

History

COLLABORATORS

	<i>TITLE :</i> History		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		January 18, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	History	1
1.1	Main	1
1.2	1.0	2
1.3	2.0	2
1.4	3.0	2
1.5	3.01	2
1.6	3.02	3
1.7	3.03	3
1.8	3.04	3
1.9	3.05	3
1.10	3.06	4
1.11	3.07	4
1.12	4.0	4
1.13	4.01	5
1.14	4.01b	6
1.15	4.02	6
1.16	4.03	6
1.17	4.04	6
1.18	4.05	7
1.19	4.06	7
1.20	4.07	7
1.21	4.08	8
1.22	4.09	8
1.23	4.10	8
1.24	4.11	8
1.25	4.12	9

Chapter 1

History

1.1 Main

- Development History of PointerX -

1.0
2.0
3.0
3.01
3.02
3.03
3.04
3.05
3.06
3.07
4.00
4.01
4.01b
4.02
4.03
4.04
4.05
4.06

4.07

4.08

4.09

4.10

4.11

4.12

1.2 1.0

1.0 No information.

1.3 2.0

2.0 First version I owned.
 ~~~~~  
 \textdegree{} Only works on kickstart 2.x (Sometimes)  
 \textdegree{} Written by Steve Tibbett.

## 1.4 3.0

3.0 28-Sep-94 Released only to beta testers  
 ~~~~~  
 \textdegree{} I (Dave Jones) took over.
 \textdegree{} Some obvious optimisations were made.
 \textdegree{} Now works on WorkBench 3, as I now patch the
 Intuition/SetWindowPointerA() function as well as the
 Intuition/SetPointer() function.
 \textdegree{} Added auto-detatch code, no more need to 'RUN ↵
 PointerX'.

1.5 3.01

3.01 23-Oct-94 First Full Public Release - Appeared on AUI coverdisk
 ~~~~~  
 \textdegree{} Fixed NewSetWindowPointer().  
 It no longer causes Enforcer hits.  
 \textdegree{} If you now run PointerX twice, it'll Uninstall ↵  
 itself.  
 \textdegree{} Uses FastMem if available.  
 \textdegree{} Improved auto-detatch code.  
 \textdegree{} Various small optimisations.

## 1.6 3.02

3.02 27-Oct-94 Not publically released. Released only to Beta testers  
 ~~~~~  
 \textdegree{} More PC relativity added.
 \textdegree{} Some obscure optimisations added.

1.7 3.03

3.03 7-Nov-94 Not released : personal test version
 ~~~~~  
 \textdegree{} Code is now 100% PC Relative.  
 \textdegree{} Code has had loads of optimisations made, both for ←  
 speed  
 and size, and is now as small and fast as possible.  
 \textdegree{} Fixed a harmless bug in the auto-detatch code.  
 \textdegree{} Removed some redundant code.  
 \textdegree{} Finally removed some spelling mistakes in this doc!  
 previous versions stated I was 21, Hmm.. too much Vodka..  
 (or maybe not enough ;-)

## 1.8 3.04

3.04 8-Nov-94 Second public release.  
 ~~~~~  
 \textdegree{} Removed an enforcer hit that's been there since ←
 ?????
 My serial lead was broken, so my terminal wasn't getting
 the enforcer hit messages! Sorry!
 \textdegree{} Some more small optimisations, removal of duplicate ←
 code.
 \textdegree{} Now uses minimal amount of CPU time even when in the
 'busy' state. - Virtually nil when not 'busy'.
 \textdegree{} Corrected several mistakes in the docs, which ←
 referenced
 MoveVBR (One of my other programs) that's what you get
 for being lazy, and modifying another doc. ;-)

1.9 3.05

3.05 26-Dec-94 Third public release - Uploaded to AmiNet.
 ~~~~~  
 \textdegree{} Uses an optimised SegSplit routine, 4 bytes saved! ←  
 ;^)  
 \textdegree{} Now includes a rather nice icon.  
 \textdegree{} More spell checking done on docs ;-P  
 \textdegree{} Funky new icon by Kirem Rahmani. [Spe3Kdr@Cardiff.ac ←  
 .uk]

This version seems to be the most spread version of all. Aminet rules! It has also appeared on the Amiga Shopper Subscribers disk, which Future Publishing kindly sent me a copy of. This is more like it! Take note AUI!

## 1.10 3.06

3.06 6-Feb-95 Internal Birthday version just to Beta-Testers/Close Friends.  
 ~~~~~  
 \textdegree{} Some typos in docs removed. (And probably, some more introduced! ;-)
 \textdegree{} Removal of Sprite Garbage bug. Perhaps ;-P Doesn't seem to appear anymore.
 \textdegree{} Removed a bug which caused random crashes since v3 ←
 .02
 I Was taking stuff off the stack in reverse order to what I was shoving them on in the Initialisation routine! Anything which relied upon a2/d2 after setting the busypointer crashed!
 \textdegree{} Changed interrupt priority from 136 to 10 !
 The pointer now seems to animate at a slightly faster speed than before, but still uses the same amount of CPU-Time ;-)

1.11 3.07

3.07 29-Mar-95 Beta-test release.
 ~~~~~  
 \textdegree{} Supports Hires sprites (Sometimes) ;-P  
 This version as far as I know, wasn't released, but I may have inadvertantly sent it to a few people. (oops! ;-)

## 1.12 4.0

4.00 15-April-95 Fourth public release. PointerX is now Giftware!  
 ~~~~~  
 \textdegree{} Changed interrupt priority from 10 to -1
 (Uses less CPU time - Hurrah! - Virtually nil when not in use)
 \textdegree{} Added HiRes Support. Ta-da!
 To All who requested it: Sorry it took so long, I got a little lazy, and almost abandoned this project (Argh!)
 \textdegree{} User can now select Sprite resolution via a shell ←
 Arg
 \textdegree{} Now uses Spaces instead of Tabs in the doc/guide to prevent looking ugly on non topaz font based Amiga's.

1.13 4.01

```

4.01 28-Aug-95   Fifth public release. (Quite a lot of work this time!)
                  ~~~~~
\textdegree{} Docs Spell Checking. (Again ;- )
\textdegree{} Guide file now works (Sorry! Don't know what ←
                happened
                in v4.0! Guess I forgot to test it before release?)
\textdegree{} Misc code re-arranging. (Improved logic)
\textdegree{} As usual, a few optimisations!
\textdegree{} Added constant recognition string for VirusKillers
\textdegree{} Changed of busy-detection from word arithmetic to ←
                long.
                (Should stop some instances of PtrX activating when it
                shouldn't.)
\textdegree{} Patches are now made between a Forbid()/Permit() ←
                pair.
\textdegree{} Added SINGLEHAND option.
\textdegree{} Some programmers call SetPointer() with a zero for
                the address of PointerData in order to blank the pointer
                (For picture viewers e.t.c.) This was causing a few
                problems since ..? Now Fixed)
\textdegree{} Added recognition for some other busy-pointers.
                > Resource's SandGlass
                > Model 4D's Zzz Cloud
                > GBRoute's Watch
                > Personal Paint 4's No-Entry Sign
                > DPaint 3's 1.3 Cloud
                > Sound FX's 1.3 Cloud
                *NB - Note, that these cloud busy-ptrs may be used
                in other software too, and will therefore be
                automatically recognised.
\textdegree{} Completely re-wrote Seg-Split routines. Improvements ←
                :
                - No longer crashes Mungwall on removal
                - Now works from WorkBench or SHELL (How come no-one
                reported that it never worked from WorkBench before?)
                - Can now (For eg) be started from shell, and then quit
                by running from WorkBench (Or vice-versa)
                - Slightly more structured than the previous incarnation.
\textdegree{} Older versions allocated too more chipram for the ←
                sprite
                than what was actually needed. (144 Bytes) Now, I alloc
                the correct amount (just a miniscule 68 Bytes)
\textdegree{} There is an Exec/CopyMem() call in the startup which ←
                dates
                back to Steve Tibbett days. I assumed it was the correct
                value, and so carried on. I now discover that it was
                copying 64 bytes of busypointer data instead of 16.
                So now PointerX init's a few CPU cycles faster!
\textdegree{}~Now reads Window/WD_Screen instead of GfxBase/ ←
                ActiveView.
                Should be friendlier to the OS.
\textdegree{}~Now sets Sprite-Resolution prior to setting ←
                SpriteData.
                No more brief flickers of the Lo-res pointer when in

```

```

Hi-res mode.
\textdegree{} No longer any chance of crashing while IPrefs ↔
changes the
screenmode e.t.c., Also removed a possible Enforcer hit.
\textdegree{} Uses approx 4k less memory! Now uses a 200 byte ↔
stack instead
of a 4K one, plus some startup code has now been moved, so it
no longer stays in memory.
\textdegree{} Some people suggested I change the interrupt ↔
priority to 0
so I did. Hope it makes you feel better ?!
\textdegree{} Added Super hires switch for DBLPAL users.

```

1.14 4.01b

4.01b 06-Sep-95 Bug fix release

```

~~~~~
\textdegree{}~Fixed a bug, which meant that 4.01 crashed when run ↔
from
WorkBench.
\textdegree{} Removed a mungwall crash when quitting PointerX.
\textdegree{}~Spelt a name wrong in the thanks (Sorry Ronny! ;^)

```

1.15 4.02

4.02 17-Nov-95 This time, I removed more code than I added!

```

~~~~~
\textdegree{}~Done away with the task which sits around waiting
for a Ctrl-C signal. Now you have to reload PtrX
to remove it from memory.
\textdegree{} Moved everything into one hunk, cut down executable ↔
size.
\textdegree{} Better memory allocation.
Uses less than 2k overall mem usage!
\textdegree{} 120 Bytes shorter than v4.01b!
\textdegree{} Improved Sprite-mem alignment.
\textdegree{} Change Pointer HotSpot to centre of sprite.

```

1.16 4.03

4.03 26-Nov-95

```

\textdegree{} Added some Workbench tooltype reading code.
currently supports SPRITERES and SINGLEHAND tooltypes.
\textdegree{}~One or two small optimisations.

```

1.17 4.04

4.04 3-Dec-95 Bug Fix Release
 ~~~~~  
 \textdegree{} Reorg was displaying a busy-pointer when it wasn't ←  
 busy.  
 I Added some code which ignores the 'Delayed-busypointer'  
 tag, and it now seemed to work. It doesn't work as it should,  
 (It should wait a while, then display a busy pointer, but  
 maybe that's for later!) I'm a little too busy right now,  
 so this is an intermediate bug-fix release.  
 \textdegree{} Removed the .doc from the distribution  
 I decided it was a waste of space.  
 \textdegree{} Added 'commented-out' tooltypes to the Icon.

## 1.18 4.05

4.05 9-Mar-96 It's back!  
 ~~~~~  
 \textdegree{} Improved instruction pipelining for 68020+
 \textdegree{} No longer has the full \$VER: string in the interrupt
 name (I forgot to null terminate !)
 \textdegree{} Changed the graphic data slightly, now the clock is
 completely symmetrical. [To my eyes anyhow!]
 \textdegree{} Added some more icons! Thanks to Graham Maddox.
 \textdegree{} File size shrunk a little due to hunk manipulation.

1.19 4.06

4.06 13-Mar-96 Slight optimisation.
 ~~~~~  
 \textdegree{} Changed interrupt code so that it only redraws a ←  
 frame of  
 animation if the busy pointer is currently visible.  
 This was wasting loads of CPU time previously.  
 Wish I'd only thought of it earlier.  
  
 I'm unsure if I actually sent this to anyone! Oops!  
 if not, I guess you'll never ever see it!  
 Consider it a Pointer-X 'Rarity' ! ;^)

## 1.20 4.07

4.07 19-Mar-96 Fixes, Optimisations e.t.c....  
 ~~~~~  
 \textdegree{} Each time the hands were drawn, they were both read ←
 from
 tables, inverted, and anded together.
 I've now setup the tables as inverted data, so I don't
 need to invert them in real-time. This also meant that I
 had a spare scratch register free in my interrupt code,

and no longer had to push & pull d2 ! ;^)
 What this means to you, the end user, is that your PtrX
 executable is shorter, and yup, you guessed it..
 a few nano-seconds FASTER!! (Only when actually busy)

\textdegree{} No longer has the full \$VER: string in the interrupt
 name (I forgot to null terminate !) Again!
 (See v4.05)

1.21 4.08

4.08 14-Apr-96 Released at the 'World Of Amiga show'.
 ~~~~~  
 \textdegree{} One or two sneaky tricks to speed things up a little ←  
 .  
 \textdegree{} Removed an enforcer hit that sneaked in in  
 v4.06  
 \textdegree{} Removed a problem when removing ←  
 PointerX, it reused some  
 memory after freeing it, which sometimes caused a crash.

## 1.22 4.09

4.09 30-Apr-96 Speeed!  
 ~~~~~  
 \textdegree{} Even more sneaky tricks to use as little CPU time as
 possible. (Especially the interrupt code)
 \textdegree{} Removed some redundant code
 \textdegree{} Restructured some spaghetti code... yeuch!
 \textdegree{} Removed a bug, SINGLEHAND made both hands disappear!
 This was introduced during
 v4.07!

1.23 4.10

4.10 13-May-96 More Speeed!
 ~~~~~  
 \textdegree{} Aligned interrupt code, and both patches to 32bit ←  
 boundaries  
 which will decrease CPU usage on 68020+ machines ;^)

## 1.24 4.11

4.11 22-May-96 Bugs 'n' speed!  
 ~~~~~  
 \textdegree{} Changed Memory allocations:
 - Now sets Memf_Reverse to minimise memory fragmentation

```
- Also sets Memf_Public, so that my code doesn't get
  swapped out to virtual memory! (Was potentially dangerous)
\textdegree{} Sprite is now aligned to 32bit boundary for enhanced ↔
  video
  throughput on AGA machines
\textdegree{} Removed PGP support, as no-one requested my keyfile, ↔
  I guess
  not everyone is as paranoid as me ;^)
```

1.25 4.12

```
4.12 29-May-96  Another new option (Oooh!)
                ~~~~~
\textdegree{} Added an option NORESETHANDS (ToolType and shell arg ↔
  )
  which prevents PointerX from resetting to 12:00 every time
  it's active.
  Quite a few users requested this, and it was only a few
  lines of code, so I thought.. what the hell ;^)
```