b9e8ddefd13b318a589370038

Hello,

I would like to know if it's possible to call the MUI-Prefs prog from your blitz-compiled prog. Preferably with an example, if someone can do that. Just a small prog which opens say a window with a couple of gadgets (anykind) with a NListView and a menu item, which when selected calls the MUI prefs prog, so that you can save the settings for your progr.

Anyone know how?

Cya,

Leigh.

--

A1200T - 040-33Mhz +16MbFast - 3.2Gig HD - 32x CD - ZIP

EMail: lparry@free4all.co.uk

URL: <http://www.free0024068.free4all.co.uk/>

Be alert - your country needs lerts.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.335 Re: Mui-Prefs

Sender: C_LECLERC@csi.com

From: "Christophe" <C_LECLERC@csi.com>

Subject: Re: Mui-Prefs

Date: Wed, 11 Aug 1999 08:09:12 +0200

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: 4cda1c11e1c709f4b3951d61cc35ed4a

>Hello,

>

>I would like to know if it's possible to call the MUI-Prefs prog from your
>blitz-compiled prog. Preferably with an example, if someone can do that.

>

>Just a small prog which opens say a window with a couple of gadgets

(anykind)

>with a NListView and a menu item, which when selected calls the MUI prefs

>prog, so that you can save the settings for your progr.

>

>Anyone know how?

>

>Cya,

>

At the beginning of your program, you must have :

If MUICreateApplication <> True Then End

MUIApplicationObj FApp

MUIOpenWindow FPri

with FApp the number of the application according to MUI and FPri the number of the window from which you call the MUIPrefs

On an event (connected to a gadget) just call the following code:

```
MUIDoMethod FApp, #MUIM_Application_OpenConfigWindow, MUIObjLoc(FPri)
```

Christophe

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.336 Re: Mui-Prefs

From: Toby Zuijdveld <hotcakes@albbs.net.au>

Date: Wed, 11 Aug 1999 23:41:42 +1000

X-SenderInfo: 1;

picture="http://www.geocities.com/SunsetStrip/6865/alpeople/tobyzuij.gif"

Organization: Crash'n'Burn Incinerated, Satanic Dreams Software

Subject: Re: Mui-Prefs

X-UIDL: 5b3cd4a33fb11249a6ffab194006480d

Hello Leigh

On 11-Aug-99, you wrote:

LP> Just a small prog which opens say a window with a couple of gadgets

LP> (anykind) with a NListView and a menu item, which when selected calls

LP> the MUI prefs prog, so that you can save the settings for your progr.

This is very simple. When the user clicks on the appropriate gDGET, or

whatever, when it comes time to boot up the prefs, do this:

```
#Execute_# "mui:mui",0,0
```

or

#Execute_# "run <>nil: mui:mui",0,0
if you need them to run asynchronously. =]
Regards

--

Toby Zuijdveld
<http://abacus.net.au/hotcakes>
<mailto:hotcakes@abacus.net.au>
icq : 2 2 5 7 1 5 1 5

The only thing that stops God from sending another flood is that
the first one was useless.

-- Chamfort

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.337 Re: Mui-Prefs

From: Rick Hodger <rick.thehub@bigfoot.com>
Date: Wed, 11 Aug 1999 19:14:23 +0100
Organization: Pagan Software
Subject: Re: Mui-Prefs
X-UIDL: f9047fb9727a776386840c5a0b63c56b

I watched as Toby Zuijdveld hammered "Re: Mui-Prefs" out on their
keyboard...

>> Just a small prog which opens say a window with a couple of gadgets
>> (anykind) with a NListView and a menu item, which when selected calls
>> the MUI prefs prog, so that you can save the settings for your progr.
> This is very simple. When the user clicks on the appropriate gDGET, or
> whatever, when it comes time to boot up the prefs, do this:
> #Execute_# "mui:mui",0,0
> or
> #Execute_# "run <>nil: mui:mui",0,0
> if you need them to run asynchronously. =]

Gawd please don't use this! MUI has special calls that allow you to run the
prefs window specially for your MUI program, running "MUI:MUI" will only
let you edit the global prefs, not your own programs!

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>

<sb>Visit us at <http://www.pagan-games.com>
<sb>EMail us at /bloodline@pagan-games.com/
<sb>"Dafel: Bloodline" - The most acomplished RPG ever!
<sb>
<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick
<sb>Team *AMIGA*
<sb>
<sb>Never count your chickens before they rip your lips off.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.338 Re: Mui-Prefs

From: Emil OpeIn Bronikowski <opi@amigascne.org>
Date: Thu, 19 Aug 1999 16:20:50 +0100
Organization: calkowiecie nie-zorganizowany
Subject: Re: Mui-Prefs
X-UIDL: 669baee422a2aa5d247e988d6c4ae94b
Yello Rick
w3333 18-Aug-99, Rick Hodger naklepal-h:
)-> There always is, unless you've farted around with your MUI setup
hmmm... config for mui proggy's is hidden in env:mui, and imho
all u need to do is add libs form mui to your libs: assign
assign libs: oesik:mui/libs add
and i dont need to have mui:!!!
yer old
opi.plastic

--
Emil OpeIn Bronikowski - TrogSoft
opi@amigascne.org <http://abyss.lodz.pdi.net/~opi>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.339 My little proggie

Comments: Authenticated sender is <childm@vax.sbu.ac.uk>

From: "Mike Child" <mike.child@sbu.ac.uk>

Date: Mon, 23 Aug 1999 16:53:35 +0000

Encoding: 7BIT

Subject: My little proggie

X-UIDL: 048486558e8b47e777efd9799feb1a39

Hello there

I've been writing a little clock calender type prog which runs on WB.

It has up to 4 analog clock faces for showing different time zones

(which is what I couldn't find on aminet - hence I wrote this).

Anyway, at the moment I use a loop like this to check for gadget

events and keep the clocks updated (pseudo code):

```
repeat
```

```
sd=SystemDate:smins=Mins
```

```
if omins<>smins then UPDATECLOCKS{ }:omin=smins
```

```
ev=Event:evw=EventWindow
```

```
if evw=mywindow
```

```
select ev
```

```
case...
```

```
case...
```

```
end select
```

```
endif
```

```
until closegadgetwashit
```

This updates the clocks when the minutes change, and acts on events.

However, is it taking up an unnecessary amount of CPU time? Should I

add a vwait to the loop, or should I use WaitEvent and set an

interrupt to check the number of mins (chose not to use interrupt

because up to four clocks may need drawing and putting in the window

and I don't know if that might take longer than a vblank). Or do I

need to give my program a low priority so it won't hog resources?

The other little thing is that I noticed that the list array

functions don't seem to work properly when combined with other

conditions. Is that a bug in Blitz, or am I missing some subtlety of

how they work? This is what I mean:

```
Copying items from list array LST1 to list array LST2 -
```

```
while nextitem(LST1()) and additem(LST2())
```

```
LST2()=LST1()
```

wend

does not work as intended (copying all items) but the following does:

```
while nextitem(LST1())
```

```
if additem(LST2())
```

```
LST2()=LST1()
```

```
endif
```

wend

Obviously I solved the problem, but as far as I can see both should do the same. Is it a known bug that the first won't work properly, or am I missing something?

Cheers

Mike Child

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.340 Re: My little proggie

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Mon, 23 Aug 1999 17:14:04 +0100

Subject: Re: My little proggie

Encoding: 8bit

X-UIDL: d7d67090cebcb848e12d85d9a73e1cbc

Hi Mike

> This updates the clocks when the minutes change, and acts on events.

> However, is it taking up an unnecessary amount of CPU time? Should I add

> a vwait to the loop, or should I use WaitEvent and set an interrupt to

You can use Delay_ to put your program to sleep for a specified number of 50ths

of a second, which is more system friendly than VWait. So, to wait for 1/50th

of a second, you'd do Delay_ 1. To wait for a tenth of a second you'd have

Delay_ 5, and so on. Its up to you as far as the balance between GUI

responsiveness and CPU usage goes.

Another alternative would be to get the timer.device or something to send you

messages every minute, but this would mean getting into processing system

messages yourself and is probably more hassle than its worth. I think the

Delay_ thing is the easiest and best solution.

--

l) ^ V][l) |v| © |v|][|v| |v|

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

ICQ=16827694

The more you complain, the longer God makes you live.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.341 Re: My little proggie

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

Date: Mon, 23 Aug 1999 18:19:59 -0500

Subject: Re: My little proggie

X-UIDL: 12213a6169ca4e0a1bc652f19c8801fc

Hi Mike

On 23-Aug-99, Mike Child wrote:

>

> Hello there

>

> I've been writing a little clock calender type prog which runs on WB.

> It has up to 4 analog clock faces for showing different time zones

> (which is what I couldn't find on aminet - hence I wrote this).

Hey, GREAT! I thought of doing something like this once, but I don't know the math for drawing the hands on the clock faces...

>

> Anyway, at the moment I use a loop like this to check for gadget

> events and keep the clocks updated (pseudo code):

>

> repeat

> sd=SystemDate:smins=Mins

> if omins<>smins then UPDATECLOCKS{ }:omin=smins

> ev=Event:evw=EventWindow

> if evw=mywindow

> select ev

> case...

> case...

> end select

> endif

> until closegadgetwashit

>

> This updates the clocks when the minutes change, and acts on events.

> However, is it taking up an unnecessary amount of CPU time?

YES! It looks like you are only updating the clocks once per minute?

> Should I

> add a vwait to the loop, or should I use WaitEvent and set an

> interrupt to check the number of mins (chose not to use interrupt

> because up to four clocks may need drawing and putting in the window

> and I don't know if that might take longer than a vblank).

Why not add at least a vwait 50 - it's an application, not a game ;) so I don't think anyone will complain if it doesn't respond instantly. This would save a lot of processor time.

Or, better yet (but more work) would be to launch the clock updating part as a separate task that would only be called once per minute. And then just put a WaitEvent in the other part.

> The other little thing is that I noticed that the list array

> functions don't seem to work properly when combined with other

> conditions. Is that a bug in Blitz, or am I missing some subtlety of

> how they work? This is what I mean:

>

> Copying items from list array LST1 to list array LST2 -

>

> while nextitem(LST1()) and additem(LST2())

> LST2()=LST1()

> wend

>

> does not work as intended (copying all items) but the following does:

>

> while nextitem(LST1())

> if additem(LST2())

> LST2()=LST1()

> endif

> wend

>

> Obviously I solved the problem, but as far as I can see both should

> do the same. Is it a known bug that the first won't work properly, or

> am I missing something?

I have no idea - but if the second method works, just use it ;)

(Curt's theory of "Least Resistance")

Later...

--

Yours electronically,

Curt Esser

camage@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.342 Re: My little proggie

Comments: Authenticated sender is <childm@vax.sbu.ac.uk>

From: "Mike Child" <mike.child@sbu.ac.uk>

Date: Tue, 24 Aug 1999 14:50:52 +0000

Encoding: 7BIT

Subject: Re: My little proggie

X-UIDL: 36f2253bdfe3c3464de595e7d98bdfcc

Hi Curt

> Hey, GREAT! I thought of doing something like this once, but I don't know

> the math for drawing the hands on the clock faces...

Well you're welcome to have it + source, its nothing special - just wrote it for my own use but will probably stick it on aminet in a couple of weeks. A couple of things need polishing but when I have I'll mail it to you if you like, to see if it works OK on your system etc.

The only maths you need for clock hands is to calculate the x,y co-ordinate of a point on a circle radius r at a degree d round the circle, which you do like this:

$$x = \text{centrex} + \text{radius} * \sin(\text{degree}/180 * \text{Pi})$$
$$y = \text{centrey} + \text{radius} * \cos(\text{degree}/180 * \text{Pi})$$

You can swap the sin & cos between the x & y and make the + in each of the above either + or - independently. The various combinations change whether "degree" is measured clockwis or anticlockwise around the circle and whether 0 degrees is the top, bottom, left or right of the circle. (The expression in the sin & cos brackets just converts degrees into radians).

> YES! It looks like your are only updating the clocks once per minute?

Yes, I decided I didn't really need running seconds, so theres no

second hands (there is a 24 hour digital time below each clockface, and a little DST indicator too), but no seconds. Running seconds look nice but I didn't consider them necessary.

> Why not add at least a vwait 50 - it's an application, not a game ;) so I
> don't think anyone will complain if it doesn't respond instantly. This
> would save a lot of processor time.

See my reply to David. I'll use a variable delay!

> Or, better yet (but more work) would be to launch the clock updating part as
> a separate task that would only be called once per minute. And then just
> put a WaitEvent in the other part.

Program's too near completion to do that now!

[list oddities]

>> Obviously I solved the problem, but as far as I can see both should
>> do the same. Is it a known bug that the first won't work properly, or
>> am I missing something?

>

> I have no idea - but if the second method works, just use it ;)

> (Curt's theory of "Least Resistance")

Well yes! I was just curious as to whether it was just me or not! :)

Cheers

Anyone who wants a look at it can have it in a week or so..

Mike Child

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.343 Re: My little proggie

Comments: Authenticated sender is <childm@vax.sbu.ac.uk>

From: "Mike Child" <mike.child@sbu.ac.uk>

Date: Tue, 24 Aug 1999 14:50:52 +0000

Encoding: 7BIT

Subject: Re: My little proggie

X-UIDL: 4e44d3bcae13e70647ad82e745b4f101

> You can use Delay_ to put your program to sleep for a specified number of 50ths
> of a second, which is more system friendly than VWait. So, to wait for 1/50th
> of a second, you'd do Delay_ 1. To wait for a tenth of a second you'd have
> Delay_ 5, and so on. Its up to you as far as the balance between GUI
> responsiveness and CPU usage goes.

>

> Another alternative would be to get the timer.device or something to send you
> messages every minute, but this would mean getting into processing system
> messages yourself and is probably more hassle than its worth. I think the
> Delay_ thing is the easiest and best solution.

Yep so do I! Good its all OK in principle then. I think I might use a variable for the delay, and let it get bigger when no gadget has been hit for a while (so when the progs just ticking over it uses least CPU time) but as soon as a gadget is hit cut the delay down to get a responsive GUI - there's two parts to the window, the clocks and the calender, clicking a date in the calender gives you the opportunity to add short notes to that day, so when you're working on the calender you want instant response, but when its just sitting there being a clock its not necessary.

Cheers

Mike Child

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.344 Re: My little proggie

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Tue, 24 Aug 1999 22:12:42 +0300

Subject: Re: My little proggie

X-UIDL: 5a68ccf33260b9062cdbb41a759a833a

--BOUNDARY.1716956072.1

Encoding: quoted-printable

On 24-Aug-99, Mike Child wrote.

<Clipped some intellectual text>

Well I think there is a better way!

So the idea is that you use `Wait_()` to wait a specific signal which is allocated using `AllocSignal_()`

and then we have interrupt code which increases counter or even reads the= clock value. I have used `BattClock.resource` for the time, but I can't see= why you couldn't use some other ways. And if Autodocs aren't forbidding the call to the time resource you are using then you can call it directly= from the interrupt and just signal the task to update the GFX.

I included my small wb background clock source so every body can try to

figure what the hell the code is doing. :)

-- =

Sami N=E4=E4t=E4nen

EMail: sami.naatanen@dlc.fi

--BOUNDARY.1716956072.1

Content-Disposition: attachment; filename="WBClock.lha"

Encoding: base64

Content-Description: WBClock source

IrotbGg1LVUEAAD9CAAASbAYJwAADFdCQ2xvY2syLmFzY+O2A+Bruu6NpuQ+fvGdyZfVlJpK
2wsDFTEgCRUEBRElrWSFhdG+hGo42JvnZJrb8bv3/ubhJrtVvLvDtsoFbjUh58S00Lq9Dd0
/RLIY29QpMeRK1xSzxZ4Lrz5t5OjW/Glaiyum3sgYs8Fp5110N+WSaNaqQ1P/pwhrlDvTJ5z
JICf++besycD/CY3dghx/r34L3QUd6UrSalUV7SbRJMpuaeqgskadZfp515h/1qSSXS1Lgmj
PXBtGh51TRZsc+GgNfki/fe/QnOo9NVCjwz0Z8hPp5KTQ5Mc+KKhSpjun//3v81LPp2QGij0
YxU3vSwfH0VN4KpGzIleVtzZU29RWkcuG6spyTwOnx5hNRtUwpRe0wcxVAxMpn5W7rzGkKRX
v+GkLhKX/2GI1S5Ja5t2SZKE0axNSSL13pWoXE0shRJRjphGtbJSIPcPyMjpXNEOwi7GMYv
K2Hk2mSMac4PfdNmVIWEX7EO7qtHemimB8xxzagn+aZbYQ2rb1y4SPXuRvhHglpVY2W4eeGS
Nea6I7c9r9jeE3wVJ5513RKYtjSvVIMbFJ+6uyTRIuk4cEBYiv+WiotXLthzdwaoNqNjLr5
d0drZtcG5IY3SrKmqVfV09Hb3ntPvcZoRQ2fSd1EWpEWuyboIgv2tcbrqHHEPIfQ6h4AenFi
jrZKGpydjf4EprEflKnpz5ABSLPHRP6IyT0RqolVTSbsnTHhA4DvIczKl+ilyRJvZQhcQCqN
01WwCywOitWhQzEctgef0TKGgpQ0Rsv3G1+34/PB23pTp4bqb6LttPEL2NTBKeN5EfFuzvo
jv7s7qEln68XgzZv1/HB/97ab9zc3X0Jd3Z+L+n6zhr3PJafLTG+hmpQl5qdGDVItNAZs3cL
bSaD6J55gH1+4gcF9q2NnAxS5wfHRUOE8xsM9ByJcCnzneIONgNZVu8tw3crUs8tb0114rGR
kS2sfTgwIxEH9eM8+dQOAausMHsbmI2NizCzos+pfULOe4RRcmhV7TvvDEBNty8vu42AvrMy
dpjkWHzYra0wFUppG2UIZFykMPZPEKKH4UADvRPKOHQ4E0aGWSZQGG6Qv7oBYh/ajdIaIS2I
3mZ32Nb9eOxW1G9/KvY8NUcA/vbUbYhwbEdkwboxuN7bIHtmqLFZvliwd/Nj+FdZRdr0UIYo
L+B0sHO0cpDjTJnTag8CO9atuOub+JY4jPEum24h+5vucjLjLv/IIHUz/zIOsRrIc9jK/agY
C3xLq3JT6qP7khMbYBd3NDRKeLOwn8rGvRdjpEo3XzOfvokAYm6ta3BJWISFMi2c+DAn/Zve
fcN8phTStj9jUgCV0S0NFZt6LDs6qQqnpVZ04HbwtEIghA3qy2ERK9SdztM4hzCrIPvamhz
Yo5vShiIdUDnXVN6qOuqUIuarzh3Er09VHxiHHs53T/QfelUTglgp7TsX9s5SrHUofYVRLjz
VFPKJChSSfcRSkwa

--BOUNDARY.1716956072.1

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

--BOUNDARY.1716956072.1--

1.345 NCS close screen trouble

From: "eTeacher" <eteacher@amiga.org.pl>

Subject: NCS close screen trouble

Date: Tue, 24 Aug 1999 11:39:09 -0000

charset="iso-8859-2"

Encoding: 7bit

X-UIDL: 474b78c773266f7202a2bd2128c90c7e

I've trouble with NCS v1.90 :-(

Look at the modified a bit Fred's example:

```
; *****
```

```
; Example 2
```

```
; Open a Workbench like screen...
```

```
; *****
```

```
WBStartup
```

```
NInitScreen 1
```

```
NInitWindow 0
```

```
TgList.l = NInitTagList(2)
```

```
If NWbToScreen(1)
```

```
NResetTagList #SA_LikeWorkbench , 1
```

```
If NScreen(0, NScreenWidth, NScreenHeight, NScreenDepth, TgList)
```

```
NResetTagList #WA_CustomScreen , NScreenID
```

```
NWindow 0, 0, NSBarHeight+1, 300, 200, TgList
```

```
Else
```

```
NPrint "Unable to open this screen !"
```

```
EndIf
```

```
Else
```

```
NPrint "Can't lock the WBScreen"
```

```
EndIf
```

```
NPrint "Left mouse button to quit."
```

```
NMouseWait
```

```
NCloseScreen(0)
```

```
zz=Request("Simple requester", "Check if the opened screen is now  
closed...", "Click me")
```

```
End
```

After the END instruction all resources are freed but when I WANT to close

NCS screen I can't do that. The screen is still opened :-(

I'm not sure if I've made a mistake or it is a bug inside the NCS v1.90. Any ideas?

Chris, eteacher@amiga.org.pl

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.346 ncs!

From: Emil Oppeln Bronikowski <opi@amigascne.org>

Date: Thu, 26 Aug 1999 09:36:42 +0100

Organization: calkowiecie nie-zorganizowany

Subject: ncs!

X-UIDL: a7ff9fc9b4fc98c4b90f0bc2f1d1e7d9

Yello,

litte question to Fred (master on *NCS*;))

Why i can't use NSMutableString whit empty string inside?

NSMutableString "" ; Leave old clipboard...

NSMutableString " " ; it is work... but setting clipboard content
space

any help?

BTW: a least i forced myself to take a close look a ncs... they RULES :)

zdroofka!

--

Emil Oppeln Bronikowski - TrogSoft

opi@amigascne.org <http://abyss.lodz.pdi.net/~opi>

First Class Mag

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.347 ncs.... again

From: Emil Oppeln Bronikowski <opi@amigascne.org>

Date: Thu, 26 Aug 1999 10:29:56 +0100

Organization: calkowiecie nie-zorganizowany

Subject: ncs.... again

X-UIDL: 7fdbcb707ab7a4e6fbf94d6b42f47d18

--BOUNDARY.3695416.1

Yello,

yet-another-ncs-problem :)

could somebody take a look at attached scr and explain me my error? :)

zdroofka!

--

Emil Oppeln Bronikowski - TrogSoft

opi@amigascne.org <http://abyss.lodz.pdi.net/~opi>

```
*First Class Mag*
--BOUNDARY.3695416.1
Content-Disposition: attachment; filename="fixme"
WBStartup
FindScreen 0
NInitWindow 0
TagList.1 = NInitTagList(2)
Title.s = "Obtain Pens Demo"
NResetTagList #WA_Flags , #WFLG_CLOSEGADGET | #WFLG_DEPTHGADGET | #WFLG_DRAGBAR
NAddTag #WA_IDCMP , #IDCMP_CLOSEWINDOW
NAddTag #WA_Title , &Title
If NWindow(0, 10, 80, 200, TagList) ; If our window is opened...
rred.w=NObtainBestPen(255,0,0,-1)
ggreen.w=NObtainBestPen(0,255,0,-1)
bblue.w=NObtainBestPen(0,0,255,-1)
NFrontColour(rred)
NDPrint("This is our red text :-) []-[]")
NFrontColour(bblue)
NDPrint("and this is blue text.... []-[]")
NFrontColour(ggreen)
NDPrint("and green []-[]")
Repeat
idcmp.1 = NWaitWindowEvent
Until idcmp = #IDCMP_CLOSEWINDOW
NCloseWindow (0)
NReleasePen(rred)
NReleasePen(bblue)
NReleasePen(ggreen)
End
Else
NDPrint "Fail to open window ;("
End
EndIf
--BOUNDARY.3695416.1

-----
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
--BOUNDARY.3695416.1--
```

1.348 New web site

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

Date: Fri, 27 Aug 1999 14:00:38 +1200

Subject: New web site

X-UIDL: 8d4f3b22015dcca89ce31e78e8dad946

My website is now at <<http://homepages.paradise.net.nz/ants>>. I can have binaries on it, so I'll be putting small UDP_Chat updates on 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,25/040,200/PPC ,WB3.0

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.6)

<<http://homepages.paradise.net.nz/ants>>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.349 Oh! NO! not more AHI!?

From: Chris Deeney <chris@addnet.demon.co.uk>

Date: Sat, 28 Aug 1999 13:22:34 +0000

Organization: personal

Subject: Oh! NO! not more AHI!?

X-UIDL: d4d497197f310b8cb6029129f1130f06

hi,

I've managed to get my hands on Paul Burke's AHI functions (cheers Anton m8

They seem to work, but rather dodgy. I need to be able to play a sound and change its frequency and volume while its playing, can any one help?

Cheers,

Chris.

--

Chris "PrinceD" Deeney

#chris@addnet.demon.co.uk#

Powered by_

...../-\MIGA

/#irc.dal.net amirc ungabunga#/

+-----coding-----+
| *Powder Burnz* | 0000159 lines | 003% complete |

+-----+
| *Crittters* | 0000465 lines | 050% complete |

+-----+

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.350 Re: Oh! NO! not more AHI!?

From: Donovan Reeve <bubby.lnk@ispi.net>
Date: Sat, 28 Aug 1999 12:30:00 +0500
Subject: Re: Oh! NO! not more AHI!?
X-UIDL: 7bf0f914e8a4c70a185b46c4cd0ce675

On 28-Aug-99, Chris Deeney flashed:

>hi,

>Ive managed to get my hands on Paul Burkeys AHI functions (cheers Anton m8

>:)

>They seem to work, but rather dodgyly. I need to be able to play a sound and

>change it's frequency and volume while its playing, can any one help?

If you figure this out, please let me know as I have been trying to solve
this problem for quite some time. If I find anything I will share it also.

Thanks.

catcha later,

Donovan Reeve (bubby.lnk@ispi.net)

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.351 Re: Ohhh

From: "Roseanne Hodge" <rosie@ihug.co.nz>
Date: Mon, 30 Aug 1999 19:40:13 +1200
encoding: 7BIT
Subject: Re: Ohhh
X-Confirm-Reading-To: "Roseanne Hodge" <rosie@ihug.co.nz>
X-pmrqc: 1
X-UIDL: 8be58e58c37d1382b4e0c55dd4732023

I've know this one for AGES!

>

>

> Oh do not touch

> " " " "

> " " "

> " " "

> " "

> " "

> "

> "

>

>

> Seeya- Anton

>

>

>

HI THERE from Roseanne Hodge :-)

To reply to this e-mail: rosie@ihug.co.nz

Or reply to me at work: roseanne@hoddermoa.co.nz

Travel e-mail: roseanne@postmaster.co.uk

ICQ#: 14837465

<http://werewolfs.armpits.homepage.com>

"Better a shrew than a sheep"

(17th century English proverb)

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.352 OpenScreenTagList_ (LikeWB :)

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sun, 08 Aug 1999 14:45:37 +0100

Subject: OpenScreenTagList_ (LikeWB :)

X-UIDL: d23c2435a17491f6f06742a11a8132ad

--BOUNDARY.1749179592.1

Hi all,

Can anyone get this little piece of code to work? I'm trying

to port a piece of C code to make an AGA copper list, but I'm stuck on just opening the damn screen properly!

It's supposed to have the same properties as the WB screen, but comes out in 2 colours. It would help if I knew how to use tags (ti_Tag, ti_Data, etc) properly ;)

I'd like to use the OpenScreenTaglist_ () command, just for the sake of /making/ it work really!

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freereserve.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

Some men see things as they are and ask why. Others dream things that never were and ask why not.

-- George Bernard Shaw

--BOUNDARY.1749179592.1

Content-Disposition: attachment; filename="OpenScreen.asc"

Content-Description: Fix Me!

Function OpenScreen { }

Dim ScTags.TagItem (4)

t\$="Just like the Workbench screen!"

ScTags(0)\ti_Tag=#SA_Title,&t\$

; ScTags(1)\ti_Tag=#SA_LikeWorkbench,1

ScTags(1)\ti_Tag=#SA_LikeWorkbench

ScTags(2)\ti_Data=1

ScTags(3)\ti_Tag=#TAG_DONE

*scr.Screen=OpenScreenTagList_ (0,&ScTags)

If *scr

; If(Copper())

; {

; // Let's Wait a While ...

MouseWait

; // OK, we leave ...

; ViewPort=&Screen->ViewPort;

; If (Null!=ViewPort->UCopIns)

; {

```

; FreeVPortCopLists(ViewPort);
; RemakeDisplay();
; }
; }
CloseScreen_ *scr
Function Return -1
Else Function Return 0
EndIf
End Function
dummy=OpenScreen { }
End
--BOUNDARY.1749179592.1

```

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
--BOUNDARY.1749179592.1--

1.353 RE: OpenScreenTagList_ (LikeWB :)

From: Roger Beausoleil <vision_fx@citenet.net>
Date: Sun, 08 Aug 1999 20:35:25 +0500
Subject: RE: OpenScreenTagList_ (LikeWB :)
X-UIDL: ccb28b74141939c2d3db92144ab9724e
--BOUNDARY.7889.1278.286093120.1

Hi James,

With this revised source code, you'll be now able to understand the little mistake that you did and, finally open a screen as the Workbench like you expected for...

```

Deftype.Screen *Scrn
Function.l OpenScreen{ }
Shared *Scrn.Screen
*AsWBench.b = "Just Like The Workbench Screen"
Dim ScrnTags.TagItem(3)
ScrnTags(0).ti_Tag = #SA_LikeWorkbench, 1
ScrnTags(1).ti_Tag = #SA_Title, *AsWBench
ScrnTags(2).ti_Tag = #TAG_DONE, 0
*Scrn = OpenScreenTagList_( 0,&ScrnTags(0) )
Function return *Scrn
end function

```


> Can anyone get this little piece of code to work? I'm trying
> to port a piece of C code to make an AGA copper list, but I'm
> stuck on just opening the damn screen properly!

>

> It's supposed to have the same properties as the WB screen,
> but comes out in 2 colours. It would help if I knew how to use
> tags (ti_Tag, ti_Data, etc) properly ;)

well the bit after the ti_Tag is the actual tag and then after the comma
it's the data for that tag

```
ti_Tag=#SA_LikeWorkbench,1
```

> I'd like to use the OpenScreenTaglist_() command, just for the sake
> of /making/ it work really!

You were nearly there.....but you forgot this (0) part at the end of the
array.

i.e.

&ScTags should have been &ScTags(0) so it points to the start of the array
data.

Here's a working version I finished off for you. It works on my
cybergraphics system but it returns the depth to be 8bit instead of 16bit.

Don't know why...must be an error in the OS cause I'm getting the depth from
the BitMap attached to the RastPort of the window.

Anyway, have a look.

--

Cheers,

Daniel

<tsb>E-Mail: daniel@thesnakepit.demon.co.uk

<tsb>URL: <http://www.thesnakepit.demon.co.uk/>

<tsb>ICQ Number : 20783863

<tsb>

- "Windows 95 is Bug Free" - Bill Gates in 1995

- "We fixed 5000 bugs since the release of Windows 95!" - Bill Gates on Windows 98

--BOUNDARY.139270384.1

Content-Disposition: attachment; filename="OpenScreen.asc"

Encoding: quoted-printable

Function.l OpenScreen{ } ; Make sure function is=

a LONG type

SHARED scr_copper.l,scr_viewport.l,scr_depth.w ; Make the variables yo=

i're interested in SHARED

; so you can use them a=

nywhere in your program.

```
Dim ScTags.TagItem(3) ; Three is enough
```

```
t$=3D"Just like the Workbench screen! - Press Mouse Button To Exit"
```

```
ScTags(0)\ti_Tag=3D#SA_Title,&t$
```

```
ScTags(1)\ti_Tag=3D#SA_LikeWorkbench,True
```

```
ScTags(2)\ti_Tag=3D#TAG_DONE
```

```
*scr.Screen=3DOpenScreenTagList_ (0,&ScTags(0)) ; Include the (0) bit=
```

```
If *scr
```

```
scr_viewport=3D*scr\ViewPort
```

```
scr_depth=3D*scr\RastPort\BitMap\Depth
```

```
If scr_viewport
```

```
scr_copper=3D*scr\ViewPort\UCopIns
```

```
Function Return *scr
```

```
Else
```

```
Function Return False
```

```
End If
```

```
Else
```

```
Function Return False
```

```
EndIf
```

```
End Function
```

```
;----
```

```
WBStartup
```

```
*dummy.1=3DOpenScreen{ }
```

```
If *dummy
```

```
MouseWait
```

```
CloseScreen_ *dummy
```

```
Else
```

```
req=3DRequest("Error...","Couldn't open screen or get data","Ok")
```

```
EndIf
```

```
End
```

```
--BOUNDARY.139270384.1
```

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

--BOUNDARY.139270384.1--

1.355 Re: OS 3.5

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Thu, 26 Aug 1999 01:20:50 +0100

Subject: Re: OS 3.5

X-UIDL: 33a535d71c9d57d3ff3488792e7604f3

Curt Esser churned out *this* drivel:

>> finally be able to open drawers on the Workbench from our own programs,

>> which will be cool (except every drawer in the path MUST have an icon

> So, you mean that you can cause "drawer" windows to open as if their icon

> had been clicked?

Yes, just like clicking on the drawer from Workbench :)

>> Manuals will be in PDF and HTML format (and if you don't know, aPDF is a

>> great new PDF reader :)

>

> And what the hell is PDF, then?

It's a big, inefficient file format used for manuals, but it's designed to be printed out into "proper" paper manuals (and look good). All previous Amiga readers have sucked big-time. aPDF is slow, but that can't really be helped...gotta render each page (cos they have graphics and stuff).

> And does the standard printer output now support 24bit output?

Yes, as standard.

> Is there a way to add menus and menu items to the WB (like ToolsDaemon?) I

> surely would miss that...

Hmm, dunno, but apparently, most hacks will still function just fine...just that you won't need some of them...

> And have they updated the ASLrequesters and system Requesters (in other words, can you set preferences for 'em like ReqTools does now?)

Not sure, but there are new commands for aborting ASL requesters under program control (if I read it right)...can't see much use for that though.

BTW I don't actually have the pre-release, just a few of the developer docs...most of my info's from AF and the 'net...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

The only way to get rid of a temptation is to yield to it.

-- Oscar Wilde

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.356 Re: OS 3.5

From: Blitzwing <blitzwing@goldweb.com.au>

Date: Thu, 26 Aug 1999 11:28:38 +1000

Subject: Re: OS 3.5

X-UIDL: ff86638550a7dd06322b481fe1fd3066

Greetings r790@mindless.com you were dribbling something about

On 26-Aug-99, you wrote:

Anyone interested in os 3.5 documentation, drop me an e and I'll see what I
can find out having spoken to Jurgen quite a bit over the last weekend
(btw, did you know we can install 3.5 over a network :))

Blitzwing

--

It is better to have tried and failed than to have failed to try, but
the result's the same.

-- Mike Dennison

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.357 Re: OS 3.5

Date: Thu, 26 Aug 1999 08:35:02 -0300 (ADT)

Sender: John Mason <ah210@chebucto.ns.ca>

From: John Mason <ah210@chebucto.ns.ca>

Subject: Re: OS 3.5

X-UIDL: 18afc37ac9065bf84f1fa0d968757da9

On Thu, 26 Aug 1999, Blitzwing wrote:

> Anyone interested in os 3.5 documentation, drop me an e and I'll see what I
> can find out having spoken to Jurgen quite a bit over the last weekend
> (btw, did you know we can install 3.5 over a network :))

Hehe :) Yeah, sure if it's okay with Amiga / H&P, I'd love to take a look

at the docs!

Thanks.

--

John Mason -- ICQ 17931257

<http://chebucto.ns.ca/~ah210/Profile.html>

Home of NewStuff and Reminder!

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.358 Re: OS 3.5

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

Date: Thu, 26 Aug 1999 19:06:31 +0100

Organization: Pagan Software

Subject: Re: OS 3.5

X-UIDL: d7b240613ea69f41ba5b335965e23fef

I watched as James L Boyd hammered "Re: OS 3.5" out on their keyboard...

>> Is there a way to add menus and menu items to the WB (like ToolsDaemon?)

>> I surely would miss that...

> Hmm, dunno, but apparently, most hacks will still function just

> fine...just that you won't need some of them...

When they were talking about it at WoA, this exact question came up and as it turns out the developers can't live without ToolsDaemon either...and it still works just fine. Support can't be added into the OS for it tho because of they way it works...

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>Visit us at <http://www.pagan-games.com>

<sb>

<sb>SimpleFTP v1.3 - Now available!

<sb><http://www.thehub.u-net.com/>

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team *AMIGA*

<sb>

<sb>You know it's a bad day when your pet rock snaps at you.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.359 Re: OS 3.5

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

Date: Fri, 27 Aug 1999 13:57:50 +1200

Subject: Re: OS 3.5

X-UIDL: b4ba16fc71ef4deb613ef2d43149416a

On 26-Aug-99, James L Boyd wrote:

>> And what the hell is PDF, then?

> It's a big, inefficient file format used for manuals, but it's

> designed to be printed out into "proper" paper manuals (and look

> good). All previous Amiga readers have sucked big-time. aPDF is slow,

> but that can't really be helped...gotta render each page (cos they

> have graphics and stuff).

I've got aPDF off the internet (V1.3), it's very good so far- though even the PPC version takes about 5 seconds to display a page.

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.6)

<<http://homepages.paradise.net.nz/ants>>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.360 Re: OS 3.5

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 28 Aug 99 15:02:30 +1000

Subject: Re: OS 3.5

Encoding: 7bit

X-UIDL: d0e55fba0f81ddded47beef948f905d3

On Thu, 26 Aug 1999 19:06:31 +0100 Rick Hodger said:

> I watched as James L Boyd hammered "Re: OS 3.5" out on their keyboard...

>

>>> Is there a way to add menus and menu items to the WB (like ToolsDaemon?)

>>> I surely would miss that...

>
>> Hmm, dunno, but apparently, most hacks will still function just
>> fine...just that you won't need some of them...
>
> When they were talking about it at WoA, this exact question came up and as
> it turns out the developers can't live without ToolsDaemon either...and it
> still works just fine. Support can't be added into the OS for it tho
> because of they way it works...

I can confirm this. I have ToolsDaemon running on my test OS3.5
pre-release system.

--

Tony Rolfe

Amiga 2000, 68030/25, 1+8Mb

www.shoalhaven.net.au/edgewater

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.361 Re: OS 3.5 WAS Memory Problem

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

Date: Wed, 25 Aug 1999 16:12:56 -0500

Subject: Re: OS 3.5 WAS Memory Problem

X-UIDL: cf8cecd42b57be524e74cb1c17838d36

Hi James and Tony (and anybody else who has the 3.5 pre-release?)

On 25-Aug-99, James L Boyd wrote:

> Curt Esser churned out *this* drivel:

>

>> I'm interested and I'm sure everybody else is too? If not, please send it

>> to me, anyway...

> As far as the stuff that guy posted on the list goes, it's all correct

> AFAIK, but Miami is a cut-down version of Miami Deluxe, and AWeb is a

> "subset" of the latest AWeb (whatever that means, but JavaScript is in).

> The email client is fairly simple, but uses the new email/comms library,

> so you can "roll-your-own". I read that copies via WB will have a progress

> bar, but will still be only one-at-a-time for now :(

>

> According to the autodocs that are in the FTP release I got (not complete

> as far as I can tell, mostly stuff to do with prefs programs, as well as

> developer stuff for the new icon.library and workbench.library), we'll
> finally be able to open drawers on the Workbench from our own programs,
> which will be cool (except every drawer in the path MUST have an icon
> attached). This same command runs WB programs, like wbstart.library does
> too.

>

> Dammit, just read that the other limitation is that all drawers in the
> path open too :(That sucks! Want to see it anyway...

So, you mean that you can cause "drawer" windows to open as if their icon
had been clicked?

>

> The icon system sounds cool, with a couple of extra commands in the
> library, like remapping icons to specified screens, blitting them straight
> to rastports, etc. Also, AF said that the new icon editor will fix MWB and
> NI icons to use the new format, and automatically add the "glow" if
> required :)

>

> You can now attach up to 10 printers apparently, using various different
> ports (wow, handy...), dragging Workbench window scrollbars will show the
> icons moving, rather than waiting till you let go (like now), windows can
> resize to fit around the icons in them and the Clean Up menu option has
> various methods for doing it now.

>

> Manuals will be in PDF and HTML format (and if you don't know, aPDF is a
> great new PDF reader :)

And what the hell is PDF, then?

>

> Hmm, what else? The printer prefs program has a realtime-updated (I
> believe) photo of AI's Nicole Godfried (sp?)...(quite easy on the eye ;)
> which shows how your preferences will affect the output,

And does the standard printer output now support 24bit output?

> Very interesting stuff...and you heard none of it from me ;)

A couple more questions:

Is there a way to add menus and menu items to the WB (like ToolsDaemon?) I
surely would miss that...

And have they updated the ASLrequesters and system Requesters (in other
words, can you set preferences for 'em like ReqTools does now?)

Later...

--

Yours electronically,

Curt Esser

camage@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.362 Re: OS 3.5 WAS Memory Problem

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Thu, 26 Aug 1999 11:57:35 +0100

Subject: Re: OS 3.5 WAS Memory Problem

Encoding: 8bit

X-UIDL: 7fc05521ccec3304476ce48a8188caf

>> According to the autodocs that are in the FTP release I got (not

Are they available for general download? If so where?

--

l) ^ V][l) Ml © Ml][N N

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

ICQ=16827694

Always remember you're unique...Just like everyone else.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.363 OS3.5

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 25 Aug 99 17:52:32 +1000

Subject: OS3.5

Encoding: 7bit

X-UIDL: 7ffe55e0413dd453965b90932346b8d3

Hi, all

A few people replied about 3.5 so I'll give as much info as I can.

First of all, I run a very vanilla system, very few patches, no newicons etc so I can't really say how much of 3.5 is simply emulation of existing patches.

It has a newicons style icon system, but the images are actually in the file (not in tooltypes)
Apparently the library calls are different so OPUS will have to be (slightly) modified to work fully with it.
There is a new preference for WB which looks good (allows customisation of the GUI)
A new preference for Reaction (whatever that is) I think it is Class-act under a different name)
<but since I don't know what class act is I may be wrong>
Supports disk drives up to 2 terabytes (If anyone has a 3 terabyte drive - tough!)
PPC support
Built-in CD-Rom support (You actually need an existing CD-rom drive to load it)
Built-in Miami and AWEB (current full versions, so I am lead to believe)
modern printer drivers, True colour support
My own opinion... I like it.
I don't like using third-party patches, so getting things like newicons built into the system is good
Should you get it? I dunno.
It sounds like good value for money (around 30 quid or 50 USD or 85AUD). I really can't see any reason not to.
Any specific questions? I'll do my best to answer them.

Cheers

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

www.shoalhaven.net.au/edgewater

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.364 Re: OS3.5

From: Andrew Guard <aMIGA_dUDE@assign.u-net.com>

Date: Sat, 28 Aug 1999 07:48:02 +0000

Organization: ProPassWord

Subject: Re: OS3.5

Encoding: 8bit

X-UIDL: a692bf79951ecedf161d05a9a804a9cf

Hello Tony

On 25-Aug-99, you wrote:

> Built-in Miami and AWEB (current full versions, so I am lead to believe)

>

Miami is basic version try MiamiDX wow this is lot better.

AWeb (No-JavaScript) etc. this was boo at when it was show on the big screen at WoA when Amiga had public meating. A-Web isn't that popular in

Amiga sean. Anyway I think Voyager is best there is now then IBrowse.
Closely folled by AmigaGuide and then Type after that A-Web. LOL
Regards

--

Think about it, ProPassWord. <mailto:ppw-subscribe@egroups.com>

--

Satanic Dreams Software <http://zap.to/sds> Fax +44 (0)870 0888470
V/AmigaV/ Team Amiga RC5 -- 603e+ 233/040 PowerUP, 32 Meg,
BVision, Zip, Ricoh CD-R/RW, Kickstart 3.1 Pace56 External voice,
ISP <http://www.wirenet.co.uk/>
ICQ 21765436

Stewart's Law of Retroaction: It is easier to get forgiveness than
permission.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.365 Re: OS3.5

From: amorel <amorel@xs4all.nl>

Date: Mon, 30 Aug 1999 02:04:58 +0500

Subject: Re: OS3.5

X-UIDL: 18fafc60709b1af8b492455af60d29ca

On 28-Aug-99, Andrew Guard wrote:

C=Closely folled by AmigaGuide and then Type after that A-Web. LOL

Well, it strikes me people prefer to use unstable software instead of stable
software, which perhaps hasnt as good looks. But dont most go on the web to
read, or what? The author of Voyager is imho a bad coder with all these bugs
and slowness. Ibrowse is a same story.

Regards

--

-*AMOREL*- musician/programmer \ \ Amiga 1200T/PPC/040/32/2g more shit

<http://www.xs4all.nl/~amorel> \ \ Good old C=64 and an attitude!

Will program/compose for food \ \ /Half a decent studio

Ever tried: \ \ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \ \ /productions,demos,programs...

-*Oscillating filter if registered! Amoralplayer1.3, a no fuss audioplayer*-

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.366 Re: OS3.5

From: Toby Zuijdveld <hotcakes@a1bbs.net.au>

Date: Mon, 30 Aug 1999 17:13:08 +1000

X-SenderInfo: 1;

picture="http://www.geocities.com/SunsetStrip/6865/a1people/tobyzuij.gif"

Organization: Crash'n'Burn Incinerated, Satanic Dreams Software

Subject: Re: OS3.5

X-UIDL: 307f5d0fe26e92251337dd405087faf0

Hello amorel

On 30-Aug-99, you wrote:

a> C=Closely folled by AmigaGuide and then Type after that A-Web. LOL

a> Well, it strikes me people prefer to use unstable software instead of

a> stable software, which perhaps hasnt as good looks. But dont most go on

a> the web to read, or what? The author of Voyager is imho a bad coder with

a> all these bugs and slowness. Ibrowse is a same story.

Dunno about anyone else but I had more problems keeping AWeb from crashing

than I did the others... IBrowse was the worst, tho. Same Voyager sucks

feature wise ;]

Regards

--

Toby Zuijdveld

<http://a1bbs.net.au/hotcakes>

<mailto:hotcakes@a1bbs.net.au>

<icq:22222555777111555111555>

Anything is possible, unless it's not.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.367 OS3.5 screenshots, etc

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sat, 28 Aug 1999 19:25:57 +0100

Subject: OS3.5 screenshots, etc

X-UIDL: 02619e172fb1989e62269a55a4cf7594

Hi all,

New OS3.5 page here :

http://www2.tpg.com.au/users/stevez/AOS3_5.html

Looks good to me :)

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

We don't like their sound, and guitar music is on the way out.

-- Decca Recording Co. rejecting the Beatles, 1962.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.368 Re: OS3.5 screenshots, etc

From: "Vic E Babes" <zalda@home4968.freemove.co.uk>

Subject: Re: OS3.5 screenshots, etc

Date: Sun, 29 Aug 1999 15:43:47 +0100

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: faa05d40c88781fe15134b288bd94dcc

I saw the screenshots at Amiga's Website, looked okay, except that the ReActor GUI appears to have a SPLASH screen - one of the things that annoys me about PCs (I stress ONE of the things).

VIC

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.369 Re: OS3.5 screenshots, etc

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

Date: Sun, 29 Aug 1999 12:40:31 -0500

Subject: Re: OS3.5 screenshots, etc

X-UIDL: c494a789c280de99772a7f27e227431e

Hi Vic

On 29-Aug-99, Vic E Babes wrote:

> I saw the screenshots at Amiga`s Website, looked okay, except that the
> ReActor GUI appears to have a SPLASH screen - one of the things that
> annoys me about PCs (I stress ONE of the things).

OK, I give up - what`s a "splash" screen? Do you mean that
rainbow-background thing? I hope that`s just something he threw in as a
background - I would imagine that the 3.5 prefs programs will simply open
on the WB like they do now, rather than on a custom screen...

BTW, I thought PC`s only had the one screen available (the DeskTop, or
whatever it`s called) - was I mistaken?

I am glad to see they finally give you some pref settings for the ASL
requesters too - it`s about time they caught up with ReqTools...

I hope the OS requesters aren`t still going to be stuck permanently to the
top-left of the screen.

And that stuff like "MagicMenus" will still work - I`d hate to have to go
back to using the standard menus...

Later...

--

Yours electronically,

Curt Esser

camage@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.370 Re: OS3.5 screenshots, etc

From: Toby Zuijdveld <hotcakes@a1bbs.net.au>

Date: Mon, 30 Aug 1999 17:08:41 +1000

X-SenderInfo: 1;

picture="http://www.geocities.com/SunsetStrip/6865/a1people/tobyzuij.gif"

Organization: Crash`n`Burn Incinerated, Satanic Dreams Software

Subject: Re: OS3.5 screenshots, etc

X-UIDL: dcf445c9b4d060eeb7a54a0a325cb3b5

Hello Curt

On 30-Aug-99, you wrote:

CE>> I saw the screenshots at Amiga`s Website, looked okay, except that the

CE>> ReActor GUI appears to have a SPLASH screen - one of the things that

CE>> annoys me about PCs (I stress ONE of the things).

CE> BTW, I thought PC's only had the one screen available (the DeskTop, or
CE> whatever it's called) - was I mistaken?

Not mistaken. Windoze can open windows without a border occupying the whole
screen, which -looks- like a new screen is opened =]

Regards

--

Toby Zuijdveld

<http://a1bbs.net.au/hotcakes>

<mailto:hotcakes@a1bbs.net.au>

<icq:22222555777111555111555>

For more information, send a self-obsessed stomped elephant.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.371 Re: OS3.5 screenshots, etc

From: amorel <amorel@xs4all.nl>

Date: Mon, 30 Aug 1999 14:32:24 +0500

Subject: Re: OS3.5 screenshots, etc

X-UIDL: f7529bf0905a89ae427b50b6495b7728

On 30-Aug-99, Toby Zuijdveld wrote:

C=Not mistaken. Windoze can open windows without a border occupying the whole
C=screen, which -looks- like a new screen is opened =]

Guess so, but they cant be a different resolution. And dragging is also out of
the question.

Regards

--

-*AMOREL*- musician/programmer \ \ Amiga 1200T/PPC/040/32/2g more shit

<http://www.xs4all.nl/~amorel> \ \ Good old C=64 and an attitude!

Will program/compose for food \ \ /Half a decent studio

Ever tried: \ \ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \ \ /productions,demos,programs...

-*Oscillating filter if registered! Amoralplayer1.3, a no fuss audioplayer*-

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.372 Re: OS3.5 screenshots, etc

From: Toby Zuijdveld <hotcakes@a1bbs.net.au>

Date: Mon, 30 Aug 1999 22:26:44 +1000

X-SenderInfo: 1;

picture="http://www.geocities.com/SunsetStrip/6865/a1people/tobyzuij.gif"

Organization: Crash'n'Burn Incinerated, Satanic Dreams Software

Subject: Re: OS3.5 screenshots, etc

Encoding: binary

X-UIDL: af4887d83054c289f0c8d9855422791d

Hello amorel

On 30-Aug-99, you wrote:

a> C=Not mistaken. Windoze can open windows without a border occupying the
a> whole C=screen, which -looks- like a new screen is opened =]
a> Guess so, but they cant be a different resolution. And dragging is also
a> out of the question.

Yeh, well it's not a screen, that's why... it's exactly the same as opening
up a window on an amiga screen without a border and in the backdrop... it
looks like an empty screen =]

Regards

--

Toby Zuijdveld

<http://a1bbs.net.au/hotcakes>

<mailto:hotcakes@a1bbs.net.au>

<icq:22222555777111555111555>

(fighting the Mutton Vindaloo Beast) Lister: Of course! Lager -- the only thing that can kill a vindaloo!

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.373 Re: OS3.5 screenshots, etc

From: "Vic E Babes" <zalda@home4968.freemove.co.uk>

Subject: Re: OS3.5 screenshots, etc

Date: Mon, 30 Aug 1999 19:23:11 +0100

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: 29634842aa44f56477bf4216bbbe1066

> OK, I give up - what's a "splash" screen? Do you mean that

> rainbow-background thing? I hope that's just something he threw in as a
> background - I would imagine that the 3.5 prefs programs will simply open
> on the WB like they do now, rather than on a custom screen...

A dated term (like `dialling` telephone numbers when most telephones have buttons to press nowadays). What I meant was 24-bit pictures displaying a logo/picture, before the program loads - it annoys me to have to wait for these pics to be loaded/displayed, before the program runs - Microsoft are the worst offenders, natch.

VIC

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.374 Re: OS3.5 screenshots, etc

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Mon, 30 Aug 1999 19:32:17 +0100

Subject: Re: OS3.5 screenshots, etc

X-UIDL: b2a6483d3f0ee9fa1d82ae3a1f38062d

Curt Esser churned out **this** drivel:

> OK, I give up - what's a "splash" screen? Do you mean that
Just a window (hence the name "splash-screen" ;) with a logo or whatever
on it...

> rainbow-background thing? I hope that's just something he threw in as a
> background - I would imagine that the 3.5 prefs programs will simply open
> on the WB like they do now, rather than on a custom screen...

I believe the background gradients are a feature of the Reactor GUI creator,
if that's what you mean...

> And that stuff like "MagicMenus" will still work - I'd hate to have to go
> back to using the standard menus...

I've read that MagicMenus /does/ still work...cos I think Olaf Barthel did
MagicMenus, and he did most of OS3.5 too ;) I guess that most patches will
work, but you'll just have to reinstall them one-at-a-time to make sure,
like you do for the current OS...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team **AMIGA**, and **Dogbert's New Ruling Class.**

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

There is no reason anyone would want a computer in their home.

-- Ken Olson, president, chairman and founder of DEC, 1977.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.375 Re: OS3.5 screenshots, etc

From: amorel <amorel@xs4all.nl>

Date: Tue, 31 Aug 1999 01:17:53 +0500

Subject: Re: OS3.5 screenshots, etc

X-UIDL: cb2ddc72caf2f79dac5f9e686154c45b

On 30-Aug-99, Toby Zuidveld wrote:

C=Yeh, well it's not a screen, that's why... it's exactly the same as opening

I know its not a screen, but screens like on Amiga are not possible and that is lame. Thats what I meant =)

Regards

--

-*AMOREL*- musician/programmer \ \ Amiga 1200T/PPC/040/32/2g more shit

<http://www.xs4all.nl/~amorel> \ \ Good old C=64 and an attitude!

Will program/compose for food \ \ / Half a decent studio

Ever tried: \ \ / Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \ \ / productions, demos, programs...

-*Oscillating filter if registered! Amoralplayer1.3, a no fuss audioplayer*-

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.376 Re: OS3.5 screenshots, etc

Date: Tue, 31 Aug 1999 08:56:24 +0200 (MET DST)

From: Jonas Thorell <jonasth@bahnhof.se>

Subject: Re: OS3.5 screenshots, etc

X-UIDL: d59b3dc02705b4f408c257c57e64e8f0

On Tue, 31 Aug 1999, amorel wrote:

> C=Yeh, well it's not a screen, that's why... it's exactly the same as opening

> I know its not a screen, but screens like on Amiga are not possible and
> that is lame. Thats what I meant =)

Of course it's possible, just that no one has bothered to write it for
Windows (none that I've heard of anyway). If it's possible on
CyberGraphX (which it is) it's possible in Windows. The Amiga
gfx-cards uses chips found on older PC-cards and CyberGraphX does
it through software.

/Jonas

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.377 Re: OS3.5 screenshots, etc

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Tue, 31 Aug 1999 09:18:32 +0100

Subject: Re: OS3.5 screenshots, etc

Encoding: 8bit

X-UIDL: b93789f60f6432dcb6a0055c42d11230

> Of course it's possible, just that no one has bothered to write it for
> Windows (none that I've heard of anyway). If it's possible on
> CyberGraphX (which it is) it's possible in Windows. The Amiga
> gfx-cards uses chips found on older PC-cards and CyberGraphX does
> it through software.

You used to get things like that for Win31, where it gave you separate
workspaces, like most X-Windows managers. Don't think I've ever seen it for
9x/NT.

--

l) ^ V][l) M © M][N N

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

ICQ=16827694

Some things in life just suck. Your mother is one.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.378 Re: OS3.5 screenshots, etc

Date: Tue, 31 Aug 1999 12:49:39 +0200 (MET DST)

From: Jonas Thorell <jonasth@bahnhof.se>

Subject: Re: OS3.5 screenshots, etc

X-UIDL: cf66c71d076520c00588a7afed14468a

On Tue, 31 Aug 1999, David McMinn wrote:

> You used to get things like that for Win31, where it gave you separate
> workspaces, like most X-Windows managers. Don't think I've ever seen it for
> 9x/NT.

There are different alternative desktops available but I can't recall seeing one that was anywhere near stable unfortunately.

There is one (can't recall the name) directly derived from some X-Window manager though.

/Jonas

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.379 Re: OS3.5 screenshots, etc

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

Date: Wed, 01 Sep 1999 11:54:36 +1200

Subject: Re: OS3.5 screenshots, etc

X-UIDL: 503c2d08654e46026a5b0cb8d960e82e

On 31-Aug-99, Jonas Thorell wrote:

>> C=Yeh, well it's not a screen, that's why... it's exactly the same as
>> opening

>> I know its not a screen, but screens like on Amiga are not possible

>> and that is lame. Thats what I meant =)

> Of course it's possible, just that no one has bothered to write it for

> Windows (none that I've heard of anyway). If it's possible on

> CyberGraphX (which it is) it's possible in Windows. The Amiga

> gfx-cards uses chips found on older PC-cards and CyberGraphX does

> it through software.

Someone told me of a patch that allows multiple screens on Win95/98.

Don't know what it's called though.

--

Anton Reinauer <anton@ww.co.nz>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.380 Re: OS3.5 screenshots, etc

From: Gaz Griffiths <gaz@jokerd.freemove.co.uk>

Date: Wed, 01 Sep 1999 08:56:09 +0100

Organization: JokerD/FX

Subject: Re: OS3.5 screenshots, etc

Encoding: binary

X-UIDL: df213b6f1d38cd665d1f62fab19ece70

Hi Anton <anton@ww.co.nz>,

On the 01-Sep-99 you muttered something about Re: OS3.5 screenshots, etc if I remember correctly, so I thought I would reply! Nice of me wasn't it?

> Someone told me of a patch that allows multiple screens on Win95/98.

> Don't know what it's called though.

Yeah, its called WinUAE =]

Cya d00d

GazChap.

--

<tsb>*Gareth Griffiths*: gaz@jokerd.freemove.co.uk

<tsb>Founder of *Joker Developments*: <http://www.jokerd.freemove.co.uk>

<tsb>*ICQ*: 31023012 *IRC*: GazChap/#AmIRC (Undernet)

<tsb>

<tsb>If you knew what Mona Lisa knew, you'd smile too.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.381 PDF & OS 3.5 Muhahaha

From: r790@mindless.com

Date: Wed, 25 Aug 1999 20:35:20 -0400 (EDT)

Encoding: 7bit

Subject: PDF & OS 3.5 Muhahaha

X-UIDL: 992322f3c2ad3fbd86527a3d6080bae3

Hi, Curt.

> And what the hell is PDF, then?

PDF is Abobe's Portable Document Format.

The first time I came across it I thought it was a 'Word' document I was looking at.

It is quite a nice and useful format though.

Don't know that much about OS 3.5, even though I was at WOA watching the demonstration. ;)

As far as I can remember there is support for 24bit printing....And the GUI looks nicer.

The demonstration was certainly amusing as the guy explaining about its features was German and frequently struggled to find suitable words, even turning to the on-lookers for help.

Damn wish I had a photographic memory. ;)

Regards,

Shane O'Neill

Get your free email from AltaVista at <http://altavista.iname.com>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.382 Re: PDF & OS 3.5 Muhahaha

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

Date: Thu, 26 Aug 1999 19:07:44 +0100

Organization: Pagan Software

Subject: Re: PDF & OS 3.5 Muhahaha

X-UIDL: 4632d192091143b5892feb7776d4d523

I watched as r790@mindless.com hammered "PDF & OS 3.5 Muhahaha" out on their keyboard...

> Don't know that much about OS 3.5, even though I was at WOA watching the

> demonstration. ;) As far as I can remember there is support for 24bit

> printing....And the GUI looks nicer. The demonstration was certainly

> amusing as the guy explaining about its features was German and

> frequently struggled to find suitable words, even turning to the

> on-lookers for help. Damn wish I had a photographic memory. ;)

Damn...there was me with my digital camera snapping away, the pics aren't the greatest tho, was a bit too far away :)

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>Visit us at <http://www.pagan-games.com>

<sb>

<sb>SimpleFTP v1.3 - Now available!

<sb><http://www.thehub.u-net.com/>

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team *AMIGA*

<sb>

<sb>Amnesia used to be my favorite word, but then I forgot it.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.383 Percentage Problems

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Wed, 18 Aug 1999 18:27:59 +0100

Subject: Percentage Problems

X-UIDL: b0aa65c90f89552e53ab1209a6868a26

Hi all,

I need help on what should be a really simple mathematical problem...

How do I find what percentage one number is of another?

For example, how would I find x here :

The number 14 is x% of 76.

Anyone? This is driving me nuts - it looks so easy!

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

Fool me once, shame on you; fool me twice, shame on me.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.384 SV: Percentage Problems

From: "Robert Kihl" <robert_@oreline.net>

Subject: SV: Percentage Problems

Date: Wed, 18 Aug 1999 19:45:55 +0200

charset="iso-8859-1"

Encoding: 8bit

X-UIDL: 04f0e007bf3532cf418755cb58bbe52f

> The number 14 is x% of 76.

If i understand this right you should do: 14/76 to get 0.184... 18%

Quite simple...eh?

Regards

--

Robert Kihl

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.385 Re: Percentage Problems

From: James L Boyd <jamesboyd@all-hail.freereserve.co.uk>

Date: Wed, 18 Aug 1999 19:46:56 +0100

Subject: Re: Percentage Problems

X-UIDL: a99e0be86d85c278ba5173fa271b20db

--BOUNDARY.1748143232.1

Robert Kihl churned out *this* drivel:

>> The number 14 is x% of 76.

>

> If i understand this right you should do: 14/76 to get 0.184... 18%

>

> Quite simple...eh?

Very simple, just as I thought it would be, but being so simple, there was no way I was /ever/ going to work it out on my own;)

I've attached the function-ised version, for anyone who may find it useful (I can finally do some DiskFull-type functions, with %-age output :)

Oh, thanks to Rick, but I think you'll be needing this - you made the same mistake I did :P

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freereserve.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

Fall apart my bleeding heart/Nothing left to do

Once in love/I'll be the death of you.

-- My Bloody Valentine, /Blown a Wish/

--BOUNDARY.1748143232.1

Content-Disposition: attachment; filename="Percent.asc"

Content-Description: "x is y% of z"

; Function : Percent { }

; Author : James L Boyd - jamesboyd@all-hail'NXereserve.co.uk

; "Algorithm" pointed out by Robert Kihl - robert_@oreline.net

; (with a "duh"...thanks, Robert ;)

; Returns the percentage which one value makes up of another.

```
; That sounds a bit complicated - this would help you find
; out, eg. what percentage 24 is of 72 (it's a 3rd, so that
; we can say : NPrint "24 is ",Percent { 24,72 }," of 72",
; which prints out as "24 is 33.333% of 72", y'see :)
```

```
Function.f Percent {outof.f,total.f}
```

```
ans.f=100*(outof/total)
```

```
Function Return ans
```

```
End Function
```

```
; demo :
```

```
; whole=72
```

```
; part=24
```

```
; NPrint part," is ",Percent {part,whole},"% of ",whole,"."
```

```
; MouseWait:End
```

```
--BOUNDARY.1748143232.1
```

```
-----
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
```

```
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
```

```
--BOUNDARY.1748143232.1--
```

1.386 Re: Percentage Problems

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 19 Aug 99 10:00:37 +1000

Subject: Re: Percentage Problems

Encoding: 7bit

X-UIDL: 386e93e0eef95cc3d1977e4fe1563084

On Wed, 18 Aug 1999 18:27:59 +0100 James L Boyd said:

> Hi all,

>

> I need help on what should be a really simple mathematical problem...

>

> How do I find what percentage one number is of another?

>

> For example, how would I find x here :

>

> The number 14 is x% of 76.

>

I always do $x = 14 \times 10000 / 76$

which gives the answer 100 times bigger than needed and then I stuff a decimal point two characters from the right.

Of course, that is only needed coz I'm using long variables. If you are using floats, just do $x = 14 \times 100 / 76$.

Hope that helps

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

www.shoalhaven.net.au/edgewater

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.387 Re: SV: Percentage Problems

X-Originating-IP: [193.113.139.186]

From: "Stephen Sweeney" <bhunachicken@hotmail.com>

Subject: Re: SV: Percentage Problems

Date: Thu, 19 Aug 1999 08:00:09 GMT

X-UIDL: 6447f9d399690e807d2eebd210fbec1b

Status: U

>> The number 14 is x% of 76.

>

>If i understand this right you should do: $14/76$ to get 0.184... 18%

>

So it's a case of,

$(\text{\#num1} / \text{\#num2}) * 100$ to get a Percentage. :)

Just like how exam papers are marked. :) Anyone getting A-Level results today, Good Luck. :)

Stephen Sweeney

Parallel Realities

http://members.xoom.com/The_Scarf/

Get Your Private, Free Email at <http://www.hotmail.com>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.388 Re: Percentage Problems

Sender: parnaudeau@wanadoo.fr

Date: Thu, 19 Aug 1999 10:45:29 +0200

From: Mathias PARNAUDEAU <mathias.p@wanadoo.fr>

Organization: wanadoo.fr

Subject: Re: Percentage Problems

Encoding: 7bit

X-UIDL: 71b332a17b4afa7b302c61b41e5edab0

Status: U

James L Boyd wrote:

>

> Robert Kihl churned out *this* drivel:

>

>> The number 14 is x% of 76.

>>

>> If i understand this right you should do: 14/76 to get 0.184... 18%

>>

>> Quite simple...eh?

>

> Very simple, just as I thought it would be, but being so simple, there

> was no way I was /ever/ going to work it out on my own;)

>

> I've attached the function-ised version, for anyone who may find it

> useful (I can finally do some DiskFull-type functions, with %-age

> output :)

```
Function.f Percent {outof.f,total.f}
```

```
ans.f=100*(outof/total)
```

```
Function Return ans
```

```
End Function
```

Hi James,

this function works perfectly on my system. I just use :

NPrint Percent{part,whole} and it prints 33.3333. Did you try to just

print the value returned by the foncion, without include it between text

?

Or try to change the formula : ans.f=outof.f*100/total.f

Or check the variable types ...

I don't know why it would work better, but ...

Cheers,

Mathias

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.389 Re: Percentage Problems

X-Originating-IP: [194.238.50.23]

From: "James Jaffrey" <jamffrey@hotmail.com>

Subject: Re: Percentage Problems

Date: Thu, 19 Aug 1999 11:50:17 GMT

X-UIDL: 3ec01abe80a261de6dfdbeff01b02ae3

Status: U

On Wed, 18 Aug 1999 James Boyd wrote the following can of tuna:

>Hi all,

>

>I need help on what should be a really simple mathematical problem...

>

>How do I find what percentage one number is of another?

>

>For example, how would I find x here :

>

>The number 14 is x% of 76.

>

>Anyone? This is driving me nuts - it looks so easy!

Yep. Your right. It is very simple.

Do simply the following $(14 / 76) * 100$ to find the percentage 14 is of 76

(Which is 18.421052631578947368421052631579% - You might want to round that!!!)

Thats it.

(Formula: $(\text{score} / \text{fixedvalue}) * 100 = \text{percentage out of 100}$, where $\text{score}=14$ and $\text{fixedvalue}=76$)

James Jaffrey.

Error #437843545453. User dead.

Get Your Private, Free Email at <http://www.hotmail.com>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.390 Phonocode Dilemma

From: Bippy M <BippyM@stingent.freemove.co.uk>

Date: Sat, 28 Aug 1999 16:43:57 +0000

Subject: Phonocode Dilemma

X-UIDL: 9fe3d75ede50d9e18f23b27aa5f19b99

Hiya Guys,

Okay I've sorta finished v1 of my phonocode proggy, and am now on v2 which will have many more features :)

Anyway, I'd like your opinions!!

I am basically reading the phonocodes into different arrays, I setup 20,000 array elements in each array (I use about 10200 in each).. This obviously requires ALOT of memory, so what would be the best way around this..

basically the arrays are:

codes\$ (20000)

subcode\$ (20000)

areacode\$(20000)

display\$ (20000)

now each holds info codes holds the dialling code, and subcode holds all the little sub codes (eg 0181 (dial code) -897 (0181-897))..

areacode\$ holds the name of the area, and lastly display\$ holds the info to be displayed!!

I thought about reading codes into 1 array, and then using left\$/Mid\$ to get the info and compare it eg...

suppose the following is a line from the codes.txt file:

0181 <20 spaces> London (greater)

I could do a check for either

if mid\$(testline\$(i),20,max_len_of_area)=inputted_area\$) then dosomething would this be better??

I'll try it I think :)

Anyway, Ideas would be appreciated :)

Cya

Mark

--

x-----| BippyM@Stingent.freemove.co.uk |-----x

||

| Current Projects: |

| Overflow (Pipemania Clone) [..^.....] 30% |

| Packer2Packer Suite [.^.....] 20% |

||

x-----| BippyM@Stingent.freemove.co.uk |-----x

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.391 Re: Phonocode Dilemma

From: Dobbin <dobbin@thenet.co.uk>

Date: Sat, 28 Aug 1999 16:52:33 +0000

Subject: Re: Phonocode Dilemma

X-UIDL: abed13c6fbbdececc19b7e5691bc75ac

On 28-Aug-99, Bippy M wrote:

> Hiya Guys,

>

> Okay I've sorta finished v1 of my phonocode proggy, and am now on v2 which

> will have many more features :)

>

> Anyway, I'd like your opinions!!

>

> I am basically reading the phonocodes into different arrays, I setup 20,000

> array elements in each array (I use about 10200 in each).. This obviously

> requires ALOT of memory, so what would be the best way around this..

> basically the arrays are:

>

> codes\$ (20000)

> subcode\$ (20000)

> areacode\$(20000)

> display\$ (20000)

>

> now each holds info codes holds the dialling code, and subcode holds all the

> little sub codes (eg 0181 (dial code) -897 (0181-897))..

>

> areacode\$ holds the name of the area, and lastly display\$ holds the info to

> be displayed!!

>

> I thought about reading codes into 1 array, and then using left\$/Mid\$ to get

> the info and compare it eg...

>

> suppose the following is a line from the codes.txt file:
 >
 > 0181 <20 spaces> London (greater)
 >
 > I could do a check for either
 >
 > if mid\$(testline\$(i),20,max_len_of_area)=inputted_area\$) then dosomething
 >
 > would this be better??
 >
 > I'll try it I think :)
 >
 > Anyway, Ideas would be appreciated :)

Zoinkz!

Use random access files instead of arrays.

Regards,

Dobbin

/=-----=\

| Dobbin <dobbin@thenet.co.uk> - <http://www.thenet.co.uk/~dobbin> |

| A1200T PPC166 040/25 34Mb 2.1Gb 24xCD BVisionPPC USR-33.6 BossDS330 |

| DNRC: "Secretary of State for Propagandizing the Amiga" - TeamAmiga |

\=-----=/

 To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.392 Re: Phonocode Dilemma

From: "Vic E Babes" <zalda@home4968.freeserve.co.uk>

Subject: Re: Phonocode Dilemma

Date: Sat, 28 Aug 1999 17:44:32 +0100

charset="iso-8859-1"

Encoding: 7bit

X-UIDL: c1802ba4339660ac373a338835450fff

----- Original Message -----

From: Dobbin <dobbin@thenet.co.uk>

Sent: Saturday, August 28, 1999 5:52 PM

Subject: Re: Phonocode Dilemma

> On 28-Aug-99, Bippy M wrote:
>> Hiya Guys,
>>
>> Okay I've sorta finished v1 of my phonecode proggy, and am now on v2
which
>> will have many more features :)
>>
>> Anyway, I'd like your opinions!!
>>
>> I am basically reading the phonecodes into different arrays, I setup
20,000
>> array elements in each array (I use about 10200 in each).. This
obviously
>> requires ALOT of memory, so what would be the best way around this..
>> basically the arrays are:
>>
>> codes\$ (20000)
>> subcode\$ (20000)
>> areacode\$(20000)
>> display\$ (20000)
>>
>> now each holds info codes holds the dialling code, and subcode holds all
the
>> little sub codes (eg 0181 (dial code) -897 (0181-897))..
>>
>> areacode\$ holds the name of the area, and lastly display\$ holds the info
>> be displayed!!
>>
>> I thought about reading codes into 1 array, and then using left\$/Mid\$ to
get
>> the info and compare it eg...
>>
>> suppose the following is a line from the codes.txt file:
>>
>> 0181 <20 spaces> London (greater)
>>
>> I could do a check for either
>>
>> if mid\$(testline\$(i),20,max_len_of_area)=inputted_area\$) then

dosomething

>>

>> would this be better??

>>

>> I'll try it I think :)

>>

>> Anyway, Ideas would be appreciated :)

>>

>

> Zoinkz!

>

> Use random access files instead of arrays.

Yeah, or dynamically linked-lists. The problem with these is that you might want to look something up by code, or by name, so I think I'd setup a newtype as follows:

```
NEWTYPED .record
```

```
Code$
```

```
SubCode$
```

```
AreaCode$
```

```
Display$
```

```
NextCode.l
```

```
PrevCode.l
```

```
NextDisplay.l
```

```
PrevDisplay.l
```

```
END NEWTYPE
```

Then you could create a linked list, with NextCode pointing to the record that would come (numerically) next, and the NextDisplay pointing to the record that would come (alphabetically) next - as these would presumably be different records. You might also have an array of 26 pointers, each of which points to the first `A` record, `B` record, `C` record etc, and something similar for the numbers - though you may want to extend this further if the entries are large, to the first `An` record etc.

I've put off looking at DLLs in Blitz because they look complicated.

Someone on the list posted a DLL thing, I did have it archived, but when looking for it recently, I couldn't find it, as I'm in need of DLLs at the moment. Could whoever it was send me a copy again privately?

Thanks,

VIC

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.393 Re: Phonocode Dilemma

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 29 Aug 99 15:24:58 +1000

Subject: Re: Phonocode Dilemma

Encoding: 7bit

X-UIDL: 06e6a75d8740df1328291f98ac21d78a

On Sat, 28 Aug 1999 16:43:57 +0000 Bippy M said:

> Hiya Guys,

>

> Okay I've sorta finished v1 of my phonocode proggy, and am now on v2 which

> will have many more features :)

>

> Anyway, I'd like your opinions!!

>

> I am basically reading the phonocodes into different arrays, I setup 20,000

> array elements in each array (I use about 10200 in each).. This obviously

> requires ALOT of memory, so what would be the best way around this..

> basically the arrays are:

>

> codes\$ (20000)

> subcode\$ (20000)

> areacode\$(20000)

> display\$ (20000)

>

Use random files rather than arrays.

Simply put, store the information for the code at the record number corresponding to the area code e.g, for a 0174 area code, store that information at record number 174 (Always assuming that there is no 174 or 00174 area code (which would screw up things a bit.) I've used LOTS of RRN files in my program so mail me privately if you need help. 24 hour turn-round as I only go online once a day (usually).

Cheers

--

Tony Rolfe

Amiga 2000, 68030/25, 1+8Mb

www.shoalhaven.net.au/edgewater

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.394 Pointers as arrays

Date: Sun, 1 Aug 1999 14:24:06 -0300 (ADT)

Sender: John Mason <ah210@chebucto.ns.ca>

From: John Mason <ah210@chebucto.ns.ca>

Subject: Pointers as arrays

X-UIDL: b75308142ee639193639c9be1f726d24

Hi all,

Isn't there a way in Blitz to treat a pointer to some block of memory as a pointer? Something like:

```
*ptr.1 = allocmem_(1000, #MEMF_FAST)
```

```
*ptr(1) = 1
```

```
*ptr(2) = 2
```

```
...etc
```

I just tried this and I keep getting everyone's favourite error message, "Garbage at end of line" :)

Thanks in advance,

--

John Mason -- ICQ 17931257

<http://chebucto.ns.ca/~ah210/Profile.html>

Home of NewStuff and Reminder!

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.395 Re: Pointers as arrays

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Sun, 01 Aug 1999 19:40:28 +0100

Subject: Re: Pointers as arrays

X-UIDL: 21b27658db934121ee5497bb8d2a28fd

John Mason churned out *this* drivel:

> Isn't there a way in Blitz to treat a pointer to some block of memory as

> a pointer? Something like:

>

> *ptr.1 = allocmem_(1000, #MEMF_FAST)

> *ptr(1) = 1

> *ptr(2) = 2

> ...etc

>

Hmm, I'm no expert on this, but I think you'd have to do something like :

```
*ptr.l = #AllocMem_# (1000, #MEMF_FAST)
```

```
#Poke#.b *ptr+1 = 1
```

```
#Poke#.b *ptr+2 = 2
```

...etc

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

I don't care to belong to a club that accepts people like me as members.

-- Groucho Marx

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.396 Re: Pointers as arrays

From: "David McMinn" <dmcminn@house-of-mojo.freemove.co.uk>

Organization: International House of Mojo

Date: Sun, 1 Aug 1999 21:00:45 +0100

Subject: Re: Pointers as arrays

Encoding: 8bit

X-UIDL: 0f5c944c8375bbb021c05f11d29569ae

> Isn't there a way in Blitz to treat a pointer to some block of memory as

> a pointer? Something like:

Yup, its kinda sneaky though.

```
NEWTYPED.screwublitz
```

```
fake.w[0]
```

```
END NEWTYPE
```

```
*ptr.screwublitz = AllocMem(...)
```

```
*ptr\fake[1] = 1
```

```
*ptr\fake[2] = 2
```

etc

--

[] ^ V [] [] D M + M [] [] N M

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.397 Re: Pointers as arrays

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Sun, 01 Aug 1999 22:00:50 +0100

Organization: Satanic Dreams Software.

Subject: Re: Pointers as arrays

Encoding: binary

X-UIDL: 534de2de01cf73e6eabde6cd1c0d9984

Hello James

Hiya, James... ,on 01-Aug-99 you mailed me about: Re: Pointers as arrays! So I'ma reply`in...

> John Mason churned out *this* drivel:

>

>> Isn't there a way in Blitz to treat a pointer to some block of memory as

>> a pointer? Something like:

>>

>> *ptr.1 = allocmem_(1000, #MEMF_FAST)

>> *ptr(1) = 1

>> *ptr(2) = 2

>> ...etc

>>

>

> Hmm, I'm no expert on this, but I think you'd have to do

> something like :

>

> *ptr.1 = #AllocMem_# (1000, #MEMF_FAST)

> #Poke#.b *ptr+1 = 1

> #Poke#.b *ptr+2 = 2

> ...etc

>

> See ya,

Why cant you just do what I did in that shape thing:

Dim *SHPS.shape(800)

?

Oh well, theres probably a good reason why you cant do that so ignore above. :) hoho

--

Rob,

--

MAILTO:loki@sds.in2home.co.uk | #ICQ:# 27181384

#FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.freemove.co.uk/>

#PROJECT INFO:# Minimum Safe Distance [####----- 40% ish complete.]

#HOME OF:# /MorrisTheMaggot, BB2MUIUpdate, TimeSwipe, NIB,/

/CTTM2, BlitzBFB, Prefs2000 & TMS. And too much other stuff./

[Sex isn't the best nor the worst thing in the world.]

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.398 Re: Pointers as arrays

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

Date: Sun, 01 Aug 1999 22:13:53 -0500

Subject: Re: Pointers as arrays

X-UIDL: 687805eb9e7fd77a80aa2829cd48441d

Hi John

On 01-Aug-99, John Mason wrote:

>

> Hi all,

>

> Isn't there a way in Blitz to treat a pointer to some block of memory as

> a pointer? Something like:

>

> *ptr.l = allocmem_(1000, #MEMF_FAST)

> *ptr(1) = 1

> *ptr(2) = 2

> ...etc

>

> I just tried this and I keep getting everyone's favourite error message,

> "Garbage at end of line" :)

Why not just do it as a standard array?

Dim ptr.b(999) will allocate the 1000 bytes.

If you want to load a block of memory into it or save the block out, &ptr(0) will give the address. Or *pntr.l = &ptr(0) if you prefer.

And then you could then access the elements in the normal way.

Or am I missing the point?

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.399 Re: Pointers as arrays

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Mon, 2 Aug 1999 09:43:37 +0100

Subject: Re: Pointers as arrays

Encoding: 8bit

X-UIDL: 98fe67d2721eb99a67446fd5fbce6c7d

> Or am I missing the point?

If you get something from the OS, you don't really want to waste time copying it to a Blitz array, such as the pens array in the drawinfo structure. Its stored as a pointer to the array. Same goes for the tooltypes array in the diskobject structure.

--

l) ^ V][l) Ml © Ml][Nl Nl

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

ICQ=16827694

Mother-in-law

Anagram: Woman Hitler

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.400 Re: Pointers as arrays

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Mon, 2 Aug 1999 14:06:24 +0100

Subject: Re: Pointers as arrays

Encoding: 8bit

X-UIDL: 5bef8a68075d98b6d6a577fa962d0e58

Whoa, bizarro time-lag problems on the Blitz list?

--

!) ^ V][[] M © M][[N N

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

ICQ=16827694

Accept that some days you're the pigeon, and some days you're the statue.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.401 Re: Pointers as arrays

Date: Mon, 2 Aug 1999 11:32:20 -0300 (ADT)

Sender: John Mason <ah210@chebucto.ns.ca>

From: John Mason <ah210@chebucto.ns.ca>

Subject: Re: Pointers as arrays

X-UIDL: b3499bc297cebc95336fd3e1be0812f7

Hi Curt,

> > I just tried this and I keep getting everyone's favourite error message,

> > "Garbage at end of line" :)

> Why not just do it as a standard array?

> Dim ptr.b(999) will allocate the 1000 bytes.

>

> If you want to load a block of memory into it or save the block out, &ptr(0)

> will give the address. Or *ptr.l = &ptr(0) if you prefer.

> And then you could then access the elements in the normal way.

> Or am I missing the point?

Sort of... :) I'm already allocating an array of the size I want, but what

I have is a newtype that contains a pointer to that array, so I can say

newtype\pointer(1), etc., or so I had hoped. I wanted it to work this way

so that I could set up multiple variables of this type, and be able to access the array in each one as \pointer(1). I realize I could do this using pointer[1000], but it needs to be a dynamically allocated array. I managed to get it working the way I wanted by using peek and poke, although that's a little more complicated than using an array index would have been. Oh well.. :)

Thanks for all the replies,

--

John Mason -- ICQ 17931257

<http://chebucto.ns.ca/~ah210/Profile.html>

Home of NewStuff and Reminder!

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.402 Re: PowerBasic

From: Emil OpeIn Bronikowski <opi@amigascne.org>

Date: Sat, 17 Jul 1999 09:49:42 +0100

Organization: calkowiecie nie-zorganizowany

Subject: Re: PowerBasic

X-UIDL: 2cb3647ef255784a2e214470124488c8

Yello Mathias

w3333 16-Jul-99, Mathias PARNAUDEAU naklepal-h:

[sniff - .fr stuff]

<Polish>

No, chcialbym zobaczyc tego powerbasica, i mam nadzieje ze nie rozkradna go tak szybko jak blitza, jezeli chodzi o zabezpieczenie zapytaj Krzysia jest gdzies tu na liscie

</polish>

yer old

opi.plastic

--

Emil OpeIn Bronikowski <opi@amigascne.org>

Developer Team of *TROGLADITE SOFTWARE*

<http://www.trogsoft.freemove.co.uk>

[*God Loves You As You Are*]

project: *Write2Amiga* <6% >

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

>
> Hello blitzers,
>
> I would to know if anybody of you, talented guys, know the ppc
> asm and if he could help me to debug the ppc part of the PowerBasic.
> Or if you know a person which could do that..
>
> Else, the things are going on, and the debugger is fully working.
> It's fun to develop a software with the debugger help :-).
>
> See you,
>
>

I guess Frank Wille (phxass) know ppc asm since he has made a
ppc assembler. He is also responsible for the WarpUP support
for VBCC.

Bye,

Anders Hasselqvist

hassel@acc.umu.se

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.405 Re: PowerPC (WarpOS) asm coder wanted..

From: Andre Beer <j.beer@abo.freiepresse.de>

Date: Thu, 05 Aug 1999 23:14:30 +0100

Organization: BEER PRODUCTIONS - Software for Amiga

Subject: Re: PowerPC (WarpOS) asm coder wanted..

Encoding: 8bit

X-UIDL: 996370aeaba27f0df90d6f18bd4c1350

Hi Fred,

> I would to know if anybody of you, talented guys, know the ppc
> asm and if he could help me to debug the ppc part of the PowerBasic.
> Or if you know a person which could do that..
Sorry I have the hardware, but not the talent for ASM... ;-)
> Else, the things are going on, and the debugger is fully working.
> It's fun to develop a software with the debugger help :-).

This means PowerBasic would be using PPC already in the first release? This

would be really great!!! I want to buy it!!!!

Do you using/supporting the PowerUp or the WarpOS kernel? Or something different?

Are you thinking about built in AmigaNG support later? I think this could be an important reason (also for non blitzers) to buy PowerBasic. Writing PPC programs now and easily compiling for the NG later... Sounds great - and could make PB a bestseller :-).

--

Bye now!

Andre

__ B E E R P R O D U C T I O N S

/// André + Ronny Beer, Siedlung 6, 09548 Deutscheinsiedel

V/// Tel. 037362/76934 - EMail j.beer@abo.freiepresse.de :-)

V/ Homepage: <http://www.freiepresse.de/home/jubee>

Projects: GeoWorld - Geography on your Amiga

BlitzBasic-Developer-Site

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.406 Re: PowerPC (WarpOS) asm coder wanted..

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

Date: Fri, 06 Aug 1999 18:24:08 +0100

Organization: Pagan Software

Subject: Re: PowerPC (WarpOS) asm coder wanted..

X-UIDL: 566241b31de52147f2aae1923d05eb65

I watched as Andre Beer hammered "Re: PowerPC (WarpOS) asm coder wanted.." out on their keyboard...

> This means PowerBasic would be using PPC already in the first release?

> This would be really great!!! I want to buy it!!!!

> Do you using/supporting the PowerUp or the WarpOS kernel? Or something > different?

> Are you thinking about built in AmigaNG support later? I think this could

> be an important reason (also for non blitzers) to buy PowerBasic. Writing

> PPC programs now and easily compiling for the NG later... Sounds great -

> and could make PB a bestseller :-).

Going by what Fred has said, the editor is independent of the final compilation. The ASM code is taken from different modules and passed to an ASM compiler. This would mean that the editor/pre-compiler could run on the Classic Amiga Emulation that should be in the AmigaNG machine, all it would take would be for someone to make the necessary modules for the final compilation. I think. Maybe. :)

--

<sb>Rick Hodger - Programmer for #Pagan Software#

<sb>

<sb>Visit us at <http://www.pagan-games.com>

<sb>EMail us at /bloodline@pagan-games.com/

<sb>"Dafel: Bloodline" - The most accomplished RPG ever!

<sb>

<sb>ICQ:12861907 / IRCNet - #AmiGames - Rick

<sb>Team *AMIGA*

<sb>

<sb>Reality is a nice place, but I wouldn't want to live there.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.407 Re: PowerPC (WarpOS) asm coder wanted..

From: Frederic Laboureur <alphasnd@sdv.fr>

Date: Sat, 07 Aug 1999 15:36:05 +0100

Organization: Fantaisie Software

Subject: Re: PowerPC (WarpOS) asm coder wanted..

Encoding: 8bit

X-UIDL: 1e56410b41d2c91e90c9bb61671f11ac

Hi Rick,

> Going by what Fred has said, the editor is independent of the final
> compilation. The ASM code is taken from different modules and passed to an
> ASM compiler. This would mean that the editor/pre-compiler could run on
> the Classic Amiga Emulation that should be in the AmigaNG machine, all it
> would take would be for someone to make the necessary modules for the
> final compilation. I think. Maybe. :)

It's exactly that :)

--

Fred.

1.409 Re: Printing.

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Mon, 16 Aug 1999 19:06:13 +0100

Subject: Re: Printing.

X-UIDL: 2e3c3b7538e775e98f86840f808d8a87

--BOUNDARY.1749130824.1

Tony Rolfe churned out **this** drivel:

> How do I get the user's printer preferences (margins, page length
> etc.)? Also, where is the documentation regarding printing to Prt.,
> how do I change fonts, etc?

>

> Of course, sample code would always be appreciated!!

GetPrefs_() returns the prefs structure, which contains printer settings,
but read the autodocs (Intuition section) because it's not perfect
(apparently).

I've also attached a little test program, which will hopefully output
some stuff to your printer, but I can't test it to be sure (so please
let me know if it works :) I've used something similar in another program
and been told it works (at least, the plain text)...the function in the
program is aimed at CLI use, so you obviously can't use stuff like white
text etc, but the italic/bold kind of stuff should work...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team **AMIGA**, and **Dogbert's New Ruling Class.**

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn.

-- The Call of Cthulhu, /H.P. Lovecraft/

--BOUNDARY.1749130824.1

Content-Disposition: attachment; filename="PRTTest.asc"

Encoding: quoted-printable

Content-Description: Printer test.

; attempted printer output...

; TextMode {} function from StatsFuncs.lha...

; If no printer is connected, wait for around 10-15 seconds, and the

```
; OS will throw up a "Printer trouble, Retry/Cancel" requester...
; Might be best to let your users know of this, cos it can look like
; nothing's happening!
; Function : TextMode { style }
; Author : James L Boyd - jamesboyd@all-hail.freemove.co.uk
; CLI-only :(
; Returns a string containing appropriate style tags, so
; you can print in Bold, Italic, etc in the shell. Won't
; work in windows, but may work with printers (at least the bold
; and italic (not the colours!)...
; These are only a few of the codes available, but the most
; common...
; Just call TextMode { } with whatever style you want...
#ClearAndModesOff=3D1 ; clear shell window, all modes off
#ModesOff=3D2 ; all modes off
#Bold=3D3 ; bold text
#FirstCol2=3D4 ; text uses colour 2 (black)
#Italic=3D5 ; italic text
#TextCol0=3D6 ; text colour 0
#TextCol1=3D7 ; text colour 1
#TextCol2=3D8 ; text colour 2
#TextCol3=3D9 ; text colour 3
#Underline=3D10 ; underlined text
#BackCol0=3D11 ; background colour 0
#BackCol1=3D12 ; background colour 1
#BackCol2=3D13 ; background colour 2
#BackCol3=3D14 ; background colour 3
#Inverse=3D15 ; inverse mode text
#Invisible=3D16 ; blue on blue invisible text
Function$ TextMode {mode.b}
Restore codes
If mode<1 OR mode>16 Then Function Return ""
For a.b=3D1 To mode
Read mode$
Next a
mode$=3DChr$(27)+"["+mode$
Function Return mode$
codes:
Data$ "c","0m","1m","2m","3m","30m","31m","32m","33m","4m","40m","41m",=
```

```
"42m","43m","7m",8m
End Function
If OpenFile (0,"PRT:")
FileOutput 0
NPrint "Hello, I'm a test program."
NPrint ""
NPrint TextMode {#Bold},"I should be in bold text."
NPrint TextMode {#ModesOff},"I should be normal."
NPrint TextMode {#Italic},"I should be in italic text."
NPrint TextMode {#ModesOff},"I should be normal."
NPrint TextMode {#Bold},TextMode {#Italic},"I should be in bold, italic=
text."
NPrint TextMode {#ModesOff},"I should be normal."
NPrint TextMode {#Underline},"I should be underlined."
NPrint TextMode {#ModesOff},"I should be normal."
CloseFile 0:DefaultOutput
Else Request "","Couldn't get printer port!","OK"
EndIf
End
```

--BOUNDARY.1749130824.1

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
--BOUNDARY.1749130824.1--

1.410 Re: Printing.

From: Curt Esser <camge@ix.netcom.com>
Date: Mon, 16 Aug 1999 19:04:36 -0500
Subject: Re: Printing.
X-UIDL: d11361cb53b4b972b348ed2f5aa996f0

Hi James

On 16-Aug-99, James L Boyd wrote:

> I've also attached a little test program, which will hopefully output
> some stuff to your printer, but I can't test it to be sure (so please
> let me know if it works :)

It works OK here - the printing does print in bold, italic, or whatever,
just as it says. That's on my ancient Epson dot-matrix printer ;)

Later...

--

You will be amazed how many people agree with you
if you keep your mouth shut.

Yours electronically,

Curt Esser

camage@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.411 Re: Printing.

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 18 Aug 99 15:10:12 +1000

Subject: Re: Printing.

Encoding: 7bit

X-UIDL: 339f4dea56647da6a2dab15b0d88a4ce

On Mon, 16 Aug 1999 19:06:13 +0100 James L Boyd said:

> Tony Rolfe churned out *this* drivel:

>

>> How do I get the user's printer preferences (margins, page length

>> etc.)? Also, where is the documentation regarding printing to Prt.,

>> how do I change fonts, etc?

>>

>> Of course, sample code would always be appreciated!!

>

> GetPrefs_() returns the prefs structure, which contains printer settings,

> but read the autodocs (Intuition section) because it's not perfect

> (apparently).

Since I don't speak C, I assume that what I do is

Prefs.Preferences = GetPrefs_(Prefs.Preferences, sizeof .Preferences)

or something similar?

>

> I've also attached a little test program, which will hopefully output

> some stuff to your printer, but I can't test it to be sure (so please

> let me know if it works :) I've used something similar in another program

> and been told it works (at least, the plain text)...the function in the

> program is aimed at CLI use, so you obviously can't use stuff like white
> text etc, but the italic/bold kind of stuff should work...

Yeah, it worked fine on my HP500C. Italics came out as italic - etc,
Thanks for the help.

>

> See ya,

See ya

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.412 Re: Printing.

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Wed, 18 Aug 1999 15:32:37 +0100

Subject: Re: Printing.

X-UIDL: fdb8c7300945966f753092be327c3864

--BOUNDARY.1748325768.3

Tony Rolfe churned out *this* drivel:

>> GetPrefs_() returns the prefs structure, which contains printer settings,

>> but read the autodocs (Intuition section) because it's not perfect

>> (apparently).

> Since I don't speak C, I assume that what I do is

> Prefs.Preferences = GetPrefs_(Prefs.Preferences, sizeof .Preferences)

> or something similar?

Gald to hear that the italic/bold stuff worked - I was programming "blind" ;)

OK, I've spent a couple of hours wading through the includes to write
this little test program, which outputs your prefs settings (up to the
point where I gave up - keep on through the includes to find the printer
graphics settings if you need 'em, and just read them like all of the stuff
I've done).

There are a couple of things I wasn't 100% sure about (eg. the result for
pointer and Workbench colours), and you should also read the autodocs for
SetPrefs, which tells you what stuff you shouldn't rely on, further down).

Hope this helps...I discovered some interesting stuff anyway :)

Now I know that SetPrefs should help in outputting stuff to the printer
(eg in Draft or Letter quality, etc), though I've yet to try SetPrefs -
don't have a printer here y'see :) I think you'd just make a copy of the
preferences structure, like I've done here, and just change whatever you

want, then feed the modified structure back to SetPrefs...

Oh, make sure to read the comments ;)

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

Great spirits have always found violent opposition from mediocrities. The latter cannot understand it when a man does not thoughtlessly submit to hereditary prejudices but honestly and courageously uses his intelligence.

-- Albert Einstein

--BOUNDARY.1748325768.3

Content-Disposition: attachment; filename="GetPrefs.asc"

Encoding: quoted-printable

Content-Description: Shows system preferences

; Show system preferences information

; By James L Boyd - jamesboyd@all-hail.freemove.co.uk

; create executable, run it as (eg.) :

; CLI> GetPrefs >Ram:PrefsInfo.txt

; The information is apparently not 100% reliable,

; but the includes say to see the SetPrefs_() autodocs

; for what you can't rely on. Everything checked out

; fine with my Printer and PrinterGfx program (Sys:Prefs/)

; settings though :)

DEFTYPE.Preferences *ReturnedPrefs, PrefsBuffer

*ReturnedPrefs=3DGetPrefs_(&PrefsBuffer,SizeOf.Preferences)

NPrint ""

NPrint "System Preferences (selected entries) :"

NPrint "-----"

NPrint ""

=2EDefFont

NPrint "System default font height : ",*ReturnedPrefs\FontHeight

NPrint ""

=2EPrinterPort

Print "Printer port : "

```
Select *ReturnedPrefs\PrinterPort
Case #PARALLEL_PRINTER
NPrint "Parallel"
Case #SERIAL_PRINTER
NPrint "Serial"
Default
NPrint "Error"
End Select
NPrint ""
=2EBaudRate
Print "Baud rate : "
Select *ReturnedPrefs\BaudRate
Case #BAUD_110
NPrint "110 bytes/second"
Case #BAUD_300
NPrint "300 bytes/second"
Case #BAUD_1200
NPrint "1200 bytes/second"
Case #BAUD_2400
NPrint "2400 bytes/second"
Case #BAUD_4800
NPrint "4800 bytes/second"
Case #BAUD_9600
NPrint "9600 bytes/second"
Case #BAUD_19200
NPrint "19200 bytes/second"
Case #BAUD_MIDI
NPrint "Default MIDI setting (?!)"
Default
NPrint "Error!"
End Select
NPrint ""
=2ETimingRates
Print "Key repeat speed : "
NPrint *ReturnedPrefs\KeyRptSpeed\tv_secs, ".",1000000/*ReturnedPrefs\KeyR=
ptSpeed\tv_micro," seconds"
Print "Key repeat delay : "
NPrint *ReturnedPrefs\KeyRptDelay\tv_secs, ".",1000000/*ReturnedPrefs\KeyR=
ptDelay\tv_micro," seconds"
```

```
Print "Double click timeout : "  
NPrint *ReturnedPrefs\DoubleClick\tv_secs, ".",1000000/*ReturnedPrefs\DoubleClick\tv_micro," seconds"  
NPrint ""  
=2EPointer  
NPrint "Pointer data location : ",&*ReturnedPrefs\PointerMatrix  
NPrint "-----> size : ",# POINTERSIZE," bytes"  
NPrint "-----> X hotspot : ",*ReturnedPrefs\XOffset  
NPrint "-----> Y hotspot : ",*ReturnedPrefs\YOffset  
; Not sure how to deal with this :  
; NPrint "-----> colour 0 : ",*ReturnedPrefs\color17  
; NPrint "-----> colour 1 : ",*ReturnedPrefs\color18  
; NPrint "-----> colour 2 : ",*ReturnedPrefs\color19  
NPrint "-----> ticks (sensitivity) : ",*ReturnedPrefs\PointerTicks  
NPrint ""  
=2EPrinter  
Print "Printer type : "  
Select *ReturnedPrefs\PrinterType  
Case #CUSTOM_NAME  
NPrint "Custom"  
Case #ALPHA_P_101  
NPrint "Alpha P-101"  
Case #BROTHER_15XL  
NPrint "Brother 15XL"  
Case #CBM_MPS1000  
NPrint "Commodore MPS1000"  
Case #DIAB_630  
NPrint "DIAB 630"  
Case #DIAB_ADV_D25  
NPrint "DIAB ADV D25"  
Case #DIAB_C_150  
NPrint "DIAB C150"  
Case #EPSON  
NPrint "Epson"  
Case #EPSON_JX_80  
NPrint "Epson JX80"  
Case #OKIMATE_20  
NPrint "Okimate 20"  
Case #QUME_LP_20
```

```
NPrint "Qume LP20"
Case #HP_LASERJET
NPrint "Hewlett-Packard LaserJet"
Case #HP_LASERJET_PLUS
NPrint "Hewlett-Packard LaserJet+"
Default
NPrint "Not in ye olde Commodore listing!"
End Select
NPrint "Printer filename : ",Peek$(&*ReturnedPrefs\PrinterFile=
name)
Print "Printer pitch : "
Select *ReturnedPrefs\PrintPitch
Case #PICA
NPrint "Pica"
Case #ELITE
NPrint "Elite"
Case #FINE
NPrint "Fine"
Default
NPrint "Error!"
End Select
Print "Printer quality : "
Select *ReturnedPrefs\PrintQuality
Case #DRAFT
NPrint "Draft"
Case #LETTER
NPrint "Letter"
Default
NPrint "Error!"
End Select
Print "Printer LPI : "
Select *ReturnedPrefs\PrintSpacing
Case #SIX_LPI
NPrint "6 lines per inch"
Case #EIGHT_LPI
NPrint "8 lines per inch"
Default
NPrint "Error!"
End Select
```

```
NPrint "Left margin (characters) : ",*ReturnedPrefs\PrintLeftMargin
NPrint "Right margin (characters) : ",*ReturnedPrefs\PrintRightMargin
Print "Positive/negative printing : "
Select *ReturnedPrefs\PrintImage
Case #IMAGE_POSITIVE
NPrint "Positive"
Case #IMAGE_NEGATIVE
NPrint "Negative"
Default
NPrint "Error!"
End Select
Print "Print aspect : "
Select *ReturnedPrefs\PrintAspect
Case #ASPECT_HORIZ
NPrint "Horizontal"
Case #ASPECT_VERT
NPrint "Vertical"
Default
NPrint "Error!"
End Select
Print "Print shade : "
Select *ReturnedPrefs\PrintShade
Case #SHADE_BW
NPrint "Black and white"
Case #SHADE_GREYSCALE
NPrint "Greyscale"
Case #SHADE_COLOR
NPrint "Colour"
Default
NPrint "Error!"
End Select
NPrint "Print threshold : ",*ReturnedPrefs\PrintThreshold
Print "Paper size : "
Select *ReturnedPrefs\PaperSize
Case #US_LETTER
NPrint "US Letter"
Case #US_LEGAL
NPrint "US Legal"
Case #N_TRACTOR
```

```
NPrint "Narrow tractor feed"
Case #W_TRACTOR
NPrint "Wide tractor feed"
Case #CUSTOM
NPrint "Custom size"
Case #EURO_A0
NPrint "Euro A0 : 841 x 1189 mm"
Case #EURO_A1
NPrint "Euro A1 : 594 x 841 mm"
Case #EURO_A2
NPrint "Euro A2 : 420 x 594 mm"
Case #EURO_A3
NPrint "Euro A3 : 297 x 420 mm"
Case #EURO_A4
NPrint "Euro A4 : 210 x 297 mm"
Case #EURO_A5
NPrint "Euro A5 : 148 x 210 mm"
Case #EURO_A6
NPrint "Euro A6 : 105 x 148 mm"
Case #EURO_A7
NPrint "Euro A7 : 74 x 105 mm"
Case #EURO_A8
NPrint "Euro A8 : 52 x 74 mm"
Default
NPrint "Error!"
End Select
NPrint "Paper length (lines) : ",*ReturnedPrefs\PaperLength
Print "Paper type : "
Select *ReturnedPrefs\PaperType
Case #FANFOLD
NPrint "Fanfold (continuous)"
Case #SINGLE
NPrint "Single sheet"
Default
NPrint "Error!"
End Select
NPrint ""
NPrint "And this is where I gave up - see Blitz2:Developers/AmigaIncludes=
/Intuition/Preferences.bb2 !"
```

```
NPrint ""
NPrint "You should be able to use SetPrefs_() to change this stuff to sui=
t..."
NPrint ""
End
--BOUNDARY.1748325768.3
```

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
--BOUNDARY.1748325768.3--

1.413 Re: Printing.

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>
Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia
Date: 19 Aug 99 09:55:56 +1000
Subject: Re: Printing.
Encoding: 7bit
X-UIDL: ceb32ad10def73091ae712de5f9c5371
On Wed, 18 Aug 1999 15:32:37 +0100 James L Boyd said:
> Tony Rolfe churned out **this** drivel:
>
> >> GetPrefs_() returns the prefs structure, which contains printer settings,
> >> but read the autodocs (Intuition section) because it's not perfect
> >> (apparently).
>
> > Since I don't speak C, I assume that what I do is
> > Prefs.Preferences = GetPrefs_(Prefs.Preferences, sizeof .Preferences)
> > or something similar?
>
> Gald to hear that the italic/bold stuff worked - I was programming "blind" ;)
>
> OK, I've spent a couple of hours wading through the includes to write
> this little test program, which outputs your prefs settings (up to the
> point where I gave up - keep on through the includes to find the printer
> graphics settings if you need 'em, and just read them like all of the stuff
> I've done).
Wow, that's great! Exactly what I needed.
Thanks for spending all that time.

Cheers

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

www.shoalhaven.net.au/edgewater

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.414 Problems with 'Bounce9' from Mildred package

X-Originating-IP: [194.137.53.190]

From: "Arto Ekman" <aekman82@hotmail.com>

Subject: Problems with 'Bounce9' from Mildred package

Date: Tue, 31 Aug 1999 02:22:55 PDT

X-UIDL: b1d6bf68a24e52a7e0dc946e30e1b80b

I have a problem with 'Bounce9' example from Mildred package.

Blitz gives an error message 'Type not found' and points to the line '*ScrVP._ViewPort=0'.

Have I forget to install something?

>WBStartup

>.Variables

>CPUminimum.b=Processor

>PrefDisplayDepth.w=8

>*ScrVP._ViewPort=0

regards,

Arto Ekman.

Get Your Private, Free Email at <http://www.hotmail.com>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.415 Re: Problems with 'Bounce9' from Mildred package

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Tue, 31 Aug 1999 11:05:39 +0100

Subject: Re: Problems with 'Bounce9' from Mildred package

Encoding: 8bit

X-UIDL: 4129faafe2d671856ed943160ad9723

> I have a problem with 'Bounce9' example from Mildred package.

> Blitz gives an error message 'Type not found' and points to

> the line '*ScrVP_ViewPort=0'.

> Have I forget to install something?

Make sure that you have set "blitzlibs:amigalibs.res" as a resident in the Compiler Options window. If you have amigalibsII.res (on Aminet in dev/basic) then use that. If you have the original amigalibs.res, or the amigalibs.res from the NewCommandSet.lha archive (Aminet/dev/basic), then you should also remove the underscore from the front of ViewPort.

--

l) ^ V][l) Ml © Ml][Ml Ml

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

ICQ=16827694

Mother-in-law

Anagram: Woman Hitler

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.416 Qblit

From: Roman Schaub <roman@ancor.ch>

Date: Tue, 24 Aug 1999 20:41:10 +0100

Organization: ANCOR

Subject: Qblit

X-UIDL: b1d6f65f97111045ac1aa1efd5269c79

Hello

once again a question from me:

Is it possible to set a color of a shape to transparent to blit it with

"Qblit" onto a

background (in order to let the background "shine through" at some places)

?

thanks in advance (once again...;-))

greetings

Roman Schaub

--

<tsb>

greetinX

<tsb>#####Roman Schaub#####

<tsb>roman@ancor.ch

<tsb>www.ancor.ch

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.417 Re: Qblit

From: Daniel Allsopp <daniel@thesnakepit.demon.co.uk>

Date: Tue, 24 Aug 1999 23:17:37 +0100

Subject: Re: Qblit

X-UIDL: 98dd9f2a5eb55d9433cd8913dc35e17a

Hi Roman,

On 24-Aug-99, you wrote:

> Hello

>

> once again a question from me:

> Is it possible to set a color of a shape to transparent to blit it with

> "Qblit" onto a

> background (in order to let the background "shine through" at some places)

> ?

>

> thanks in advance (once again...;-))

Not with normal Blitz commands. I'm sure Mildred can do it but you need a table setup so your transparent colours are correct, therefore your palette needs to be well thought out.

I've been doing this with 16Bit lately and it's a joy to work with...no palette problems at all and perfect transparencies and lighting effects.

The code for my work is in C++ but it shouldn't be too hard to do it in Blitz. 16Bit for Blitz....one of my MANY things I've got to do/finish....well sometime maybe ;)

--

Cheers,

Daniel

<tsb>E-Mail: daniel@thesnakepit.demon.co.uk

<tsb>URL: <http://www.thesnakepit.demon.co.uk/>

<tsb>ICQ Number : 20783863

<tsb>

- "Windows 95 is Bug Free" - Bill Gates in 1995

- "We fixed 5000 bugs since the release of Windows 95!" - Bill Gates on Windows 98

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.418 Re: Qblit

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

Date: Tue, 24 Aug 1999 18:11:54 -0500

Subject: Re: Qblit

X-UIDL: 1c2913aa0ecdafc53839a1924f97ef20

Hi Roman

On 24-Aug-99, Roman Schaub wrote:

> Hello

>

> once again a question from me:

> Is it possible to set a color of a shape to transparent to blit it with

> "Qblit" onto a

> background (in order to let the background "shine through" at some places)

> ?

>

> thanks in advance (once again...;-))

I have never actually used Qblit, but I believe that it works the same as

the other Blit commands - ie, colour #0 of your shape is always

"transparent", unless you purposely change the BlitMode (minterm to you OS
guys) to force colour 0 to be blitted also.

But maybe the problem is really the "UnQue"? If you UnQue blits without the
optional extra bitmap parameter, the rectangular area that the shape was
Qblitted onto is simply erased, including any background that was under
it...

In other words, a rectangle of colour 0 is drawn on the bitmap where the
Qblitted shape was.

Could this be the problem?

Later...

--

As long as the answer is right, who cares if the question is wrong?

Yours electronically,

Curt Esser

camage@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.419 Re:PowerBasicManual

From: Donovan Reeve <bubby.lnk@ispi.net>

Blitz-list <blitz-list@netsoc.ucd.ie>

Date: Sat, 07 Aug 1999 07:11:48 +0500

Subject: Re:PowerBasicManual

X-UIDL: 5989eb7d931820f14c8027bbc99b9aa3

On 06-Aug-99, Frederic Laboureur flashed:

> Hi Curt,

>>> Another undocumented feature :) I think its the superbitmap flag, and you

>>> need to specify the bitmap (and gadgetlist) parameters if you use it.

>>

>> Aha! So the hits are probably caused since no gadgetlist and bitmap

>> parameters were given, then?

>>

>> BTW, Fred, PLEASE PLEASE PLEASE include a decent manual with PowerBasic ;)

> No prob :). Any volunter ?

I would be very happy to help by proof-reading and polishing up.

I may be able to write some of it also, but certainly not all of it as I

am pretty swamped. I would love to help where I can though, and proofing

is an area I deal with professionally.

Last time I volunteered to write some docs for you I could never get the

info to come through to me un-mangled due to problems at the time with file

attachments being messed up by my server. If I could download the files it

works much better for me.

catcha later,

Donovan Reeve (bubby.lnk@ispi.net)

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.420 Redirect

From: Scott <scott@the-madhouse.co.uk>

Date: Sun, 01 Aug 1999 11:50:01 +0000

Organization: aMiGa wORID oRDER

Subject: Redirect

Encoding: 8bit

X-UIDL: 8c00d05c4e0f9d48067ddcd24526a64b

Hello,

Anyone help, im trying to convert a rexx program i coded in rexx a few years a go.

i need to get the output from lha and read it in to a blitz program.

eg.

1. run lha from blitz
2. read any output from lha .

so i need to read what would normally be outputed to the cli/sheel window as it happens in to the blitz program.

All The Best,

--

/

```

.-----//-----
; .-. .-. .-. .-. .-. // FidoNet(xxx/xxx.xx)FidoNet ;
; `-. ; ; ; | // http://www.the-madhouse.co.uk ;
| `-' `-' `-' `-' `-' // MailTo:scott@the-madhouse.co.uk|
\-----//-----'
/

```

Experience is directly proportional to the value of equipment destroyed.

-- Carolyn Scheppner

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.421 Re: Redirect

From: Bippy M <BippyM@stingent.freemove.co.uk>

Date: Sun, 01 Aug 1999 12:48:29 +0000

Subject: Re: Redirect

X-UIDL: b5f3a41b80f8d4d3ee2e98cb26465620

Howdy Scott

On 01-Aug-99, Scott wrote:

S> Hello,

S> Anyone help, im trying to convert a rexx program i coded in rexx a few

S> years a go.

S> i need to get the output from lha and read it in to a blitz program.

S> eg.

S> 1. run lha from blitz

S> 2. read any output from lha .

output it to a file in ram: eg.. Lha x file >ram:ouputfile

and then read the file into blitz!!

Cya

Mark

--

x-----| BippyM@Stingent.freemove.co.uk |-----x

||

| Current Projects: |

| Overflow (Pipemania Clone) [..^.....] 30% |

| Packer2Packer Suite [.^.....] 20% |

||

x-----| BippyM@Stingent.freemove.co.uk |-----x

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.422 Registers.

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Fri, 27 Aug 1999 13:40:56 +0100

Organization: Satanic Dreams Software.

Subject: Registers.

X-UIDL: 7e8ebb057405dd0a265bd2f77a0a4a80

Hello, and what not,

Erm, I keep noticing that D7 very regularly equals:

624C745A: bLtZ

Is that a coincidence, something the debugger slaps in or something acid put in to identify Blitz executables.....

OR, is it my imagination ;)

--

Rob,

--

MAILTO:loki@sds.in2home.co.uk | #ICQ:# 27181384

#FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.freemove.co.uk/>

#PROJECT INFO:# Minimum Safe Distance [####----- 45% ish complete.]

#HOME OF:# /MorrisTheMaggot, BB2MUIUpdate, TimeSwipe, NIB,/

/CTTM2, BlitzBFB, Prefs2000 & TMS. And too much other stuff./

[Oxymoron: Marijuana initiative.]

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.423 Regular shape gadgets

From: amorel <amorel@xs4all.nl>

Date: Mon, 23 Aug 1999 15:23:08 +0500

Subject: Regular shape gadgets

X-UIDL: f9562f411acc3dca9304871f72ae35d0

The BSS acidlibs makes the whole thing too unstable, not just with vprefs, but it just starts to randomly crash. So I give up gtshape and will try the other ones.

With gtgadgets I can first open a window, read the dimensions of the window and if different than normal, readjust gadget/border positions(gtgadgets readjust themselves, borders dont and maybe listview doesnt either, too lazy to check :), cause you can declare and initialise gtgadgets after window opening. See, visualprefs has this option to make the window bar bigger, but if u check window size after opening and b4 drawing anything in it you can adjust the drawing positions. Well, with regular (shape) gadgets thats impossible, as they are initialised and thus positioned prior to opening a window. The only way I figured to adjust normal gadgets is to open the window, check its dimensions free it and reopen them, now with gadgets initilaised with proper dimensions. This is a bit bad, executing my player, seeing a window flash up and close and than the final window appearing. So I wonder, is there another way to do this, or is there a way to disguise the first window opening.

Regards

--

-*AMOREL*- musician/programmer \\ Amiga 1200T/PPC/040/32/2g more shit

<http://www.xs4all.nl/~amorel> \\ Good old C=64 and an attitude!

Will program/compose for food \\ /Half a decent studio

Ever tried: \\ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html>\\ /productions,demos,programs...

-*Oscillating filter if registered! Amoralplayer1.3, a no fuss audioplayer*-

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.424 Re: Regular shape gadgets

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Mon, 23 Aug 1999 15:24:29 +0100

Subject: Re: Regular shape gadgets

X-UIDL: c651b4fdb7991707732fdd40ea02e00e

--Message-Boundary-10920

encoding: Quoted-printable

Content-description: Mail message body

> to check :), cause you can declare and initialise gtagadgets after window
 > opening. See, visualprefs has this option to make the window bar bigger=
 , but
 > if u check window size after opening and b4 drawing anything in it you c=
 an
 > adjust the drawing positions. Well, with regular (shape) gadgets thats
 > impossible, as they are initialised and thus positioned prior to opening=
 a
 > window. The only way I figured to adjust normal gadgets is to open the w=
 indow,
 > check its dimensions free it and reopen them, now with gadgets initilais=
 ed

I posted a routine to the list a while ago to find this out, thanks to VP
 author Massimo Tantignone. I thought I'd uploaded it to Aminet and my site=
 , but

I haven't, so its attached again here (saved as ASCII). I will update my s=
 ite
 at some point, honest.

It uses pointers so it may not be of any use to you ;)

--

l) ^ V][l) |V| =A9 |V|][|N |N

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

ICQ=3D16827694

Bumper sticker #1.

Could you drive any better if I shoved that cell phone up your ASS?

--Message-Boundary-10920

encoding: 7BIT

Content-description: Text from file 'border.bb2'

; Description: Shows how to get the various border sizes of a window *before* it

; is opened

;

; Type: Intuition

;

; Last updated: 27th May 1999

;

; Author: David McMinn, from example by Massimo Tantignone

;

; Requires: amigalibs.res

;

WBStartup

WbToScreen 0

*scr.Screen = Peek.l(Addr Screen(0))

; You pass the address of the variables you want to store the result in, they must be

; longword variables (.l type). If you do not want one of the sizes returned, then you

; can pass 0 as the parameter, and it will be ignored.

; NB: You MUST have a currently used screen before calling this statement

;

Statement SizeGadBorders{*right.l,*bottom.l}

DEFTYPE.Screen *scr ; Pointer to a screen

DEFTYPE.DrawInfo *dri ; The drawing information of that screen

DEFTYPE.Image *img ; An image which represents the size gadget

DEFTYPE.l sis ; Size of image for either medium res or lo res screens

DEFTYPE.l rightborderthickness ; The thickness the borders would be if

DEFTYPE.l bottomborderthickness ; a size gadget is on the window

Dim tags.TagItem(4) ; Tags for getting the size gadget image

; Initial fallback values

rightborderthickness = 18

bottomborderthickness = 10

; Get address of currently used screen and then the drawing information for it

```

*scr = Peek.l(Addr Screen(Used Screen))
*dri = GetScreenDrawInfo_(*scr)
If *dri
; If we got a pointer to the drawing information, check what size of image
; the size gadget will be.
If (*scr\Flags & #SCREENHIRES) Then sis=#SYSISIZE_MEDRES Else sis=#SYSISIZE_LOWRES
; Create tags for getting size gadget image and then get the image (using BOOPSI)
tags(0)\ti_Tag = #SYSIA_DrawInfo,*dri
tags(1)\ti_Tag = #SYSIA_Which,#SIZEIMAGE
tags(2)\ti_Tag = #SYSIA_Size, sis
tags(3)\ti_Tag = #TAG_DONE
*img = NewObjectA_(0,"sysiclass",&tags(0))
If *img
; If we got the image, then we get the width and height of the image, which
; turn out to be the width and height of the right and bottom borders.
; We don't need the image after this, so get rid of it as well
rightborderthickness = *img\Width
bottomborderthickness = *img\Height
DisposeObject_ *img
End If
; Free the drawing information for the screen
FreeScreenDrawInfo_ *scr,*dri
End If
; Store the values, only if the parameter passed was not 0. Poke is used here
; (even though I think it looks untidy) because of the way Blitz handles
; pointers (i.e. poorly) to the basic types, in this case a .l
If *right Then Poke.l *right,rightborderthickness
If *bottom Then Poke.l *bottom,bottomborderthickness
End Statement
; Print values of window borders to default output *before* opening a window
NPrint "Values calculated before opening window"
NPrint "Left border = ",*scr\WBorLeft
NPrint "Top border = ",*scr\WBorTop
NPrint "Right border = ",*scr\WBorRight
NPrint "Bottom border = ",*scr\WBorBottom
NPrint ""
NPrint "Title bar height = ",*scr\WBorTop + *scr\Font\ta_YSize + 1
DEFTYPE.l r,b
SizeGadBorders{&r,&b}

```

```

NPrint "Right border width (with size gadget) = ",r
NPrint "Bottom border height (with size gadget) = ",b
NPrint ""
; You can check the different styles of border by using ONLY ONE of these lines
;Window 0,0,0,200,200,$100f,"Test",-1,-1 ; Size gadget, right border
;Window 0,0,0,200,200,$100f#WFLG_SIZEBBOTTOM,"Test",-1,-1 ; Size gadget, bottom border
Window 0,0,0,200,200,$100f#WFLG_SIZEBBOTTOM|#WFLG_SIZEBRIGHT,"Test",-1,-1 ; Size gadget, right border
*win.Window = Peek.l(Addr Window(0))
DefaultOutput
NPrint "Values found after opening window"
NPrint "Left border = ",*win\BorderLeft
NPrint "Top border = ",*win\BorderTop
NPrint "Right border = ",*win\BorderRight
NPrint "Bottom border = ",*win\BorderBottom
While ev.l<>#IDCMP_CLOSEWINDOW
ev=WaitEvent
Wend
End
--Message-Boundary-10920
-----
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
--Message-Boundary-10920--

```

1.425 Re: Regular shape gadgets

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

Date: Tue, 24 Aug 1999 13:11:09 +1200

Subject: Re: Regular shape gadgets

X-UIDL: 6ad1be5386666740ec68ee59d277a1c3

On 23-Aug-99, amorel wrote:

> With gtagadgets I can first open a window, read the dimensions of the
> window and if different than normal, readjust gadget/border
> positions(gtagadgets readjust themselves, borders dont and maybe
> listview doesnt either, too lazy to check :), cause you can declare
> and initialise gtagadgets after window opening. See, visualprefs has
> this option to make the window bar bigger, but if u check window size
> after opening and b4 drawing anything in it you can adjust the drawing
> positions. Well, with regular (shape) gadgets thats impossible, as

> they are initialised and thus positioned prior to opening a window.
> The only way I figured to adjust normal gadgets is to open the window,
> check its dimensions free it and reopen them, now with gadgets
> initialised with proper dimensions. This is a bit bad, executing my
> player, seeing a window flash up and close and then the final window
> appearing. So I wonder, is there another way to do this, or is there a
> way to disguise the first window opening.

Well you could always use MUI... ;-)

--

Anton Reinauer <anton@ww.co.nz>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.426 Re: Regular shape gadgets

From: amorel <amorel@xs4all.nl>

Date: Tue, 24 Aug 1999 23:13:39 +0500

Subject: Re: Regular shape gadgets

X-UIDL: fd2689fb3697c99526f6bd7476b3074b

On 24-Aug-99, Anton Reinauer wrote:

C= Well you could always use MUI... ;-)

Argh :-} Quiet!

Though i did compile a version which is with mui. Just couldnt figure out really how to do read only gadgets(stupid eh?). So I used r/w gadgets, they are also the same size. I hate the lack of control in mui and the most pathetic oo implementation since vbasic.

Regards

--

-*AMOREL*- musician/programmer \ \ Amiga 1200T/PPC/040/32/2g more shit

<http://www.xs4all.nl/~amorel> \ \ Good old C=64 and an attitude!

Will program/compose for food \ \ /Half a decent studio

Ever tried: \ \ /Contact me for bookings,

<http://www.xs4all.nl/~amorel/wendy.html> \ \ /productions,demos,programs...

-*Oscillating filter if registered! Amoralplayer1.3, a no fuss audioplayer*-

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.427 Reinstalling Blitz

From: Blitzwing <blitzwing@goldweb.com.au>

Date: Wed, 25 Aug 1999 18:07:58 +1000

Subject: Reinstalling Blitz

X-UIDL: 599acb50e6b529647cd61b268838f162

Guys, I've had an eek attack,

can someone give me a quick run down of the dir layout of a Blitz install plus the Assigns, I can't find anything about the installation of Blitz :(which makes me wonder how I installed it in the first place....

Blitzwing

--

Some people hope to achieve immortality through their works or their children. I would prefer to achieve it by not dying.

-- Woody Allen

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.428 Re: Reinstalling Blitz

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

Date: Wed, 25 Aug 1999 07:22:14 -0500

Subject: Re: Reinstalling Blitz

X-UIDL: 9c15cf95efeed945cc2861add5fb987c

Hi Blitzwing

On 25-Aug-99, Blitzwing wrote:

> Guys, I've had an eek attack,

>

> can someone give me a quick run down of the dir layout of a Blitz install

> plus the Assigns, I can't find anything about the installation of Blitz :(

> which makes me wonder how I installed it in the first place....

IMPORTANT!!! Before re-installing, it is a good idea to load up any program codes you have and save them as ascii in case any library numbers change...

This applies to Blitz v2:

First, if you have the CD version, just get David McMinn's revised installer script from Aminet - it takes care of everything for you.

If you have the disks:

First, unpack the "LibsDev.lha" file. It has all the 3rd party libraries

and docs in it.

Make a main "Blitz/" directory. Assign "Blitz2:" to it.

Inside this directory, make a directory "Blitzlibs/" Assign "Blitzlibs:" to it.

Inside the Blitzlibs/ directory, make 2 directories "Amigalibs/" and "Otherlibs/"

So you should have:

Blitz/

Blitz/Blitzlibs/

Blitz/Blitzlibs/Amigalibs/

Blitz/Blitzlibs/OtherLibs/

Now, copy the files like this

Blitz/

Blitz2 (the compiler)

Ted or SuperTed (the editor)

Acidlibs

Blitzlibs/

All the .res files

Blitzlibs/Amigalibs/

All the libraries that end with ".library1" or ".library2"

there must be nothing else in here - no icons, text files, or anything but libraries!

Blitzlibs/Otherlibs/

All other libraries - again NOTHING but libraries

Inside the main Blitz/ drawer you can also put anything else you like, and create subdirectories for your program codes, tools, docs, examples, etc...

Also, now you would add any other libraries you have made or gotten into the Blitzlibs/Otherlibs/ drawer.

Now run "makedeflibs" or use BlitzLibMan or DefLibMan to create your deflibs file, and you should be ready to go.

--

Free speech has no limits, for those who can afford the fines.

Yours electronically,

Curt Esser

cange@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.429 Re: Reinstalling Blitz

Date: Fri, 27 Aug 1999 12:47:05 +0100 (BST)

From: =?iso-8859-1?q?Ayar=20Baboon?= <compiler_monkey@yahoo.co.uk>

Subject: Re: Reinstalling Blitz

Encoding: 8bit

X-UIDL: 4ac4092a9101e3b9be31906f7db8fdf8

--- Blitzwing <blitzwing@goldweb.com.au> wrote:

> Guys, I've had an eek attack,

>

> can someone give me a quick run down of the dir

> layout of a Blitz install

> plus the Assigns, I can't find anything about the

> installation of Blitz :(

> which makes me wonder how I installed it in the

> first place....

Oh no, not again!

Bye

James

Do You Yahoo!?

Get your free @yahoo.co.uk address at <http://mail.yahoo.co.uk>

or your free @yahoo.ie address at <http://mail.yahoo.ie>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.430 Reset Handler nearly there...

From: James L Boyd <jamesboyd@all-hail.freereserve.co.uk>

Date: Thu, 26 Aug 1999 00:38:22 +0100

Subject: Reset Handler nearly there...

X-UIDL: 316916166b75cbe49f31ca4dcaadf325

--BOUNDARY.1747774936.2

Hi all,

OK, I've got a real techy one here :

I've ported the Reset Handler from the recently-released VMM source,

which detects a "three-key salute" and calls a function when it's

received (eg. so you can stop writing to a file or whatever).

Anyway, it seems to be installing and removing the handler as it's supposed to, but I'm having trouble with the function-call.

Does anyone know how to get the address of a Statement or Function (if there is a fixed address, like with variables(?)) or some other way to do this (I've just made a sub-routine and given the function address as ?SubRoutine, which I don't think is right ;) Maybe it's a "hook" kind of thing?

Anyway, when the Ctrl-Amiga-Amiga combination is pressed, this just freezes the system (but I think it's just trying to run the function from my wrong address), but it can remove the handler OK.

Be warned - this could screw things up if you haven't saved your work!

Also note that you need to comment out "End" at the top to run it! This just helps with syntax checking without actually running ;) Oh, and the comments at the top are from the original source, not me...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

/I want my rock stars dead!

-- Bill Hicks

--BOUNDARY.1747774936.2

Content-Disposition: attachment; filename="ResetHandler.asc"

Content-Description: ResetHandler source (not quite there ;)

End ; comment out - for testing without running!

.

.Info

.

; This is a reentrant generic RESET handler Module. It provides routines

; To install AND remove a Function To be called upon keyboard RESET.

; The available functions are:

; 1. void *InstallResetHandler (void (*func) (void), LONG priority);

; This installs the Function 'func', which is called in the Event

; of a RESET. If this Function is NOT successful, it returns Null,

; otherwise it returns a Pointer To be given To RemoveResetHandler

; when deinstalling the handler.

```

;
; 2. void RemoveResetHandler (voidResetHandlerParams);
; Removes a previously install RESET handler. This Function is
; safe To Call Even If InstallResetHandler failed.
;
; 3. void ResetHandlerDone (void *ResetHandlerParams);
; Informs the system that it's OK To RESET the system as far as
; this resethandler is concerned.
NEWTYPE.ResetHandlerData
*ResetPort.MsgPort
*ResetInt.Interrupt
*ResetReq.IOStdReq
End NEWTYPE
DEFTYPE.Interrupt *ResetInt
DEFTYPE.MsgPort *ResetPort
DEFTYPE.IOStdReq *ResetReq
DEFTYPE.ResetHandlerData *rhd
.Install
; adr is supposed to be the function address,
; doesn't say what to put for priority!
Function.l InstallResetHandler {adr.l, priority.l}
SHARED *ResetInt, *ResetPort, *ResetReq, *rhd
*rhd=AllocMem_ (SizeOf.ResetHandlerData, #MEMF_PUBLIC)
If *rhd=0 Then Function Return 0
*ResetInt=AllocMem_ (SizeOf.Interrupt,#MEMF_PUBLIC)
If *ResetInt=0
FreeMem_ *rhd, SizeOf.ResetHandlerData
Function Return 0
EndIf
*rhd\ResetInt=*ResetInt
*ResetPort = CreateMsgPort_ ()
If *ResetPort=0
FreeMem_ *ResetInt, SizeOf.Interrupt
FreeMem_ *rhd, SizeOf.ResetHandlerData
Function Return 0
EndIf
*rhd\ResetPort=*ResetPort
*ResetReq=CreateIORequest_ (*ResetPort, SizeOf.IOStdReq)
If *ResetReq=0

```

```
DeleteMsgPort_ *ResetPort
FreeMem_ *ResetInt, SizeOf.Interrupt
FreeMem_ *rhd, SizeOf.ResetHandlerData
Function Return 0
EndIf
*rhd\ResetReq=*ResetReq
kb$="keyboard.device"
If OpenDevice_ (&kb$, 0, *ResetReq, 0)<>0
DeleteIORequest_ *ResetReq
DeleteMsgPort_ *ResetPort
FreeMem_ *ResetInt, SizeOf.Interrupt
FreeMem_ *rhd, SizeOf.ResetHandlerData
Function Return 0
EndIf
*ResetInt\is_Node\ln_Pri = priority
*ResetInt\is_Code = *func
*ResetReq\io_Data = *ResetInt
*ResetReq\io_Command = #KBD_ADDRESETHANDLER
DoIO_ *ResetReq
If *ResetReq\io_Error<>0
CloseDevice_ *ResetReq
DeleteIORequest_ *ResetReq
DeleteMsgPort_ *ResetPort
FreeMem_ *ResetInt, SizeOf.Interrupt
FreeMem_ *rhd, SizeOf.ResetHandlerData
Function Return 0
EndIf
Function Return *rhd
End Function
.Remove
Statement RemoveResetHandler { *ResetHandlerParams.ResetHandlerData}
SHARED *ResetInt, *ResetPort, *ResetReq, *rhd
If *ResetHandlerParams=0 Then Statement Return
*rhd = *ResetHandlerParams
*ResetInt = *rhd\ResetInt
*ResetPort = *rhd\ResetPort
*ResetReq = *rhd\ResetReq
*ResetReq\io_Command = #KBD_REMRESETHANDLER
*ResetReq\io_Data = *ResetInt
```

```

DoIO_ *ResetReq
CloseDevice_ *ResetReq
DeleteIORequest_ *ResetReq
DeleteMsgPort_ *ResetPort
FreeMem_ *ResetInt, SizeOf.Interrupt
FreeMem_ *rhd, SizeOf.ResetHandlerData
End Statement
.HandlerDone
Statement ResetHandlerDone { *ResetHandlerParams.ResetHandlerData }
SHARED *ResetInt, *ResetReq, *rhd
If *ResetHandlerParams=0 Then Statement Return
*rhd = *ResetHandlerParams
*ResetInt = *rhd\ResetInt
*ResetReq = *rhd\ResetReq
*ResetReq\io_Command = #KBD_RESETHANDLERDONE;
*ResetReq\io_Data = *ResetInt
DoIO_ *ResetReq
End Statement
.DoStuff
FindScreen 0
Window 0,20,20,400,100,$20140e,"Reset Handler test",1,2
adr.l=?TellEm ; don't know about this ;)
*rhd2=InstallResetHandler {adr, 0} ; address, priority
If *rhd2 ; Installed!
NPrint "" : NPrint "Reset Handler installed!"
NPrint "" : NPrint "Close to quit; or perform 3-key salute..."
Repeat
VWait
Until Event=$200
RemoveResetHandler { *rhd2 }
Else Request "", "Failed to install reset handler!", "DOH!":End
EndIf
End
; test routine (the "function")...should do this when
; reset called...
.
.TellEm
Request "", "Hello!", "Resetting!"
ResetHandlerDone { *rhd2 } ; notifies system that we're

```

; ready to jump ship...

End

--BOUNDARY.1747774936.2

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

--BOUNDARY.1747774936.2--

1.431 Re: Reset Handler nearly there...

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Thu, 26 Aug 1999 12:01:38 +0100

Subject: Re: Reset Handler nearly there...

Encoding: 8bit

X-UIDL: 765aa800c3ff9698f602227ec7b98cb0

> Does anyone know how to get the address of a Statement or Function (if
> there is a fixed address, like with variables(?)) or some other way to do
> this (I've just made a sub-routine and given the function address as
> ?SubRoutine, which I don't think is right ;) Maybe it's a "hook" kind of
> thing?

Well, I needed to find that out for the hook stuff, and I think it was Paul West that got it. Stick a label in from of the function and the address to jump to is ?label+6. Don't know why. And the parameters must be set up before you do. And I'm not sure if Blitz likes this, so with the hook code, you needed to stick RunErrsOff and RunErrsOn around the function you called.

--

) ^ V][I] M © M I][N N

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

ICQ=16827694

What is this talk of 'release'? Klingons do not make software 'releases'. Our software 'escapes' leaving a bloody trail of designers and quality assurance people in it's wake.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.432 Re: Reset Handler nearly there...

Date: Fri, 27 Aug 1999 16:37:59 +1200

From: Julian Kinraid <jkinraid@clear.net.nz>

X-Accept-Language: en-GB,en

Subject: Re: Reset Handler nearly there...

Encoding: 7bit

X-UIDL: 2b6b9e9df25a81d613efa4df600b4864

David McMinn wrote:

>

>> Does anyone know how to get the address of a Statement or Function (if

>> there is a fixed address, like with variables(?)) or some other way to do

>> this (I've just made a sub-routine and given the function address as

>> ?SubRoutine, which I don't think is right ;) Maybe it's a "hook" kind of

>> thing?

>

> Well, I needed to find that out for the hook stuff, and I think it was Paul

> West that got it. Stick a label in from of the function and the address to jump

> to is ?label+6. Don't know why. And the parameters must be set up before you

> do. And I'm not sure if Blitz likes this, so with the hook code, you needed to

> stick RunErrsOff and RunErrsOn around the function you called.

Well, when you have a -

LabelForbla:

Statement/Function bla{ }

End Statement/Function

- in the code, Blitz puts this in the output code (from memory, the

NOP's sometimes aren't used)

.. previous code

NOP

NOP

NOP ; It wouldn't be Blitz without some NOP's

LabelForbla:

JMP EndOfbla ; So that the function isn't executed

; Start of function code for bla{ }

EndOfbla:

... code after the function bla{ }

So putting a label before the function bla{ }, gives you an address 6

bytes (the size of the jmp instruction) before the start of the

function. I don't know why RunErrsOff is needed, but it is. You'll

also need to make sure that the global variable base is set up (a5?) if you want to use global variables, or anything other than a simple piece of code.

--

Julian Kinraid jkinraid@clear.net.nz ICQ:17257217

"je suis american, please cook my steak again"

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.433 Re: Reset Handler nearly there...

From: James L Boyd <jamesboyd@all-hail.freeserve.co.uk>

Date: Fri, 27 Aug 1999 22:01:37 +0100

Subject: Re: Reset Handler nearly there...

X-UIDL: b737ce87388acee5036a1d2eaa47c0aa

--BOUNDARY.1747762208.1

Julian Kinraid churned out *this* drivel:

> So putting a label before the function bla{ }, gives you an address 6
> bytes (the size of the jmp instruction) before the start of the
> function. I don't know why RunErrsOff is needed, but it is. You'll
> also need to make sure that the global variable base is set up (a5?) if
> you want to use global variables, or anything other than a simple piece
> of code.

Well, this is what I've got...I've tried putting RunErrs all over the place, but it's always the same freeze-up. How do you put RunErrsXXX round the function when it's being called by another function and not by me (it's an interrupt that calls it)?

Can someone see if they can get this to work...pleez?!

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freeserve.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

The release of atom power has changed everything except our way of thinking...the solution to this problem lies in the heart of

mankind. If only I had known, I should have become a watchmaker.

-- Albert Einstein

--BOUNDARY.1747762208.1

Content-Disposition: attachment; filename="ResetHandler.asc"

Content-Description: ResetHandler

; End ; comment out - for testing without running!

.

.Info

.

; This is a reentrant generic RESET handler Module. It provides routines

; To install AND remove a Function To be called upon keyboard RESET.

; The available functions are:

; 1. void *InstallResetHandler (void (*func) (void), LONG priority);

; This installs the Function 'func', which is called in the Event

; of a RESET. If this Function is NOT successful, it returns Null,

; otherwise it returns a Pointer To be given To RemoveResetHandler

; when deinstalling the handler.

;

; 2. void RemoveResetHandler (voidResetHandlerParams);

; Removes a previously install RESET handler. This Function is

; safe To Call Even If InstallResetHandler failed.

;

; 3. void ResetHandlerDone (void *ResetHandlerParams);

; Informs the system that it's OK To RESET the system as far as

; this resethandler is concerned.

NEWTYPE.ResetHandlerData

*ResetPort.MsgPort

*ResetInt.Interrupt

*ResetReq.IOStdReq

End NEWTYPE

DEFTYPE.Interrupt *ResetInt

DEFTYPE.MsgPort *ResetPort

DEFTYPE.IOStdReq *ResetReq

DEFTYPE.ResetHandlerData *rhd

DEFTYPE.l *adr

.Install

; *adr is supposed to be the function address,

; doesn't say what to put for priority!

Function.l InstallResetHandler { *adr, priority.l}

```
SHARED *ResetInt, *ResetPort, *ResetReq, *rhd
*rhd=AllocMem_ (SizeOf.ResetHandlerData, #MEMF_PUBLIC)
If *rhd=0 Then Function Return 0
*ResetInt=AllocMem_ (SizeOf.Interrupt,#MEMF_PUBLIC)
If *ResetInt=0
FreeMem_ *rhd, SizeOf.ResetHandlerData
Function Return 0
EndIf
*rhd\ResetInt=*ResetInt
*ResetPort = CreateMsgPort_ ()
If *ResetPort=0
FreeMem_ *ResetInt, SizeOf.Interrupt
FreeMem_ *rhd, SizeOf.ResetHandlerData
Function Return 0
EndIf
*rhd\ResetPort=*ResetPort
*ResetReq=CreateIORequest_ (*ResetPort, SizeOf.IOStdReq)
If *ResetReq=0
DeleteMsgPort_ *ResetPort
FreeMem_ *ResetInt, SizeOf.Interrupt
FreeMem_ *rhd, SizeOf.ResetHandlerData
Function Return 0
EndIf
*rhd\ResetReq=*ResetReq
kb$="keyboard.device"
If OpenDevice_ (&kb$, 0, *ResetReq, 0)<>0
DeleteIORequest_ *ResetReq
DeleteMsgPort_ *ResetPort
FreeMem_ *ResetInt, SizeOf.Interrupt
FreeMem_ *rhd, SizeOf.ResetHandlerData
Function Return 0
EndIf
*ResetInt\is_Node\ln_Pri = priority
*ResetInt\is_Code = *func
*ResetReq\io_Data = *ResetInt
*ResetReq\io_Command = #KBD_ADDRESETHANDLER
DoIO_ *ResetReq
If *ResetReq\io_Error<>0
CloseDevice_ *ResetReq
```

```
DeleteIORequest_ *ResetReq
DeleteMsgPort_ *ResetPort
FreeMem_ *ResetInt, SizeOf.Interrupt
FreeMem_ *rhd, SizeOf.ResetHandlerData
Function Return 0
EndIf
Function Return *rhd
End Function
.Remove
Statement RemoveResetHandler { *ResetHandlerParams.ResetHandlerData }
SHARED *ResetInt, *ResetPort, *ResetReq, *rhd
If *ResetHandlerParams=0 Then Statement Return
*rhd = *ResetHandlerParams
*ResetInt = *rhd\ResetInt
*ResetPort = *rhd\ResetPort
*ResetReq = *rhd\ResetReq
*ResetReq\io_Command = #KBD_REMRESETHANDLER
*ResetReq\io_Data = *ResetInt
DoIO_ *ResetReq
CloseDevice_ *ResetReq
DeleteIORequest_ *ResetReq
DeleteMsgPort_ *ResetPort
FreeMem_ *ResetInt, SizeOf.Interrupt
FreeMem_ *rhd, SizeOf.ResetHandlerData
End Statement
.HandlerDone
Statement ResetHandlerDone { *ResetHandlerParams.ResetHandlerData }
SHARED *ResetInt, *ResetReq, *rhd
If *ResetHandlerParams=0 Then Statement Return
*rhd = *ResetHandlerParams
*ResetInt = *rhd\ResetInt
*ResetReq = *rhd\ResetReq
*ResetReq\io_Command = #KBD_RESETHANDLERDONE;
*ResetReq\io_Data = *ResetInt
DoIO_ *ResetReq
End Statement
.DoStuff
FindScreen 0
Window 0,20,20,400,100,$20140e,"Reset Handler test",1,2
```

```

*adr=?TellEm+6 ; don't know about this ;)
*rhd2=InstallResetHandler { *adr, 0 } ; address, priority
If *rhd2 ; Installed!
NPrint "":NPrint "Reset Handler installed!"
NPrint "":NPrint "Close to quit; or perform 3-key salute..."
Repeat
VWait
Until Event=$200
RemoveResetHandler { *rhd2 }
Else Request "", "Failed to install reset handler!", "DOH!":End
EndIf
End
; test routine (the "function")...should do this when
; reset called...
.TellEm
Function TellEm { }
Request "", "Hello!", "Resetting!"
ResetHandlerDone { *rhd2 } ; notifies system that we're
; ready to jump ship...
End Function
--BOUNDARY.1747762208.1
-----
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
--BOUNDARY.1747762208.1--

```

1.434 Re: Reset Handler nearly there...

```

From: Anton Reinauer <anton@ww.co.nz>
Date: Tue, 31 Aug 1999 13:25:07 +1200
Subject: Re: Reset Handler nearly there...
X-UIDL: d8b5b27ed446b55509a6804da2f5a4e0
On 28-Aug-99, James L Boyd wrote:
> Julian Kinraid churned out *this* drivel:
>> So putting a label before the function bla{ }, gives you an address 6
>> bytes (the size of the jmp instruction) before the start of the
>> function. I don't know why RunErrsOff is needed, but it is. You'll
>> also need to make sure that the global variable base is set up (a5?)
>> if you want to use global variables, or anything other than a simple

```

>> piece of code.
> Well, this is what I've got...I've tried putting RunErrs all over the
> place, but it's always the same freeze-up. How do you put RunErrsXXX
> round the function when it's being called by another function and not
> by me (it's an interrupt that calls it)?
> Can someone see if they can get this to work...pleez?!

I don't think you can put RunErrs on in interrupt code- it's meaningless.

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 & 1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed
for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.6)
<<http://homepages.paradise.net.nz/ants>>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.435 Saving an IFF

Date: Sun, 1 Aug 1999 23:28:44 -0300 (ADT)

Sender: John Mason <ah210@chebucto.ns.ca>

From: John Mason <ah210@chebucto.ns.ca>

Subject: Saving an IFF

X-UIDL: 3d472a059fd2763ff78ffddb1b63e637

Does anyone know how to write out some graphics data as an IFF ILBM? I've been looking at the IFFParse.library but it looks like it's only for reading files.

Thanks in advance,

--

John Mason -- ICQ 17931257

<http://chebucto.ns.ca/~ah210/Profile.html>

Home of NewStuff and Reminder!

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.436 Re: Saving an IFF

Sender: parnaudeau@wanadoo.fr

Date: Mon, 02 Aug 1999 09:18:29 +0200

From: Mathias PARNAUDEAU <mathias.p@wanadoo.fr>

Organization: wanadoo.fr

Subject: Re: Saving an IFF

Encoding: 7bit

X-UIDL: 7c0a530528be6eaf656c3f6da565a56e

John Mason wrote:

>

> Does anyone know how to write out some graphics data as an IFF ILBM? I've
> been looking at the IFFParse.library but it looks like it's only for
> reading files.

>

> Thanks in advance,

Hi,

the last week, I sent to the list a small lib I wrote, and if the

'graphic datas' you want to save are bitmaps, it's for you !!

CSaveIFF(bitmap#,filename\$,width.w,viewmode.l,palette#)

Check the syntax because I don't have my examples here (I'm at work)

and I don't remember exactly the syntax ...

This lib allows you to build anims from bitmaps too.

Cheers,

Mathias

> --s

>

> John Mason -- ICQ 17931257

> <http://chebucto.ns.ca/~ah210/Profile.html>

> Home of NewStuff and Reminder!

>

> -----

> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.437 Re: Saving an IFF

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Mon, 02 Aug 1999 10:06:18 +0100

Organization: Satanic Dreams Software.

Subject: Re: Saving an IFF

Encoding: binary

X-UIDL: 45741ae1baf5331bf45f7cdb32601d41

Hello Mathias

Hiya, Mathias... ,on 02-Aug-99 you mailed me about: Re: Saving an IFF! So I'ma reply`in...

> John Mason wrote:

>>

>> Does anyone know how to write out some graphics data as an IFF ILBM? I've

>> been looking at the IFFParse.library but it looks like it's only for

>> reading files.

>>

>> Thanks in advance,

>

> Hi,

>

> the last week, I sent to the list a small lib I wrote, and if the

> 'graphic datas' you want to save are bitmaps, it's for you !!

>

> CSaveIFF(bitmap#,filename\$,width.w,viewmode.l,palette#)

>

> Check the syntax beacause I don't have my examples here (I'm at work)

> and I don't remember exactly the syntax ...

>

> This lib allows you to build anims from bitmaps too.

Or he could just use #SaveILBM# ;)

That does everything for you, and allows you to stick a diff

header in it.

hoho...

--

Rob,

--

MAILTO:loki@sds.in2home.co.uk | #ICQ:# 27181384

#FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.freemove.co.uk/>

#PROJECT INFO:# Minimum Safe Distance [####----- 40% ish complete.]
#HOME OF:# /MorrisTheMaggot, BB2MUIUpdate, TimeSwipe, NIB,
/CTTM2, BlitzBFB, Prefs2000 & TMS. And too much other stuff./
["Mulder, there are frogs falling from the sky!" - Scully]

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.438 Re: Saving an IFF

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

Date: Mon, 02 Aug 1999 20:39:27 -0500

Subject: Re: Saving an IFF

X-UIDL: 3e702861ec3e08141b3c82ac822e6f55

Hi Rob

> Or he could just use #SaveILBM# ;)

> That does everything for you, and allows you to stick a diff

> header in it.

OK, I give up. What library is this command in? It sounds useful, but it doesn't tokenize for me...

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.439 Screen Colours

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 20 Aug 99 11:18:47 +1000

Subject: Screen Colours

Encoding: 7bit

X-UIDL: f5a9670af20a7278cb05d7edb5b1cc2d

Can anyone explain why, when I clone a Workbench screen using the

Screen command and variables picked up from the WB .Screen NewType, the menu highlight colour and the cursor colour are different. (In fact, only the first four colours are the same.

I've only slightly changed my standard WB colours - lightened the grey a bit and brightened the blue a bit.

Pretty purple menu highlights! (Oh yes, I used the Blitz MENU commands for the menus, not GTMenu or NCS Menu)

I'm off to Amiga Downunder in the morning, so see you on Monday!

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

www.shoalhaven.net.au/edgewater

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.440 Re: Screen Colours

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Fri, 20 Aug 1999 12:58:41 +0100

Subject: Re: Screen Colours

X-UIDL: 3be5bdcd7524c9bada863e311c34982f

--BOUNDARY.1749121840.1

Tony Rolfe churned out *this* drivel:

> Can anyone explain why, when I clone a Workbench screen using the
> Screen command and variables picked up from the WB .Screen NewType,
> the menu highlight colour and the cursor colour are different. (In
> fact, only the first four colours are the same.

You're supposed to clone it using the OpenScreen_() command's tags (I guess the Blitz ScreenTags (?) command would do the same...see the attached source - works fine here (but someone said that it opened an 8-bit screen on their xx-bit gfx card - maybe a limit of using the OS call as opposed to cybergfx or picasso?)...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

```

<sb>(http://surf.to/all-hail/)
<tsb>
Men talk of killing time, while time quietly kills them.
-- Dion Boucicault
--BOUNDARY.1749121840.1
Content-Disposition: attachment; filename="OpenScreen.asc"
Content-Description: Opens screen same as WB
Dim ScTags.TagItem (3)
t$="Just like the Workbench screen!"
ScTags(0)\ti_Tag=#SA_Title,&t$
ScTags(1)\ti_Tag=#SA_LikeWorkbench,1
ScTags(2)\ti_Tag=#TAG_DONE
*scr.Screen=OpenScreenTagList_ (0,&ScTags(0))
If *scr
MouseWait
; do yer stuff here!
CloseScreen_ *scr
Else NPrint "Failed to open screen!":MouseWait
EndIf
End
--BOUNDARY.1749121840.1
-----
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
--BOUNDARY.1749121840.1--

```

1.441 Re: Screen Colours

```

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>
Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia
Date: 23 Aug 99 12:44:14 +1000
Subject: Re: Screen Colours
Encoding: 7bit
X-UIDL: 8ea1a2a4df314bf360c6b6d7e78f5b78
On Fri, 20 Aug 1999 12:58:41 +0100 James L Boyd said:
> Tony Rolfe churned out *this* drivel:
>
>> Can anyone explain why, when I clone a Workbench screen using the
>> Screen command and variables picked up from the WB .Screen NewType,

```

> > the menu highlight colour and the cursor colour are different. (In
> > fact, only the first four colours are the same.
>
> You're supposed to clone it using the OpenScreen_() command's tags (I
> guess the Blitz ScreenTags (?) command would do the same...see the
> attached source - works fine here (but someone said that it opened an
> 8-bit screen on their xx-bit gfx card - maybe a limit of using the
> OS call as opposed to cybergfx or picasso?)...
>

The problem is, that when I give the user the option to change the
screen details (NASLScreenRequest), I get back a newtype of values like
width and screen mode so then I have to open using the screen command
and... bingo, colours screwed.

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

www.shoalhaven.net.au/edgewater

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.442 Screen titlebars, removal of.

From: Gaz-JD/FX-s^D <gaz@jokerd.freerve.co.uk>

Date: Wed, 04 Aug 1999 19:01:00 +0100

Organization: Joker Developments

Subject: Screen titlebars, removal of.

X-UIDL: 751c2be7d984c14963124d0687c3fb83

Hi,

ShapeGrabber requires you to drag a rectangle over the shape you
are grabbing (I'm doing an auto-grabber now) but the only problem is
that if the start of the shape you are grabbing is right at the top
of the bitmap, i.e. over the screen titlebar, then dragging a
rectangle is impossible because the screen drags instead.

Is there any way to fix this whilst still using Screens and Bitmaps? I
want to avoid Blitz mode if possible.

Cheers.

Cya!

Gaz.

--

<tsb>

<tsb>Gareth Griffiths

<tsb>Founder of Joker Developments:

<tsb>E-Mail: *gaz@jokerd.freemove.co.uk*

<tsb>WWW: *www.jokerd.freemove.co.uk*

<tsb>ICQ: *GazChap (31023012)*

<tsb>

<tsb>If you don't care where you are, then you aren't lost.

<tsb>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.443 Re: Screen titlebars, removal of.

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Wed, 4 Aug 1999 19:05:56 +0100

Subject: Re: Screen titlebars, removal of.

Encoding: 8bit

X-UIDL: 7ada20cf4bd268435d3ca59fb1b859a5

> Hi,

> ShapeGrabber requires you to drag a rectangle over the shape you
> are grabbing (I'm doing an auto-grabber now) but the only problem is
> that if the start of the shape you are grabbing is right at the top
> of the bitmap, i.e. over the screen titlebar, then dragging a
> rectangle is impossible because the screen drags instead.

>

> Is there any way to fix this whilst still using Screens and Bitmaps? I

> want to avoid Blitz mode if possible.

You could try adding the tags (I assume you are using tags to open your screen)

SA_Quiet,True and SA_ShowTitle,False

--

l) ^ V][l) Ml © Ml][Ml Ml

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

ICQ=16827694

The more you complain, the longer God makes you live.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.444 Re: Screen titlebars, removal of.

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Thu, 05 Aug 1999 15:21:10 +0200

Organization: M2 productions

Subject: Re: Screen titlebars, removal of.

X-Info: <mailto:sf@xxl.ots.dk> in case of problems!

Encoding: 8bit

X-UIDL: ed9cdcdfa5534e4086b108f29059741e

Hello Gaz-JD/FX-s^D.

You wrote:

> ShapeGrabber requires you to drag a rectangle over the shape you
> are grabbing (I'm doing an auto-grabber now) but the only problem is
> that if the start of the shape you are grabbing is right at the top
> of the bitmap, i.e. over the screen titlebar, then dragging a
> rectangle is impossible because the screen drags instead.
> Is there any way to fix this whilst still using Screens and Bitmaps? I
> want to avoid Blitz mode if possible.

Yes, but AFAIK you'll have to use screen tags. They are:

#SA_ShowTitle (Which should be set to False) &

#SA_Draggable (Which should also be set to False)

I'm sure you can take it from here....

Greets,

--

.---+-----

----- //__ ----- <http://www.m2p.dk> --

/_____| Productions

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.445 Re: Screen titlebars, removal of.

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Fri, 6 Aug 1999 09:32:35 +0100

Subject: Re: Screen titlebars, removal of.

Encoding: 8bit

X-UIDL: fe0a6bc241b2c653fb34751082ede81d

> Yes, but AFAIK you'll have to use screen tags. They are:

>

> #SA_ShowTitle (Which should be set to False) &

> #SA_Draggable (Which should also be set to False)

>

> I'm sure you can take it from here....

Or not, Gaz asked me how after I'd replied...

Anyway, just replace the Screenblah.... command with

Dim tags.TagItem(20) ; should be big enough

tags(0)\ti_Tag = #SA_Left,<screen x position here>

tags(1)\ti_Tag = #SA_Top,<screen y position here>

tags(2)\ti_Tag = #SA_Width,<screen width here>

tags(3)\ti_Tag = #SA_Height,<screen height here>

tags(4)\ti_Tag = #SA_ShowTitle,0

tags(5)\ti_Tag = #SA_Draggable,0

tags(6)\ti_Tag = #SA_Quiet,-1

tags(7)\ti_Tag = #SA_DisplayID,

tags(8)\ti_Tag = #SA_Depth,<screen depth here>

tags(9)\ti_Tag = #TAG_DONE

ScreenTags 0,"",&tags(0)

(some of the above tags may be wrong and soem may be missing, I don't have me autdocs on this computer, or Blitz, so I don't know if the ScreenTags command is right either)

--

) ^ V][l) Ml © Ml][Nl Nl

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

ICQ=16827694

I used to have a handle on life, but it broke.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.446 Re: Screen titlebars, removal of.

Date: Fri, 6 Aug 1999 19:55:46 +0100 (BST)

From: =?iso-8859-1?q?Ayar=20Baboon?= <compiler_monkey@yahoo.co.uk>

Subject: Re: Screen titlebars, removal of.

Encoding: 8bit

X-UIDL: b7851ba3e78cca5c72ca792b926266c5
> > Yes, but AFAIK you'll have to use screen tags.
> They are:
> >
> > #SA_ShowTitle (Which should be set to False) &
> > #SA_Draggable (Which should also be set to False)
> >
> > I'm sure you can take it from here....
>
> Or not, Gaz asked me how after I'd replied...
>
> Anyway, just replace the Screen ...blah.... command
> with
>
> Dim tags.TagItem(20) ; should be big enough
> tags(0)\ti_Tag = #SA_Left,<screen x position here>
> tags(1)\ti_Tag = #SA_Top,<screen y position here>
> tags(2)\ti_Tag = #SA_Width,<screen width here>
> tags(3)\ti_Tag = #SA_Height,<screen height here>
> tags(4)\ti_Tag = #SA_ShowTitle,0
> tags(5)\ti_Tag = #SA_Draggable,0
> tags(6)\ti_Tag = #SA_Quiet,-1
> tags(7)\ti_Tag = #SA_DisplayID,
> tags(8)\ti_Tag = #SA_Depth,<screen depth here>
> tags(9)\ti_Tag = #TAG_DONE

What? *sniffs, suspiciously*

You have an array... ..where does the data type TagItem come from? And how does assigning the values of flags to an array help, anyway?

> ScreenTags 0,"",&tags(0)

What's this?

Are you setting the tags?

That's a pointer, isn't it?

And "" would be the title...

Sorry for being ignorant, but can you explain all this stuff to me?

Cheers

James

DO YOU YAHOO!?

Get your free @yahoo.co.uk address at <http://mail.yahoo.co.uk>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.447 Re: Screen titlebars, removal of.

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Fri, 6 Aug 1999 20:01:08 +0100

Subject: Re: Screen titlebars, removal of.

Encoding: 8bit

X-UIDL: 0301cb72dc534ff1b5573787bca3a78d

Ah, I may have cocked up a bit here, Blitz might not like the #TAG_DONE tag at the end of the list, I think it adds a couple of its own and then does a

#TAG_DONE for you.?

?

> What? *sniffs, suspiciously*

> You have an array... ..where does the data type TagItem come from? And

> how does assigning the values of flags to an array help, anyway?

The super duper wonderful amazing file that is:

amigalibs.res!!!

It helps because thats how you pass tags to things. In an array.

> > ScreenTags 0,"",&tags(0)

>

> What's this?

> Are you setting the tags?

> That's a pointer, isn't it?

> And "" would be the title...

>

> Sorry for being ignorant, but can you explain all this stuff to me?

Yeah, "" is the screen title. &tags(0) is the address of the first tag. You

pass it to the function you want to set tags for. Tags let you use extra

features of functions that have been extended in later versions of the OS. Tags

are just like setting a list of properties/flags for something, in this case a

screen.

Tags are cool.

--

l) ^ V][l) Ml © Ml][M M

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

ICQ=16827694

Desperation

Anagram: A Rope Ends It

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.448 Re: Screen titlebars, removal of.

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

Date: Sat, 07 Aug 1999 02:47:33 -0500

Subject: Re: Screen titlebars, removal of.

X-UIDL: 9b4b9e5e596ab17f88ef4c1a7ede541a

Hi David

On 06-Aug-99, David McMinn wrote:

> Ah, I may have cocked up a bit here, Blitz might not like the #TAG_DONE

> tag at the end of the list, I think it adds a couple of its own and then

> does a #TAG_DONE for you.

Nah, it's not a problem. I use it all the time.

Actually, it's optional, since both #TAG_DONE and #TAG_END = 0, so just leaving an empty entry at the end of your tag list does the same thing.

> Tags are cool.

Yes, They give you much better control and make your code much more readable.

>

Later...

--

Some men are discovered; others are found out.

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.449 Re: Screen titlebars, removal of.

Date: Sat, 7 Aug 1999 15:36:12 +0100 (BST)

From: =?iso-8859-1?q?Ayar=20Baboon?= <compiler_monkey@yahoo.co.uk>

Subject: Re: Screen titlebars, removal of.

Encoding: 8bit

X-UIDL: 6d3e7c78effb2663aae4bac2d8357d90

> Tags are cool.

Are they all listed anywhere?

Regards

James

DO YOU YAHOO!?

Get your free @yahoo.co.uk address at <http://mail.yahoo.co.uk>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.450 Re: Screen titlebars, removal of.

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

Date: Sat, 07 Aug 1999 17:28:07 +0100

Subject: Re: Screen titlebars, removal of.

X-UIDL: 8dd5e7211048222c0c23edc96e19bc65

Hello everyone

On 07-Aug-99, Ayar Baboon shared his opinion:

>> Tags are cool.

> Are they all listed anywhere?

Yes. Take a look at the autodocs and includes on the Amiga Developer CD.

Kind regards from Slovenia

--

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

WWW: <http://www2.arnes.si/~gkrjes12/>

Owner of A1200T/030 @ 50MHz, 32MB Fast RAM

and Intel Celeron 300A with 96 MB RAM and ATI Rage Pro AGP 4 MB

--

A fool-proof method for sculpting an elephant: first, get a huge block of marble; then you chip away everything that doesn't look like an elephant.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.451 Screenmode - Again

From: Leigh Parry <lparry@free4all.co.uk>

Date: Mon, 09 Aug 1999 05:27:14 +0000

Subject: Screenmode - Again

X-UIDL: 20e8ccdf99363227872bbde5459a88ad

Hello,

If i open a screen with tags, and viewmode is \$8004 (Hires Lace)
will it still open a hires lace screen on a scan doubler+flicker fixer
or GFX card ? (or would mode have to be different ?)

And will it be de-laced by flickerfixer properly?

Cya,

Leigh.

--

A1200T - 040-33Mhz +16MbFast - 3.2Gig HD - 32x CD - ZIP

EMail: lparry@free4all.co.uk

URL: <http://www.free0024068.free4all.co.uk/>

If you can't learn to do it well, learn to enjoy doing it badly.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.452 Re: Screenmode - Again

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

Date: Mon, 09 Aug 1999 03:04:59 -0500

Subject: Re: Screenmode - Again

X-UIDL: a42f95dc232ad62c80603c0e6471044d

Hi Leigh

On 09-Aug-99, Leigh Parry wrote:

> Hello,

>

> If i open a screen with tags, and viewmode is \$8004 (Hires Lace)

> will it still open a hires lace screen on a scan doubler+flicker fixer

Yes

> or GFX card ?

No

> (or would mode have to be different ?)

GFX cards have their own screenmodes - they can not use standard
screenmodes. If your program needs it's own screen and you want it to work
on GFX cards you should provide a screenmode requester so GFX card users
can set their own screen mode.

>

> And will it be de-laced by flickerfixer properly?

Yes, that's exactly what a flicker-fixer is for. ScanDoublers/FlickerFixers

work only on the standard Amiga screen modes. They affect the output to the monitor - even Blitz mode stuff works fine with my flicker-fixer.

--

Yours electronically,

Curt Esser

camage@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.453 Screenmode ID/name functions

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Thu, 19 Aug 1999 04:24:44 +0100

Subject: Screenmode ID/name functions

X-UIDL: 0cee3ed9f895946798ae6126ec30c76d

Status: U

--BOUNDARY.1749014104.1

Hi all (again),

I've just written something I've been trying to figure out for a while, a little routine to find the name of the user's Workbench screenmode, as well as a plain screenmode ID function.

Basically, can everyone try it and let me know if it works for them?

I'd especially like to hear if it works on gfx cards...

Thanks,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(<http://surf.to/all-hail/>)

<tsb>

Kyle, I will kick you in the nuts!

-- Eric Cartman, /South Park/

--BOUNDARY.1749014104.1

Content-Disposition: attachment; filename="GetWBModeID.asc"

Content-Description: Returns WB's screenmode

; Finding user's Workbench mode...

```
; By James L Boyd - jamesboyd@all-hail.freemove.co.uk
Function.l WBModeID {}
wb$="Workbench"
*scr.Screen=LockPubScreen_ (&wb$)
modeid.l=GetVPMODEID_ (*scr\_ViewPort)
UnlockPubScreen_ &wb$,*scr
Function Return modeid
End Function
Function.s WBModeName {}
wb$="Workbench"
*scr.Screen=LockPubScreen_ (&wb$)
modeid.l=GetVPMODEID_ (*scr\_ViewPort)
UnlockPubScreen_ &wb$,*scr
*buf.NameInfo=AllocMem_ (SizeOf.NameInfo,#MEMF_PUBLIC)
If *buf
idinfo.l=GetDisplayInfoData_ (0,*buf,SizeOf.NameInfo,#DTAG_NAME,modeid)
If idinfo
modename$=Peek$(&*bufName)
EndIf
FreeMem_ *buf,SizeOf.NameInfo
Else modename$="Not found"
EndIf
Function Return modename$
End Function
; demo :
Print "Workbench screenmode : 0x"
Print Hex$(WBModeID {})
NPrint " (",WBModeName {},")"
MouseWait:End
--BOUNDARY.1749014104.1
-----
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
--BOUNDARY.1749014104.1--
```

1.454 Re: Screenmode ID/name functions

From: Curt Esser <camge@ix.netcom.com>
Date: Thu, 19 Aug 1999 03:42:59 -0500
Subject: Re: Screenmode ID/name functions
X-UIDL: fa9b9ef9f433b69022c47a731edcfd75
Status: U

Hi James

On 18-Aug-99, James L Boyd wrote:

> I've just written something I've been trying to figure out for a while,
> a little routine to find the name of the user's Workbench screenmode,
> as well as a plain screenmode ID function.

Fine here (NTSC hi-res-laced)

>

> Basically, can everyone try it and let me know if it works for them?

>

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.455 Search Routines!!

From: Bippy M <BippyM@stingent.freemove.co.uk>
Date: Wed, 04 Aug 1999 20:03:36 +0000
Subject: Search Routines!!
X-UIDL: 5d721e8e2ebccee396066c581334ca1d

Hiya Guys,

Thanks to both ppl who replied regarding the Sort routine, I didn't even know exchange existed <G>

anyway, Now I've sorted (heheh) that, I've come to a point where I want to include a search routine?? Having thought about it briefly, what would be the best way to go about a proper sort routine with ** wildcards and #? wildcards??

Suppose I enter J**n it'd search for all 4 letter words with j and n.. but
if I enter j#?n it'd search for all words starting with j and ending with
n!!

Thanx in advance!!

Mark

--

x-----| BippyM@Stingent.freemove.co.uk |-----x

||

| Current Projects: |

| Overflow (Pipemania Clone) [..^.....] 30% |

| Packer2Packer Suite [..^.....] 20% |

||

x-----| BippyM@Stingent.freemove.co.uk |-----x

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.456 Re: Search Routines!!

From: David McMinn <dmcminn@house-of-mojo.freemove.co.uk>

Date: Wed, 04 Aug 1999 23:25:11 +0000

Organization: International House Of Mojo

Subject: Re: Search Routines!!

Encoding: 8bit

X-UIDL: e9d236c106fac4ef563d6b9d7dfa4d83

Bippy M's head burst.

All we could scrape off the wall was Search Routines!!.

> anyway, Now I've sorted (heheh) that, I've come to a point where I want to

> include a search routine?? Having thought about it briefly, what would be

> the best way to go about a proper sort routine with ** wildcards and #?

> wildcards??

>

> Suppose I enter J**n it'd search for all 4 letter words with j and n.. but

> if I enter j#?n it'd search for all words starting with j and ending with

> n!!

Use the standard AmigaDOS wildcards, that way people will be able to use it and
should be familiar with it straight away. And there's some nice OS functions to
see if the strings match. There was an exmple kicking about (Liz T?) using
ParsePattern/ParsePatternNoCase and MatchPattern/MatchPatternNoCase.

Chow f'now

--

[] ^ V [] [] D M © M [] [] N N

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

ICQ = 16827694

The Morse Code, Anagram: Here Come Dots

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.457 SetPrefs Test

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Wed, 18 Aug 1999 16:10:57 +0100

Subject: SetPrefs Test

X-UIDL: ace5a19e29c7aebba1ecf9ae028013fe

--BOUNDARY.1749328968.1

Hi all (Tony in particular ;)

I've attached a little program to test SetPrefs_().

This works here for the key repeat/delay settings and the double-click timeout (run it and try clicking on an icon once, waiting for around 4 secs (it gets set to 5), then clicking it again).

I /think/ the printer stuff should work, but I can't see the changes without a printer! The Printer and PrinterGfx prefs programs DON'T reflect the changes after running, but they maybe load up their settings each time they're run (?)

Let me know if it works (oh, and read the warning at the top of the source!)...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(<http://surf.to/all-hail/>)

<tsb>

Millions long for immortality who do not know what to do with themselves on a rainy Sunday afternoon.

```
-- Susan Ertz
--BOUNDARY.1749328968.1
Content-Disposition: attachment; filename="SetPrefs.asc"
Content-Description: SetPrefs tester
; This is a test program for setting user's preferences.
; By James L Boyd - jamesboyd@all-hail.freemove.co.uk
; (NOTE: Most users will be pretty unhappy if you change
; their stuff ;)
; WARNING!!! This will screw up your preferences until
; you reboot (or run your prefs programs)!
; I couldn't get the Printer and PrinterGfx prefs programs
; to reflect the printer changes (but maybe that's cos I don't
; have a printer connected?). Try altering some of the print
; parameters, running this, then outputting some text to PRT:
; Oh, and please let me know if it works!
; email: jamesboyd@all-hail.freemove.co.uk
.GetPrefs
; create structures :
DEFTYPE.Preferences *ReturnedPrefs, PrefsBuffer, *NewPrefs
; get Intuition preferences :
*ReturnedPrefs=GetPrefs_(&PrefsBuffer,SizeOf.Preferences)
;-----
.KeyTimings
; 1.5 second delay before repeating every 0.02 seconds :
*ReturnedPrefs\KeyRptDelay\tv_secs=1
*ReturnedPrefs\KeyRptDelay\tv_micro=0.5 *1000000
*ReturnedPrefs\KeyRptSpeed\tv_secs=0
*ReturnedPrefs\KeyRptSpeed\tv_micro=0.02 *1000000
;-----
.DoubleClicks
; wait for up to 5 seconds before ignoring
; second click :
*ReturnedPrefs\DoubleClick\tv_secs=5
;-----
.Printer
*ReturnedPrefs\PrintQuality=#DRAFT
*ReturnedPrefs\PrintSpacing=#EIGHT_LPI
*ReturnedPrefs\PrintLeftMargin=10
*ReturnedPrefs\PrintRightMargin=70
```

```

*ReturnedPrefs\PrintAspect=#ASPECT_VERT
*ReturnedPrefs\PrintShade=#SHADE_GREYSCALE
*ReturnedPrefs\PaperSize=#US_LETTER
*ReturnedPrefs\PaperType=#FANFOLD
;-----
*NewPrefs=SetPrefs_(*ReturnedPrefs,SizeOf.Preferences,0)
; wasn't sure whether to set the inform parameter of SetPrefs
; to 0 or -1...something to do with notifying other programs'
; windows...?
End
--BOUNDARY.1749328968.1

```

```

-----
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
--BOUNDARY.1749328968.1--

```

1.458 Shape palettes

From: Gaz-JD/FX-s`D <gaz@jokerd.freemove.co.uk>
Date: Tue, 03 Aug 1999 00:07:56 +0100
Organization: Joker Developments
Subject: Shape palettes
X-UIDL: 02f3c4cee7bb7af11c576306bc66db11

Hi,

OK, call me a "always-asks-for-help-when-in-trouble" type person,
but remember I'm still learning Blitz (aren't we all thanx to that
sodding manual :)

I am loading in Shapes using the LoadShapes command (i.e. collections
of shapes, not just an IFF brush)

How do I get the ENTIRE palette of the individual shapes in this? I've
mucked around in bb2objtypes.res (thanx Rob for telling em about that)
bu I'm still very inexperienced, and crap, with NewTypes.

I got through to palettedata_rgbs.rgbcomp[256]_red.l etc. but don't
know how to implement this in code.

Is there a simpler way to do it, or is it newtypes only?

Thanx 4 the help, and Rob, Ive credited you for that code ;)

Cya!

Gaz.

--

<tsb>
<tsb>Gareth Griffiths
<tsb>Founder of Joker Developments:
<tsb>E-Mail: *gaz@jokerd.freemove.co.uk*
<tsb>WWW: *www.jokerd.freemove.co.uk*
<tsb>ICQ: *GazChap (31023012)*
<tsb>
<tsb>Seven Deadly Sins: a short list of all the good stuff.
<tsb>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.459 Re: Shape palettes

From: Curt Esser <camge@ix.netcom.com>
Date: Mon, 02 Aug 1999 20:30:22 -0500
Subject: Re: Shape palettes
X-UIDL: 4ea721eebf06a38f9834bfe57da31f7e
Hi Gaz-JD/FX-s^D

On 02-Aug-99, Gaz-JD/FX-s^D wrote:

> I am loading in Shapes using the LoadShapes command (i.e. collections
> of shapes, not just an IFF brush)
>

> How do I get the ENTIRE palette of the individual shapes in this? I've
> mucked around in bb2objtypes.res (thanx Rob for telling em about that)
> bu I'm still very inexperienced, and crap, with NewTypes.

You can't get a palette from a regular Blitz shapes file - there isn't one.
If the shapes were saved and loaded with the RISHapes.library instead of the
regular Blitz one, there might be a palette - it is optional. See the
RISHapes.library doc for more info on this.

If you are loading a standard iff brush or animbrush (saved from a paint
program) as a shape or set of shapes, you can use the regular loadpalette
command to load it's palette.

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.460 Shapes

From: Gaz-JD/FX-s^D <gaz@jokerd.freemove.co.uk>

Date: Sun, 01 Aug 1999 20:35:30 +0100

Organization: Joker Developments

Subject: Shapes

X-UIDL: 8f9a088dbe1a8b622da8edd8c6589145

Hi,

Is there any way of identifying a BlitzII shapes file? IE is there a file header or identifier anywhere, like MMD0 goes for MED mods?

If not, then is it possible to detect whether its a valid shapes file by trying to access the shapes, or will that cause a crash/program exit?

Thanx.

Cya!

Gaz (see, it's on-topic!).

--

<tsb>

<tsb>Gareth Griffiths

<tsb>Founder of Joker Developments:

<tsb>E-Mail: *gaz@jokerd.freemove.co.uk*

<tsb>WWW: *www.jokerd.freemove.co.uk*

<tsb>ICQ: *GazChap (31023012)*

<tsb>

<tsb>In space, no one can hear you fart.

<tsb>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.461 Shapes (pt. 2)

From: Gaz-JD/FX-s^D <gaz@jokerd.freemove.co.uk>

Date: Sun, 01 Aug 1999 20:41:45 +0100

Organization: Joker Developments

Subject: Shapes (pt. 2)

X-UIDL: ce390c2023c60e63d568f6ebb360588b

Hi,

Sorry, forgot to include this in the other mail. Is there any way

of finding how many shapes are in a shapes file once it's loaded?
 There doesn't seem to be any way to do this in the manual. An OS call?
 An external command?
 Thanx again.
 Cya!
 Gaz.
 --

<tsb>

<tsb>Gareth Griffiths

<tsb>Founder of Joker Developments:

<tsb>E-Mail: *gaz@jokerd.freemove.co.uk*

<tsb>WWW: *www.jokerd.freemove.co.uk*

<tsb>ICQ: *GazChap (31023012)*

<tsb>

<tsb>If ignorance is bliss, Congress has achieved NIRVANA!

<tsb>

 To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.462 Re: Shapes (pt. 2)

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Sun, 01 Aug 1999 21:47:12 +0100

Organization: Satanic Dreams Software.

Subject: Re: Shapes (pt. 2)

X-UIDL: 5d9daea6bf9036fa30077652c1aae5b3

--BOUNDARY.277014168.3

Encoding: binary

Hello Gaz-JD/FX-s^D

Hiya, Gaz-JD/FX-s^D... ,on 01-Aug-99 you mailed me about: Shapes (pt. 2)! So I'ma reply`in...

> Hi,

> Sorry, forgot to include this in the other mail. Is there any way

> of finding how many shapes are in a shapes file once it's loaded?

> There doesn't seem to be any way to do this in the manual. An OS call?

> An external command?

Jeezus Gaz, do you want us to write the pissin' program for you aswell?

See the attached, it's a couple of routines I started for a shape grabber

a while ago, but never finished, it did have a magnifine glass and work

by templates though, I just have better things to do than write software that has been written 60 times over. (Hint Hint, Gaz.)

<sigh> Have fun Gaz.

BTW - These are the only way I could find to get the amount of shapes

In a shapes file without having some docs on the file format.

> Thanx again.

> Cya!

> Gaz.

--

Rob,

--

MAILTO:loki@sds.in2home.co.uk | #ICQ:# 27181384

#FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.freemove.co.uk/>

#PROJECT INFO:# Minimum Safe Distance [####----- 40% ish complete.]

#HOME OF:# /MorrisTheMaggot, BB2MUIUpdate, TimeSwipe, NIB,/

/CTTM2, BlitzBFB, Prefs2000 & TMS. And too much other stuff./

[I guess you CAN'T judge a cover by its book!.....]

--BOUNDARY.277014168.3

Content-Disposition: attachment; filename="ShapeDetectionRoutines.ASC"

;

; Shapes routines, Written for FlashShapes. Written for MSD.

;

; (C)SDS Software 1999. By Rob Hutchinson. DATED: 11/06/1999

; Anyone using this code I want a mention! ;)

;

; Mail updates to: loki@sds.in2home.co.uk

;

;--- This is used by the GetShapes{ } routine!

;

Dim *SHPS.shape(800)

;-#####

;-# SYNOPSIS: Succ.b=DetectShapes{FilePath\$} #

;-# #

;-# FUNCTION: Checks to see if the shapesfile, FilePath\$ is a #

;-# valid Blitz2 shapes file. #

;-# #

;-# INPUTS: FilePath\$ - The path on disk of a shapes file. #

;-# #

```
;-# RETURNS: 0 = This is NOT a valid shapes file. #
;-# -1 = This is a valid shapes file. #
;-# -2 = The file FilePath$ doesn`t exist. #
;-# #
;-# NOTE: This function is not 100%, it shouldn`t be taken as #
;-# gospel that the file FilePath$ is a shapes file. #
;-# but it`s still quite a good chance that it is :) #
;#####
;
Function.b DetectShapes{FilePath$}
If ReadFile(0,FilePath$)
FileInput 0
Byte$ = Inkey$(1)
CloseFile 0
If Byte$=Chr$(0)
Function Return -1
Else
Function Return 0
EndIf
Else
Function Return -2
EndIf
End Function
;#####
;-# SYNOPSIS: AmountShapes.w=GetShapes{FromNum,ToNum,ShapesPath$} #
;-# #
;-# FUNCTION: Returns the amount of shapes in the shapesfile, #
;-# ShapesPath$. #
;-# #
;-# INPUTS: FromNum - Shape number to start from, should be a #
;-# number that is not currently in use! High #
;-# numbers are best, like 400, but then you will #
;-# need to set the amount of shapes in the #
;-# compiler to, ToNum+1 :) #
;-# ToNum - From, FromNum to ToNum. See above. #
;-# ShapesPath$ - The path of a shapes file on-disk. #
;-# #
;-# RETURNS: Number between 1 and ((ToNum-FromNum)+1), which is the #
;-# amount of shapes in the file ShapesPath$ #
```

```
;-# If 0 is returned the file was not found on disk. #
;#####
;
Function.w GetShapes{From,Too,FilePath$}
SHARED *SHPS()
If ReadFile(0,FilePath$)
LoadShapes From,Too,FilePath$
For TMP=From To Too
*SHPS(TMP) = Addr Shape (TMP)
Next
ShapeTMP = 1
Count = From
While ShapeTMP<>0 AND Count<>Too
If *SHPS(Count)\_pixwidth=0
ShapeTMP = 0
EndIf
Count+1
Wend
Count-(From+1)
Function Return Count
For TMP=From To Too
If *SHPS(TMP)\_pixwidth<>0
Free Shape TMP
EndIf
Next
Else
Function Return 0
EndIf
End Function
--BOUNDARY.277014168.3
```

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

--BOUNDARY.277014168.3--

1.463 Re: Shapes (pt. 2)

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Mon, 02 Aug 1999 10:13:28 +0100

Organization: Satanic Dreams Software.

Subject: Re: Shapes (pt. 2)

X-UIDL: ac4a3f7f9bcefc9814eb171eec20f3f2

--BOUNDARY.274236696.6

Encoding: binary

Hello Gaz-JD/FX-s^D

Hiya, Gaz-JD/FX-s^D... ,on 01-Aug-99 you mailed me about: Shapes (pt. 2)! So I`ma reply`in...

> Hi,

> Sorry, forgot to include this in the other mail. Is there any way

> of finding how many shapes are in a shapes file once it`s loaded?

> There doesn`t seem to be any way to do this in the manual. An OS call?

> An external command?

Jeezus Gaz, do you want us to write the pissin` program for you aswell?

See the attached, it`s a couple of routines I started for a shape grabber a while ago, but never finished, it did have a magnifine glass and work by templates though, I just have better things to do than write software that has been written 60 times over. (Hint Hint, Gaz.)

<sigh> Have fun Gaz.

BTW - These are the only way I could find to get the amount of shapes
In a shapes file without having some docs on the file format.

--

Sorry if this mail comes through twice, i`ve been having problems
with my mail server lately.

> Thanx again.

> Cya!

> Gaz.

--

Rob,

--

MAILTO:loki@sds.in2home.co.uk | #ICQ:# 27181384

#FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.freemove.co.uk/>

#PROJECT INFO:# Minimum Safe Distance [####----- 40% ish complete.]

#HOME OF:# /MorrisTheMaggot, BB2MUIUpdate, TimeSwipe, NIB,/

/CTTM2, BlitzBFB, Prefs2000 & TMS. And too much other stuff./

```
[ I guess you CAN'T judge a cover by its book!..... ]
--BOUNDARY.274236696.6
Content-Disposition: attachment; filename="ShapeDetectionRoutines.ASC"
;
; Shapes routines, Written for FlashShapes. Written for MSD.
;
; (C)SDSsoftware 1999. By Rob Hutchinson. DATED: 11/06/1999
; Anyone using this code I want a mention! ;)
;
; Mail updates to: loki@sds.in2home.co.uk
;
;--- This is used by the GetShapes{ } routine!
;
Dim *SHPS.shape(800)
;#####
;# SYNOPSIS: Succ.b=DetectShapes{FilePath$} #
;# #
;# FUNCTION: Checks to see if the shapesfile, FilePath$ is a #
;# valid Blitz2 shapes file. #
;# #
;# INPUTS: FilePath$ - The path on disk of a shapes file. #
;# #
;# RETURNS: 0 = This is NOT a valid shapes file. #
;# -1 = This is a valid shapes file. #
;# -2 = The file FilePath$ doesn't exist. #
;# #
;# NOTE: This function is not 100%, it shouldn't be taken as #
;# gospel that the file FilePath$ is a shapes file. #
;# but it's still quite a good chance that it is :) #
;#####
;
Function.b DetectShapes{FilePath$}
If ReadFile(0,FilePath$)
FileInput 0
Byte$ = Inkey$(1)
CloseFile 0
If Byte$=Chr$(0)
Function Return -1
Else
```

```

Function Return 0
EndIf
Else
Function Return -2
EndIf
End Function
#####
; -# SYNOPSIS: AmountShapes.w=GetShapes{FromNum,ToNum,ShapesPath$} #
; -# #
; -# FUNCTION: Returns the amount of shapes in the shapesfile, #
; -# ShapesPath$. #
; -# #
; -# INPUTS: FromNum - Shape number to start from, should be a #
; -# number that is not currently in use! High #
; -# numbers are best, like 400, but then you will #
; -# need to set the amount of shapes in the #
; -# compiler to, ToNum+1 :) #
; -# ToNum - From, FromNum to ToNum. See above. #
; -# ShapesPath$ - The path of a shapes file on-disk. #
; -# #
; -# RETURNS: Number between 1 and ((ToNum-FromNum)+1), which is the #
; -# amount of shapes in the file ShapesPath$ #
; -# If 0 is returned the file was not found on disk. #
#####
;
Function.w GetShapes{From,Too,FilePath$}
SHARED *SHPS()
If ReadFile(0,FilePath$)
LoadShapes From,Too,FilePath$
For TMP=From To Too
*SHPS(TMP) = Addr Shape (TMP)
Next
ShapeTMP = 1
Count = From
While ShapeTMP<>0 AND Count<>Too
If *SHPS(Count)\_pixwidth=0
ShapeTMP = 0
EndIf
Count+1

```

Wend
Count-(From+1)
Function Return Count
For TMP=From To Too
If *SHPS(TMP)_pixwidth<>0
Free Shape TMP
EndIf
Next
Else
Function Return 0
EndIf
End Function
--BOUNDARY.274236696.6

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
--BOUNDARY.274236696.6--

1.464 Shared library source

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>
Date: Fri, 13 Aug 1999 23:06:26 +0300
Subject: Shared library source
Encoding: 8bit
X-UIDL: 0111f8a6447bd072f27a0ec3863b0e1d

I promised to someone that I can give commented ASM source for doing your own shared libraries. I have started the translation and modification of that source now. (Couldn't earlier because I didn't have those source's.

So took a little time to find those again.)

So now if anybody want's that package mail me privately.

I think I'll got it finished before end of the weekend.

--

Sami Nääätänen
EMail: sami.naatanen@dlc.fi

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.465 Re: Simple Requester

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 1 Aug 99 14:49:06 +1000

Subject: Re: Simple Requester

Encoding: 7bit

X-UIDL: e890b2ca3aa4b26de748946a81731f76

On Fri, 30 Jul 1999 15:19:29 +0100 David McMinn said:

>

>

>> Hi,

>>

>> I've just started using Fred's ASL library for font, file and screen

>> requesters. I was using RTEZwhatever, but now the only thing I'm

>> using from that library is RTEZRequest. Is there a tiny library

>> with only a simple requester (or some magic system calls) which I can use.

>> I want to be able to do multi-line requester with one, two or three

>> options.

>

> You can use EasyRequestArgs_, this lets you do multiline requesters with any

> number of gadgets. The only bad thing about this is that its about a

> configurable as a block of concrete - you can get it to appear on the same

> screen as your window, but thats about as far as it goes. Pretty crap compared

> to the RTEZRequest.

>

> Anyway, try this:

>

> title\$="Information"

> body\$="You look like a"+chr\$(10)+"gimp"

> gadget\$="Oh, you noticed!Screw you"

>

> DEFTYPE.EasyStruct es

> es\es_StructSize=SizeOf.EasyStruct,0,&title\$,&body\$,&gadget\$

>

> idcmp.l = 0 ; you can specify that certain IDCMP flags terminate the requester

> ; set it to 0 for no response to IDCMP

>

> gadhit.l = EasyRequestArgs_(Peek.l(Addr Window(x)), &es, &idcmp, 0)

>
>
> it returns 1...n,0 for the gadget that was clicked or -1 if the IDCMP
> terminated the requester. The last parameter in the command is to specify
> arguments for the body and gadget strings, which you need to do if you use
> those strings like if you use printf in C. However, thats a waste of time, as
> you can use Blitz's ability to put numbers, spacial chars, etc into the strings.
>

Thanks David. That worked a treat.

Cheers

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

www.shoalhaven.net.au/edgewater

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.466 slashdot

From: r790@mindless.com

Date: Sat, 28 Aug 1999 19:20:59 -0400 (EDT)

Encoding: 7bit

Subject: slashdot

X-UIDL: e3ea6d754ad7dc3a9fa9b4ab7f37bf6d

Oh, forgot to mention Amiga is on <http://www.slashdot.org> , just in case anyone didn't already know.

Regards,

Shane O'Neill

Get your free email from AltaVista at <http://altavista.iname.com>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.467 Sorry.

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Tue, 24 Aug 1999 23:01:30 +0100

Organization: Satanic Dreams Software.

Subject: Sorry.

X-UIDL: 9270a6acadcda48c1b2023ac806f9e70

Hello, and what not,

Sorry about last mail, was testing my account (not very well
cos i sent it to the wrong place,... oops! ;))

Egroups appears to be bouncing all my mail.... ARGH!

Anyway, sorry. Was a genuine accident ;)

--

Rob,

--

MAILTO:loki@sds.in2home.co.uk | #ICQ:# 27181384

#FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.freemove.co.uk/>

#PROJECT INFO:# Minimum Safe Distance [####----- 45% ish complete.]

#HOME OF:# /MorrisTheMaggot, BB2MUIUpdate, TimeSwipe, NIB,/

/CTTM2, BlitzBFB, Prefs2000 & TMS. And too much other stuff./

[Eat tongue???. But it's been in someone else's mouth!!!]

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.468 Re: Sorry.

From: Donovan Reeve <bubby.lnk@ispi.net>

Date: Wed, 25 Aug 1999 06:01:58 +0500

Subject: Re: Sorry.

X-UIDL: 625b1df14f5d36ba9119efd5166826c5

On 25-Aug-99, Rob Hutchinson flashed:

>Hello, and what not,

> Sorry about last mail, was testing my account (not very well

>cos i sent it to the wrong place,... oops! ;))

>Egroups appears to be bouncing all my mail.... ARGH!

>Anyway, sorry. Was a genuine accident ;)

OFF WITH HIS HEAD!!!

#:u>

cach ya (or your head) later,

Donovan Reeve (bubby.lnk@ispi.net)

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.469 Re: Sort

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Mon, 2 Aug 1999 18:39:44 +0100

Subject: Re: Sort

Encoding: 8bit

X-UIDL: bc5be28e9be6d823a30d673a0abb9ef4

> now suppose I have 100 of these little records, how do I sort it

> alphabetically and keep each element connected (Bob, 23, 01323 566542)?

The bubble sort is fairly quick for small sorts and is damned easy to do:

```
#ARRAYSIZE = 100
```

```
for i=0 to #ARRAYSIZE-1
```

```
  for j=i+1 to #ARRAYSIZE
```

```
    ; 100 is the number of items in the array
```

```
    if name$(i)>name$(j)
```

```
      Exchange name$(i),name$(j)
```

```
      Exchange age(i),age(j)
```

```
      Exchange tnum$(i),tnum$(j)
```

```
    End If
```

```
  Next
```

```
Next
```

```
--
```

```
l) ^ V ][ l) Ml © Ml ][ Ml Ml
```

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

ICQ=16827694

Needing someone is like needing a parachute. If they aren't there the first time you need them, chances are you won't be needing them again.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.470 Sort

From: Bippy M <BippyM@stingent.freemove.co.uk>

Date: Mon, 02 Aug 1999 18:24:14 +0000

Subject: Sort

X-UIDL: 4727bf9127d6e91673a7c794aef34e91

Hiya Guys,

Okay for my next proggy I need to write a sort routine, yet I have no idea how to go about this.. First some details...

I have 3 arrays (Was gonna use a linked list or newtype) Say :

Name\$(x)

Age(x)

Tnum(x)

Now

Name\$(1)="BoB"

age(1)=23

tnum="01323 566542"

now suppose I have 100 of these little records, how do I sort it

alphabetically and keep each element connected (Bob, 23, 01323 566542)?

Cheers

Mark

T'ra

--

x-----| BippyM@Stingent.freemove.co.uk |-----x

||

| Current Projects: |

| Overflow (Pipemania Clone) [..^.....] 30% |

| Packer2Packer Suite [..^.....] 20% |

||

x-----| BippyM@Stingent.freemove.co.uk |-----x

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.471 RE: Sort

From: Tim Herbert <Tim.Herbert@RebusGroup.Com>

Subject: RE: Sort

Date: Tue, 3 Aug 1999 08:50:00 +0100

charset="iso-8859-1"

Encoding: 8bit

X-UIDL: 584bd16faee55d0781a5aeca2c2e1076

David McMinn wrote:

>> now suppose I have 100 of these little records, how do I sort it

>> alphabetically and keep each element connected (Bob, 23, 01323

>> 566542)?

> The bubble sort is fairly quick for small sorts and is damned easy

> to do:

I would agree with David that the bubble sort is ideal for sorting data of up to a few thousand records. Anything more, and you might want to switch to the quick sort or some such [chapter 8 of Numerical recipes in C describes efficient sorting algorithms].

To speed it up you can keep an array with the sort order in. This should be initialised to the integers 0, 1, ..., ARRAYSIZE-1

It can also help if the number of fields is unknown.

Instead of swapping each value, just swap the values in the sort order array. When listing the items, and referencing them for the comparison, use this array to index the other arrays - David's routine becomes:

```
#ARRAYSIZE = 100
; initialise sort order array
for i=0 to #ARRAYSIZE-1
so(i)=i
Next
; get sort order
for i=0 to #ARRAYSIZE-1
for j=i+1 to #ARRAYSIZE-1
; 100 is the number of items in the array
if name$(so(i))>name$(so(j))
Exchange so(i),so(j)
End If
Next
Next
; Print names and numbers in order
for i=0 to #ARRAYSIZE-1
Print name$(so(i))
Print tnum$(so(i))
Next
```

-----Original Message-----

From: David McMinn [mailto:D.Mcminn@eee.rgu.ac.uk]

Sent: Monday, August 02, 1999 6:40 PM

Subject: Re: Sort

> now suppose I have 100 of these little records, how do I sort it

> alphabetically and keep each element connected (Bob, 23, 01323 566542)?

The bubble sort is fairly quick for small sorts and is damned easy to do:

```
#ARRAYSIZE = 100
for i=0 to #ARRAYSIZE-1
for j=i+1 to #ARRAYSIZE
; 100 is the number of items in the array
if name$(i)>name$(j)
Exchange name$(i),name$(j)
Exchange age(i),age(j)
Exchange tnum$(i),tnum$(j)
End If
Next
Next
```

--

l) ^ V][l) Ml © Ml][N N

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

ICQ=16827694

Needing someone is like needing a parachute. If they aren't there the first time you need them, chances are you won't be needing them again.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.472 Spelling

X-Originating-IP: [193.113.139.186]

From: "Stephen Sweeney" <bhunachicken@hotmail.com>

Subject: Spelling

Date: Wed, 18 Aug 1999 15:04:43 GMT

X-UIDL: 94fa58d150663163997ad8cb5223b8de

Wow... I really can't spell today, can I!

Get Your Private, Free Email at <http://www.hotmail.com>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.473 Sprites

From: "Robert Kihl" <robert_@oreline.net>

Subject: Sprites

Date: Sat, 14 Aug 1999 20:33:22 +0200

boundary="-----=_NextPart_000_0050_01BEE694.40AD4C80"

X-UIDL: aa7e2844b6ff5d97899e2e3e13264a74

-----=_NextPart_000_0050_01BEE694.40AD4C80

charset="iso-8859-1"

Encoding: quoted-printable

Hi, I have some questions about sprites.

How do I display a 3 color 64 pixel wide sprite?

When doing:

SpriteMode 2

DisplaySprite 0,0,x,y,0

I get half of the sprite in color register 17-19 and the other in 21-23. =

Is this because it use sprite channels 0,1,2,3? But that would mean that =
it's using 6 colors.

What SpriteMode should I use if I want to have both a 16 and 64 wide =
sprite?=20

How do I prevent the sprites from using bitmap colors on a 8 bit bitmap? =

With the DisplayControl command it's possible to move the sprite color =
register to 240...255, but that won't help if I'm using a 8 bit bitmap. =

Can someone explain how the DisplayControls command work? I can't =
understand that BPLCON-table that's in the manual.

I appreciate any help I can get, thank you.

Regards=20

--

Robert

-----=_NextPart_000_0050_01BEE694.40AD4C80

charset="iso-8859-1"

Encoding: quoted-printable

<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">

<HTML><HEAD>

<META content=3D"text/html; charset=3Diso-8859-1" =
http-equiv=3DContent-Type>

<META content=3D"MSHTML 5.00.2014.210" name=3DGENERATOR>

<STYLE></STYLE>

</HEAD>

```
<BODY bgColor=3D#ffffff>
<DIV><FONT size=3D2>Hi</FONT><FONT size=3D2>, I have some questions =
about=20
sprites.</FONT></DIV>
<DIV>&nbsp;</DIV>
<DIV><FONT size=3D2>How do I display a 3 color 64 pixel wide =
sprite?</FONT></DIV>
<DIV>&nbsp;</DIV>
<DIV><FONT size=3D2>When doing:</FONT></DIV>
<DIV>&nbsp;</DIV>
<DIV><FONT size=3D2>SpriteMode 2</FONT></DIV>
<DIV><FONT size=3D2>DisplaySprite 0,0,x,y,0</FONT></DIV>
<DIV>&nbsp;</DIV>
<DIV><FONT size=3D2>I get half of the sprite in color register 17-19 and =
the other=20
in 21-23. Is this because it use sprite channels 0,1,2,3? But that would =
mean=20
that it's using 6 colors.</FONT></DIV>
<DIV>&nbsp;</DIV>
<DIV><FONT size=3D2>What&nbsp;SpriteMode should I use if I want to have =
both a 16=20
and 64 wide sprite? </FONT></DIV>
<DIV>&nbsp;</DIV>
<DIV><FONT size=3D2>How do I prevent the sprites&nbsp;from using bitmap=20
colors&nbsp;on a&nbsp;8 bit bitmap? With the DisplayControl command it's =
possible to move the sprite color register to 240...255, but that won't =
help if=20
I'm using a 8 bit bitmap. Can someone explain how the DisplayControls =
command=20
work? I can't understand that BPLCON-table that's in the =
manual.</FONT></DIV>
<DIV>&nbsp;</DIV>
<DIV><FONT size=3D2>I appreciate any help I can get, thank =
you.</FONT></DIV>
<DIV>&nbsp;</DIV>
<DIV><FONT size=3D2>Regards</FONT><FONT size=3D2> </FONT></DIV>
<DIV><FONT size=3D2>--</FONT></DIV>
<DIV><FONT size=3D2>Robert</FONT></DIV></BODY></HTML>
-----=_NextPart_000_0050_01BEE694.40AD4C80--
```

1.474 Strange Errors

Date: Fri, 20 Aug 1999 02:47:08 +0100

From: d.boaz@virgin.net

Subject: Strange Errors

Encoding: 7bit

X-UIDL: cee20f1d6b4f8eace3666266cfe4c057

Hi,

I've converted the FD from an OS lib a friend had made, but when I try to use it I'm getting some errors such as 1111 emulator guru, and illegal instruction.

what causes these exactly? I seem to have had both for a few different reasons before.

here is the function:

```
*ColorMap = Read_Jpeg_ (filename, Screenaddr, password)
```

it's suppose to load a Jpeg into the screen and pass me the palette in the ColorMap.

Maybe there is a prob with Blitz strings for the file name?

I did Null terminate I think.

thanks for any advice

Cyas

Dave

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.475 Re: Strange Errors

From: James L Boyd <jamesboyd@all-hail.freeserve.co.uk>

Date: Fri, 20 Aug 1999 15:03:47 +0100

Subject: Re: Strange Errors

X-UIDL: 7a73c00dc80383f4459a12f38d894d74

d.boaz@virgin.net churned out *this* drivel:

> I've converted the FD from an OS lib a friend had made,
> but when I try to use it I'm getting some errors such as
> 1111 emulator guru, and illegal instruction.

I've found a couple of solutions to this, cos I've converted quite a lot of libraries. The first is to make sure you have the library in your LIBS: drawer to start with (I've done that

before ;) and the other is to use BlitzLibMan and change the blitz-library's number to the highest possible free one. This problem /can/ be solved, just stick at it (eg. try deleting and remaking the library, deflibs, etc)...oh, and make sure you've saved your source as ASCII if you go changing the libnum!

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freereserve.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

Attention to health is life's greatest hindrance.

-- Plato

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.476 Re: Strange Errors

Date: Fri, 20 Aug 1999 09:07:17 +0100

From: d.boaz@virgin.net

Subject: Re: Strange Errors

Encoding: 7bit

X-UIDL: 2ceeeaf74ca1746193170272a25b851

James L Boyd wrote:

>

> d.boaz@virgin.net churned out *this* drivel:

>

>> I've converted the FD from an OS lib a friend had made,

>> but when I try to use it I'm getting some errors such as

>> 1111 emulator guru, and illegal instruction.

>

> I've found a couple of solutions to this, cos I've converted

> quite a lot of libraries. The first is to make sure you have

> the library in your LIBS: drawer to start with (I've done that

> before ;) and the other is to use BlitzLibMan and change the

> blitz-library's number to the highest possible free one.

Anyone made a program to locate free libnums?
BlitzLibMan gets the paths wrong, I think it uses old
Blitz drawer tree or is there a newer version of BlitzLibMan?
cyas
Dave

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.477 Re: Strange Errors

Sender: parnaudeau@wanadoo.fr
Date: Fri, 20 Aug 1999 22:12:59 +0200
From: Mathias PARNAUDEAU <mathias.p@wanadoo.fr>
Organization: wanadoo.fr
Subject: Re: Strange Errors
Encoding: 7bit
X-UIDL: 69c7aef209c57ac808bf6a794f67c0f6
d.boaz@virgin.net wrote:

>
>
> Anyone made a program to locate free libnums?
No, but Fred made a list included in his NCS pack. It would be good to
tell him when someone spread a new lib. Or could I get this lib list
updated on my website ?
Sorry if I can't help more.
Cheers,
mathias

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.478 Re: Strange Errors

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>
Date: Fri, 20 Aug 1999 21:22:41 +0100
Subject: Re: Strange Errors
X-UIDL: 7554e72a0b3fd52dad3a285c5357f90
d.boaz@virgin.net churned out *this* drivel:

> Anyone made a program to locate free libnums?
> BlitzLibMan gets the paths wrong, I think it uses old
> Blitz drawer tree or is there a newer version of BlitzLibMan?
Well, if you click the cycle gadget at the top to Amigalibs, they
should be there (and if not, I think /your/ paths are wrong!).
The other program to try is LibMan (or DefLibMan), which I
think is also on Aminet (if not, mail me for it). This will
list them, but I don't think it lets you change them.
Another idea - fdconvert the library, then use LibStall (by me :)
to install it...should be on Aminet...this should find a free space
too...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

There is no reason anyone would want a computer in their home.

-- Ken Olson, president, chairman and founder of DEC, 1977.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.479 Re: Strange Errors

Date: Fri, 20 Aug 1999 09:42:32 +0100

From: d.boaz@virgin.net

Subject: Re: Strange Errors

Encoding: 7bit

X-UIDL: da0232266ae895e8210eeec45649c0b6

James L Boyd wrote:

>

> d.boaz@virgin.net churned out *this* drivel:

>

>> Anyone made a program to locate free libnums?

>> BlitzLibMan gets the paths wrong, I think it uses old

>> Blitz drawer tree or is there a newer version of BlitzLibMan?

>

> Well, if you click the cycle gadget at the top to Amigalibs, they
> should be there (and if not, I think /your/ paths are wrong!).

No! :), My drawer tree is setup as Blitz2.1 readme says,
possible I have an old version of BlitzLibMan, DefLibMan works
fine but the version I have can't alter libnums.

cyas

Dave

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.480 Re: Strange Errors

Sender: parnaudeau@wanadoo.fr

Date: Fri, 20 Aug 1999 22:12:59 +0200

From: Mathias PARNAUDEAU <mathias.p@wanadoo.fr>

Organization: wanadoo.fr

Subject: Re: Strange Errors

Encoding: 7bit

X-UIDL: f8809ee4246f55b7eb21d770a7123515

d.boaz@virgin.net wrote:

>

>

> Anyone made a program to locate free libnums?

No, but Fred made a list included in his NCS pack. It would be good to
tell him when someone spread a new lib. Or could I get this lib list
updated on my website ?

Sorry if I can't help more.

Cheers,

mathias

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.481 Re: Strange Errors

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

Date: Fri, 20 Aug 1999 17:07:04 -0500

Subject: Re: Strange Errors

X-UIDL: 1547b9e7c73150efea67c1d4c74cac34

Hi Mathias

On 20-Aug-99, Mathias PARNAUDEAU wrote:

> d.boaz@virgin.net wrote:

>>

>>

>> Anyone made a program to locate free libnums?

>

> No, but Fred made a list included in his NCS pack. It would be good to

> tell him when someone spread a new lib. Or could I get this lib list

> updated on my website ?

Actually, my Investigator program can give you an accurate list of the free library numbers on YOUR system (they may be different than on other people's systems) You can update the list any time you change anything, by pressing a button.

It reads the library numbers from the acidlibs file, and from EVERY directory within your "Blitzlibs:" assign, no matter what you may have named the directories.

The free library list can be saved as a text file for reference or printing, or simply viewed in the window.

You can find it on Aminet in dev/basic and also on my web site on the Blitz programmer's page.

It's not a good idea to rely too much on any "official" library list since so many people have made and distributed various libraries or fd converted libraries it's impossible to really know what numbers are free on any particular system without actually reading through the libraries themselves to gather the numbers.

There is also a CLI program that comes with the Blitz disks that can give a list of the libraries that are in use - but I'm not sure if it reads the "acidlibs" file since "acidlibs" came along later.

Later...

--

A thing not worth doing is worth not doing well.

Yours electronically,

Curt Esser

camage@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.482 Re: Strange Errors

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

Date: Fri, 20 Aug 1999 17:48:15 -0500

Subject: Re: Strange Errors

X-UIDL: c5807016052cd18d6228885fc9ddbc65

Hi d.boaz@virgin.net

On 19-Aug-99, d.boaz@virgin.net wrote:

> Hi,

>

> I've converted the FD from an OS lib a friend had made,

> but when I try to use it I'm getting some errors such as

> 1111 emulator guru, and illegal instruction.

>

> what causes these exactly? I seem to have had both for

> a few different reasons before.

>

> here is the function:

>

> *ColorMap = Read_Jpeg_ (filename, Screenaddr, password)

>

> it's suppose to load a Jpeg into the screen and pass me the

> palette in the ColorMap.

>

> Maybe there is a prob with Blitz strings for the file name?

> I did Null terminate I think.

Usually not. But you could try:

filename\$ = "Ram:my.jpg" ;or whatever the real path is.

pass\$="Password" ;assuming the password is a string?

*scr.Screen = peek.l(addr Screen(0)) ;if your screen was opened as 0

*ColorMap = Read_Jpeg_ (&filename\$, *scr, &pass\$)

>

> thanks for any advice

>

> Cyas

>

> Dave

>

>

> -----

> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

>

Later...

--

A Smith and Wesson beats four aces.

Yours electronically,

Curt Esser

camage@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.483 Re: Strange Errors

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

Date: Fri, 20 Aug 1999 17:38:41 -0500

Subject: Re: Strange Errors

X-UIDL: 0100f759bd4b3097a8f165bf0198cdfc

Hi d.boaz@virgin.net

On 20-Aug-99, d.boaz@virgin.net wrote:

>> Well, if you click the cycle gadget at the top to Amigalibs, they

>> should be there (and if not, I think /your/ paths are wrong!).

>

> No! :), My drawer tree is setup as Blitz2.1 readme says,

> possible I have an old version of BlitzLibMan, DefLibMan works

> fine but the version I have can't alter libnums.

Blitzlibman only recognizes the old Blitz library names, not the ones used

in v2.1 Blitz.

To use it, you must have ALL your Blitzlibs in drawers by these names ONLY:

Basic

System

UserLibs

AmigaLibs

It also can not read your AcidLibs file...

There is no newer version of BlitzLibMan.

Oh, and BTW, the directory names don't make any difference - there is no harm done in renaming them, or moving libraries to a different directory as long as it is inside Blitzlibs/ (and NOT in a subdirectory)

MakeDefLibs will read through ALL the directories within "Blitzlibs:"

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.484 Re: Strange Errors

From: Andrew Guard <aMIGA_dUDE@assign.u-net.com>

Date: Sat, 21 Aug 1999 23:32:12 +0000

Organization: ProPassWord

Subject: Re: Strange Errors

Encoding: 8bit

X-UIDL: 76f6b687c812dc55efd5d25c7278ea41

Hello d.boaz@virgin.net

On 20-Aug-99, you wrote:

> Anyone made a program to locate free libnums?

Yer, it called you don't have libs I use. So you use a lib number that I use so I can not use your lib. LOL

That happens to me all the time.

Regards

--

Think about it, ProPassWord. <mailto:ppw-subscribe@egroups.com>

--

Satanic Dreams Software <http://zap.to/sds> Fax +44 (0)870 0888470

V//Amiga// Team Amiga RC5 -- 603e+ 233/040 PowerUP, 32 Meg,
BVision, Zip, Ricoh CD-R/RW, Kickstart 3.1 Pace56 External voice,
ISP <http://www.wirenet.co.uk/>

ICQ 21765436

Wiker's Law: Government expands to absorb revenue and then some.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.485 string -> float

From: Roger Light <rogerlight@mindless.com>

Date: Mon, 30 Aug 1999 17:54:05 GMT

Subject: string -> float

X-UIDL: d1a0ed5b8d3b491506e5e10acaed4b0e

Hi all,

I'm trying to convert a string of the form 1e23 into a float so that I can perform maths on it. Only problem is - Val() doesn't support the "e".

Anybody know of a way in which I can do this?

Cheers,

Roger

--

IRC: oojah @ Arcnet | ICQ: 9727627

UK University Email Search - Find undergraduate email addresses!

<http://start.at/uksearch>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.486 Re: string -> float

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Mon, 30 Aug 1999 18:27:01 +0100

Subject: Re: string -> float

Encoding: 8bit

X-UIDL: c4b7dc418bb59f62096123746843ab50

> I'm trying to convert a string of the form 1e23 into a float so that I can

> perform maths on it. Only problem is - Val() doesn't support the "e".

> Anybody know of a way in which I can do this?

If you assume that the string is only going to contain <mantissa>e<exponent>, then you could try this:

```
a$="1e23"
```

```
man.w = val(a$)
```

```
eLoc.w = Instr(a$, "e")
```

```
if eLoc>0
```

```
exp.w = val(Right$(a$,Len(a$)-eLoc-1))
```

```
else
```

```
exp.w = 0
```

```
end if
```

```
float.a.f = man * 10 ^ exp
```

I'm not sure if the code for finding the location of the start of the exponent is correct, but its something like that

```
--
```

```
) ^ V ] [ ( ) M © M ] [ N N
```

```
dmcminn@house-of-mojo.freemove.co.uk
```

```
http://members.xoom.com/David_McMinn
```

```
ICQ=16827694
```

Jabba doesn't have time for smugglers who drop their pants at the first sign of an Imperial Cruiser.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.487 Re: string -> float

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Mon, 30 Aug 1999 19:24:15 +0100

Subject: Re: string -> float

X-UIDL: 98504e677cec8e35f308ab47134ebff7

--BOUNDARY.1749264056.3

Roger Light churned out *this* drivel:

> I'm trying to convert a string of the form 1e23 into a float so that I can

> perform maths on it. Only problem is - Val() doesn't support the "e".

> Anybody know of a way in which I can do this?

OK, I'm maybe going to make a total fool of myself here, as my knowledge of maths has long since deserted me, but if I remember correctly, 1e23 means

"1 times 10 to the power of 23"...at least, I hope it does ;)
 If that's right, hopefully this'll do the trick. And if I've got it wrong,
 maybe it'll give you an idea, anyway...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

Amiga is not dead ; I can see it, I can hear it, I can feel it...

-- Petro Tyschtschenko

--BOUNDARY.1749264056.3

Content-Disposition: attachment; filename="StringtoFloat.asc"

Content-Description: Converts 1e23 (etc) to float (I think ;)

; NOTE : This isn't foolproof - if you supply more than

; one letter (the "e") in the string, the results will be

; unpredictable! Add this checking if you want it!

Function.f StringtoFloat {a\$}

; find e character :

place.b=Instr(a\$,"e")

; if it's missing, at the start, or at the end, forget it :

If place=0 OR place=1 OR place=Len(a\$) Then Function Return -1

; get the two values, either side of the e :

a.l=Val(Left\$(a\$,place-1))

b.l=Val(Right\$(a\$,Len(a\$)-place))

float.f=a*10^b ; the final value

Function Return float

End Function

.Demo

a\$="1e23" ; *** Change this! ***

NPrint "":Print "The floating point representation of ",a\$, " is : "

f.f=StringtoFloat {"1e23"}

If f=-1

NPrint ""

NPrint "< You've put the e in the wrong place! >"

Else NPrint f

EndIf

MouseWait

End

--BOUNDARY.1749264056.3

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

--BOUNDARY.1749264056.3--

1.488 Re: string -> float,... HUH?

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Tue, 31 Aug 1999 05:36:49 +0100

Organization: Satanic Dreams Software.

Subject: Re: string -> float,... HUH?

Encoding: 8bit

X-UIDL: 2378a4152dd11db326e9d74d82d99816

Hello David

Hiya, David... ,on 30-Aug-99 you mailed me about: Re: string -> float! So I'ma reply`in...

>> I'm trying to convert a string of the form 1e23 into a float so that I

>> can perform maths on it. Only problem is - Val() doesn't support the "e".

>> Anybody know of a way in which I can do this?

[Cut hard way!]

> I'm not sure if the code for finding the location of the start of the

> exponent is correct, but its something like that

Seen as both James and Daves routines gave different answers,

I asume they were both wrong???? ;)

Well, either way, if your after what I think your after?

I think you could just do:

```
a$="1e23"
```

```
floataloaf.f=Val("$"+a$)
```

```
NPrint floataloaf
```

ClickMouse

Provided that of course 1e23 is a hex number ;)

But that seems so simple, so I'm probably pissing up the wrong tree ;)

BTW - you can also use the commands: Hex#, and Bin# to

do similar stuff.

>

--

Rob,

--

MAILTO:loki@sds.in2home.co.uk | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.cjb.net/>

#PROJECT INFO:# Minimum Safe Distance [####----- 45% ish complete.]

#CO-WEBMASTER:# <http://www.blitz-2000.freemove.co.uk/>

["Hey Captain, I just created a black ho-÷p!%\$û NO CARRIER]

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.489 Re: string -> float,... HUH?

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Tue, 31 Aug 1999 09:17:13 +0100

Subject: Re: string -> float,... HUH?

Encoding: 8bit

X-UIDL: 46d2c392c0dbd25ed2a0a4569b7ee4aa

Hi Rob, working late?

On 31 Aug 99, at 5:36, Rob Hutchinson wrote:

> Seen as both James and Daves routines gave different answers,

> I assume they were both wrong???? ;)

Well, James' one would have been right. I think I missed out some -1's and +1's when skipping the "e" character.

> Provided that of course 1e23 is a hex number ;)

> But that seems so simple, so I'm probably pissing up the wrong tree ;)

Yep, in fact you're p*ssing up a giant redwood! 1e23 is used in calculators and stuff to represent 1×10^{23} .

--

l) ^ V][l) M © M][N N

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

ICQ=16827694

We are born naked, wet, and hungry....Then things get worse.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.490 Re: string -> float,... HUH?

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Tue, 31 Aug 1999 18:47:57 +0100

Subject: Re: string -> float,... HUH?

X-UIDL: 0723126b01da1494636e32f0286198d4

David McMinn churned out *this* drivel:

>> Seen as both James and Daves routines gave different answers,

>> I assume they were both wrong???? ;)

>

> Well, James' one would have been right. I think I missed out some -1's and

> +1's when skipping the "e" character.

Wow, really?! I'm shocked :)

>> Provided that of course 1e23 is a hex number ;)

>> But that seems so simple, so I'm probably pissing up the wrong tree ;)

Up a tree, and into the wind! :P

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

I think it would be a good idea.

-- Mahatma Gandhi on Western civilization.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.491 Re: string -> float,... HUH?

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Tue, 31 Aug 1999 18:37:30 +0100

Organization: Satanic Dreams Software.

Subject: Re: string -> float,... HUH?

Encoding: binary

X-UIDL: e55b98995e9d65a42dcab1cf019bf18f

Hello James

Hiya, James... ,on 31-Aug-99 you mailed me about: Re: string -> float,... HUH?! So I ma reply`in...

> David McMinn churned out *this* drivel:

>

>>> Seen as both James and Daves routines gave different answers,

>>> I asume they were both wrong???? ;)

>>

>> Well, James' one would have been right. I think I missed out some -1's

>> and +1's when skipping the "e" character.

>

> Wow, really?! I'm shocked :)

I'm not ;) (Only kidding ;))

>>> Provided that of course 1e23 is a hex number ;)

>>> But that seems so simple, so I'm probably pissing up the wrong tree ;)

>

> Up a tree, and into the wind! :P

Damn, hate it when that happens, not cos I guessed wrong,

but because I got a gob full of piss ;)

> See ya,

--

Rob,

--

MAILTO:loki@sds.in2home.co.uk | #ICQ:# 27181384 | #FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.cjb.net/>

#PROJECT INFO:# Minimum Safe Distance [####----- 45% ish complete.]

#CO-WEBMASTER:# <http://www.blitz-2000.freemove.co.uk/>

[Ignorance is temporary; stupid is forever.]

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.492 TCP beginning's

From: Blitzwing <blitzwing@goldweb.com.au>

Date: Sun, 22 Aug 1999 23:02:33 +1000

Subject: TCP beginning's

X-UIDL: bbdb7085ec054185f724acebcbac025

Hey guys, long time no write for me

does someone has some source code I could use for simple text chat between 2

ip address's, simple text exchange basically, so I can use it for the

grounds of connection negotiation, etc....

tried the TCP stuff, seems vague to me never having written anything that
use's TCP/IP

BLitzwing

--

Be careful of reading health books, you might die of a misprint.

-- Mark Twain

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.493 Re: TCP beginning's

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

Date: Mon, 23 Aug 1999 16:17:37 +1200

Subject: Re: TCP beginning's

X-UIDL: 32ebbab189fa42005a6756db33159785

On 23-Aug-99, Blitzwing wrote:

> Hey guys, long time no write for me

> does someone has some source code I could use for simple text chat

> between 2 ip address's, simple text exchange basically, so I can use

> it for the grounds of connection negotiation, etc....

Yep, check out my sig- it's all done for you. My funcs are written for
game connections, but the UDP_Chat is a test program, which ends up
being a sort of IRC program, with all the login/disconnect routines
done

for you- all you'd need to do is tidy up the GUI.

> tried the TCP stuff, seems vague to me never having written anything

> that use's TCP/IP

The TCP stuff is pretty easy, if you use Paul Burkey's routines- you
don't have to do any dirty work. My funcs use UDP rather than TCP, but
you end up with a similar thing.

--

Anton Reinauer <anton@ww.co.nz>

A500,DF1:,0.5MC,8.5MF,60HDD,WB3.1 &1.3/2.0

A1200,2M,CD-Rom,25/040,200/PPC ,WB3.0

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed
for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.5)

<<http://homepages.paradise.net.nz/ants>>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.494 Re: tester(s) wanted

Date: Tue, 03 Aug 1999 07:40:41 -0500

From: "Robert R Mason" <rrmason@hti.com>

Organization: Raytheon Training Systems

X-Accept-Language: en

Subject: Re: tester(s) wanted

boundary="-----649CB2E3EF6E99AD93FD7287"

X-UIDL: 49f45ee38baae05127ecf4b37bdf1fce

-----649CB2E3EF6E99AD93FD7287

Encoding: 7bit

Curt,

Sorry to get back with you so late, but have e-net connection at work, and had a busy weekend (wife).

SpeakSamp seemed to work perfectly on my setup. It did generate an annoying click/pop at the beginning and end of the sample, but that could be edited out.

Cool Prog, could I see the source?

Bob Mason

A500/A530 (40Mhz 68030/68882/8Meg Fast/SCSI), OS3.1, 2Meg Chip, ECS

Denise, NTSC

AHI, and a butt load of crap running in the background!

Curt Esser wrote:

>

> Hi everyone,

>

> I have a small utility ready for uploading to Aminet. But I would like to

> have it tested on some other systems to be sure it works. What it does is

> to grab the Amiga's speech output and save it as a standard iff or wav

> sample file.

>

> You will need to have a working speech setup on your system, including the

> original cli-Say command (usually found in SYS:utilities/)

>

> Any volunteers? Email me privately for the archive (34k lzx)

>

> Later...

>

> Yours electronically,

> Curt Esser
> camge@ix.netcom.com
> http://members.xoom.com/Curt_Esser/
>
> -----
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
-----649CB2E3EF6E99AD93FD7287
name="rrmason.vcf"
Encoding: 7bit
Content-Description: Card for Robert Mason
Content-Disposition: attachment;
filename="rrmason.vcf"
begin:vcard
n:Mason;Robert
x-mozilla-html:TRUE
org:Raytheon Training Systems, Inc
version:2.1
email;internet:rrmason@west.raytheon.com
title:Test Engineering Technician
tel;fax:(817) 619-4028
tel;work:(817) 619-4093
note:Pager # 817-513-0558
adr;quoted-printable;;;621 Six Flags Dr.=0D=0A.P.O. Box 6171 M/S 402;Arlington;Tx;76005-6171;USA
x-mozilla-cpt;;0
fn:Mason, Robert
end:vcard
-----649CB2E3EF6E99AD93FD7287

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
-----649CB2E3EF6E99AD93FD7287--

1.495 Thanks

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>
Date: Mon, 23 Aug 1999 23:26:13 +0100
Subject: Thanks
X-UIDL: 7bdb6512ec008556e6eada0ebb61bc0b

Hi,

Just a quick "thanks" to all who replied to my percentage and screenmode ID questions - everything's sorted now :)

What a great list we are :D

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

The difference between fiction and reality? Fiction has to make sense.

-- Tom Clancy

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.496 Thanks

From: Luca Carminati <toffi@spm.it>

Date: Mon, 04 Sep 1995 12:31:38 -0500

Subject: Thanks

Encoding: 8bit

X-UIDL: 762118b1eb1cba0b7d2300097b6c2922

I just want to thank you all for giving me the information I asked about the future of Amiga.

See ya...

--

Best regards,

Luca.

||

| ----- LUKE'S PROJECTS ----- |

||

| Luca Carminati <toffi@spm.it> |

| A1200/030/2+4Mb/WB3.0/1.2GbHD |

||

1.497 Thanks!

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Mon, 09 Aug 1999 19:48:18 +0100

Subject: Thanks!

X-UIDL: e8e8ee0c733180e0fb77dd0fb52d5b37

Hi,

Just to say thanks to everyone who dived in with
fixes to my OpenScreenTagList_() problem :)

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

The difference between fiction and reality? Fiction has to make
sense.

-- Tom Clancy

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.498 That HEX thing again

From: Gaz-JD/FX-s^D <gaz@jokerd.freemove.co.uk>

Date: Tue, 24 Aug 1999 13:00:35 +0100

Organization: JokerD/FX

Subject: That HEX thing again

X-UIDL: 2db883f701a75bbd240ca45d8c0c8d56

--BOUNDARY.30857808.1

Encoding: 8bit

Hi,

I've tried replacing the Edit\$() with ReadMem and the other method, and
it doesn't work! I get weird values now. I've attached the source code
(complete) to my editor so far. Unsurprisingly, the loadgame part is in the
.loadgame label ;)

PLEASE run it on yours and see what's going on. I've also included a CF save

game.

Cya!

--

ⓂⓂ ⓂⓂ ⓂⓂⓂⓂⓂⓂ --=> *Gareth Griffiths* <=--

ⓂⓂ ⓂⓂⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂⓂⓂ ⓂⓂⓂⓂ ⓂⓂ ⓂⓂ

ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ gaz@jokerd.freemove.co.uk

ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂⓂⓂ ⓂⓂⓂⓂⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ www.jokerd.freemove.co.uk

ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂ

ⓂⓂⓂⓂ ⓂⓂⓂⓂ ⓂⓂ ⓂⓂ ⓂⓂⓂⓂ ⓂⓂ ⓂⓂⓂⓂⓂⓂ A1200/030, 18Mb RAM, HD/CD

One blackbird to another: "Bred any good rooks lately?"

--BOUNDARY.30857808.1

Content-Disposition: attachment; filename="CFSE.asc"

Encoding: binary

; Cannon Fodder Savegame Editor v1.0

; By G. Griffiths, for distribution with CFME

; by Nicola Wrachien.

WBStartup:NoCli:CloseEd:FindScreen 0,"Workbench Screen"

ww=WBWidth/2:wh=WBHeight/2:LoadFont 1,"XEN.font",8

*scr.Screen = Peek.l(Addr Screen(0))

fonty.w = *scr\Font\ta_YSize

#tag=\$80080000

#GTCY_Active=#tag+15

Dim hrnk.l(4):Dim hkills.l(4):Dim srnk.l(7):Dim skills.l(7)

Dim sa.l(7):Dim sactive(7)

recruits.l=0:home.l=0

For c=0 To 4

hrnk(c)=0:hkills(c)=0

srnk(c)=0:skills(c)=0

Next c

MaxLen pa\$=192:MaxLen fi\$=192

gameloaded=False

Goto defgtlists

Dc.b "\$VER: Cannon Fodder SaveEd. v1.0 (14-08-99)"

Even8

.defgtlists

rank\$="Private|Corporal|Sergeant|Staff Sergeant|Sergeant 1st Class|Master Sergeant|Sergeant Major|Specialist 4|"

rank\$+"Specialist 6|Warrant Officer|Chief Warrant Officer|Captain|Major|Colonel|Brigadier General|General"

GTButton 3,18,137,137,115,14,"Cancel",16

GTButton 3,17,1,137,115,14,"OK",16

GTInteger 3,16,191,108,60,14,"",4,0
GTInteger 3,15,191,93,60,14,"",4,0
GTInteger 3,14,191,78,60,14,"",4,0
GTInteger 3,13,191,63,60,14,"",4,0
GTInteger 3,12,191,48,60,14,"",4,0
GTInteger 3,11,191,33,60,14,"",4,0
GTInteger 3,10,191,18,60,14,"",4,0
GTInteger 3,9,191,3,60,14,"Kills",4,0
GTCycle 3,8,0,108,184,14,"",4,rank\$
GTCycle 3,7,0,93,184,14,"",4,rank\$
GTCycle 3,6,0,78,184,14,"",4,rank\$
GTCycle 3,5,0,63,184,14,"",4,rank\$
GTCycle 3,4,0,48,184,14,"",4,rank\$
GTCycle 3,3,0,33,184,14,"",4,rank\$
GTCycle 3,2,0,18,184,14,"",4,rank\$
GTCycle 3,1,0,3,184,14,"Rank",4,rank\$
GTButton 2,12,135,87,115,14,"Cancel",16
GTButton 2,11,2,87,115,14,"OK",16
GTInteger 2,10,191,63,60,14,"",4,0
GTCycle 2,5,0,63,184,14,"",4,rank\$
GTInteger 2,9,191,48,60,14,"",4,0
GTCycle 2,4,0,48,184,14,"",4,rank\$
GTInteger 2,8,191,33,60,14,"",4,0
GTCycle 2,3,0,33,184,14,"",4,rank\$
GTInteger 2,7,191,18,60,14,"",4,0
GTCycle 2,2,0,18,184,14,"",4,rank\$
GTInteger 2,6,191,3,60,14,"Kills",4,0
GTCycle 2,1,0,3,184,14,"Rank",4,rank\$
GTInteger 1,6,300,26,51,14,"HOME",1,0
GTInteger 1,5,59,26,51,14,"Recruits",1,0
GTButton 1,4,178,9,173,14,"Edit Squad",16
GTButton 1,3,0,9,173,14,"Edit Heroes",16
GTButton 1,2,178,-8,173,14,"Save Game",16
GTButton 1,1,0,-8,173,14,"Load Game",16
.mainwin
Window 1,ww-184,wh-33,368,66+(fonty-3),5134,"CFSE - Cannon Fodder SaveEd.",1,2
WindowFont 1: CatchDosErrs: AttachGTList 1,1
Repeat
If gameloaded=False

```
GTDisable 1,2:GTDisable 1,3:GTDisable 1,4:GTDisable 1,5:GTDisable 1,6
Redraw 1,2:Redraw 1,3:Redraw 1,4:Redraw 1,5:Redraw 1,6
Else
GTEnable 1,2:GTEnable 1,3:GTEnable 1,4:GTEnable 1,5:GTEnable 1,6
Redraw 1,2:Redraw 1,3:Redraw 1,4:Redraw 1,5:Redraw 1,6
EndIf
GTSetInteger 1,5,recruits
GTSetInteger 1,6,home
ev.l=WaitEvent
Select ev
Case $40
Select EventWindow
Case 1
Select GadgetHit
Case 1
Gosub loadgame
Case 2
Gosub savegame
Case 3
Goto heroes
Case 4
Goto squad
Case 5
recruits=GTGetInteger(1,5)
If recruits>250
recruits=250
GTSetInteger 1,5,recruits
EndIf
Case 6
home=GTGetInteger(1,6)
If home>9999
home=9999
GTSetInteger 1,6,home
EndIf
End Select
End Select
Case $200
Select EventWindow
Case 1
```

```
exit=True
End Select
End Select
Until exit=True
exit=False
End
.loadgame
;game$=ASLFileRequest$("Select a save file.",pa$,fi$, "#?.CannonSave#?",ww-150,wh-100,300,200)
;If game$="" Then exit=True
;If exit=False
; If Exists(game$)
If OpenFile(0,"ram:gaz.cannonsave - amiga support")=True
FileInput 0
;Load stuff for recruits and home vals
FileSeek 0,18:tmp$=Edit$(2):recruits=Cvi(tmp$)
FileSeek 0,1784:tmp$=Edit$(2):home=Cvi(tmp$)
;Load stuff for heroes table
FileSeek 0,1750:tmp$=Edit$(2):hkills(0)=Cvi(tmp$)
FileSeek 0,1756:tmp$=Edit$(2):hkills(1)=Cvi(tmp$)
FileSeek 0,1762:tmp$=Edit$(2):hkills(2)=Cvi(tmp$)
FileSeek 0,1768:tmp$=Edit$(2):hkills(3)=Cvi(tmp$)
FileSeek 0,1774:tmp$=Edit$(2):hkills(4)=Cvi(tmp$)
FileSeek 0,1752:tmp$=Edit$(1):hrank(0)=Asc(tmp$)
FileSeek 0,1758:tmp$=Edit$(1):hrank(1)=Asc(tmp$)
FileSeek 0,1764:tmp$=Edit$(1):hrank(2)=Asc(tmp$)
FileSeek 0,1770:tmp$=Edit$(1):hrank(3)=Asc(tmp$)
FileSeek 0,1776:tmp$=Edit$(1):hrank(4)=Asc(tmp$)
;Load stuff for squad
FileSeek 0,72:tmp$=Edit$(2):skills(0)=Cvi(tmp$)
FileSeek 0,84:tmp$=Edit$(2):skills(1)=Cvi(tmp$)
FileSeek 0,96:tmp$=Edit$(2):skills(2)=Cvi(tmp$)
FileSeek 0,108:tmp$=Edit$(2):skills(3)=Cvi(tmp$)
FileSeek 0,120:tmp$=Edit$(2):skills(4)=Cvi(tmp$)
FileSeek 0,132:tmp$=Edit$(2):skills(5)=Cvi(tmp$)
FileSeek 0,144:tmp$=Edit$(2):skills(6)=Cvi(tmp$)
FileSeek 0,156:tmp$=Edit$(2):skills(7)=Cvi(tmp$)
FileSeek 0,64:tmp$=Edit$(1):srank(0)=Asc(tmp$)
FileSeek 0,76:tmp$=Edit$(1):srank(1)=Asc(tmp$)
FileSeek 0,88:tmp$=Edit$(1):srank(2)=Asc(tmp$)
```

```
FileSeek 0,100:tmp$=Edit$(1):srnk(3)=Asc(tmp$)
FileSeek 0,112:tmp$=Edit$(1):srnk(4)=Asc(tmp$)
FileSeek 0,124:tmp$=Edit$(1):srnk(5)=Asc(tmp$)
FileSeek 0,136:tmp$=Edit$(1):srnk(6)=Asc(tmp$)
FileSeek 0,148:tmp$=Edit$(1):srnk(7)=Asc(tmp$)
FileSeek 0,74:tmp$=Edit$(2):sa.l(0)=Cvl(tmp$)
FileSeek 0,86:tmp$=Edit$(2):sa.l(1)=Cvl(tmp$)
FileSeek 0,98:tmp$=Edit$(2):sa.l(2)=Cvl(tmp$)
FileSeek 0,110:tmp$=Edit$(2):sa.l(3)=Cvl(tmp$)
FileSeek 0,122:tmp$=Edit$(2):sa.l(4)=Cvl(tmp$)
FileSeek 0,134:tmp$=Edit$(2):sa.l(5)=Cvl(tmp$)
FileSeek 0,146:tmp$=Edit$(2):sa.l(6)=Cvl(tmp$)
FileSeek 0,158:tmp$=Edit$(2):sa.l(7)=Cvl(tmp$)
CloseFile 0
exit=True:gameloaded=True
EndIf
; EndIf
;EndIf
If exit=True Then exit=False:Return
.savegame
.heroes
DetachGTLList 1:Free Window 1
Window 1,ww-134,wh-64,267,128+(fonty-3),5134,"Edit Heroes",1,2
WindowFont 1:CatchDosErrs:AttachGTLList 2,1
For c=0 To 4
GTSetInteger 2,c+6,hkills(c)
Next c
For c=0 To 4
GTSetAttrs 2,c+1,#GTCY_Active,hrank(c)
Next c
Repeat
ev.l=WaitEvent
Select ev
Case $200
Select EventWindow
Case 1
exit=True
End Select
End Select
```

```
Until exit=True
exit=False
DetachGTLList 2:Free Window 1
Goto mainwin
.squad
DetachGTLList 1:Free Window 1
Window 1,ww-134,wh-89,267,177+(fonty-3),5134,"Edit Squad",1,2
WindowFont 1:CatchDosErrs:AttachGTLList 3,1
For c=0 To 7
If sa(c)=-65435
sactive(c)=False
Else
sactive(c)=True
EndIf
Next c
For c=0 To 7
If sactive(c)=True
GTEnable 3,c+9:Redraw 1,c+9
GTSetInteger 3,c+9,skills(c)
Else
GTDisable 3,c+9
Redraw 1,c+9
EndIf
Next c
For c=0 To 7
If sactive(c)=True
GTEnable 3,c+1:Redraw 1,c+1
GTSetAttrs 3,c+1,#GTCY_Active,srank(c)
Else
GTDisable 3,c+1:Redraw 1,c+1
EndIf
Next c
Repeat
ev.l=WaitEvent
Select ev
Case $200
Select EventWindow
Case 1
exit=True
```

```
http://members.xoom.com/Curt_Esser/
--BOUNDARY.1748492728.1
Content-Disposition: attachment; filename="unsigned.asc"
;signed - and unsigned values
;or, how to fix Blitz's insistance on reading everything as signed :)
;you must have OVERFLOW ERRORS turned off in the compiler options
byte1.b=50
byte2.b=163
NPrint "byte1 is set to 50"
NPrint "byte2 is set to 163"
NPrint " "
NPrint "Now, let's read their values in the usual way:"
NPrint "byte1 = ",byte1
NPrint "byte2 = ",byte2
NPrint " "
NPrint "See how Blitz gets the 163 wrong by treating it as signed..."
NPrint " "
NPrint "Now, let's read them as unsigned, by using AND $FF"
NPrint "byte1 = ",byte1 AND $FF
NPrint "byte2 = ",byte2 AND $FF
MouseWait
End
--BOUNDARY.1748492728.1
-----
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
--BOUNDARY.1748492728.1--
```

1.500 The BIG Ones!!

```
X-Originating-IP: [193.113.139.186]
From: "Stephen Sweeney" <bhunachicken@hotmail.com>
Subject: The BIG Ones!!
Date: Wed, 04 Aug 1999 08:06:24 GMT
X-UIDL: ed67e71e616dff21e121ee6043343d50
Okay...

I'm also writing a Artificial Life simulator... and there are currently two
main things I need a bit of help with.

1) I'm using MUI... (Steve watches as 3/4 of the readers hit the NEXT
```

button)... and I have an NSMutableArray containing 150 entries for the names of the things currently active in the world. When the list needs to be updated (ie entries deleted or added), then I'm kinda stuck. I'm using NSMutableArray at the moment to just update the list, but this is slow. I've tried NSMutableArrayInsertSingle and NSMutableArrayRemoveSingle but this all goes wrong almost immediately. Anyone got any ideas or any examples of how to do this? I thought the examples that came with the Lib were over complicated!

2) Okay.... Does anyone know how to write a Neural Network in Blitz?! Yeah, that's right... I said "Neural Network"! I want the things in the world to try to learn a little bit about their environment.

Stephen Sweeney

Parallel Realities

http://members.xoom.com/The_Scarf/

Get Your Private, Free Email at <http://www.hotmail.com>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.501 Re: The BIG Ones!!

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Wed, 4 Aug 1999 12:51:24 +0100

Subject: Re: The BIG Ones!!

Encoding: 8bit

X-UIDL: 8032c848aff1d9cbaab78c67799c7951

> 2) Okay.... Does anyone know how to write a Neural Network in Blitz?!

> Yeah, that's right... I said "Neural Network"! I want the things in the

> world to try to learn a little bit about their environment.

There's an example of this on Aminet. I'm sure there is, but I don't think its in the dev/basic drawer (there is a genetic programming example).

But neural nets are fairly easy to do, if you pick one of the standard types of neurons, McCulloch-Pitts being one of the simplest to do, and a simple learning method, like back-propagation. I can do you an example of that later. There's loads of stuff on the web, and in libraries so go read something.

--

l) ^ V][l) Ml © Ml][Nl Nl

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

ICQ=16827694

You cannot really appreciate Dilbert unless you've read it in the original Klingon.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.502 Re: The BIG Ones!!

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Wed, 04 Aug 1999 19:21:53 +0100

Subject: Re: The BIG Ones!!

X-UIDL: 46340194905b670d2016a7cff407b840

David McMinn churned out *this* drivel:

>

>> 2) Okay.... Does anyone know how to write a Neural Network in Blitz?!

>> Yeah, that's right... I said "Neural Network"! I want the things in the

>> world to try a learn a little bit about their environment.

>

> There's an example of this on Aminet. I'm sure there is, but I don't think

> its in the dev/basic drawer (there is a genetic programming example).

<http://ftp.uni-paderborn.de/pub/aminet/dev/misc/neuralnetlib.lha>

This library appeared on Aminet about a week ago...I downloaded it just out of interest, but I'm way too dumb to actually use it, so I don't know if it's any good...

<http://ftp.uni-paderborn.de/aminetbin/find?neural>

This finds a few neural things on Aminet too...

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(<http://surf.to/all-hail/>)

<tsb>

We've arranged a civilization in which most crucial elements profoundly depend on science and technology. We have also

arranged things so that almost no one understands science
and technology.

-- Carl Sagan

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.503 Re: The BIG Ones!!

From: Chris Deeney <chris@addnet.demon.co.uk>

Date: Wed, 04 Aug 1999 19:55:10 +0000

Organization: personal

Subject: Re: The BIG Ones!!

X-UIDL: f591b1d2fecb476684484b087a77252e

Hey Stephen

On 04-Aug-99, Stephen Sweeney wrote:

> 2) Okay.... Does anyone know how to write a Neural Network in Blitz?!

> Yeah, that's right... I said "Neural Network"! I want the things in the

> world to try a learn a little bit about their environment.

Way hey! cool :) theres that neural net library on aminet, seems pretty
neat! (FD and all that, so compatable with blitz), hey! ive one thing
to say... WUMPUS WORLD!!

I made a little engine for that, generates a nice gui with grid, pits,
stenches, breezes, Wumpus etc... didn't get around to implementing
AI though unfortunatly :(could be a could test bed for neural nets :)

cheers,

Chris.

--

Chris "PrinceD" Deeney

#chris@addnet.demon.co.uk#

Powered by_

...../-\MIGA

/#irc.dal.net amirc ungabunga#/

+-----coding-----+

| *Powder Burnz* | 0000159 lines | 003% complete |

+-----+

| *Critters* | 0000465 lines | 050% complete |

+-----+

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.504 Re: The BIG Ones!!

From: Mikkel =?iso-8859-1?Q?L=F8kke?= <flameduck@software.dk>

Date: Thu, 05 Aug 1999 15:13:07 +0200

Organization: M2 productions

Subject: Re: The BIG Ones!!

X-Info: <mailto:sf@xxl.ots.dk> in case of problems!

Encoding: 8bit

X-UIDL: 5c92930901c64d78281de3a1fa39d1b2

Hello Stephen.

You wrote:

> 1) I'm using MUI... (Steve watches as 3/4 of the readers hit the NEXT
> button)...

Actually, we hit the Delete button. (Although I did hit reply first. Obviously.)

Greetings,

--

.---+-----

----- / /__ ----- <http://www.m2p.dk> --

/_____| Productions

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.505 Re: The BIG Ones!!

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Tue, 10 Aug 1999 10:40:54 +0100

Subject: Re: The BIG Ones!!

X-UIDL: 480b3dd3e412c6e73a38a05107f1cc9e

--Message-Boundary-4940

encoding: Quoted-printable

Content-description: Mail message body

Hi Stephen,

Here's what I've come up with, converting my C code to Blitz. Problem is, =
it

doesn't work properly. I'll have another look later.

Basically, you have a set of weights, connecting layers of neurons. The ne=
urons

all have a transfer function, simplest is a sigmoid ($1/(1+\exp(-x))$) where x is the sum of all the inputs to that neuron. The inputs are the output of each neuron in the previous layer multiplied by the weight connecting the neuron in the previous layer to this neuron. To get the output from the NN, you apply your inputs and calculate the outputs for each neuron in the network. To train the NN you change the values of the weights. In this example, I have used backpropagation learning rule, and the training session is repeated until the average error of the output neurons is below a certain threshold (NB: it never gets reached, which is why this doesn't work yet). To use backpropagation, you must know examples of the inputs you want the nn to learn and the output responses it must give for those inputs. The weights get changed depending on the error between the output and the example output, which are then propagated backwards through the network, changing all the weights.

--

l) ^ V][l) |M| =A9 |M|][|M| |M|

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

ICQ=3D16827694

The more you complain, the longer God makes you live.

--Message-Boundary-4940

Content-disposition: inline

Content-description: Attachment information.

The following section of this message contains a file attachment prepared for transmission using the Internet MIME message format.

If you are using Pegasus Mail, or any other MIME-compliant system, you should be able to save it or view it from within your mailer.

If you cannot, please ask your system administrator for assistance.

---- File information -----

File: nnblitz.bb2

dyA9IGkgKyAjTIVNSU5QVVRORVVST05TACAgICAgICAgICAgIHcudyA9ICNOVU1JTIBVVE5F
VVJPTIMgKiAjTIVNSEIEREVOTkVVUk9OUyArlGkgKiAjTIVNT1VUUFVUTkVVUk9OUyArlGoA
ICAgICAgICAgICAgbmV3d2VpZ2h0cyh3KSA9IHdlaWdodHModykgKyBsZWfYbmluZ3JhdGUg
KiBlcnJvcnMobykgKiBhY3RpdmF0aW9uKGgpACAgICAgICAggBcAICAgIIAXAAAICAgIDsg
Q2FsY3VsYXRlIGVycm9ycyBpbjBoaWRkZW4gbmV1cm9uIGFjdGl2YXRpb24gbGV2ZWxzACAg
ICCAFiBpLnc9MCCAGCAjTIVNSEIEREVOTkVVUk9OUy0xACAgICAgICAgdGVtcC5mPTAAICAg
ICAgICCAFiBqLnc9MCCAGCAjTIVNT1VUUFVUTkVVUk9OUy0xACAgICAgICAgICAgIHcudyA9
ICNOVU1JTIBVVE5FVVJPTIMgKiAjTIVNSEIEREVOTkVVUk9OUyArlGkgKiAjTIVNT1VUUFVU
TkVVUk9OUyArlGoAICAgICAgICAgdGVtcCA9IHRlbXAgKyBlcnJvcnMoI09VVFBBVVE5F
VVJPTitqKSAqIHdlaWdodHModykAICAgICAgICCAFWAgICAgICAgIGVycm9ycyhpKyNOVU1J
TIBVVE5FVVJPTIMpID0gYWN0aXZhdGlvbihpKyNOVU1JTIBVVE5FVVJPTIMpICogKDEgLSBh
Y3RpdmF0aW9uKGkrI05VTUIOUFVUTkVVUk9OUykpICogdGVtcAAgICAggBcAAAICAgOyBD
YWxjdWxhdGUgdGhIG5ldyB3ZWlnaHRzIGdvaW5nIGludG8gdGhIGhpZGRlbiBsYXllcgAg
ICAggBYgaS53PTAggBggI05VTUIOUFVUTkVVUk9OUy0xACAgICAgICAggBYgai53PTAggBgg
I05VTUUhJRERFTk5FVVJPTIMtMQAgICAgICAgICAgICBvLncgPSBqICsgI05VTUIOUFVUTkVV
Uk9OUwAgICAgICAgICAgICB3LncgPSBpICogI05VTUUhJRERFTk5FVVJPTIMgKyBqACAgICAg
ICAgICAgIG5ld3dlaWdodHModykgPSB3ZWlnaHRzKHcpICsgbGVhcm5pbmduYXRlICogZXJy
b3JzKG8pICogYWN0aXZhdGlvbihpKQAgICAgICAgIIAXACAgICCAFWAAAAICAgOyBQdXQg
bmV3IHdlaWdodHModyYmFjayBpbmRvIHJlYXZhdGlvbiBhcnJheQAgICAggBYgaS53PTAg
gBggI05VTVdFSUdIVFMtMQAgICAgICAgIHdlaWdodHMOaSkpPSBUZXZ3ZWlnaHRzKGkpACAg
ICCAFWCAAiCACAAAADsgSW5pdGhjbGlzZSBvdXIgd2VpZ2h0cyByYW5kb21seSB0byBudWli
ZXJzIGJldHdlZW4AOyAtI0IOSVRXRUIHSFRSQU5HRS8yIGFuZCArI0IOSVRXRUIHSFRSQU5H
RS8yAACAFiBpLnc9MCCAGCAjTIVNV0VJR0hUUy0xACAgICB3ZWlnaHRzKGkpID0gvAcgLSAw
LjUgKiAjSU5JVfdFSUdIVFJBTkdFAIAXAAAAYBSZWfKIG91ciB0cmFpbmluZyBleGFtcGxl
cyBpbmRvIHRoZSBhcnJheXMAgMggaW5wdXRfZXhhbXBsZXMAgBYgaS53PTAggBggI05VTVRS
QUIOSU5HU0VUUy0xACAgICCAFiBqLnc9MCCAGCAjTIVNSU5QVVRORVVST05TLTEAICAgICAg
ICCAGyB0cmFpbmluZ19pbmB1dHMOaSxqKQAgICAggBcAgBcAAIDIIIG91dHBldF9leGFtcGxl
cwCAFiBpLnc9MCCAGCAjTIVNVFJBSU5JTkdTRVRTLTEAICAgIIAWIGoudz0wIIAYICNOVU1P
VVRQVVRORVVST05TLTEAICAgICAgICCAGyB0cmFpbmluZ19vdXRwdXRzKGksaikAICAgIIAX
AIAAXAAAAYBNYWluIGxlYXJuaW5nIGxvb3AuIEFwcGx5IHRyYWluaW5nIGV4YW1wbGVzIGFz
IGlucHV0cwA7IGFuZCBkbyBiYWNRlXByb3BhZ2F0aW9uIGxlYXJuaW5nIHVzaW5nIHRoZSB1
eHB1Y3RlZCB0cmFpbmluZyBvdXRwdXRzAIC7ACAgICB0b3RhbF9lcnJvcj5mID0gMAAgICAg
gBYgai53PTAggBggI05VTVRSQUIOSU5HU0VUUy0xACAgICAgICAgRm9yd2FyZFBhc3N7JnRy
YWluaW5nX2lucHV0cyhqLDApfQAgICAgICAgIIAWIGkudz0wIIAYICNOVU1PVVRQVVRORVVS
T05TLTEAICAgICAgICAgOyBDYXZhdGlvbiBhcnJheQAgICAgICAgICAgICAgICAgICAgICAgICAg
IG5ldXJvbnMgZm9yIGFsbCB0cmFpbmluZyBleGFtcGxlwAgICAgICAgICAgICB0b3RhbF9l
cnJvcjA9IHRvdGFsX2Vycm9yICsgKHRyYWluaW5nX291dHBldHMOaixpKSAAtIGFjdGl2YXRp
b24oI09VVFBBVVE5FVVJPTitpKSlcMgAgICAgICAgIIAXACAgICAgICAgQmFja1Byb3B7JnRy
YWluaW5nX291dHBldHMOaiwwKX0AICAgIIAXACAgICA7IEldCB0aGUgUk1TIGVycm9yIChi

YXNpY2FsbHkgdGhlIGVycm9yIGluIGVhY2ggb3V0cHV0IG5ldXJvbiBwZXIgdHJhaW5pbmcg
 ZXhhbXBsZSkAICAgIHRvdGFsX2Vycm9yID0gKHRvdGFsX2Vycm9yIC8gI05VTU9VFBVVE5F
 VVJPTIMpIC8gI05VTVRVSQUIOSU5HU0VUUwAgICAgdG90YWxfZXJyb3IgaPSDgDCh0b3RhbF9l
 cnJvcikAgLWgdG90YWxfZXJyb3IgaPCAwLjEAADsgVGVzdCBsb29wLiBvc2VyIGVudGVycyBp
 bnB1dCB2YWx1ZXMgYW5kIGdlldHMgdG9sZCB3aGF0IHRoZSBvdXRwdXRzIGFyZQBxdWl0Lnc9
 MACABC0ZXN0X2lucHV0cy5mKCNOVU1JT1BVVE5FVVJPTIMpAIAMIHF1aXQ9MAAgICAggBYg
 aS53PTAggBggI05VTUIOUFVUTkVVUk9OUy0xACAgaICAgICAg3YEGlkVudGVyIGlucHV0ICMi
 LGksLiAoMcb0byAxLCBvciAtMSB0byBxdWl0KTogIgaICAgICAgIHRlc3RfaW5wdXRzKGkp
 ID0g3QM0NikAICAgICAgICCAcyB0ZXN0X2lucHV0cyhpKT0tMSCAISBxdWl0PS0xACAgaICCA
 FwAgICAggAsgcXVpdD0wACAgaICAgICAgRm9yd2FyZFBhc3N7JnRlc3RfaW5wdXRzKDApfQAga
 ICAgaICAgIIAWIGkudz0jT1VUUFVUTkVVUk9OIIAYICNOVU1ORVVST05TLTEAICAgICAgICAg
 ICAg3YIglk91dHB1dCBvZiBuZXVyb24gIyIsaSwiIHdhczoglixhY3RpdmF0aW9uKGkpACAga
 ICAgaICAggBcAICAgIIACIALAIDBAIACAAAAOyBUaGVyZSBtdXN0IGJlIGEGbWF0Y2hpbmcg
 bnVtYmVyIG9mIHRyYWluaW5nIHNdHMgaGVyZSAobnVtYmVyIG9mIGxpbnVzKQA7IGluIGJv
 dGggc2VjdGlbnMsIGFuZCB0aGUy29ycmVjdCBudWl0ZXIga2YgdmFsdWVzIHBlciBsaW5l
 ADsgKGVpdGhlciludWl0ZXIga2YgaW5wdXQgbmV1cm9ucyBvciBvdXRwdXRzKDApfQAga
 aW5wdXRfZXhhbXBsZXM6AIAaLmYgMCwwAIAaLmYgMCwxAIAaLmYgMSwwAIAaLmYgMSwxAAABv
 dXRwdXRfZXhhbXBsZXM6AIAaLmYgMACAGi5mIDAAGBouZiAwAIAaLmYgMQAA

--Message-Boundary-4940

 To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

--Message-Boundary-4940--

1.506 Re: The BIG Ones!!

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Tue, 10 Aug 1999 10:49:59 +0100

Subject: Re: The BIG Ones!!

Encoding: 8bit

X-UIDL: feab183ad61b25a3281d0c4d5f8c9611

Doh, sorry for sending that to the list. It wasn't supposed to.

--

) ^ V] [l) |M | © |M] [|M |M

dcmminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

ICQ=16827694

The more you complain, the longer God makes you live.

 To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.507 Re: This is frying my brain!

From: Emil Oppeln Bronikowski <opi@amigascne.org>

Date: Sat, 17 Jul 1999 14:28:31 +0100

Organization: calkowiecie nie-zorganizowany

Subject: Re: This is frying my brain!

X-UIDL: 2f3d1761c589b0ee8fc0e502add693e8

Yello Anton

w3333 16-Jul-99, Anton Reinauer naklepal-h:

)->> yuck! im vegeterian :-)

)->

)-> Me too!!! :-)

wow! u read somebody mails day after day and still don't know nothing about them :)

yer old

opi.plastic

--

Emil Oppeln Bronikowski <opi@amigascne.org>

Developer Team of *TROGLADITE SOFTWARE*

<http://www.trogsoft.freemove.co.uk>

[*God Loves You As You Are*]

project: *Write2Amiga* <6% >

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.508 Re: This is frying my brain!

Date: Tue, 17 Aug 1999 10:33:07 +0100 (BST)

From: =?iso-8859-1?q?Ayar=20Baboon?= <compiler_monkey@yahoo.co.uk>

Subject: Re: This is frying my brain!

Encoding: 8bit

X-UIDL: 58b291b39c563279629fbd31f906dabe

>)->> yuck! im vegeterian :-)

>)->

>)-> Me too!!! :-)

>

> wow! u read somebody mails day after day and still

> don't know nothing

> about them :)

He was probably expecting them to be about Blitz, or something! What an idiot!

DO YOU YAHOO!?

Get your free @yahoo.co.uk address at <http://mail.yahoo.co.uk>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.509 UDP funcs V2.6

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

Date: Thu, 19 Aug 1999 13:24:28 +1200

Subject: UDP funcs V2.6

X-UIDL: 38610aef189b471a6633c1dc6256d492

I'm doing the docs for V2.6 of my UDP_Funcs. The main new bits are:

Changed packet numbering for Reliable packets to a two-dimensional array (player,message), so packets to each player are tracked separately, instead of all messages being in one array.

- the UDP socket buffer is now cleared when reconnecting.

Added in 'player_info.info' array to store information for sending to other players, so it's not hard-coded into the Funcs anymore.

The Client's system time is now synched with the Server's (a fiendish bit of coding that was! :)

E-Mail if you need a copy now - otherwise, it'll be out on Aminet in the next week.

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,25/040,200/PPC ,WB3.0

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.5)
<<http://homepages.paradise.net.nz/ants>>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.510 UDP_Chat V2.6

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

Date: Fri, 27 Aug 1999 13:28:16 +1200

Subject: UDP_Chat V2.6

X-UIDL: 65a568f780f30f501a70e3bd78149ccf

What's new in V2.6! :)

Version 2.6 25/08/1999

Changed the directory name to UDP_Chat instead of UDPtest, as it's no longer just a small test program ;-)

Changed packet numbering for Reliable packets to a two-dimensional array (player,message), so packets to each player are tracked separately, instead of all messages being in one array. Overall this has sped things up slightly, and has made the code much tidier in places. Also, I can now easily put in checking for out-of-order incoming packets, and ask for a resend.

Added "Putting the UDP Funcs into your game" item under the UDP Funcs section- about bloody time! :)

Net_protocol_header is V0.6, UDPHeader is V1.3, UDPFuncs are V1.5 - the UDP socket buffer is now cleared when reconnecting.

Added in 'player_info.info' array to store information for sending to other players, so it's not hard-coded into the Funcs anymore. See "Putting the UDP funcs in your game" for details.

The Client's system time is now synched with the Server's (a fiendish bit of coding that was! :) The system time can be accessed on any machine by the global variable `system_time.l'. Button '3' now prints out your current system time.

The parameters passed to Send_Reliable_Message{ } are now:

Send_Reliable_Message{address.l,data_length.w,player,protocol,ordering}

and Send_Unreliable_Message{address.l,data_length.w,player,protocol}

for Send_Unreliable_Message{ }. This is a setup for later optimisations

I'll be doing. So now the address and length of memory to be sent is passed instead of the String itself. Also I've set the Functions up to allow for the Client-Server protocol in Unreliable messages (it's also set up in Reliable), and to allow you to specify whether Reliable packets have to be received ordered or can be received unordered.

Neither of these additions have been implemented yet though.

See "Putting the UDP funcs into your game" for more details.

Note: the Arexx routines cause an Enforcer hit, and the ReadUDP Function causes a couple- I'll have a look at them soon! :)

About UDP_Chat

These are functions to use the UDP protocol for multiplayer internet games in Blitz2. Also there is a small IRC-like chat program which is a good Net game communications test-bed. It checks whether packets have arrived at their destination by using an acknowledgement system, and resends packets if necessary (it is also able to send packets unreliably if wanted). Also it can also act as either a Server or Client. It has full Connect/Disconnect routines- each player is informed of the new player and starts sending any messages to the new player, as the communication is still Peer-To-Peer. Players are automatically disconnected by the Server if they can't be contacted for a certain amount of time.

There are routines to make sure time is synched on all machines. It has a good independent interface for your program (well there's one last thing to be done :).

There's a few TCP functions as well, like converting an ASCII address to numerical (long), and vice-versa, getting your local IP address etc.

Some of the log-in and message protocols could be used in TCP games as well.

It has an Arexx port to allow you to automatically connect to other UDP_Chat programs from AmiComSys, IRC, StrICQ etc- you just have to pass a host address to UDP_Chat.

UDP is more appropriate for fast action games, like Doom clones, XWing clones, or platformers, maze games etc; anything that needs small lags (ping times), to remain playable over the Internet/LAN.

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,25/040,200/PPC ,WB3.0

Project: UDP_Chat [99%]- an Internet multi-player code, test-bed for my game Pyro-Mid. - Aminet: dev/basic/UDP_Chat.lha (V2.6)

<<http://homepages.paradise.net.nz/ants>>

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.511 Un-Authorised de-subing

From: Andrew Guard <aMIGA_dUDE@assign.u-net.com>

Date: Sun, 08 Aug 1999 20:00:50 +0000

Organization: ProPassWord

Subject: Un-Authorised de-subing

Encoding: 8bit

X-UIDL: c039906e55c10cbfc157ae1a16669efa

Same twat is trying to with out my authoriseation to de-sub me from this list.

I DO NOT WISH TO LEAVE!

If you have problem with me please get in touch with me.

--

Think about it, ProPassWord. <mailto:ppw-subscribe@egroups.com>

--

Satanic Dreams Software <http://zap.to/sds> Fax +44 (0)870 0888470

V//Amiga// Team Amiga RC5 -- 603e+ 233/040 PowerUP, 32 Meg,

BVision, Zip, Ricoh CD-R/RW, Kickstart 3.1 Pace56 External voice,

ISP <http://www.wirenet.co.uk/>

ICQ 21765436

- Colin Gibson, BBC Radio Derby.

"It was a terrible challenge. He had his legs decapitated."

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.512 Violation of privilages (???)

From: david white <david@tara-1.demon.co.uk>

Date: Tue, 10 Aug 1999 18:33:37 +0100

Subject: Violation of privilages (???)

Encoding: binary

X-UIDL: a5d5d27450a80dbe0a845247ed068868

Hi

Ok I'm totally lost now. My game, which I've had working for ages now has suddenly decided to Guru every time I run it.

I've been using two 384x320 mildred bitmaps, (one for a Qblit replace buffer), then c2ping one of them onto one of two normal 320x256 bitmaps for double buffering. (The reason for the weird size of the chunky bitmap is to

give me a 32 pixel border all the way round, so the c2p operation is from an offset of 32 pixels into the chunky bitmap. Make sense?).

Anyway I changed the size of the chunky bitmap to 704x320, to give me a chunky superbitmap of 640x256 with a border, changed the settings in the c2p window etc, and everything seems to be working perfectly... that is until I try and free the planar bitmaps.

Using 'Free bitmap <blah>', then 'Freemem <blah>,<blah>' to get rid of the planar bitmaps returns an error in the debugger :

GURU! : Privilage violation

then the computer locks up...

wtf?!?!?!?! This only seems to happen when the chunky bitmaps are 704x320, as changing them back to 384x320 works perfectly. I cant see how changing the size of the CHUNKY bitmap can affect the freeing of the PLANAR bitmap at all?

I've been through the program god knows how many times and everything seems to add up... Exactly the right amount of memory is allocated and the same freed..

Anyone got any Ideas???

Thanx in advance.

David

=====
=
= David@tara-1.demon.co.uk =
= http://www.tara-1.demon.co.uk =
=
= A1200T MC68060/50, 16Mb Ram, 2mb AGA, 1.2Gb HD, =
= 2x SCSI CD, 2x 880k floppy, 56k Modem =
=
=====

Current Projects:

Edgecrusher : Gothic style top down RPG / gore em up (20%)

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.513 Re: Violation of privilages (?!?)

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

Date: Tue, 10 Aug 1999 19:16:01 -0500

Subject: Re: Violation of privilages (?!?)

X-UIDL: 1064c979f412ad1065c85291d332c367

Hi david

On 10-Aug-99, david white wrote:

> Anyway I changed the size of the chunky bitmap to 704x320, to give me a
> chunky superbitmap of 640x256 with a border, changed the settings in the
> c2p window etc, and everything seems to be working perfectly... that is
> until I try and free the planar bitmaps.

>

> Using 'Free bitmap <blah>', then 'Freemem <blah>,<blah>' to get rid of the
> planar bitmaps returns an error in the debugger :

What exactly are you FreeMem'ing? Is it some additional memory you
allocated?

The bitmap's memory is automatically freed when you FreeBitMap - if you are
trying to free the same memory again, you will definately get a GURU...

>

> GURU! : Privilage violation

>

> then the computer locks up...

>

> wtf?!?!?!?! This only seems to happen when the chunky bitmaps are
> 704x320, as changing them back to 384x320 works perfectly. I cant see how
> changing the size of the CHUNKY bitmap can affect the freeing of the
> PLANAR bitmap at all?

It shouldn't - I still think it must have to do with the memory you are
Free'ing.

Why are you freeing it, anyway? Unless you used the OS's AllocMem_ command,
Blitz will free the memory for you when the program ends. Did you try just
removing the FreeMem command to see what happens?

> Anyone got any Ideas???

That's mine - I hope it helps...

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.514 Re: Violation of privilages (???)

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Wed, 11 Aug 1999 10:13:32 +0100

Subject: Re: Violation of privilages (???)

Encoding: 8bit

X-UIDL: 99f336d6093d12f151ce9929fc60d553

> What exactly are you FreeMem'ing? Is it some additional memory you
> allocated?

> The bitmap's memory is automatically freed when you FreeBitMap - if you are
> trying to free the same memory again, you will definately get a GURU...

I think a lot of Mildred stuff relies on you allocating some memory then
cludging it into a BitMap so that you can use interleaved bitmaps. So freeing
it would be OK if you allocated it first. Unless Free BitMap is bugged.

But Curt's right, you should make sure that you are the one allocating the
memory you are freeing.

--

l) ^ V][l) Ml © Ml][Nl Nl

dmcminn@house-of-mojo.freemove.co.uk

http://members.xoom.com/David_McMinn

ICQ=16827694

I don't suffer from stress. I'm a carrier.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.515 Re: Violation of privilages (???)

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

Date: Wed, 11 Aug 1999 06:58:59 -0500

Subject: Re: Violation of privilages (???)

X-UIDL: 820589583af0e073aa821de0c69ff313

Hi David

On 11-Aug-99, David McMinn wrote:

>> What exactly are you FreeMem'ing? Is it some additional memory you
>> allocated?

>> The bitmap's memory is automatically freed when you FreeBitMap - if you
>> are trying to free the same memory again, you will definately get a
>> GURU...

>

> I think a lot of Mildred stuff relies on you allocating some memory then
> cludging it into a BitMap so that you can use interleaved bitmaps. So
> freeing it would be OK if you allocated it first. Unless Free BitMap is
> bugged.

If that's the case I think the problem is that he is trying to free the same
memory twice - first with the FreeBitMap, then again with the FreeMem
FreeBitMap is meant to free the memory used by the BitMap - so if the BitMap
is cludged to use memory you have allocated, you shouldn't Free both the
BitMap and the allocated memory. Just one or the other (take your pick)

>

> But Curt's right, you should make sure that you are the one allocating the
> memory you are freeing.

And also never ever try to free the same memory twice ;)

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.516 Re: Violation of privilages (??!?)

From: Andrew Guard <aMIGA_dUDE@assign.u-net.com>

Date: Sat, 14 Aug 1999 07:17:42 +0000

Organization: ProPassWord

Subject: Re: Violation of privilages (??!?)

Encoding: 8bit

X-UIDL: 956381e4f5924f695e2428c97decbc47

Hello david

On 10-Aug-99, you wrote:

> Hi

>

> Ok I'm totally lost now. My game, which I've had working for ages now has

> suddenly decided to Guru every time I run it.

>

Check all you variables you might of by accident change the speeling
somewere.

ie it was

TotalScore

it is now

TotalScre

It to easy to do and very hard to find. We all have hit keys and didn't
notice that we did it!

Regards

--

Think about it, ProPassWord. <mailto:ppw-subscribe@egroups.com>

--

Satanic Dreams Software <http://zap.to/sds> Fax +44 (0)870 0888470
V//AmigaV// Team Amiga RC5 -- 603e+ 233/040 PowerUP, 32 Meg,
BVision, Zip, Ricoh CD-R/RW, Kickstart 3.1 Pace56 External voice,
ISP <http://www.wirenet.co.uk/>

ICQ 21765436

LAWS OF COMPUTER PROGRAMMING: III. If a program is useful, it will have
to be changed.

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.517 Re: Violation of privilages (?!?)

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 15 Aug 99 14:35:55 +1000

Subject: Re: Violation of privilages (?!?)

Encoding: 7bit

X-UIDL: e3ee0a87b4b0c52db19cdb91bb19bcbb

On Sat, 14 Aug 1999 07:17:42 +0000 Andrew Guard said:

> Hello david
>
> On 10-Aug-99, you wrote:
>
>> Hi
>>
>> Ok I'm totally lost now. My game, which I've had working for ages now has
>> suddenly decided to Guru every time I run it.
>>
> Check all you variables you might of by acident change the speeling
> somewere.
>
> ie it was
>
> TotalScore
>
> it is now
>
> TotalScre
>
> It to easy to do and very hard to find. We all have hit keys and didn't
> notice that we did it!
Also, if most of your variables are numeric, put DEFTYPE.s right at
the front of your program. This means that any misspelled variables
become strings and you get "Can't convert Types" or similar messages.

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

www.shoalhaven.net.au/edgewater

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.518 Re: Violation of privilages (thanx)

From: david white <david@tara-1.demon.co.uk>

Date: Wed, 11 Aug 1999 18:37:13 +0100

Subject: Re: Violation of privilages (thanx)

Encoding: binary

X-UIDL: 8432ecd504878e3f7f2a6be4adb7da3c

Hey Curt + David

Thanks for all your help on this... I've got it working now finally.

>>> What exactly are you FreeMem'ing? Is it some additional memory you
>>> allocated?

>>> The bitmap's memory is automatically freed when you FreeBitMap - if you
>>> are trying to free the same memory again, you will definately get a
>>> GURU...

Ah... :) I was never sure about that. I always had the idea that if you
used the Allocmem/cludgebitmap thing to get your bitmaps, you also had to
do a Freemem as well. And without the freemem I was having all sorts of
problems with memory not being freed after the program had ended, gurus
etc..

Doing a freemem <whatever> at the end of my program seemed to sort it out,
at least for the first versions of my program with a smaller display.

When I took the offending freemems away today though, although the privilage
violation guru went away, the forementioned crashes came back :(, I
eventually tracked this down to the fact that the debugger is absolute
pants :-)

Anyway thanks again :)

Later

=====
=
= David@tara-1.demon.co.uk =
= #http://www.tara-1.demon.co.uk# =
=
= A1200T MC68060/50, 16Mb Ram, 2mb AGA, 1.2Gb HD, =
= 2x SCSI CD, 2x 880k floppy, 56k Modem =
=
=====

Current Projects:

Edgecrusher : Gothic style top down RPG / gore em up (20%)

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

4E7hb9qbG4E7h9uEGHgpuCDUqadlsyQASS8A+l7p9XuBf5F9OWqKJNQYWLTIxeFrqsa4Ffc
 asT7R+ZN7HM06Z/49CqJ90eFp5FRJHD/efwIxbUDPMI+1O/n+As3a/d2/u/+IxBB1i8HBsJ4
 FfsTvJjE4ZzTuCgNxfmK9pp6zPQTgE8aTPkafE3/Ur9Dp8J6/IV+ROomwJgrGdv5fSDgAA==
 --BOUNDARY.7910.384.135979576.1

 To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
 For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
 --BOUNDARY.7910.384.135979576.1--

1.520 Re: VisualPrefs problems

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>
 Date: Sun, 29 Aug 1999 22:34:41 +0100
 Subject: Re: VisualPrefs problems
 X-UIDL: bed00fa5fd1dcd0e229317956ee5dba1
 --BOUNDARY.1748149544.1

Luca Carminati churned out *this* drivel:

> some times ago, I installed VisualPrefs on my machine and discovered there
 > was a problem with my Blitz programs: when closing a window containing a
 > GTListView gadget, my computer crashed. I tried solving the problem by
 Here's David McMinn's fix (see attached)...

Probably the filter thing will be fixed by this too, but

here's how to turn the filter on and off :

(Hardware Poke, no Enforcer hits :)

Poke.b \$bfe001,0 - on

Poke.b \$bfe001,2 - off

Weird thing though - if you Peek this location, it'll read -2 if it's
 on (0 if off), even if you poke it with 2 just before peeking it...anyone
 know why (just out of curiosity)?

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

Institutionalised cruelty is one thing, but the /twisted brain-wrong/
 of a one-off man-mental is quite another.

-- Chris Morris, /Brass Eye/

--BOUNDARY.1748149544.1

Content-Disposition: attachment; filename="freegtlist.lha"

Encoding: base64

Content-Description: David McMinn's VisualPrefs GTList fix

Nc0tbGg1LYwBAAC9AgAAInT7JgAAH0ZyZWVHVExp3RGaXhcZnJlZWd0bGlzdC5yZWFKbWVB
ggGkY5K2NtTPH7QD5TBliUraVxJhBUiQeiCqRaGBYIXNv7k4r5/a/3dJGKaGDSF/m6kUwDQA
ZhdFljSd+fA0jsC87bnR/PYPqaebUOV9gtNB70Ih3eHxdCI5OjwH0dCTbu9CtgzxwuNthJsH
ubxdYNte11946rH1vXw9nA5QLrO3ref4Oi1QqBJxKis6JeeptlFT2Z5/57wxwLJciwuNNTY
OrYwfC0YnIFxJBvKIjwIaPG9tVxCJ5s/aTzTHQCRFcTr5yKZ0AHYzBD3o18NYatBJz/pDwB3
ho0fyifPQLnXlrmD5g85+pS7EVtVfg7RCVtpI6/fMD9agUD5HNQtiHR0wZ67QtbK6OsVSiEa
o4mSJ5Nxyz9FWO5tkT06CoSpGpizqsMoX6Y6hyW5FDGdqgCzpaYKullYrQfl+7x5Hk5MFzbX
G7Meg15BsGf11TRro5T6rvzQ8CS7FSXy1CncN1I+3kF8wOm6noP1nkun03dJ9sH+u2wDhGOG
ym15PqJIUczN67b6cvin75/FLDWTLWxoNS0tBQAADgwAANZ0+yYAAB9GcmVIR1RMaXN0Rml4
XEZyZWVHVExp3RGaXguYmlyFwMEdnPa7o22tTPH70A/9dktJtNE7dioVu2Stklqn32ttJHr
EJZKro3zj4rr6J9zj0wb03fv/NySa5CAMGQCD0EiPGPANw20bTcmTjxuTQ6nOi/g5Ifr6cF2
pCMmWFmOKhSpygRk41TxSws5KGTu60I58GR6PM7TnUgizpjCmROV7XXWowTx1YhIQjhKGVbS
jYps/fcSc+dSaCewsqiXOWXLvMy/YbIbdoU0J2WlxYS7U6TQaWrnzEmcmTRloVQ1bJyIVQrW
BOeHM6ZbXB/kWY/zdmf+9C20pmXPIyzAipooVPqzqlzxsqzuoH/+IxEDnK7QklyCAHLd6g0/
tzOule8B3jVMYogUHSqLix8xRMjUVUq4pSqS0ykeSYTyk1INESikZQUgZTyUVgu4QZHSrn7D
+WIUyjsbcefFuH9pBvB/cxhJq7Kk0RnDPOM56cucf03QHNQmjSGcbloumYK0SaWqfnMnm01i
I87aoB+xPckggO8c/GMlwNfK+osnI0L5/U7HFknRW3pF+0faXFiwvDYPoHtqVeaWYe3E2VOc
QNTHMU45uGZhAa2HbGaVqoWe0b6nJilrjgSlhwUFarAAORviNcki4qZhAVgZsZwDZTmlt3S4
ntA0YsszGR6Q6541VnTpmTOrpXF2AYqBkOOArMzFaapRdpw+Y93Vy3Bwt3DDxjUmqN3F5XjO
dQhAUUqZ8yo+93u8dcA8u9ZzgiFj4sD4K8M/IccN2YfdpPlt8HHg+ovDGIqmlls84SvSqAbX
IYsoUYeSVkBW+TTkcJ0YBcELHgKgVRduUfgQ6Olgl7xRLqjcK6zPxjRqplRWYBsh8BGmpQCi
0UMq11P7F8jqmE/xoBYXy3UKJxJR6F0YzY9nnN0dWazKZkuJgl8vOEuUNJMcYvkaTJNRefWQ
mAM3wiWufg+DNgt3I/3Zvi5xGzlrFj2PHBtCpxtPzwyJXMRfoxxHM7bxX/7IUPtSnKpVdR4t
NilB1M4CHf4nGOD9Tebb6ae442RWypOdWs7fe0u/Bc3fpM9/m0sYFZxxVzeOYfyYu9vfwxc
b6E/kxePFxVw6OSXzL3MzQejAFucSHsLyOE2PCej1QbZB3iTNMdLXJ1YX1G8nKIvNFPajU2o
9hCO4SWv0SBcuidOyjtCrpNlv2PBpE2al11H907yLobqFmyQ2pO/9jxP+++v1XpbWk79v4
tK8A2W1BKSmEJw1NdlIverFrv4L5xCvTHuGZ2AD1yF+AdOJT6vNtimZ2VLVWs8QOG//RqDGG
x/M27q18/J6STv/hD/zftECTqbN0v+YZdT0jCEjuhrthlsQdsNf80TPINT/Zq/9NbXsBibGK
HGeyFfZq1fE5TtW18FkfqPHMt3uLMvQppaWUv4AHAh/DE8Q2r9fEBL0FxCCVmqzazOtvQ8Mj
0b2P4jfn9MCNqn2mrr2oWvP2YQbMCO5X2TFsWtIEL0c+KjkhfxWNfFOHFavr7Sfr7Joaqvkf
2vNBbRklXMox7hCVaPmtWzHvIODou7V6IChYW7W0q832Hu0F4xuc0eC1injtb2/b8e/9Bqh7
CqMh62CEVwL6lqqKC4NRN/rd81fvc3BhVs5CDfl+9zdJd9/1183R68eA6jPuswOXiv8uCG/0
ZOvfG4eeH14YcN7/+NGR/JNe4zcVfvwbsEElzc6WM3Lnk3R6RxO28OEJSLDyrRdm8/p8AVAP
1aBG/IlbsGg4alZrVDHRXFiv/2GLu4mgr0OTpa/9t5YMHvED70zGq1Cyy+6+fNgNnDqyLWxo

NS22AAAA2gQAANBz+yYAACRGcmVIR1RMaXN0Rml4XEZyZWVHVExpc3RGaXguYmIyLnh0cmFd
qQCSUpbDM/77Vvk1uBbgcTicKk4HBqcOk4XCo4t0JtEv5+mtsK04HAkkCTiSTmeIP2TeBbwBe
NDwLeCGp1NOi1TSJOD2Y6iTHN8gPNI9T11FEEmmHUohiSh2BpzGjC5Gmq/ggHyMTqFsSz/M+R
/E1+8/TmZl/hfZdC4hJuCYN5PMr8E8icoVG04+JXoN+BfuN9ZLYWHYv2FfQ7+5v1F8PCeliu
8TtJsBQVjeySquentHeuGBXL6RKwZKJctbGg1LVwDAABkBgAA+nP7JgIAEkZyZWVHVExpc3RG
aXguaW5mb69gAuBrm9W2ngXLsAtuLAJU5ZIML6NMSfnZcs3ii9PRyEbVtoX0FrleGWZITNnD
s23LuHLdO4NIowEAJAKjLbQgjhLyWWuW4wjXa7lly3JuO/+9G5Egu5d274I74PbLdY21Hv2+
BKUkfnKS+1LiJcVL3QzyiYmd5icnyfy/fJWJ9x/ROV9D4euOH36SYvvYWf70vslful3eDgP
kxEuR9RMX3+ghxxDP4GXPSy+AORzmTnEDvuJSrBONwzT+sHeHkjjW43+M/sR884UlnwzIFFJ
bWbmY1WXSabqy6tSILp5uVIZvyN5nRI5TeZSNMmSwZDtmM3ljyS0m5ikDkGbs7Oz3PL6PRr9
Tt0l+t8eX2NYPS85OtEdq+s7V/EwW+PI88m9NWMNXz/mXm5wxOmd9SZIShhKPrrel1XTv4xa
Wf0twWi+7Hmhgn3pgmHo86utaXJEPlsCjQWHCsWopnMbjcWIGqLFhaITkFPOwAMFNfM26Zh/
VvVwGwQ8zj2kGeF6JPIcgtw9RsUJmZ9OrWioAgDo1YTFt1zNRTVEIJz8NVx6mYvfiWQgqPg
7Jgk+cAEh0dhN8T8PVb5iAEHcADoqYsKWp3OkVW6ZmLLiAcYUcgKZnIaXwhSBzHCf0QQYApZ
ceaB1LhCjaekd2x2SSBR6+NmLS23fCvsAZyAxaTqVtrCBQTMIEUZnqQEBMzNUH9Mam0nfnOO
cDOsPujLEM8WsnFHzMPV55Lwncg+j2qIzAiuhtjRZWgqWB80ww1N4c0Zwh0zgnCdgvTwqwIF
Z3JqYbaBsP3n9OgoturI3CKiR+kWifd+cII96ipoUu+uYIPdStvJk6oUq/rHUev/tR6//1Hr
/9UfRjw1Hm6HtqPDWG5tfDdFhqPxyZN0jZNzY0085Uux0wMX24EbU+tgIGpDoHR92vRauxyu
wr40IwqQZJHLus/sHR/KFSbFq7fpgguIRrPHr/Wu1/aA+zI3oNUcvkb0G2OXueC5sTlb5wwS
97XxozmCO6JFXtt2jGdjNE2yniLRRz6ZkVgXhnCpUVH9dGxaFOqK8UUIVi2xzgr9sDvJkdaC
sXtV/w1sLsryZ93hq6hmVrLJd0iN3z7heJU4hXAC4LutTQrfk6irjnC9c09aFn9BaKi2+X
fv/wkAA

--BOUNDARY.1748149544.1

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

--BOUNDARY.1748149544.1--

1.521 Re: VisualPrefs problems

From: Luca Carminati <toffi@spm.it>

Date: Tue, 31 Aug 1999 00:29:25 -0500

Subject: Re: VisualPrefs problems

Encoding: 8bit

X-UIDL: 212c3d881eef53a2b3643394fa28c154

On 29-Ago-99, James L Boyd wrote:

>Luca Carminati churned out *this* drivel:

>> some times ago, I installed VisualPrefs on my machine and discovered

>> there

>> was a problem with my Blitz programs: when closing a window containing

>> a

>> GTListView gadget, my computer crashed. I tried solving the problem by

>Here's David McMinn's fix (see attached)...

>Probably the filter thing will be fixed by this too

Yes, it works properly. Thank you.

C U...

--

Best regards,

Luca.

||

| ----- LUKE'S PROJECTS ----- |

||

| Luca Carminati <toff@spm.it> |

| A1200/030/2+4Mb/WB3.0/1.2GbHD |

||

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.522 Re: VisualPrefs problems

From: Luca Carminati <toff@spm.it>

Date: Tue, 31 Aug 1999 00:29:20 -0500

Subject: Re: VisualPrefs problems

Encoding: 8bit

X-UIDL: 1c9e09523c942bb45113c59b8a72119c

On 29-Ago-99, Curt Esser wrote:

>Hi Luca

>On 29-Aug-99, Luca Carminati wrote:

>> some times ago, I installed VisualPrefs on my machine and discovered

>> there

>> was a problem with my Blitz programs: when closing a window containing

>> a

>> GTListView gadget, my computer crashed. I tried solving the problem by

>> entering the following line

>>

>> SetErr:End SetErr
>>
>> before freeing the GTList (I've attached a sample code, so you can
>> test it
>> on your machines). It seemed it worked fine, but after a while, I
>> discovered that, when closing the window, the audio low-pass filter
>> was
>> turned on/off (try please). The same happens if Urouhack is installed
>> instead of VP. Is there any way to solve this?
>It doesn't do this on my system - but I don't have VP, so the error trap
>is
>never being used.
>I think the problem might be that you did not clear the first error trap
>(at
>the beginning of the code) before setting the second one - try the
>modified
>code I attached and see what happens.
I tried but nothing changes. Thank you for the idea, tho.
>David McMinn also posted a code for a different way of eliminating the
>VP
>problem - I think it is in Aminet/dev/basic
Thanx. It seems it works right.
See you...

--

Best regards,

Luca.

||

| ----- LUKE'S PROJECTS ----- |

||

| Luca Carminati <toff@spm.it> |

| A1200/030/2+4Mb/WB3.0/1.2GbHD |

||

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.523 WB screen modename

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Fri, 20 Aug 1999 14:55:33 +0100

Subject: WB screen modename

X-UIDL: ed190cf64b9e0e5f5cba9f74f107db2c

--BOUNDARY.1748130208.1

Hi all,

I never got much response to the WB screen modename source I did, so here's the executable to make things simple! If anyone has a gfx card or UAE, /please/ test it for me and let me know what it says! I'll be your best friend...

Oh, and thanks to those who checked it out...seems it works

fine for "normal" screenmodes anyway :)

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

Don't let it end like this. Tell them I said something.

-- last words of Pancho Villa

--BOUNDARY.1748130208.1

Content-Disposition: attachment; filename="WBModeName"

Encoding: base64

Content-Description: Outputs Workbench screenmode name

```
AAAD8wAAAAAAAAAABAAAAAAAAAAAAAAAAAZcAAAD6QAABlxOuQAAA75OcU75AAAAArk5U//ROuQAA
Bz5OuQAAAKYmbYAIHwAABkaLxhOuQAABI5CGyAtgAgmQEXs//wsbYAETrkAAAZWJGz//CAK
LwAgXyxtgAxOrv4CKUD/+CRs//hF6gAsIAovACBfLG2AEE6u/OgpQP/0JGz//CAKLwAgLP/4
LwAiXyBfLG2ADE6u/fwgLP/0TvkAAACccABOuQAABgROXE51TrkAAAXWTnVO+QAAAlpOVP/o
TrkAAAc+TrkAAAJJm2ACCB8AAAZKc8YTrkAAASOQhsgLYAIJkBF7P/8LG2ABE65AAAGViRs
//wgCi8AIF8sbYAMTq7+AilA//gkbP/4ReoALCAKLwAgXyxtgBBOrvzoKUD/9CRs//wgCi8A
ICz/+C8AII8gXyxtgAxOrv38IDwAAAA4LwAgPAAAAAEvACifIB8sbYAUTq7/OilA//AgLP/w
SoBnAACSIDwAAAAALwAgLP/wLwAgPAAAAADgvACA8gAAwAC8AICz/9C8AJB8iHyAfil8gXyxt
gBBOrv0MKUD/7CAs/+xKgGcAADAmbYAIcAckbP/wReoAECIKTrkAAAEMLwBCGyAtgAgmQEXs
/+gsbYAETrkAAAZWICz/8C8AIDwAAAA4LwAgHyJfLG2AFE6u/y5gAAAqJm2ACCB8AAAZNi8Y
TrkAAASOQhsgLYAIJkBF7P/oLG2ABE65AAAGViZtgAhF7P/ocAAvAEqSZwAADiBSWUgumE65
```

AAAEjkIbIC2ACE75AAACRnAALwBOuQAABgQgH05cTnVOuQAABdZOdSZtgAggfAAAGUQvGE65
AAAEjiAfcgc/AS8AQhsgLYAILwBF7wAKPjwAASxtgBxOuQAAC65P7wAKJm2ACC8tgAgrS4AI
TrkAAAAOJm2ACCftgAhOuQAAfowvACafgc/AS8AQhsgLYAILwBF7wAKPjwAASxtgBxOuQAA
C65P7wAKJm2ACCB8AAAZy8YTrkAAASOIB9yBz8BLwBCGyAtgAgvAC8LLy2ACCtLgAhOuQAA
ALRTSyftgAgvACafgc/AS8AQhsgLwAGP28ABAAILp8vAC8LIHwAABloLxhOuQAABI4gH3IH
PwEvAEIbIC8ABj9vAAQACC6fLwBF7wAePjwAAyxtgBxOuQAAC6BP7wAeTrkAABkITvkAAAN2
Im2AGE65AAATXCJtgBROuQAAB3YibYAQTrkAAAciIm2ADE65AAAG8CJtgBxOuQAAE5BOuQAA
BPQgPAAAACHOuQAABHBwAE51IDwAAAAoTrkAAARGK0CAAE65AAAE3CtAgAQgPAAAKABOuQAA
BIQRQIAIIDwAAANwTrkAABj0K0CAJE65AAATcitAgBxOuQAABtorQIAMTrkAAAcmK0CAEE65
AAAHYctAgBROuQAAE0YrQIAYTrkAAAh+TrkAABQAK0CAICxtgBhOuQAAEYJ0dS8IIjwAAQAB
LHkAAAAETq7/OkqAZwAADipAmvyAACANIF9OdU/vAAxOdSjN0vyAACx5AAAABE7u/y5wAE51
cgFOuQAABsJ0dUjnwAAgLwAMDIAAAAAIAZQAACIA5okW2BbYFtgW2BbYFtgW2BbYU4FmAP/s
wHwAB1NAawAACBbYUcj//EITTN8AA051cABOdQAAAAAAAEK5AAAE1mEAAPiGPAABP5CeQAA
BNpOdWEAAQ5mAP/6TnVgAABWYAAAhmAAABPgAAAwSpBnAAAIIFBgAP/2I8gAAATWTnUvCCB6
/7AvCGEA/+JhAAAmI98AAATWIF9OdS8IIHr/li8IYQD/yGEAAEAj3wAABNYgX051SOcAwlCA
LwAseQAAAAAROrv86SoBnAADcIEAiev9kIKkABCNIAAQhXwAEUEggCEzfQwBOdUjnQIIiOv9G
ZwAAHIFJIEFYSLPQZgAAGCCRICkABCx5AAAABE6u/y5M30ECTnUiECBBZgD/3jI6/xhmAP/s
RnkAAATaIDwAAAZjTkBI58DCcAhyASx5AAAABE6u/zipKgGcAAfWgQCC6/uQjyAAABNZCqAAE
TN9DA051SofA4ix5AAAABCA6/sZnAAAUlkAj0QAABNYkaQAEcAhOrv8utPwAAGcAABiSiAq
AAQkUk6u/y5gAP/qcP9M30cDTnVhAP6qIDwAAAZUTkBTi8BIBJnAAAmIkAgLwAIsKn/+GIA
AA4jQP/8ZwAAXGAAACBwCVFJ0JF0rgAEcAnQrWAicgFOLIJAiq8ACCLZJikgLwAIDIAAAAAI
ZQAACIA5okS2xLbEtsS2xLbU4FmAP/swHwAB1NAawAACBLbUcj//EIRIh8un051
cABOdSx4AARD+gAYcABOrv3YSoBnAP/0TnUseAAETu7+YmludHVpdGlvbi5saWJyYXJ5AAAA
LHgABEP6ABhwAE6u/dhKgGcA//ROdSx4AARO7v5iZ3JhcGhpY3MubGlicmFyeQAAAAABI58AA
Qe8ADCIMkojkiVNBcAAgwFHH//xM3wADTnVwAE51LHgABEP6ABhwAE6u/dhKgGcA//ROdSx4
AARO7v5iZXhlYy5saWJyYXJ5AAAgQQxAAAjIAAAOZwAABhAQtnUwEE51DEAAB2cAAAYgEE51
IEFw/1KAFthmAP/6U0tOdSBAIAFnAAAKFthTgWYA//pOdSBBDEAAAmIAAA5nAAAGEIJOdTCC
TnUMQAAHZwAABiCCtnUiQiAiZwAACHDZU4BmAP/6QhBOdSBATtBwAE51AABycjIAACh+qAAA
ADAACwAAAAMUAAAoMhQAAAA4ACh+qAAAAAAAAAAAAAICAS/zAAb251AAB4ACh+2AAAAAAAAAKJWC
ACiXOAAAGGVycjMAACh+8AAAADAACwAAAbQUAAAoMjxyZWVtACh+8AAAAAAAAAEJ5AAAIIMEJ5
AAAIfe51M8AAAah8TnVD+v96lilzwQAACDBnAABU0EgQHT/dgB4AHoAEtAMGAAuZgAACDQF
YAAAIgwoACP//2cAAAwMKAaw//9mAAAOukNKQmsAAAZTQ1JEUcn/zjPCAAAINjPDAAIMjPE
AAAIINE51Ikhw/1KASHlmAP/6Mjr/KmcAAXgvCnL/dP8MEAAAtZgAACHQAukhTQHYAeAB6ADwA
U0YiSAwRAC5mAAAIMgVgAAAOukNKQwsAAAZTQ1JEUkISRVHO/+BD+v7qRfr+vDw6/thyADo6
/tSaQ2oAABAS/AA/REXQxZBFOjr+wDYFOjr+umcAAExTRWEAAQxmAADyDBoAI2YAAB5TQ2oA
ABBTQGsAAAoS2CIJYAAAIhL8ACBgAAAaU0NqAAAU0BrAP/uEtgiCWAAAAYS/AAwUc3/uINA
awAADAwYAC5nAAAGU0hSQDo6/lhnAABMU0VhAACoZgAASgwaACNmAAAEU0RrAAAU0BrAAAK
EtgiCWAAACIS/AAgYAAAGINEawAAEFNAawAACHLYIglgAAAGEvwAMFHN/7phAABgZwD/+INA
awAAQEqDZwAAOgwQADVIAAAyIEFTSLH8AAAIOMUAACQMEAAwZQD/7gwQADliAP/mUhAMEAA5

EWxOdUH6/xQgOv7AI8gAABFwSODAQEP6/iYyOv5iI4QAQFhBwnwAPzPBAAARJFJ5AAARJkzf
AgJodVN5AAARJkH6/fwwOv44WUDafAA/M8AAABEKI/AAAAAAEXBOdS8OLHr+aE6WLF9OdS8O
LHr+XE6u//wsX051Lw4sev5KTPYsX051Lw4sev4+Tq7//CxfTnUvDix6/jBORv/4LF9OdSx4
AARD+gAYcABOrv3YSoBnAP/0TnUseAAETu7+YmRvcy5saWJyYXJ5AAAAAQ/oADCx5AAAABE7u
/mhtYXRozmZwLmXpYnJhcnkALHkAAAAETu7+YnAATnUAAAAAM8AAABOGtNugQHD/U0FSgBbY
ZwAABIHJ//ZTi051IAFnAAA6DIEAAAIZQAACQB5opnAAAgFtgW2BbYFtgW2BbYFtgW2FOC
ZgD/7MJ8AAdnAAAKU0EW2FHJ//xOdTP8//8AABOGqfr/tiAITnUmQCAi18BTgGsAAAqyI2cA
//ZSS1KATnUkKv/8IIEiAkqBagAABHIAJkCyom0AAQIEiAB18BODUqBagAABHIAU0smASQi
loJnAAAUawAADBb8ACBTg2YA//gmQnfBIAFOdUqBagAABHIAU0smASQiloJnAAAmawAAJiBA
0cFKgmcAAAoRI1OCZgD/+hE8ACBTg2YA//gmQnfBIAFOdSBA0cKRwSZAYAD/CEqBagAABHIA
U0smASQiloJrAABYZwAAUCBAKAHijNHEKALijNHEOAHlQuJMVcRIhJDELwhKgmcAAAoRI1OC
ZgD/+igD4oxnAAAOETwAIFODU4RmAP/2IF8Q/AAgU4NmAP/4JkDXwSABTnUgQOKK0cIkAeKK
kcImQGAA/owiImcAACQmQCQBDBsAQWUAABIMKwBa//9iAAAIACsAIP//U4JmAP/kIAFOdSli
ZwAAJJCZAJAEMGwBhZQAAGewrAhr//2IAAGcKwDf//9TgmYA/+QgAU51NAEmQCBLiJtGWSA
ABC0GGcA//ZTSFKBYAD+GHAATnUkKv/8IIEiAkqBagAABHIAJkCyomwAAA4gEpCBQfMAAGAA
/fAgEtfATnUolioisoRuAAASU4HQgSBAIkNTghDZUcr//CAETnUkKv/8IIFSgmAAAAImQFOB
SoFqAAAEcgBKgmoAAAR0ALKibgAAFiYB1oK2km4AABBB8xgAIgJgAP2ScABOdSsIIFgAP/s
oAAABBbAcAFODXQfdgByMOOI00MWwVHK//ZwIE51dAd2AAKAAAAA/+CYcjDjiNNDfFRyv/2
cAhOdXQPdgBIQHlW44jTQxbBUcr/9nAQtnV0B3IA44jjUeOI41HjiONR44jjUQZBADAMQQA5
YwAABF5BFsFRyv/ccAhOdQKAAAAA/+CYdAFyAOOI41HjiONR44jjUeOI41EGQQAwdEEAOWMA
AAReQRbBUcr/3HACTnUCgAAA//9IQHQDcgDjiONR44jjUeOI41HjiONRBkEAMAxBADljAAAE
XkEWwVHK/9xwBE51SqJnAAAKJkBWABATnVw/051U0smAW8AACQgQC8ILwsiIngAYQD8eiIA
2IFTg2YA//QgXyZfIgrgAPxmJkBWAE51KAJvHGAAR4/yZAJCImIIKEKgTag7qCbgAAWiBA
0cQiQSoDZwAASD46/BRmAAA0HhgMBwB6YgAADgwHAGFIAAAGzjwA3xwZDAYAemIAAA4MBgBh
ZQAABsw8AN++BmAAAASzCGYA/6pThWAA/7hShCAETnVwAE51JiIoImcAALRZSi8LLwAgQHoa
LANnAACaLgjhL6BYgAAhi8IikEuBDA6+5xmAABCPwEQGAAwAAHpiAAAODAAAYWUAAAbAPADf
EhkMAQB6YgAADgwBAGFIAAAGwJwA37ABZgAANIOHZgD/yjIfYAAADrMIZgAAJIOHZgD/9iBf
IkIuEmcAAAoW2VOHYAD/9tqS0cSchGAA/34yHyBfthShVOGYAD/cBbYUoVThmYA//gmXyBf
IgvGAPsuIANOdRdAAAHgSBaAVEtwAk51F0AAA+BIF0AAAKhAF0AAAEbIFoBYS3AETnUgQCZA
EBjhSBAQTnUgQCZAcgPhiBAYUcn/+k51oAAABCZAICJODXAATnUAAAAAAAAAAAAAAAAI8AAABjs
I88AABJwIDwAABkITnUuev/mUE8gev/cTtBwAE51ACIAAAAJV29ya2JlbnNoAAAAAIXb3Jr
YmVuY2gAAAAACU5vdCBmb3VuZAAAAAAZV29ya2JlbnNoIHNjcmVlbn1vZGUgOiAweAAAAAAC
ICgAAAABKQAAAAAAAA+wAAABzAAAAAAAAAAAAAAAAAARAAAAEMgAABCwAAAQiAAAEGAAABA4AAAQE
AAAD+gAAA/AAAAPqAAAD4AAAA9AAAAPGAAADtgAAA6oAAAOkAAADmgAAA5AAAAOGAAADfAAA
A3IAAANsAAAZAgAAGPwAABj2AAADYgAAAzgAAAMwAAADCAAAAugAAALgAAAC0gAAAq4AAAKg
AAAUBAAAE6QAAAKKAAACaAAAAmAAABL+AAAS9gAAEUaIABLWAAAS0AAAErQAABKkAAASnAAA
EogAABJ8AAASdgAAElOAAABH6AAAR8AAAEbAAABGqAAARpAAAEZoAABGUAAARjgAAEYQAAAqE
AAALLgAACz4AAAUoAAAMhAAADpoAAA6SAAAOVgAACxwAAASAAAKTgAACPIAAAjsAAAI5gAA
CJwAAAI0AAAIhgAACIAAAAJUAAAawAAAAALoAAAJIAAACpGAAAJIAAAIUAAAB/gAAAFYAAAH0

AAABtgAAAOgAAADSAAAygAAALAAAACoAAAAGgAAABQAAACeAAAAIgAAAEIAAAAsAAAAJAAA
 Bk4AAAYaAAAF9gAABdAAAAXKAAAFtGAAABTQAAAUCAAAe7gAABOgAAATeAAAEiAAAAAoAAAA
 AAAD8g==

--BOUNDARY.1748130208.1

 To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

--BOUNDARY.1748130208.1--

1.524 Re: WB screen modename

From: Daniel Allsopp <daniel@thesnakepit.demon.co.uk>

Date: Sat, 21 Aug 1999 00:51:55 +0100

Subject: Re: WB screen modename

X-UIDL: 7bbc6678411e7cd87db46965e4c7c431

Hi James,

On 20-Aug-99, you wrote:

> Hi all,

>

> I never got much response to the WB screen modename source I

> did, so here's the executable to make things simple! If

> anyone has a gfx card or UAE, /please/ test it for me and let me

> know what it says! I'll be your best friend...

>

> Oh, and thanks to those who checked it out...seems it works

> fine for "normal" screenmodes anyway :)

Works perfectly here....16Bit 1024x768 CyberGraphics V3!

--

Cheers,

Daniel

<tsb>E-Mail: daniel@thesnakepit.demon.co.uk

<tsb>URL: <http://www.thesnakepit.demon.co.uk/>

<tsb>ICQ Number : 20783863

<tsb>

- "Windows 95 is Bug Free" - Bill Gates in 1995

- "We fixed 5000 bugs since the release of Windows 95!" - Bill Gates on Windows 98

 To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.525 Re: WB screen modename

From: Andrew Barker <boab@agn.net.au>

Date: Sun, 22 Aug 1999 12:54:10 +0800

Organization: boABs Knx HTMLab

Subject: Re: WB screen modename

X-UIDL: ad46817669eef699a55bd48424fd6fb4

In Reply to daniel@thesnakepit.demon.co.uk

Hi Daniel Allsopp, on 21-Aug-99 you wrote... err typed!

Re: WB screen modename

> Hi James,

> On 20-Aug-99, you wrote:

>> I never got much response to the WB screen modename source I

>> did, so here's the executable to make things simple! If

>> anyone has a gfx card or UAE, /please/ test it for me and let me

>> know what it says! I'll be your best friend...

I only have ECS but heres what I got.

New Shell process 6

Welcome-To-Ram Disk:> wbmodename

Workbench screenmode : 0x00029000 (PAL:High Res)

>> Oh, and thanks to those who checked it out...seems it works

>> fine for "normal" screenmodes anyway :)

> Works perfectly here....16Bit 1024x768 CyberGraphics V3!

Does this mean that Blitz based code can work on these cgfx screens,

as one of the bugs in the last EdHT alpha (0.5.17.6) from Andrew

Guthrie is some sort of trouble with the ScreenMode. The only other person

testing this cannot get EdHT to open with a cv643d, EdHT crashes with more

than one open doc - but on its own screen can open as many as is set in

prefs via docmax=(up to you & your mem :)

Heres what AG wrote a long time ago about ScreenModes...

**** AGs Notes ****

Currently screens opened by EdHT have been based on WB1.3 as originally

I was going to attemp 1.3 compatibility. This seems pretty

pointless now as browsers (I think all) require at least 2.0 and some

even 3.+.

(Even if pOS is not adopted, if Gateway are serious about Amiga there

will have to be Workbench 4 either 680x0 and or PPC 60x versions)

I will be changing to screentags which is the 2.+ method. This should

enable all the new screen modes to be selectable.

I do not know though how compatible screentags will be with CyberGraphX and I do not have the means to test EdHT and CyberGraphX.

***** End AGs Notes *****

I'm fairly sure that screentags HAVE been implemented in that latest alpha. So culprit may be something else?

I am still looking for ANY capable Blitz Programmers (as I am not one!): To carry on with EdHT Development. I'd like at least to see this latest EdHT (v0.5.17.6) cleaned up enough to put a new release on AmiNet and let others use this great FreeWare.

Regards

Andrew

--

From Andrew Barker in Kununurra - 40km from the WA/NT border (3000km from Perth 800km from Darwin in Western AUSTRALIA :)

--

Total paranoia is perfect awareness.

--

* EMail* boab@agn.net.au or boab@laa.com.au

URLs <<http://www.agn.net.au/~boab/>> <<http://www.iniaccess.net.au/~boab/>>

--

(*Click* #REPLY# Now! ;-)

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.526 WTF?

From: Rob Hutchinson <loki@sds.in2home.co.uk>

Date: Sat, 28 Aug 1999 14:33:57 +0100

Organization: Satanic Dreams Software.

Subject: WTF?

X-UIDL: 35ee2299741a18c6f5e1bfa3fde1fd72

--BOUNDARY.272819464.1

Hello, and what not,

Check out the attached code,... It's something I've just noticed when playing with some routines..

The first one prints with the 100 iterations it should do, the second loop does absolutely shit-all! And it should print ":" 100 times as you can see....

Is this something to do with signing variables? (cant be at such a low value?) or something about blitz I'm forgetting to remember ;)

Bet your wondering how I came across this little piece of 1 in litterally 4 billion ish (baffling?) information arn`t you?

LOL!

Mystery? Or just annoying blindspot? (or both ;))

--

Rob,

--

MAILTO:loki@sds.in2home.co.uk | #ICQ:# 27181384

#FAX:# 0870 0888470

#SDS FOUNDER:# URL: <http://www.satanicdreams.freemove.co.uk/>

#PROJECT INFO:# Minimum Safe Distance [####----- 45% ish complete.]

#HOME OF:# /MorrisTheMaggot, BB2MUIUpdate, TimeSwipe, NIB,/

/CTTM2, BlitzBFB, Prefs2000 & TMS. And too much other stuff./

[There was this door to which I found no key.]

--BOUNDARY.272819464.1

Content-Disposition: attachment; filename="Baffled.BB2"

;

; Uhhh?? Magical Mystery Tour ;)

;

Stop

For A=884900 To 885000 ;

Print ":" ; This works!

Next ;

Stop

For A=884700 To 884800 ;

Print ":" ; This dont!

Next ;

--BOUNDARY.272819464.1

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

--BOUNDARY.272819464.1--

1.527 YAPI again

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>
 Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia
 Date: 3 Aug 99 11:10:21 +1000
 Subject: YAPI again

X-UIDL: a641c273438ecf2dc87aff12828a5b65

--=_8<==MD237A6CE1D-3E88C3C==8<=_=

Encoding: 7bit

Here's the latest version of my little progress indicator.

Any comments or constructive criticism will be gratefully received.

Enjoy.

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

www.shoalhaven.net.au/edgewater

--=_8<==MD237A6CE1D-3E88C3C==8<=_=

Encoding: plain (7/8 bit)

Content-Disposition: attachment; filename="YAPI.asc"

X-MD2-FilePath: Blitz2:Motel/converters/YAPI.asc

; Here is the latest incarnation of my progress indicator

; Anyone is free to do anything with it, but don't blame

; me if anything goes wrong!

; Major changes.

; 1. It is now font and screen-size sensitive

; 2. It uses Gadtools throughout

; 3. It prints the percentage cleanly and without flicker

; Thanks to David McMinn and Curt Esser for the TextLength routine

; and for the BPrint routine on which BitMapPrint is based.

=====

; First get some info about the user's system

WbToScreen 0

*Main_Screen.Screen = Peek.l(Addr Screen (0))

Screen_Font\$ = Peek\$ (*Main_Screen\Font\ta_Name) ; Screen font's name

Screen_Font_Height.w = *Main_Screen\Font\ta_YSize ; ... and height

Screen_Width.w = *Main_Screen\Width ; Screen's width

Screen_Height.w = *Main_Screen\Height ; ... and height

Screen_Depth.b = *Main_Screen\RastPort\BitMap\Depth ; Screen Depth

Screen_Detail_Pen.w = *Main_Screen\DetailPen AND \$FF ; The drawing pen colours

```

Screen_Block_Pen.w = *Main_Screen\BlockPen AND $FF
CloseScreen 0

;=====
; The open the screen and a borderless backdrop window.
LoadFont 0,Screen_Font$,Screen_Font_Height
Screen 0,0,0,Screen_Width,Screen_Height,Screen_Depth,-32768,"YAPI Demo",Screen_Detail_Pen,Screen_Block_Pen
*Main_Screen.Screen = Peek.l(Addr Screen (0))
Screen_Bar_Height = *Main_Screen\BarHeight + 1
Window 0,0,0,Screen_Width,Screen_Height,$1980,"",1,2
*Main_Window.Window = Peek.l(Addr Window (0))
Screen_Font_BaseLine = *Main_Window\RPort\TxBaseline
CatchDosErrs
WindowFont 0

;=====
; A terminal error routine
Statement Fatal_Error{Text$}
ret.l = RTEZRequest("Fatal Error","ERROR - "+Text$,"Cancel Program")
End
End Statement

;=====
; Calculate the pixel length of a text string in the current
; Font
Function.w TextLength{text$}
*rp.RastPort = RastPort (Used Window) ; find the window's rastport
Function Return TextLength_(*rp,&text$,Len(text$)) ;pixel width of the string
End Function

;=====
; Prints text to an x and y position on the currently used
; bitmap, in the currently used font.
Statement BitMapPrint{a$,x.w,Align.b,y.w,Mode.w,col.l}
; Alignment Flags
#Left_Aligned = 1
#Right_Aligned = 2
#Decimal_Aligned = 3
#Centre_Aligned = 4
#Decimal_Heading = 5
SHARED Screen_Font_BaseLine, Screen_Font_Height
DEFTYPE.RastPort rp
InitRastPort_ &rp

```

```

rp\BitMap = Addr BitMap(Used BitMap)
SetFont_ &rp, Peek.l(Addr IntuiFont(Used IntuiFont)+8)
SetDrMd_ &rp, Mode
BMWidth.w = 8 * rp\BitMap\BytesPerRow ; information for checking
BMHeight.w = rp\BitMap\Rows ; whether the text fits or not
Select Align
Case #Left_Aligned
Case #Right_Aligned
x - TextLength{Text$}
Case #Decimal_Aligned
x - TextLength{Left$(Text$, Instr(Text$, "."))}
Case #Centre_Aligned
x - TextLength{Text$}/2
Case #Decimal_Heading
x + TextLength{"00"} - TextLength{Text$}
End Select
If x < 0 Then x = 0
If x + TextLength{Left$(a$, 1)} > BMWidth
Fatal_Error{"Tried to print too wide"}
EndIf
If y + Screen_Font_Height > BMHeight
Fatal_Error{"Tried to print too low"}
EndIf
Move_ &rp, x, y + Screen_Font_BaseLine
SetAPen_ &rp, col
While x + TextLength{a$} > BMWidth
a$ = Left$(a$, Len(a$) - 1)
Wend
Text_ &rp, &a$, Len(a$)
End Statement
;=====
; The initialise PI routine. Call before the main loop
Statement InitPI{Title$, Mini.l, Maxi.l, Stopper.b}
SHARED PIMin.l, PIMax.l, LastPI_Pos.w
SHARED Screen_Bar_Height, Screen_Font_Height, Screen_Width, Screen_Height
SHARED PIHeight.w, PIBarHeight.w, PIBoxHeight.w, PIBoxTop.w, PIBoxBottom.w
#PIbit = 1 ; PI bitmap number
#PIWin = 1 ; PI Window number
#PIList = 1 ; PI GTList number

```

```

#PIBarWidth = 200
#PIMapWidth = #PIBarWidth + 2
#PIWidth = #PIBarWidth + 40
#PIBarLeft = (#PIWidth - #PIBarWidth) / 2
#PIBoxWidth = #PIBarWidth + 6
#PIBoxLeft = (#PIWidth - #PIBoxWidth) / 2
#PIBoxRight = #PIBoxLeft + #PIBoxWidth
#min_use = 3 ; Don't use PI if PIMax - PIMin <= this
Button_H.w = Screen_Font_Height + 5
PIBarHeight.w = Screen_Font_Height + 4
PIBoxTop.w = Screen_Bar_Height + 4
PIBoxHeight.w = PIBarHeight + 4
PIBoxBottom.w = PIBoxTop + PIBoxHeight
PIHeight.w = PIBoxBottom + Button_H + 8
BitMap #PIbit,#PIMapWidth,PIBarHeight,2 ; size of pi, 4 colours
PIMin.l = Mini
PIMax.l = Maxi
LastPI_Pos = -1 ; so the first entry shows
If PIMax - PIMin > #min_use
DefaultIDCMP 64
Window #PIWin,(Screen_Width - #PIWidth) / 2,(Screen_Height - PIHeight) / 2,#PIWidth,PIHeight,$2|1000,Title$,0,1
a$ = " STOP "
w.w = TextLength{a$} + 8
y.w = PIBoxBottom - WTopOff
GTText #PIList,2,#PIBoxLeft-12,y,0,Button_H,"0%" ,#PLACETEXT_RIGHT,""
GTText #PIList,3,#PIBoxRight+4,y,0,Button_H,"100%" ,#PLACETEXT_LEFT,""
y + 2
If Stopper
GTButton #PIList,1,(#PIWidth - w)/2,y,w,Button_H,a$,#PLACETEXT_IN
EndIf
AttachGTList #PIList,#PIWin
GTBevelBox #PIList,#PIBoxLeft-2,Screen_Bar_Height+4,#PIBoxWidth+4,PIBoxHeight,#GTBB_Recessed
EndIf
End Statement

;=====
; The update PI routine. Call inside the main loop
; Returns 0 if the user clicked the STOP Button.
Function.b UpdatePI{Value.l}
SHARED PIMin, PIMax, LastPI_Pos.w

```

```

SHARED PBarHeight, PBarLeft, PBoxTop
If PIMax - PIMin > #min_use
If Value < PIMin Then Value = PIMin
If Value > PIMax Then Value = PIMax
percentage.f = (Value - PIMin) * 100 / (PIMax - PIMin)
pos.w=(percentage*#PBarWidth/100) ;Convert percentage to pixel values.
If pos > LastPI_Pos + 1
LastPI_Pos = pos
Use BitMap #PIbit ;render changes on the unseen bitmap
BitMapOutput #PIbit
Boxf 0,0,#PIMapWidth,PBarHeight,0 ;the blank part
Boxf 0,0,pos,PBarHeight,3 ;the coloured bar
Line 0,0,pos,0,2 ; Draw Highlights
Line 0,0,0,PBarHeight,2
Line 0,PBarHeight-1,pos,PBarHeight-1,1 ; Draw Shadows
Line pos,0,pos,PBarHeight,1
BitMapPrint{ UStr$(Int(percentage+.5))+"%",#PBarWidth/2,#Centre_Aligned,2,0,1}
BitMaptoWindow #PIbit,#PIWin,0,0,#PBarLeft,PBoxTop+2,#PIMapWidth,PBarHeight
EndIf
ev.l = Event
While ev <> 0
If ev = 64
If GadgetHit = 1 AND EventWindow = #PIWin
Function Return 0
EndIf
EndIf
ev = Event
Wend
EndIf
Function Return -1
End Function
;=====
; Kill PI routine. Call after the main loop
; Assumes that Window 0 is needed after exit. You may
; wish to change this.
Statement KillPI{ }
SHARED PIMin, PIMax
If PIMax - PIMin > #min_use
DetachGTList #PIList

```

```
CloseWindow #PIWin
Free GTList #PIList
Free BitMap #PIbit
Use Window 0
Activate 0
WindowOutput 0
EndIf
End Statement
j.w = 1000
InitPI{"Demo...",0,j,-1}
For i = 0 To j
If UpdatePI{i} = 0
MouseWait
End
EndIf
Next
KillPI{}
MouseWait
End
--_8<==MD237A6CE1D-3E88C3C==8<=_=
-----
To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
--_8<==MD237A6CE1D-3E88C3C==8<=_=
(end of MIME multipart message)
```

1.528 Re: YAPI again

From: Curt Esser <camge@ix.netcom.com>
Date: Wed, 04 Aug 1999 00:01:41 -0500
Subject: Re: YAPI again
X-UIDL: 84087886e39211b696dfadecf6de0268

Hi Tony

On 02-Aug-99, Tony Rolfe wrote:

> Here's the latest version of my little progress indicator.

> Any comments or constructive criticism will be gratefully received.

It works great here!

The only complaint I could make is about the demo part - the code gets a pointer to the WB screen, and gets the info about it, but then simply opens

a PAL med-res screen anyway...

(my WB is NTSC hi-res-laced so the progress bar window opens half-off the bottom of the screen so I can't see it...)

Hey, I had to complain about something ;)

Excellent program Tony.

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.529 Re: YAPI again

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 5 Aug 99 13:22:38 +1000

Subject: Re: YAPI again

Encoding: 7bit

X-UIDL: 81d4abb8be6d80c13a78daaebf272f26

On Wed, 04 Aug 1999 00:01:41 -0500 Curt Esser said:

> Hi Tony

>

> On 02-Aug-99, Tony Rolfe wrote:

>> Here's the latest version of my little progress indicator.

>> Any comments or constructive criticism will be gratefully received.

>

> It works great here!

>

> The only complaint I could make is about the demo part - the code gets a

> pointer to the WB screen, and gets the info about it, but then simply opens

> a PAL med-res screen anyway...

Aaaarrgggh! I thought I was cloning your WB. OK, so it must be the -32768 view mode which is screwing me up.

How do I get the view mode from your screen and use it when I open mine? The only thing I can see in the Screen NewType is Flags.w which doesn't sound cool or the viewport which also doesn't seem to contain what I need.

> (my WB is NTSC hi-res-laced so the progress bar window opens
> half-off the bottom of the screen so I can't see it...)

Probably why you think it works :-)

>

> Hey, I had to complain about something ;)

LOL

>

> Excellent program Tony.

/me blushes

Thanks

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

www.shoalhaven.net.au/edgewater

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.530 Re: YAPI again

From: Sami =?iso-8859-1?Q?N=E4=E4t=E4nen?= <sami.naatanen@dlc.fi>

Date: Thu, 05 Aug 1999 14:47:02 +0300

Subject: Re: YAPI again

Encoding: 8bit

X-UIDL: 7568fd01fa4cd51fbdaaea66740196de

On 05-Aug-99, Tony Rolfe wrote.

> On Wed, 04 Aug 1999 00:01:41 -0500 Curt Esser said:

>> Hi Tony

>>

>> On 02-Aug-99, Tony Rolfe wrote:

>>> Here's the latest version of my little progress indicator.

>>> Any comments or constructive criticism will be gratefully received.

>>

>> It works great here!

>>

>> The only complaint I could make is about the demo part - the code gets a

>> pointer to the WB screen, and gets the info about it, but then simply

>> opens a PAL med-res screen anyway...

>

> Aaaaarrgggh! I thought I was cloning your WB. OK, so it must be
> the -32768 view mode which is screwing me up.

Why just not setting the SA_LikeWorkBench to TRUE in the tags?
it will clone all parts of the WB screen. And if you put say SA_Depth,3
it will be exactly like WB screen, but depth will be 3 what ever depth WB
screen have.

--

Sami Näätänen

E-Mail: sami.naatanen@dlc.fi

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.531 Re: YAPI again

From: James L Boyd <jamesboyd@all-hail.freemove.co.uk>

Date: Thu, 05 Aug 1999 23:46:23 +0100

Subject: Re: YAPI again

X-UIDL: e0bdbafc13a3156da7187fd3c1e922d5

> On 02-Aug-99, Tony Rolfe wrote:

>> Here's the latest version of my little progress indicator.

>> Any comments or constructive criticism will be gratefully received.

I must've missed this post - can you send me a copy please, Tony?

Thanks :)

See ya,

--

<tsb>

<sb>James L Boyd - jamesboyd@all-hail.freemove.co.uk

<sb>Member of Team *AMIGA*, and *Dogbert's New Ruling Class.*

<sb>Connected from Dundee, Scotland.

<sb>(http://surf.to/all-hail/)

<tsb>

/I want my rock stars dead!/
-- Bill Hicks

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.532 Re: YAPI again

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>

Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia

Date: 6 Aug 99 11:36:21 +1000

Subject: Re: YAPI again

Encoding: 8bit

X-UIDL: 9baca8b9ff2f464446580881a29cb885

On Thu, 05 Aug 1999 14:47:02 +0300 Sami Näätänen said:

> On 05-Aug-99, Tony Rolfe wrote.

>

>> On Wed, 04 Aug 1999 00:01:41 -0500 Curt Esser said:

>>> Hi Tony

>>>

>>> On 02-Aug-99, Tony Rolfe wrote:

>>>> Here's the latest version of my little progress indicator.

>>>> Any comments or constructive criticism will be gratefully received.

>>>

>>> It works great here!

>>>

>>> The only complaint I could make is about the demo part - the code gets a

>>> pointer to the WB screen, and gets the info about it, but then simply

>>> opens a PAL med-res screen anyway...

>>

>> Aaaaarrgggh! I thought I was cloning your WB. OK, so it must be

>> the -32768 view mode which is screwing me up.

>

> Why just not setting the SA_LikeWorkBench to TRUE in the tags?

> it will clone all parts of the WB screen. And if you put say SA_Depth,3

> it will be exactly like WB screen, but depth will be 3 what ever depth WB

> screen have.

That sounds logical. However, I've never used Tags to open a window.

Any chance of a code fragment to show how?

--

Tony Rolfe

Amiga 2000, 68030/25, 1+4Mb

www.shoalhaven.net.au/edgewater

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.533 Re: YAPI again

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

Date: Fri, 06 Aug 1999 05:51:24 -0500

Subject: Re: YAPI again

X-UIDL: db775e98f13ffda464d30ffb802b9ea9

Hi Tony

On 05-Aug-99, Tony Rolfe wrote:

>>> Aaaaarrgggh! I thought I was cloning your WB. OK, so it must be

>>> the -32768 view mode which is screwing me up.

>>

>> Why just not setting the SA_LikeWorkBench to TRUE in the tags?

>> it will clone all parts of the WB screen. And if you put say SA_Depth,3

>> it will be exactly like WB screen, but depth will be 3 what ever depth WB

>> screen have.

>

> That sounds logical. However, I've never used Tags to open a window.

> Any chance of a code fragment to show how?

It is the Screen which must be opened with a taglist. It's very easy actually. The window doesn't matter - you can use a taglist or not.

See David McMinn's recent posting on "Screen Titlebars" for an example.

Another easy alternative would be to simply put your demo window right on the WB screen. You really aren't putting anything but the one window on your demo screen anyway ;)

And no, you don't have to worry about the WB's screen depth or colours or anything.

You are only using the first 4 colours and unless someone has gone completely over the edge they will have them set to something reasonable.

And even if they have set them to something stupid, your program will look the same as everything else does to them...

>

Later...

--

Yours electronically,

Curt Esser

camge@ix.netcom.com

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

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.534 Re: YAPI again

From: "David McMinn" <D.Mcminn@eee.rgu.ac.uk>

Organization: The Robert Gordon University, E&EE

Date: Fri, 6 Aug 1999 12:35:58 +0100

Subject: Re: YAPI again

Encoding: 8bit

X-UIDL: 19ed350661c959312fe88c87291a9263

> And no, you don't have to worry about the WB's screen depth or colours or
> anything.

>

> You are only using the first 4 colours and unless someone has gone
> completely over the edge they will have them set to something reasonable.

>

> And even if they have set them to something stupid, your program will look
> the same as everything else does to them...

You can get this information from the system quite easily:

```
NEWTTYPE.word
```

```
w.w[0]
```

```
END NEWTYPE
```

```
; I think *scr is the only parameter needed here
```

```
*di.DrawInfo = GetScreenDrawInfo_(*scr)
```

```
; Get pens to draw with here
```

```
*pens.word = *di\dri_Pens
```

```
textcol.w = *pens\w[#TEXTPEN]; and other stuff like this
```

```
; You might need to pass the *scr value as well.
```

```
FreeScreenDrawInfo_ *di
```

>From the screens.h include file

```
#define DETAILPEN (0x0000) /* compatible Intuition rendering pens */
```

```
#define BLOCKPEN (0x0001) /* compatible Intuition rendering pens */
```

```
#define TEXTPEN (0x0002) /* text on background */
```

```
#define SHINEPEN (0x0003) /* bright edge on 3D objects */
```

```
#define SHADOWPEN (0x0004) /* dark edge on 3D objects */
```

```
#define FILLPEN (0x0005) /* active-window/selected-gadget fill */
```

```
#define FILLTEXTPEN (0x0006) /* text over FILLPEN */
```

```
#define BACKGROUNDPEN (0x0007) /* always color 0 */
```

```
#define HIGHLIGHTTEXTPEN (0x0008) /* special color text, on background */
```

```
--
```

```
l) ^ V ] [ l) Ml © Ml ] [ Ml Ml
```

dmcminn@house-of-mojo.freemove.co.uk
http://members.xoom.com/David_McMinn
ICQ=16827694
Dormitory
Anagram: Dirty Room

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

1.535 Re: YAPI again

From: "Tony Rolfe" <edgewater@shoalhaven.net.au>
Organization: Edgewater Motel, Burrill Lake, NSW 2539 Australia
Date: 7 Aug 99 13:37:20 +1000
Subject: Re: YAPI again
Encoding: 7bit

X-UIDL: 4f18ff82045a3a8957cd67cc4b8b6ff9

On Fri, 06 Aug 1999 05:51:24 -0500 Curt Esser said:

> Another easy alternative would be to simply put your demo window right on
> the WB screen. You really aren't putting anything but the one window on
> your demo screen anyway ;)

Actually, I was killing two birds with one stone. The other one was
to see if my WB-Cloning code worked (which it obviously doesn't). The
"Cloned-WB-Screen-with-borderless-backdrop-window" is the basis for
my motel manager program so, rather than upload a 940K motel manager I
thought I'd sneak it in that way. Just as well I did really.

Cheers

--

Tony Rolfe
Amiga 2000, 68030/25, 1+4Mb
www.shoalhaven.net.au/edgewater

To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie