

Boards

COLLABORATORS

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REVISION HISTORY

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Chapter 1

Boards

1.1 Boards.library: Table of contents

boards.library V 2.14

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1.2 Boards.library: Introduction

The idea to write this library was the "expname.library", which was written by Richard Koerber. But his update-morale wasn't not very good (only after releasing my first version a new expname.library was available) and the code is also full of errors. That`s why I wrote my own.

This library is able to decode the manufacturer ID and product ID of the expansion boards. If the board name is known, its string is returned; otherwise you will receive the string "Unknown" followed by the decimal value of the ID.

If you found any unknown board then don't hesitate and send me the

* Manufacturer name and ID number

* Product name and ID number

of all unknown boards fast as possible! :-)

You can use [ShowBoards](#) to list your boards. Contact me under my [Address](#) .

1.3 Boards.library: Copyright

COPYRIGHT

This software and also the name "boards.library" is copyright by Torsten Bach. That means that you are NOT ALLOWED to modify the program and documentation in any way.

You are also NOT allowed to use this software or any part of it for any other purpose than that one mentioned in its documentation. You are NOT allowed to resource any part of the packet.

DISTRIBUTION

This package is FREEWARE. That means you are allowed to redistribute this package as long as you match the following items:

- It's not allowed to use the name "boards.library" for pseudo-libraries (especially by Richard Koerber)
- You are allowed to add the boards.library (the original) to your own archives without the complete package without my permission. (But only for not commercial use !)
- This package may be freely distributed via BBSs, InterNet/UseNet, software libraries such as Fred Fish's and Aminet CD-ROM, and other similar electronic channels.
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1.4 Boards.library: Usage

USAGE

It is very simple to use the boards.library.

1. GetBoardName()

If you want to get the name of a special expansion board, you can pass the manufacturer ID and product ID directly to GetBoardName() by setting the pointer of the ConfigDev parameter to NULL.

If you want to get the name of all expansion boards or of a special expansion board, you have to get a ConfigDev structure first. Pass this structure to GetBoardName(), and ... :-)

2. NextBoardInfo()

You have to use AllocBoardInfo() to allocate BoardInfo-structure. You're able to change the stringformat with some flags.

Then you can use NextBoardInfo() to fill the BoardInfo-structure. Many informations are available (all in ASCII). For further informations look into the autodocs and includes.

If you don't need the BoardInfo-structure anymore, you have to deallocate it with FreeBoardInfo().

1.5 Boards.library: ShowBoards

ShowBoards

ShowBoards is a small tool which uses the boards.library. It lists all connected expansion boards, shows names (if possible), address, size, manufacturer ID, product ID, flags and type.

If you use the argument "ALLKNOWN", all known boards are displayed.

ShowBoardsMUI

This is the MUI-Version of ShowBoards. It shows all your boards and some information about your system on the mainpage. On the other page you can see all known boards. You can print your boards to a selected path by using "Print". "About" shows some informations about the program and the author.

If there are entries which are introduced by a 'unknown' instead of a name, you should send **me** a description of the missing board

asap with the following infos:

- ManufacturerID Manufacturer name

- ProductID Product name

e.g. Manufacturer #2167 Village Tronic

Product #12 Picasso II

I would appreciate your support ...

1.6 Boards.library: address

E-MAIL

Please send bug-reports, board descriptions, flames to...

lsi@berlin.snafu.de

SNAIL MAIL

If you want to send me a letter, then write to:

Torsten Bach

Fachinger Str. 45 b

13591 Berlin

Germany

1.7 Boards.library: History

V 1.0 · First release

· Knows 150+ Boards

V 2.0

· added new Boards

· added new Offsets

· minor bug fixed (GetBoardName TRUE<->FALSE)

· Guide+Developer files rewritten

V 2.1

· added new Boards

V 2.2

· added new Boards (209 Boards known)

V 2.3

· added new Boards (216 Boards known)

V 2.4

· added new Boards (247 Boards known)

· added C-Includes

· ShowBoards littlebit changed

V 2.5

· added new Boards (279 Boards known)

V 2.6

· added new Boards (293 Boards known)

· added ShowBoardsMUI

V 2.7

· added new Boards (300 Boards known)

· new ShowBoardsMUI

V 2.8

· added new Boards (309 Boards known)

· added E-Modules

V 2.9

· added new Boards (314 Boards known)

V 2.10

· added new Boards (317 Boards known)

· new ShowBoardsMUI (MUI 3.7 fix, Locale)

V 2.11

· added new Boards (346 Boards known)

V 2.12

· added new Boards (355 Boards known)

V 2.13

· added new Boards (357 Boards known)

· i have changed my EMail

V 2.14

· added new Boards (361 Boards known)

· new ShowBoards added

1.8 Boards.library: Credits

"Thank" to the following guys

- all people for sending me your board names
 - Rainer Koschnick for C-Includes
 - Eric Sauvageau for E-Modules
 - Special thanks to Stefan Sommerfeld for his support
a the new WB-Replacement Scalos
 - all guys from ALiENDESiGN for Bugreports. new ideas
and at least for the great "MCP", wich i can't work without.
 - T.F.A for the ASM-One (that doesn't work on GFXCards :()
 - Commodore for the Amiga, one of the best computers!
- ... enjoy !!
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