

Savage040-060_eng

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COLLABORATORS

	<i>TITLE :</i> Savage040-060_eng		
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Savage040-060_eng

1.1 Savage040-060 Main Menu

Savage-videodriver for 040-060 Amigas

For ShapeShifter Macintosh Emulator

Version 2.41

What's this?

The driver's description

Requirements

Required hard & software

What's the MMU?

Technical description of the MMU

Tech stuff

Tech stuff about the driver

Configuring

How to configure the driver under ShapeShifter

Refresh rate

Setting the refresh rate

VBLANK vs. Normal

VBLANK vs normal refresh

Testresults 68060/60Mhz

68060/60Mhz testresults

Testresults 68040/40Mhz

68040/40Mhz testresults

Testresults 68040/25Mhz

68040/25Mhz testresults

Opps! I have problems!
Click here if you have problems with this driver

Used things
Used hard & software

Author
Who did it?

Support sites
Where you find the new versions of this driver

To do...
Things to do...

History
Differences between the versions

Thanks
The author wishes to thank..

Copyright&Registration
Registration & Copyright

If this version is a demo version, then please read the "Read_me_First" file!

1.2 Required hard&software...

Requires:

Kickstart 3.0+ (for the 4bit modes too!!)

an AGA Amiga for 15bit/8bit and ECS/OCS for 4bit

A turbo/processorcard/processor which contains 68040 or 68060

Tested (and works) with:

Blizzard A1240ERC

Blizzard A1260

Cyberstorm MK II (68040/40)

A4000/6840-25 (standard Commodore CPU card)

ShapShifter3.2 or newer... (Tested only under 3.5/3.6/3.7)

MUCH Fast memory...

1.3 What's diz?

Sadly the ShapeShifter's internal MMU driver is a bit slow, and the other non MMU ←
based
drivers slow down the emulation speed, when none (or few) pixels changed since the ←
last

refresh.

So i developed this driver , because with the help of MMU only these lines need to be
 freshen, which changed since the last refresh. Because this is detected by
 hardware-way, you able to try ShapeShifter with refresh rate 1 !
 (without big slowdown!!)

1.4 Technical description of the MMU

Lets start with the name:

MMU = Memory Management Unit

As you can see its mission to do some things with the memory handling.
 (example: write protection, cache inhibit, showing the memory changes, others)

But the AmigaOS (yet) doesn't support the memory handling wit MMU, so the MMU is
 doesn't need to be in an Amiga.

Only some applications use it, where its really need: enforcer, VMM, cpu fastrom
 option, all UNIX and the LINUX, because almost unable to emulate it via software.
 (i can say UNABLE to emulate it via software way)

As you can see the MMU is a memory handling unit, so unable to do other thing to do
 (example: chunky->planar conversion) Because many people think it from the option of the
 ShapeShifter called "MMU refresh", how the MMU make the refresh, but its DON'T TRUE!

The 68060 after the boot from the 68060.library turn on the mmu, and this driver try to
 use the default 68060's MMU config.
 (The 68040 makes similar, but use the 68040.library)

And when we divide the Macintosh video memory to exam: 4kb size pages, the mmu is able
 to show how there was a difference in this page, and if yes, then we need only convert
 this chunk.

Ok that's all about MMU. If you interested by other technical information about this
 driver then take a look to
 Technical description
 !

1.5 The technical description of the Driver (only for experts :)

As i said it at the
MMU
part, this driver does not other, only convert
the changed parts of the display (which displayed by the MMU) from chunky to ↔
simple
Amiga planar mode.

This driver works only when the used processor/processorcard uses the following ↔
MMU
configuratuion:

RootPageTable 16 Megabyte
LevelA PageTable 256 Kbyte
LevelB PageTable 4 Kbyte

(so if you dont understand it, simply if your processorcard uses other ↔
MMU
configuration this driver will dont work ;)

1.6 What is the difference between the VBLANK and the non VBLANK drivers?

As you can detect, here are two different versions from the drivers:
(from the version 2.4)

simply version
and VBLANK version (the filename ending with the VBLANK string)

What is the difference?

In the non-VBLANK driver you able to set the refresh rate (by using the ↔
ShapeShifter's
Refresh Rate option), but the VBLANK drivers get the refresh rate from the ↔
screen
(example 50 times refresh per second on PAL mode) which gives you MUCH ↔
smoother gfx
operations. (no flickering mouse pointer, smoother scrolling in games ↔
like in
Warcraft) Ofcourse the gfx speed is a bit slower (because of the higher refresh ↔
rate),
but this only noticable by the test programs (because almost all testprograms ↔
draw
single pixel lines, and this driver convert at least 32 pixels by one conversion) ↔
, but
in the most case the smoother effect is better. (simply try DOOM or ↔
Warcraft on
Pal-Lace screen at refresh rate 1 with normal driver, and after with the ↔
VBLANK
driver... the VBLANK driver gives better and smoother results)

1.7 Configuring the drivers under ShapeShifter

Simply copy the drivers to the directory called "Video Drivers ↵
", because that is the
default searching path of the external video drivers.

What is the difference between the normal and the VBLANK drivers?

Press

here
to see!

1x1 drivers:

From version 2.1 not limited the resolution of the 1x1 4/8/15bit drivers, and
from version 2.4 you able to set the resolution in all modes up to 1024x1024!

The 15bit driver is usable, when the MACINTOSH display memory requirement is ↵
smaller
than 2048kb. The memory requirement of the display is easy to calculate: ↵
simply
multiple the display width with the display height and multiply it with 2.

Example:

$640 \times 480 \times 2 = 614400$, which is smaller than 2097152, so usable.

The 8bit driver is usable, when the MACINTOSH display memory requirement is ↵
smaller
than 1024kb. The memory requirement of the display is easy to calculate: ↵
simply
multiple the display width with the display height.

Example:

$640 \times 480 = 307200$, which is smaller than 1048576, so usable.

The 4bit driver is usable, when the MACINTOSH display memory is smaller than ↵
512kb,
which is equal in resolutions with the 8 bit driver, because similar 4bit ↵
resolution
needs half of the memory as in the 8bit mode. (i think this is logical..)
The memory requirements of the 4bit mode can calculate at the followings: ↵
multiply the
display widht with the display height, after divide it by 2.

Example:

$640 \times 480 / 2 = 153600$, which is smaller than 524288, so usable.

!IMPORTANT!:

Thats, how the resoulution is able free to set, not means, how you can use any * ↵
stupid*
resolution, and it will works! I maked this option because many people asked ↵
for it.

(i dont able to make guarantee using not recommented resolutions, because its ↵
a MAC
side problem, not the driver's problem!)

Recommented and legal MAC resolutions are the nexts: (whichs usable)

512x384

640x480

832x624 (Because i dont know, how the MAC's support the 800x600 mode, ←
because a
PowerMAC 7100 is support only this resolution)

Note: in the 8/15 mode you not able to use to use resolution 800x600 (like ←
Super72
etc.), because of the hardware limitation of the AGA chipset. (because every ←
line of
every bitplane must be quad-longword aligned, this requires for the full 32 bit ←
Chipram
access - this is the maximum bandwidth mode of the AGA)
So in 8/15 bit modes use a width which is dividable with 64.
(so please use 768x600 or 832x600 instead of 800x600)

Note:of course a workaround is possible, but hard to do (because of the ←
continous
bitplane memory allocation, and requires MUCH memory, like the 2x2 driver)

2x2 driver:

Savage040-060_2x2 here the resolution is 640x480 but it will be converted to
320x240 - like the Xanth-driver. Recommended for games, ←
and for
full screen animations.

Memory requirements:

The first turn off the largest free block option, and set by manual the memory ←
size.

The driver's memory requirements:
(the 8bit and 4bit modes are examples)

Savage040-060_8bit (640x480)	856 kb	(640x480 = 300kb+256kb MMU page fix+300kb ← dbuf)
Savage040-060_4bit (640x480)	556 kb	(640x480 = 150kb+256kb+150kb)
Savage040-060_2x2_8bit	2326 kb	(4096x480 = 1920kb+256kb+150kb)
Savage_640x480_15bit ham8convtab)	1488 kb	(640x480 = 600kb+256kb+600kb+32kb ←
Savage040-060_8bit (512x384)	640 kb	(512x384 = 192kb+256kb+192kb)
Savage040-060_4bit (512x384)	448 kb	(640x480 = 300kb+256kb+300kb)

Sadly (you can see it ...) for the easier handling the MMU page all driver's need ←
256kb
more memory than other ways....

I think you discovered it, how the 2x2 mode in the resolution 640x480 need MORE ←
memory,
but it have a simply answer. For the higher speed every line need to be 4kb. (←
because
the pagesize of the mmu is 4kb too)
(sorry for it but in the 68040/68060.library the default pagesize is set to 4kb ←
, and

its too big for my routines, and because i want to make the highest speed i
maked it ←
so. sorry again...)

So simply sub these values from the maximal memory and write it to the mac memory. ←
(if
the mac videoram, or other buffer located in the chip memory the driver will ←
open a
requester and quit. So sub a little bit more if you want sure to start it!)

But these values are the most bigger values, and its able to start them at ←
smaller
memory. (about 100-200kb smaller)

At last the
 setting the refresh
 is coming.

1.8 Setting

Because this driver uses MMU, you should first try it with refresh rate 1.
(At the 15bit mode too!!)

This are recommended when changes an area of size about 320x256/frame, and ←
requires
much CPU power at same time: little screen games, emulators (Hi Louise!), ←
image
manipulators. Or simply requires much CPU power: like ray-tracers, DTP programs.

But when you can use so program what makes many screen manipulation (ex:games) ←
then you
should try refresh 2.

For games with biiiiig scrolling areas (like Warcraft) i recoment you the ←
VBLANK
version of the drivers. (these give MUCH more smoother scrolling)

1.9 Test results 68040/40Mhz

Testmachine:
A1200-68040/40 (Blizzard 1240T/ERC) 2MB Chip + 16 MB Fast (my machine)
C=1942 Multisync
200 MB DeviceDisk under ShapeShifter

Software: Hungarian MAC System 7.5, ShapeShifter 3.7

8bit tests:

The resolution was 640x480 8bit, and the used screenmode was Pal-HiresLace.

Testprograms: Speedometer 4.0 (Color Quickdraw/CPU), Offscreen Toys boost (FPS),
Symantec System info (Display test)

1.0=Mac Quadra 605 (68040/25Mhz) 8bit mode
 100% in the Display test is a Mac Quadra 700/8bit mode (68040/25 Mhz)

Note to all tests: Higher Value = Faster Performance

Driver:	Savage	TurboEVD
Version:	2.41	34.1
Refresh rate:	1	1

Color Quickdraw:	0.610	0.621
CPU:	1.478	1.476
FPS:	83	84
Display test:	36.5	36.9

Same as above, but the screenmode is Multiscan:Productivity (640x480) - 61Hz

Driver:	Savage	TurboEVD
Version:	2.41	34.1
Refresh rate:	1	1

Color Quickdraw:	0.434	0.362
CPU:	1.455	1.448
FPS:	81	68
Display test:	20.4	16.4

4bit tests:

The resolution was 640x480 4bit, and the used screenmode was Pal-HiresLace.

Testprograms: Speedometer 4.0 (Color Quickdraw/CPU), Offscreen Toys boost (FPS), Symantec System info (Display test)

1.0=Mac Quadra 605 (68040/25Mhz) 8bit mode
 100% in the Display test is a Mac Quadra 700/8bit mode (68040/25 Mhz)

Note to all tests: Higher Value = Faster Performance

Driver:	Savage	TurboEVD
Version:	2.41	34.1
Refresh rate:	1	1

Color Quickdraw:	0.900	0.916
CPU:	1.482	1.487
FPS:	121	118
Display test:	77.3	87.6

Same as above, but the screenmode is Multiscan:Productivity (640x480) - 61Hz

Driver:	Savage	TurboEVD
Version:	2.41	34.1
Refresh rate:	1	1

Color Quickdraw:	0.883	0.902
CPU:	1.474	1.473

```
FPS:                114        112
Display test:       73.8       84.3
```

15bit tests:

The resolution was 640x480 15bit, and the used screenmode was Pal-HiresLace.

Testprogram: Speedometer 4.0 (Color Quickdraw/CPU)
1.0=Mac Quadra 605 (68040/25Mhz) 15bit mode

Note to all tests: Higher Value = Faster Performance

```
Driver:             Savage
Version:            2.41
Refresh rate:      1
-----
```

```
Color Quickdraw:  0.297
CPU:               1.473
```

Same as above, but the screenmode is Multiscan:Productivity (640x480) - 61Hz

```
Driver:             Savage
Version:            2.41
Refresh rate:      1
-----
```

```
Color Quickdraw:  0.235
CPU:               1.451
```

Note: No testresults for TurboEVD in 15bit mode, because only Savage support the
15 bit mode. ←

1.10 Test results 68040/25Mhz

Testmachine A4000 (standard CPU card) + C=1950 Multisync Monitor
Tests done by Alessandro Gerelli (thanx man!)

Testprogram: Symantec System Info

100 = Mac Quadra 700/8bit mode (68040/25 Mhz) - Higher Value = Faster Performance

640x480 Multiscan (8bit)

	CPU	FPU	Video
2.41	70.1	84.1	11.8
2.41			
Vblank	69.8	83.6	7.83

2.3	70.2	84.1	12.0
-----	------	------	------

2.3

Vblank	71.0	85.0	7.72
--------	------	------	------

768x576 Super72 (8bit)

	CPU	FPU	Video
--	-----	-----	-------

2.41	69.6	83.5	9.51
------	------	------	------

2.41

Vblank	69.1	82.8	7.37
--------	------	------	------

And these test are the same but with Kickstart _3.1_

640x480 Multiscan (8bit)

	CPU	FPU	Video
--	-----	-----	-------

2.41	70.2	84.1	12.0
------	------	------	------

2.41

Vblank	69.8	83.7	7.69
--------	------	------	------

(nothing noticeable faster with kick 3.1)

640x480 Multiscan (4bit)

	CPU	FPU	Video
--	-----	-----	-------

2.2	70.9	84.9	31.4
-----	------	------	------

2.3	70.9	84.9	31.3
-----	------	------	------

2.41	70.8	84.9	31.8
------	------	------	------

640x480 Multiscan (15bit)

	CPU	FPU	Video
--	-----	-----	-------

2.2	70.2	84.2	3.87
-----	------	------	------

2.41	70.2	84.1	3.79
------	------	------	------

1.11 Test results 68060/60Mhz

Testmachine: Al200-68060/60 Mhz (YEES! 60 MHZ!) 2meg Chip+16meg Fast
(Dark/CDi's Machine)

Software:Mac System7.5 (hungarian) 80 meg hd - ShapeShifter 3.6
(macintosh rom was everywhere in the fast memory - so the faster speed was ↔
everywhere)

Note:only Savage and TurboEVD testvalues here, becoz all other (AGABOOST, ↔
AGAEVD)
videodrivers are MUCH more slower... (because Savage and TurboEVD uses MMU)

Note: sorry only the older Savage version (2.2) testresults are here...
(because dont have time to go my friend for the testresults... sorry)

8bit tests:

The resolution was everywhere 640x480 8bit, and the used screenmode was Pal- ↔
HiresLace.

Testprogram: Speedometer 4.0

1.0=Mac Quadra 605 (68040/25Mhz) 8bit mode - Higher Value = Faster Performance

Driver:	Savage	Savage	TurboEVD	TurboEVD
Version:	2.2	2.2	34.1	34.1
Refresh rate:	1	2	1	2

Color Quickdraw:	0.920	1.109	0.889	1.054

Testprogram: OffScreen Toys (Boost) 1.3

All values in FPS (Frame per Second) - Higher Value = Faster Performance

Driver:	Savage	Savage	TurboEVD	TurboEVD
Version:	2.2	2.2	34.1	34.1
Refresh rate:	1	2	1	2

Frame per Second:	135	151	124	142

Testprogram: Symantec System Info

100 = Mac Quadra 700/8bit mode (68040/25 Mhz) - Higher Value = Faster Performance

Driver:	Savage	Savage	TurboEVD	TurboEVD
Version:	2.2	2.2	34.1	34.1
Refresh rate:	1	2	1	2

Display test:	53.5	69.8	48.8	62.9

4bit tests:

The resolution was everywhere 640x480 4bit, and the used screenmode was Pal- ↔
HiresLace.

Testprogram: Speedometer 4.0

1.0=Mac Quadra 605 (68040/25Mhz) 4bit mode - Higher Value = Faster Performance

Driver:	Savage	TurboEVD
Version:	2.2	34.1
Refresh rate:	1	1

Color Quickdraw:	1.321	1.326

Testprogram: OffScreen Toys (Boost) 1.3

All values in FPS (Frames per Second) - Higher Value = Faster Performance

Driver:	Savage	TurboEVD
Version:	2.2	34.1
Refresh rate:	1	1

Frames per Second:	190	191

Testprogram: Symantec System Info

100 = Mac Quadra 700/8bit mode (68040/25 Mhz) - Higher Value = Faster Performance

Driver:	Savage	TurboEVD
Version:	2.2	34.1
Refresh rate:	1	1

Display test:	123	126

(wow... TurboEVD 2% Faster than Savage2.2 in 4 bit mode ;)

15 bit tests:

Testprogram: Speedometer 4.0

1.0=Mac Quadra 605 (68040/25Mhz) 15bit mode - Higher Value = Faster Performance

Driver:	Savage
Version:	2.2
Refresh rate:	2

Color Quickdraw:	0.697

Testprogram: OffScreen Toys (Boost) 1.3

All values in FPS (Frame per Second) Higher Value = Faster Performance

```
Driver:          Savage
Version:         2.2
Refresh rate:    2
-----
Frame per Second: -
Note: Offscreen toys NOT run in 15 bit mode... ;)
```

Testprogram: Symantec System Info

100 = Mac Quadra 700/8bit mode (68040/25 Mhz) Higher Value = Faster Performance

```
Driver:          Savage
Version:         2.2
Refresh rate:    2
-----
Display test:    19.3
```

1.12 Problems...

Problem: Some pixels seems to be converted wrongly and some some ←
old pointer
phases on the screen

Solution: Please turn on the MMU refresh in the ShapeShifter/Graphics

----- ←
Problem: This driver wont start, i get only a message:
"The Selected Macintosh Display etc..."

Solution: If you use the demo version, please select the 4/8/15 bit mode, and the
resolution 512x384.
In registered version the driver configuration described in the ←
configuring
part.

----- ←
Problem: I got a message: "The Delta buffer or the Macintosh video memory located ←
in
the chip memory"

Solution: Please turn off the largest free block option in the ShapeShifter memory
options and select the memory as described
here

----- ←
Problem: The driver simply crash on my machine!

Solutions for 040:

-Make sure, how your CPU uses the MMU with page size 4kb.

- (if your CPU/CPUCard have extra programs to control it please set it to ←
4kb)
- If you CPU uses other program than setpatch to utilize your CPU, please ←
try to
set the MMU pagesize to 4kb.
 - If your CPUCard uses only the setpatch (and you dont get any program/ ←
disk
with your card) to detect 68040, please check the followings:
 - have you the 68040.library installed in libs: ?
if not, simply copy it from your Workbench disk
 - your setpatch is started during the boot sequence?
if not, please put in the Startup-Sequence
 - your setpatch is able to load the 68040.library?
if not, please upgrade (look Aminet for setpatch)

Solutions for 060:

- Please copy the 68040.library and the 68060.library to libs:
(you got its with your CPUcard)
- Please upgrade your Setpatch if needed. (when not load the 68040. ←
library)

----- ←

Problem: The driver works correctly, but the MAC uses funny colors.
(green/blue colors... not b/w and not standard MAC colors)

Solution: You have pirated/damaged keyfile for ShapeShifter
Please register the ShapeShifter!

1.13 About the author

If you have any problems, suggestion, bug reports then write to:
(send the registration fee here)

snail mail: László Török (pH03N1x/CDi)
 H-8900 Zalaegerszeg
 Cserfa 31.
 Hungary

phone: +36 92 310 396 (after 18:00 CET)

E-Mail : phoenix@master.fok.hu <- preferred
or: phoenix@fok.hu (i think equal with the previous..)

or: torokl@alpha.dfmk.hu <- work

I think now i have an account on the
 Dark Millennium BBS
 So you can

reach me under user name: phoenix (Thanks Dark!)

iRC (not so often..) : pH03N1x@iRC (#magyar, #amiga or #amigahu channels)

U can check my homepage at (a bit old): <http://www.fok.hu/~phoenix>
(maybe dont work, becoz the home volume is fucked up...)

As u can see my english knowledge is very limited, and my german is MUCH better...
(ich denke so... ;)

1.14 The support sites

You able to find the new demo versions of this driver on the following sites:

Aminet: misc/emu subdirectory

and

Dark Millennium BBS: (CDi WHQ/Crimson Jihad Distro)

phone: +36 93 320 679

HW: A1200-68060/60 18 meg ram 1.7GHD 8xCD-ROM 28.8k

open: every day: 22.00-06.00 (CET)

Sysop: Dark/CDi

1.15 Revision history

2.00 (20.07.96) First version for 060

2.1 Works on 68040 too (the 2.0 is worked too, but i got many ↔
questions, so
i added the 040 to its name)
Better memory allocation (all important address now on 32 bit ↔
address)
At least 5% faster drivers (1x1 4/8 bit only)
1x1 8/4 bit modes free resolution selection (up to 832x624)
No more 2 minutes time limit in the demo version, only resolution ↔
limit
(8bit and 512x384)
New version string handling (very important ;))
(released only for beta testing)

2.2 (01.12.96) New c2p for 1x1 8 bit modes (now again Savage is the fastest ↔
driver for
040/060 and for Savage030 030 too ;)) thanx the new c2p to: EFT/ ↔
Impulse
and Zak/The Forcers Team (and i speeded it up again ;))
30-40% speed increase in the 1x1 8bit mode (now Savage2.2 at least ↔
10%
faster than TurboEVD)
Some optimizations in all the other drivers (little speed up)

2.3 Single file version (4/8/15 bit drivers in one file)

Free resolution selection in 15bit mode
 Faster 15bit drivers (about 5-10%)
 All 1x1 modes can handle up to the resolution 1024x1024
 (released only for testing)

- 2.4 (21.04.97) VBLANK Versions - MUCH more smoother refresh, and no more windoze ↔
 like
 pointer moving on mac side
 (released only for testing)
- 2.41 (25.04.97) About 5-10% faster 4bit drivers
 Major speed increase in the 2x2 driver (up to 25%)
 New demo concept: 4/8/15 bit 512x384 normal, and 640x480 8 bit ↔
 VBLANK
 versions

1.16 To do list:

24 bit version (for 030 is ready, dont so hard work to do it for 040-060 too)
 256color->64Color (like AGABOOST) for faster 8bit in multiscan modes.

1.17 Used hard & software

Hardware:

To version 2.2:

A1200-68060/60 (Blizzard1260) 2MB Chip + 16 MB Fast ← Dark Millennium server ;)
 (68030/50 - my machine)

From version 2.3:

A1200-68040/40 (Blizzard 1240T/ERC) 2MB Chip + 16 MB Fast (my machine)

1084s monitor... i changed it to a C=1942 MultiSync (its important... :)

2x80watt audio.... (its MUCH important... :)

Techincs RS-TR 333 Tapedeck

An oldie VIDEOTON RA 6363 Stereo Receiver

Sony MDR CD-250 HeadPhone

Some oldie bullshit coming next... :)

Version 2.0 is developed on CDi meeting (14.07.96-21.07.96 BalatonMária)

Most important peoples:

Toxin/CDi (american section)

Dæ@k/CDi&C^J (the very tall dude)

DarkSide/CDi (kübli colourer)

CaveM@N/CDi (the founder of the logical coder section)

G@æ\$\$/CDi (Slamtilt tester/graphician)

Flex/Frame18 & CDi (who heard the CDs & kübli tracer)

Józsi/CDi (arrghh... pC section.... & transporter)

And me: pH03N1x/CDi

Used things on the meeting:

Food: 30 piece of luncheon meat
15 piece of egg
12 kg of bread
40 Liter Cola/Fanta etc.
Milk, Paprika, Tomato
20 kg peach (from the nearest peachtree)
Some alcohol.... (hukkkk...)

Trash: around 30kg trash
2 telefoncards
1 rentabike (smashed by Flex... -3000Ft 8()
210 MegHD partition (Darkside's DH1: virus sux)

Many Worms+Dogfight party (5 hours of continous Dogfight)
Looking houndreds demos
Girl hunting
Toilette Debugger V1.0
Mosquito killer V1.0 (one by Flex ..) ;)
Arabian terrorists on the beach of Balaton ;)
Theoretical SW/HW developing (memory protection & very nice computer design)
Making an unfinished AVI player (no sound)

Best sayings:

- "Darkside are you sleeping?" - at 2 AM.

-....

-When are we going to bike again? (after Flex had an accident...)

-Who dranked my Coke?

-At the evening it was full!

-This all stored MPEG anim !

-How can i slowing down the MPEG-player? (on 060)

-U fool!

-Darkside open the tap!

-There is a spider! Who has a matchbox? (around 3km far from the meeting place)

-U Sucker!

-Jump jump! - And a german people:

-Alles Klar?

-Fingomcsing!

Others:

Ehh!, Kübli

IIIIIIIIIIIIII VEEEEEEEEEEERYYYYYYYYYY HAAAAAAAAATTTTTTEEEE THHHHHHHHHHEEEEEEEEEEE
ROOOOBBBBBEERRRRRTTTT MMIIIIILLLEEEESSS CCCCCCCCCCCCCCCCCDDDDDDDDDDDDDDDDDDDDDDDD!

(I (pH03N1x) have to heard it about 100 times - Flex arrrrrgghh)

Software:

Shapeshifter-ExeternalVideodriver manual level2 by Christian Bauer

(A very good & usable manual & driverspecification ↔
description)

Asm-one 1.29 .. Around 4 new bugs detected...

MMU Expert 1.32 by F.Bürgel... (oldie but goldie! (from 1991))

HippoPlayer 2.39 need some zax for developing...

D68k 2.0.7 The best resourcer on Amiga (i think better than resource ↔
6.0) (FULL MMU,FPU,68000-68060 support!)

MPEGA.040FPU by Stéphane TAVENARD (to enjoy the MP3 files on Amiga)

This file checked with the MacWrite Spelling checker... (From Shape...)

19 Guru (reported by MCP gurureport) (from MMU config error to corrupt memory list ↔
in
freememen and some illegal instruction so Amiga rulez... ;))

1.18 The author wishes to thanks:

The author wishes to thanks:

Christian Bauer For the World's best Macintosh emulator, and the
awesome external videodriver concept

K-P Koljonen for Hippoplayer

Psycho@master.fok.hu for the account,and for the free HDD(almost ↔
unusable ;))

Pawel Hernik for AGA-EVD, and for the c2p routine (and 4bit c2p ↔
too) and for the 15bit->ham8 conversion routines (this ↔
is a
very fast&good routine!)

Peter McGavin for the fastest c2p routines on Amiga

Chris Brenner for FastECS

Michael 'Xanth' Spenner for the 2x2 version idea

Dennis Arketyd for the Agaboost driver

Aki Laukkanen for the TurboEVD driver (yeahh.. it was faster ←
 than
 Savage2.1 but now try to beat the Savage060 2.2 1 ←
 x1
 8bit performance ;)

EFT/Impulse for the NEW 040-060 optimized c2p (but i speeded ←
 it up
 and about 20% ;)
 Zak/Forcers Team

Thanx to my beta testers:

68060/60Mhz Na most nem hagyta lak ki a beta tesztelők közül :)
 (A1200/Blizzard1260) Hehehe... azértse írom ezt ide angolul... ←
 pukkaggyanak
 Zsolt Sipos (Dark/CDi) meg! :)

68040/25Mhz (Amiga4000) Yeeaahh! thax for the AVId beta testing too!
 Alessandro Gerelli Now i included your testresults... :)
 (a.gerelli@agonet.it)

68060/50 Mhz Thanx for the criticism and for the VBLANK driver ←
 idea!
 (A1200/Blizzard1260)
 Árpád Miklós (Alan)
 (alan@elender.hu)

68040/40Mhz Sorry i missed your config in the old docs...
 (A4000/Cyberstorm MKII)
 Roland Lewis
 (Roland_Lewis@ol4amiga.demon.co.uk)

68040/40Mhz Yeah... thanx for help to get i a 040/40 to!
 (A1200/Blizzard1240/40)
 Csaba Imre

AND: ALL REGISTERED USERES!

Other greetinx:

Amiga: Shamen/CDi, Flex/Framel8, Anorganic/Promise, Pogi/Crimson Jihad
 Hanzi/???, Chexum, Gizmo/Framel8, ZAK/The Forcers TEAM, Louise/????,
 Goa/CDi/Faculty, EFT/Impulse, Soldier/Impulse, Chris/Power Team,
 Magic/Amiga Only, Unreal/Faculty

Louise/???? A ShapeShifter maniac... ;) (like me...)
 All members of Amiga Only ←- The best Hungarian Amiga-user mag

pC: Grass/CDi, Basq/Tsi Alive, Trajic/Shock!, Hamster/???, Dada, Dab/Promise ←
 PC

Last, but not at least: the Developers of the Amiga and AmigaOS (yes this is a ←
 really
 OS -okay, have some bugs- , but really fun to develop under it!!)

Fuck to all pC-owners who's think how Amiga is a game-machine...

1.19 Legal mush

The registration fee is 15DM or 10\$USD, (or an equal amount in ↔
other currency).

If you want to register both my Savage videodriver (030 or the 040/60 version) and ↔
AVID,
then the registration fee is 20-25 DM or 15\$USD! (or equal in other curr.)
(instead of 30DM and 20 US\$)

Note: AVID is a fast AVI player for AGA/020+ based Amigas click
here
for more info!

Note2: i accept your own programs/keyfiles for registration fee!

If you want to register please send the registration fee to
my postal address
in !CASH!

And after i got the money I'll send you the full version in E-mail uuencoded.
(registration is also possible in snail-mail too, but please add an answer ↔
envelope to
your mail and an errorfree 3.5 DD disk too)

(the postal money transfer is working too, so use it if you like better ;)

The updates are free, when you have E-Mail address!

If you registered please DO NOT spread your version!

Amiga and the AmigOS is registered trademark of Gateway2000 (huh... i need ↔
correct it
in every docs... its to booooooring :((((()

Macintosh is registered trademark of Apple computer INC.

1.20 AVID - the AVIplayer for Amiga

(at this moment 0.993 beta is available, a demo on aminet:gfx/show/AVID.lha)

AVID (0.993b) features:

Requires: 68020+

AGA Chipset and OS 3.0+

(maybe will be a 16 gray ECS support too... not sure..)

Recommented: 68030/50 or faster with 0.5 Mb of free FastRam

(for 240x180 CVID 15 FPS playback needs 68040/25 at least)

Supported video encoders:

Miscrosoft RGB (RGB) 8/16 bit

Microsoft Video1 (CRAM) 8/16 bit

Radius CinePak (CVID) 24 bit

Supported audio:

PCM mono 8 bit

PCM mono/stereo 16 bit

Features:

Async I/O

FULL in Assembly language coded decrunchers (at moment more than 93kb of Source code) ←

Fast c2p

256 color for 8 bit AVIs

256 gray/HAM8 for 16/24 bit AVIs

18bit mode for 24 bit AVIs (bugfree ham8)

FAAAAASSSSSTTT Playback! (Timer based frame skipping method - like on pC)

The demo version is will play the first 400 frames of the animation, and will be there ←

no 18bit support.

The Full version registration fee is 15DM/10US\$ (like Savage)