

# **BootBar**

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<b>COLLABORATORS</b>
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	<i>TITLE :</i> BootBar		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## BootBar

### 1.1 Guide to BootBar

BootBar

- Legal mush
- Overview
- Requirements
- Installation
- Usage
- Known bugs
- Program history
- The next version
- Author's address

Please note:

This is a beta release, so there are no guarantees that the program will work on your computer. There is also no easy way of installing and configuring the program, but I hope that doesn't scare you off.

### 1.2 License

This program, and all the files in the archive are copyright Per Olofsson. The program may be spread freely, as long as no profit is made and no changes are made to the distribution.

### 1.3 Overview

As I got bored of my static boot picture I decided to implement a version of the Macintosh bootscreen. BootBar displays a picture while booting, together with a progressbar. You can also get icons to pop up on the screen. Sounds more fun than that boring old boot picture, doesn't it?

## 1.4 Requirements

The program currently works (or should work) with OS 3.0 or better. I follow all the rules and guidelines in the Amiga autodocs, so basically, there shouldn't be a problem. Heh.

The program could be made into working with OS 2 as well, if there is enough interest to motivate the work. Mail me if you want me to.

## 1.5 Installation

Move the files "BootBar", "SetBar" and "BootIcon" to a convenient place, such as C:, where the programs can be found during startup.

Doubleclicking on "Click to install" moves the three programs to C:.

## 1.6 Known bugs

- Colour remapping of icons is not implemented.  
(got a good colour matching routine? Mail me)
- Automatic placing of icons is not implemented.
- The screen flickers when the workbench screen is opened.  
(how do I get the screen to stay on top? Mail me)
- Dirty interprocess communication. Should use message ports.

## 1.7 Program history

Version 1.0B  
First public release

## 1.8 Coming up

Use message ports for interprocess communication.  
Easy to use installation and configuration programs.  
Automatic timing of the startup to get a smoothly moving progressbar.

## 1.9 Addresses

If you would like to contact me, please email MagerValp@Goth.Org.

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## 1.10 Usage

BootBar is split into three programs which are used in the startup-sequence. BootBar is the main program, which is started in the beginning. Throughout the startup-sequence SetBar is used to update the progressbar, and BootIcon is used to display icons on the BootBar screen. Pretty basic.

```
BootBar
SetBar
BootIcon
```

## 1.11 BootBar

BootBar is the main program. It starts by opening up the bootscreen and then it sits back, waiting for SetBar or BootIcon to call it.

```
FORMAT: BootBar [SW=<screenwidth>] [SH=<screenheight>] [SD=<depth>]
  [SM=<screenmode>] [X=<xpos>] [Y=<ypos>] [W=<width>]
  [H=<height>] [MODE=<barmode>] [BG=<picture>]
  [BACKFILL=<pen>] [PEN=<pen>] [HILIT=<pen>] [SHADE=<pen>]
  [QUIT] [NOCLEAR]
TEMPLATE: SW/K/N,SH/K/N,SD/K/N,SM/K/N,X/K/N,Y/K/N,W/K/N,H/K/N,MODE/K,
  BG/K,BACKFILL/K/N,PEN/K/N,HILIT/K/N,SHADE/K/N,QUIT/S,
  NOCLEAR/S
```

BG=<picture>

Load <picture> as the background image. It must be an IFF-ILBM picture in 1-256 colours, in a screenmode that your computer can display.

SW=<screenwidth>, SH=<screenheight>, SD=<depth>

If no picture is loaded SW, SH and SD controls the dimensions of the blank screen that is opened.

SM=<screenmode>

Open the screen using this screenmode, where screenmode is a 32-bit hexadecimal value. This can also be used to override the screenmode found in the background picture.

X=<xpos>,Y=<ypos>,W=<width>,H=<height>

This sets the position and size of the progressbar.

MODE=<barmode>

This controls how the progressbar is drawn. Can be one of "flat", "embossed" (default) and "recessed".

BACKFILL=<pen>,PEN=<pen>,HILIT=<pen>,SHADE=<pen>

This determines which pen will be used to draw the different parts of the progressbar. BACKFILL is the colour used to clear the area under the bar. PEN is the main colour. HILIT is the colour used to produce the highlight, and SHADE is the colour used to produce the shadow.

NOCLEAR

If set, the unused areas of the progressbar will not be cleared when redrawn. Use it if the bar appears on top of drawn graphics and you aren't planning to make the bar go backwards.

#### QUIT

Tell BootBar to close its screen and quit. Put "BootBar QUIT" at the end of your startup-sequence.

## 1.12 SetBar

SetBar controls the progressbar.

FORMAT: SetBar <value>

TEMPLATE: VALUE/A/N

#### <value>

A number between 0 and 100. 0 is an empty bar, and 100 is a full bar.

## 1.13 BootIcon

BootIcon displays an icon on the bootscreen.

FORMAT: BootIcon <picture> [<xpos>] [<ypos>] [REMAP]

TEMPLATE: ICONFILE/A,X/N,Y/N,REMAP/S

#### <picture>

The name of an IFF-ILBM file to display.

#### <xpos>, <ypos>

The coordinates at which the picture should be displayed. If no values are given, the next "logical" position is used. See Known bugs.

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